MASS EFFECT

ROLE PLAYING GAME
PLAYER'S HANDBOOK & CORE RULES

Version 1.38

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Brennor's RPG Corner – http://brennor.dyndns.org/rpg

Credits: Vardaen, Shurijo, Hayabusa, TetNak

Version Changes

Version 1.0, Published February 23, 2010

Version 1.01, Published February 23, 2010

- Removed armor fortitude bonus
- Removed armor maximum dexterity
- Lowered armor penalties (removed penalty from light armor)
- Changed defense per character level calculation to 1 defense point per level
- Removed Frictionless Joints armor upgrade

Version 1.02, Published March 3, 2010

- Added Binoculars general equipment
- Added grenades (standard, smoke, high explosive, cryo, inferno)
- Added heavy weapons (flamethrower, grenade launcher, missile launcher)
- Added heavy weapons ammo (standard, smoke, high explosive, cryo, inferno)
- Added heavy weapons upgrades (ammo extension)
- Added freighters entry under starships
- Added rule regarding Improved Damage Threshold (Saga feat)
- Updated Combat Drone Tech Power stats
- Added Combat Sensor Omni-Tool upgrade
- Changed attribute bonus (each 4 levels) to +2

Version 1.03, Published April 6, 2010

- Added Miscellanous Items section
- Added UT-47 Kodiak drop shuttle
- Added A-61 Mantis Gunship
- Added Shadow Cloak equipment
- Added Talon Claw Knife equipment
- Added Combat Powers versus Defenses table

Version 1.04, Published ? ?, 2010

- Added cost to light armor

Version 1.05, Published February, 2012

- Made editing clean up fixes
- Removed XP spending refrences
- Updated Level Up Chart
- Added Vorcha racial bonuses
- Added cost to armor tables

Version 1.06, Published March, 2012

- Second Wind for Shield added
- Armor Price Change
- Armor Package Chart Updated
- Added Omni-Tool Power Blade
- Added Rules for Shield Recharge
- Added Extra Shield Recharge Feat
- Updated Shield/Armor/Omni Tool stats regarding shield recharge
- Changed how SP/BB/AP/HP are displayed and listed in combat (flipped)
- Updated Improved Damage Threashold Feat
- Updated Armor Familiarity Feat

Version 1.07, Published March 2012

- Removed incorrect costs in Biotic Implant decriptions
- Added Ranges to Ranged Weapon Table
- Updated Table 4: Armor & Shield Module

Version 1.08, Published March 2012

- Minor editing mistakes (Hayabusa)
- Working on Grenades and Heavy Weapons
- Major Update to Ammo Upgrades
- Update to Biotic Amps
- Major update to weapon upgrades including type only weapon mods.
- Add weapon type specific upgrades
- Major update to weapons (removed generic Pistol I-III and replaced with named I-V) Including Pistols and SMGs

Version 1.09, Published March 2012

- Added Mass Effect 3 to Timeline
- Updated Table Numbers
- Continued Weapon Updates including Assault Rifles and AR Mods only
- Editing updates (Hayabusa)

Version 1.10, Published March 2012 (Dev Version Only)

- Added Shoguns and Shotgun Mods

Version 1.11, Published March 2012

- Adjusted Weights of Weapons
- Fixed Minor Table Issue with weapons
- Adjusted Shotgun Ranges (shorter)
- Added Sniper Rifles and Sniper Mods
- Removed refrence of spending XP for Feats
- Lots of little edits and fixes (Hayabusa)

Version 1.12, Published March 2012

- Total Armor Revamp
- Updated Weapon Upgrade Images, and Alphabetized them
- Minor Layout Fixes, Table Numbering
- Version 1.12, Published March 2012

Version 1.13, Published March 2012

- Added more armor stuff

Version 1.14, Published March 2012

- Added INT reference to char gen
- Made editing corrections (Haya)
- Renumbered tables Chapter-Table#

Version 1.15, Published March 2012

- Biotic and Tech Power Updates
- Removed Dampening Tech Power
- Biotic Amp Updates
- Biotic Amp Mod Updates
- Omni Tool Updates
- Omni Tool Mod Updates
- Minor Editing Fixes
- Removed PreReq of Tech Use for Shield Regen Feat
- Added Glossary (Haya)
- Changed Use Biotics to WIS From CHA
- Added Master Biotic/Tech Feat

Version 1.16, Published March 2012

- Finish Armor Descriptions

Version 1.17, Published March 2012

- Reduced all weapon range by half
- Updated most Tech Powers
- Added Images & Fonts
- Updated Biotic Charge

Version 1.18, Published April 2012

- Edits proof reading (Haya)
- Regrouped Feats and Talents that got split
- Heavy Weapons Revamped

Version 1.19, Published April 2012

- Updated Combat Drone Tech Power
- Updated Combat Table of Contents

Version 1.20, Published April 2012

- Split Kinetics into more Biotics

Version 1.21, Published April 2012

- Fixed layout issue in Biotics
- Updated Table 7-1: Combat Powers vs Defenses

Version 1.22, Published April 2012

- New Table of Contents / Index

Version 1.23, Published May 2012

- Updated Tech Powers
- Added New Tech Powers: Decoy, Defense Drone, Defense Matrix, Tactical Cloak, Tech Armor
- Edit proof reading (Haya)
- Added New Combat Feats: Adrenaline Rush, Carnage, Concustive Shot, Fortification, Marksman, Rage
- Removed Armor Familiarty (Useless)
- Updated Vorcha Racial Abilities
- Added Elchor, Removed Hanar

Version 1.24, Published May 2012

- Add Improved Sighting Mod
- Updated Biotics/Tech Powers
- Updated Power Combos (Moved to combat chapter)
- Added complete Skill Chapter
- Added Medical Omni Tool Software Package, and Upgrade Option
- Added Codition Hazards to Combat Section
- Minor editing fixes
- Added Rapid Reload Feat
- Updated ToC

Version 1.25, Published May 2012

- Added Energized Playing Armor Upgrade
- Added rules for Armor Repair (armor, omni-tool, omni-gel, mechanic skill)

Version 1.26, Published May 2012

- Made Omni-Gel repair based on item, not just 5 points.

Version 1.27, Published May 2012

- Minor Edits and Formating
- Added Prices!

Version 1.28, Published July 2012

- Fixed Condition Hazard DC Information
- Updated Cryo Blast to Snap Freeze
- Updated Incinerate to set on Fire

Version 1.29, Published July 2012

- Updated Sabotage to cause long reload times

Version 1.30, Published August 2012

- Added Action Points to the Combat Chapter

Version 1.31, Published September 2012

- Added Soldier feat (like Biotic / Engineer)
- Edited Engineer feat to use INT not WIS
- Noted exclusivity of Soldier, Biotic and Engineer feats.

Version 1.32, Published September 2012

- Added full Feat Table and Descriptions
- Added full Talent Table and Descriptions
- Removed the Saga Feat Listings
- Updated ToC and Index

Version 1.33, Published November 2012

- Added Helmet Packages

Version 1.34, Published November 2012

- Added Melee Weapons

Version 1.35, Published November 2012

- Fixed Feat Table Errors

Version 1.36, Published November 2012

- Updated weapon profs and starting feats

Version 1.37, Published November 2012

- Fixed pricing on Paladin Pistol

Version 1.38, Published Janurary 2013

- Minor Edits (Haya)

TABLE OF CONTENTS

Introduction

This book is designed as a supplement for d20 rulebooks and specifically designed to enhance the d20 Star Wars Saga Edition Revised Core Rulebook. Additional d20 supplements and rulebooks can be added to the rules outlined in this handbook as needed.

Changes from Mass Effect Games

The following list summarizes the changes to conform to a d20 role playing system from the Mass Effect video games.

1. Slam, Throw, and Lift biotic powers are now grouped under a single biotic power called Kinetics.
2. Biotic power cool downs are per power (instead of using a single cool down timer)

Changes from d20 Games

The following list summarizes the rule changes of a typical d20 Future or d20 Star Wars Saga Edition game. The Mass Effect RPG Handbook rules are greatly based on the d20 Star Wars Saga Edition Core Rulebook.

1. There is a great emphasis on shields. Hit Points are greatly reduced compared to most D20 games. However, shield points, armor points, and biotic barriers provide several layers of defense.
2. Ranged attacks are calculated the same way as d20 Star Wars Saga RPG.
3. Damage is applied to shields first; biotic barriers second, armor third, and hit points last.
4. Critical hits are a typical exception to the shields/biotic barriers/armor/hit points rule. Critical hits bypass shields and biotic barriers. Critical hits instead damage armor first and hit points second. Armor and hit points must be fixed or healed, and cannot be regenerated such as shields and biotic barriers can.
5. The "Second Wind" feature of d20 Star Wars Saga RPG has been altered as Shield Recharge.
6. Your BAB (Base Attack Bonus) is equal to your level.
7. Star Wars Saga "talents" are considered feats.

CHARACTER CREATION

The following are the character creation steps.

1. Select Race
2. Complete "Character Details"
3. Assign **attribute points** (78 pts) across all attributes
4. Apply racial modifiers
5. A character's **hit points** are equal to their constitution ability score.
6. Each character receives Weapon Proficiency (Pistols), Weapon Proficiency (Simple Melee), and Armor Proficiency (Light) feats free at 1st level
7. Select 4 free starting feats. Humans get additional feat for a total of 5.
8. Using starting **Skill / Defense** point pool (8 pts) select starting trained skills and initial saving throw defense levels (REF, WILL, FORT). These cannot be changed or increased later. Each Skill / Defense Point costs 1 pt.
9. Add INT mod bonus to skills and number of languages you know to start.
10. **Base Attack Bonus** (BAB) goes up +1 each level
11. A character's maximum **Action Points** is equal to 5 + ½ character level.
12. A character's **defense bonuses** for reflex, fortitude, and will saving throws are equal to the character level.

LEVEL ADVANCEMENT

XPs will be assigned by the GM at their discretion.

Levels are determined by the amount of XP gained divided by 10, rounded down.

Bonus attribute points gained every 4 levels cannot be placed into the same ability during the same level.

Table 0-1. Level Advancement

Level	XP	BAB	Def	Max AP	Bonus
1	10	1	+1	5	Starting 4 Feats
2	20	2	+2	6	Feat
3	30	3	+3	6	2 Feats
4	40	4	+4	7	Feat, +2 Attribute Points
5	50	5	+5	7	Feat
6	60	6	+6	8	2 Feats
7	70	7	+7	8	Feat
8	80	8	+8	9	Feat, +2 Attribute Points
9	90	9	+9	9	2 Feats
10	100	10	+10	10	Feat
11	110	11	+11	10	Feat
12	120	12	+12	11	2 Feats, +2 Attribute Points
13	130	13	+13	11	Feat
14	140	14	+14	12	Feat
15	150	15	+15	12	2 Feats
16	160	16	+16	13	Feat, +2 Attribute Points
17	170	17	+17	13	Feat
18	180	18	+18	14	2 Feat
19	190	19	+19	14	Feat
20	200	20	+20	15	Feat, +2 Attribute Points

Chapter 1: Character Races

Table 1-1. Racial Adjustments

Race	Ability Adjustments	Bonus Skills, Feats, Talents, Restrictions
Human		1 Free feat at 1st level
Asari	+2 DEX, +2 INT, -2 STR, -2 CON	Naturally Biotic, Mind Meld
Batarian	-2 INT, +2 STR	Ready to Fight, Four Eyes
Drell	+2 DEX, -2 CON	Eidetic Memory, Reptilian Nature, Kepral's Syndrome
Elcor	-4 Dex, -2 CHA, +4 STR, +2 CON	Natural Armor, Non-Combatant, Stable
Krogan	+4 STR, +2 CON, -4 CHA, -2 INT	Natural Armor, Natural Super-Constitution, Genophage
Quarian	+2 INT, -2 CON	Natural Engineers, Weak Immune Systems
Salarian	+2 INT, +2 WIS, -4 CON	Knowledgeable, Short life-span
Turian	+2 STR, +2 CON, -2 WIS, -2 CHA	Military Background (Medium Armor, Sub-Machine Gun Proficiencies)
Volus	+4 CHA, -4 DEX	Small Size, Natural Negotiators, Rebreather
Vorcha	+2 STR, +2 DEX, -2 INT, -2 CHA	Extraordinary Recuperation, Improved Recover, Regeneration, Short life-span

The Milky Way is populated with dozens of races. 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.

HUMAN

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

HUMAN SPECIES TRAITS

Humanity shares the following species traits:

Attribute Modifiers: None

Medium Size: As Medium Sized creatures Humanity have no bonuses or penalties based on their size.

Speed: Human base speed is six squares.

Human Diversity: Choose 1 free feat at 1st level

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 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.

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, as can turians do the same to humans), and less agile than asari (whom they closely resemble), though fit human males are likely to be far stronger than the average asari. Humans would appear on average to be stronger than salarians but not as fast, due to the extremely elevated metabolisms of the latter. Like most organic races, humans are also capable of producing biotic individuals but there is a high risk of medical complications. It is worth noting that humans have far greater genetic diversity than other species.

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.

GALACTIC RELATIONS

Humans, represented by the Systems Alliance, have 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, which the batarians had been attempting to colonize themselves. When the batarians asked the Council to declare the Verge a "zone of batarian interest" they were refused; in response the batarians became a rogue state, blaming humans for depriving them of valuable resources, and human-batarian relations have been hostile ever since.

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. Human ambassadors have been pushing to induct a human into the Spectres, the Council's elite operatives, as the first step to getting a seat. Once humanity does get a seat, they will be able to influence

the Council's rulings, protect their own interests and have a say in the governing of Citadel space.

Humans are generally seen to be intelligent, aggressive, highly adaptable 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, as evidenced by their ability to defeat the turians in the First Contact War. This is a subject of concern for many races, who fear the consequences if another human-turian conflict break out.

ASARI

The asari, native to the planet Thessia, are often considered the most powerful and respected sentient species in the known galaxy. This is partly due to the fact the asari 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—allowing them to reproduce with a partner of any gender or species—give them a conservative but convivial attitude toward other races. The asari were instrumental in proposing and founding the Citadel Council, and have been at the heart of galactic society ever since.

ASARI SPECIES TRAITS

Asari share the following species traits:

Attribute Modifiers: +2 Dexterity and +2 Intelligence, -2 Strength and -2 Constitution. The Asari are quick, nimble, and learned. But they are of a slight build.

Medium Size: As Medium Sized creatures the Asari have no bonuses or penalties based on their size.

Speed: Asari base speed is six squares.

Naturally Biotic: Asari are naturally biotic. Asari start play with access to the Use Biotic skill and one free Biotic Power. They are able to use both without a Biotic Implant or the Biotic Feat.

Mind Meld: An Asari may meld with another for the sole purpose of transferring thoughts, without reproduction. This is difficult to perform, extremely intense, and debilitating.

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.

The asari continued their exploration. In around 200 BCE, the asari made first contact with the elcor and played a key role in their ascension into the galactic community. It is known that they were charting the Gorgon system at some point in Earth's 17th century.

APPEARANCE

A typical asari individual has a blue to purple complexion; the gas giant Sharblu was named after a famous asari soprano with a distinctive skin tone that resembled the planet's atmosphere. Some asari, such as their representative on the Council, have facial markings. In concept art, Matriarch Benezia's are described as tattoos; however, they appear to be genetic as they appear on one asari's clones, and may denote the 'father' species (as Liara T'Soni, the daughter of two asari, has none). 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.

There is some conflicting information regarding the gender of the asari. Though they resemble females, at least to humans, asari are non-gender specific, with no concept of gender differences. Liara says her species is "mono-gendered—male and female have no real meaning for us," and, if asked, says that she is "not precisely a woman". However, in the Codex it is stated that the asari are an all-female race. The Galactic Codex: Essentials Edition 2183 says that "while asari have only one gender, they are not asexual like single-celled life— all asari are sexually female", and according to Liara they also have maternal instincts. They are innately different from humans for asari can crossbreed with other species and inherit certain traits.

Asari are considered attractive to many species, which would prove useful considering their method of reproduction. Due to their ability to wear human armor and clothes, it is safe to assume that they are most physically similar to humans. Like humans, asari have navels and mammary glands, suggesting similar biology between the two races.

BIOLOGY

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. The process simply uses the DNA as a "map" to randomize the genes of the offspring.

An asari's melding ability extends to a mental connection as well, which Liara describes 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. This technique is extremely intense and debilitating.

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.

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.

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, but evidence is anecdotal. They 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', which is a great insult among the asari. A rare genetic defect known as Ardat-Yakshi, which makes asari destroy the partner's mind during sex, occurs much more frequently among the daughters of purebloods.

Systems Alliance (Captain/Admiral) David Anderson admits that, when dealing with the asari—despite their political and military prowess—their feminine appearance makes it difficult for him to accept them as one of the most powerful races in the galaxy. He feels that this isn't his fault due to thousands of years of human cultural bias. Asari are well aware they tend to be attractive, and are comfortable expressing their sexuality, like the dancers in Chora's Den. 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. 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.

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 home world 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, nearly always deferring to the experience of these millennia-old 'wise women'.

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

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 the Alliance.

MILITARY DOCTRINE

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 possess an alarming proficiency for 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 are common enough that some capability is a requirement to be trained as a huntress; lack of biotic talent excludes a young asari from military service.

While fluid and mobile, asari can't stand up in a firestorm 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 and played a key role in the Krogan Rebellions.

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

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 home world 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 worshiping 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.

BATARIAN

A race of four-eyed bipeds, the batarians is a disreputable species that chose to isolate itself from the rest of the galaxy. The Terminus Systems are infested with batarian pirate gangs 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 simmering hostility toward humans, most batarians prefer profitable pursuits such as drug running and slave grabs to out-and-out warfare. 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.

The batarian home world is called Khar'shan.

BATARIAN SPECIES TRAITS

Batarian share the following species traits:

Attribute Modifiers: -2 Intelligence and +2 Strength. Batarians are not overly intelligent but stout and strong.

Medium Size: As Medium Sized creatures Batarians have no bonuses or penalties based on their size.

Speed: Batarians base speed is 6 squares.

Ready to Fight: Batarians are always ready for a fight, granting them Skill Focus (Initiative).

Four Eyes: Batarians have four eyes, aiding them in seeing things, which grants a Skill Focus (Perception).

HISTORY

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.

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.

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.

The rest of the galaxy views the batarians as an ignorable problem. Their government 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.

The batarian government is called the Batarian Hegemony.

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 colonization of the Skyllian Verge began) as Balak 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.

DRELL

The drell are a reptile-like race that was rescued from their dying home world 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. The drell have a rasping effect to their voices similar to the vocal flanging of the turians.

DRELL SPECIES TRAITS

Drell share the following species traits:

Attribute Modifiers: +2 Dexterity and -2 Constitution. The Drell are quick but have many issues with surviving off their native world that has been destroyed. Also, the gene pool is small, causing more diseases and flaws in genetic structures to become more prevalent.

Medium Size: As Medium Sized creatures the Drell have no bonuses or penalties based on their size.

Speed: Drell base speed is six squares.

Eidetic Memory: Drells are known for having Eidetic Memory and being able to recall any moment of their past. This gives them total recall for things they have seen and heard offhand. This allows Drell to being play with Skill Focus (Gather Information) and Skill Focus (Perception).

Reptilian Nature: Drell have two sets of eyelids, enabling them to see at a wider range than typical species. This gives them +1 to their Reflex saves during play.

Kepral's Syndrome: Most Drell that live long enough begin to suffer from 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. There is currently no known cure. Drell over the age of 40 must roll a chance die each year. There is a 10% chance of forming the disease. Once formed, the Drell have 5 to 10 years to live. After year 3 each physical attribute drops -1 until death (Strength, Dexterity and Constitution). After year five, a chance roll occurs with a 20% chance of death.

HISTORY

The drell ancestors emerged from dry, rocky deserts on the barren world of Rakhana. Eight centuries ago, the already-arid drell home world began its swift descent into lifelessness due to disastrous 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.

SOCIETY

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, so much so that many have embraced the hanar Enkindlers. Others tend to accept the asari philosophies. 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. Among their ancestral beliefs was a polytheistic religion which included at least three gods; Amonkira, Lord of Hunters, Arashu, Goddess of Motherhood and Protection, and Kalahira, Goddess of Oceans and Afterlife.

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.

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 implant in their eyes to allow them to observe the bioluminescence the hanar use for communication. Drell such as Thane are able to see ultraviolet light as a silvery color, though might lose differentiation between other colors, such as the difference between dark red and black.

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, giving them a wiry strength. 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 home world 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. Thane Krios, for example, remembers every assassination he has ever performed and can describe them in flawless detail, and says he prefers to spend a lonely night with the perfect memory of another. This process can be involuntary.

ELCOR

The elcor are a Citadel species native to the high-gravity worldDekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology, making them deliberate and conservative.

ELCOR SPECIES TRAITS

Elcor share the following species traits:

Attribute Modifiers: -4 Dex, -2 CHA, +4 STR, +2 INT. Elcor are large and slow, and can not express physical emotions making hard to relate to for many. However they are strong and introspective.

Large Size: As Large Sized creatures Elcor have the following modifiers. Ref Defense -1, Stealth -5, Damage Threshold +2, Carrying Capacity x2,

Speed: Elsor base speed is four squares. They move extremely slow.

Stable: Elcor walk on four legs making them exteremly stable. The elcor gains a +5 bonus to resist any effect that attempts to trip or knock them over.

Natural Armor: Elcor have natural armor in the form of extremely thick skin. Elcor begin play with +10 natural armor points.

Non-Combatant: Elcor can not use normal armor or weapons, and so do not begin play with the feats Light Armor Proficiency and Weapon Proficieny (Pistols). Instead they begin play with two Skill Training Feats.

HISTORY

Prehistoric elcor traveled across Dekuuna in large tribal groups. These groups were likely led by the oldest and most experienced elcor. This may have later developed into the elcor culture of Elders, whose wisdom could keep the tribe safe provided they followed the correct guidance (see below).

According to their ambassador, the elcor were just making their first forays into space travel when the asari made contact with them. With their help, the elcor discovered the closestmass relay and, within a single lifetime, had established a regular trade route to the Citadel. The elcor quickly became one of the more prominent species in Citadel space, though they still have to share an embassy with the volus.

SOCIETY

Elcor usually prefer to stay on their colonies rather than travel in space, which may be why few elcor are seen on the Citadel or on other worlds. Possibly because of their size or evolution in the open air, the elcor find the necessary confines of space travel uncomfortable. Evolving in a high-gravity environment where a fall could be lethal has made elcor psychology deeply cautious and conservative. Their culture is built on small, tight-knit groups, and their conservative nature means the elcor government is extremely stable. Despite this, they are always welcoming to outsiders.

ECONOMY

The elcor economy is small, only slightly larger than the Alliance's, but extremely well developed. They see no point to rushing things, and are fond of making thorough, century-long development plans. They don't need to trade for any resource—they have all they require to supply their own needs, and trade only in finished goods. Any attempt to embargo their space would be fruitless.

GOVERNMENT

The elcor government is known as the Courts of Dekuuna. The elcor follow the recommendations of their Elders, who spend years poring over ancient records of jurisprudence to determine the precedent that should be followed in any given situation. The Elders record closely argued and minutely detailed instructions on what course to follow in any theoretical crisis. These are filed away in huge libraries of data discs and are consulted when needed. This makes elcor policies very predictable, provided one has done a great deal of research.

MILITARY

Because of their slow, conservative psyches, elcor are not suitable for making the spur-of-the-moment decisions necessary in combat situations, the elcor rely on sophisticated VI combat systems. These war machines can choose between thousands of gambits developed and polished over centuries by elcor strategists.

The slow speed and immense size of the elcor makes them easy targets. Fortunately, their durable hide allows them to shrug off most incoming fire. Elcor warriors don't carry small arms; their broad shoulders serve as a stable platform for the same size of weapons typically mounted on Alliance fighting vehicles. According to an elcor diplomat in the Citadel, elcor soldiers are called

"living tanks" by their enemies, along with names less flattering.

BIOLOGY

Elcor evolved on a high-gravity world, making them slow, but incredibly strong. Their large, heavy bodies are incapable of moving quickly, but they possess a rather imposing stature and immense strength, as well as thick, tough skin. They move using all four limbs to support and balance their massive bodies. Given their method of communication, they likely have highly-attuned olfactory senses. Only once has an elcor been seen actually walking in full view of the camera, in a long shot in Mass Effect 2. In Mass Effect, Xeltan leaves the office off-camera, but his walk is thunderously loud.

Elcor speech is heard by most species as a flat, ponderous monotone. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display. Since their subtlety can lead to misunderstandings with other species, the elcor prefix all their dialog with non-elcor with an emotive statement to clarify their tone.

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 home world, but actually thrived in the extreme conditions. Unfortunately, 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. 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.

KROGAN SPECIES TRAITS

Krogan share the following species traits:

Attribute Modifiers: +4 Strength, +2 Constitution, - 4 Charisma, -2 Intelligence. Krogan are large, strong, and hardy, but lack and sort of tact and do not excel at scholarly pursuits.

Medium Size: As Medium Sized creatures the Krogan have no bonuses or penalties based on their size.

Speed: Krogan base speed is 6 squares.

Natural Armor: Krogan have natural armor in the form of rock hard exoskeletons. Krogans begin play with +10 natural armor points.

Natural Super-Constitution: Krogan Hit Points are based on Constitution * 1.5, not simply Constitution.

Genophage: The genophage was a biological weapon deployed against the krogan by the turians during the Krogan Rebellions. It was designed to severely reduce krogan numbers by 'infecting' the species with a genetic mutation. The genophage's modus operandi is not to reduce the fertility of krogan females, but rather the probability of viable pregnancies: many krogan die in stillbirth, with most fetuses never even reaching this stage of development. Moreover, every cell in each krogan is infected, to prevent the use of gene therapy to counteract it. Though the genophage was not designed as a "sterility plague", the combination of a low frequency of viable pregnancies with the krogan proclivity to violence and indifference about focused breeding leaves the krogan a dying race, and soon to be extinct. At game

start, the GM makes a secret roll. The Krogan has a 99% chance of being infected with Genophage.

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. Younger krogan have yellow or green markings on their hides. These markings darken to brown or tan over time, showing their age.

Biotic individuals are rare, though those who do possess the talent typically have strong abilities. The most amazing physiological feature of krogan biology is the multiple instances of major organs. These secondary (and where applicable, tertiary and quaternary) systems are capable of serving as back-ups in the event of damage to the primary biological structures. 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. Sheer

physical hardiness means an individual krogan can expect to live for centuries. Krogan can live for well over a thousand years.

Krogans refer to a "litter" of krogans as a "clutch." Each krogan birth can potentially birth 1,000 krogan infants.

It is rumored that, if one lodges a knife at a certain spot on a Krogan crest, you can rip it off. It is apparently the one thing they do fear.

HISTORY

Rise of the Krogan

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 was not without an ulterior 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.

Saviors of the Galaxy

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 – worlds 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.

The Genophage

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. Wrex comments disdainfully that clubs, bars and brothels often try to hire krogan bouncers, reducing his people to some kind of status symbol.

Despite an announcement about failed, krogan-funded research into the genophage, most krogan have not worked toward a cure as they are more interested in combat than science. Unless one is discovered and used, the extinction of the krogan seems inevitable.

In Mass Effect 2, Mordin Solus explains that the krogan are in fact evolving to undo the damage of the genophage. To prevent overpopulation, Mordin's STG team created and applied a new genophage, which he claims will keep the population down but still allows for a viable population, indicating the krogan race isn't as doomed as they believe.

Culture and Government

The harsh krogan home world 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. In their culture, 'looking out for number one' is simply a matter of course. Young krogan undergo a rite of passage that is overseen by a shaman respective to the clan the krogan wishes to join. This rite consists of battling various wild fauna, ending with an encounter with a thresher maw. Merely surviving for five minutes is considered proof of worthiness. 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 participants Krantt. Membership of a clan allows a krogan to own property, join the army and apply to serve under a battle master. Krogan 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.

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. 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.

MILITARY DOCTRINE

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. The Battle Masters are a match for any ten soldiers of another species. To a Battle Master, killing is a science. They focus on developing clean, brute-force economy of motion that exploits their brutal strength to incapacitate enemies with a swift single blow of overwhelming power. 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 are not 'spit and polish,' but they do 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.

The krogan serving with Saren's forces appear to be returning to the old style of mass attritional combat. They also work in close cooperation with supporting geth units, who fill in the roles occupied by combat drones in other armies.

Biotics are rare among the krogan, especially since the practice of surgically creating krogan biotics has been discontinued (due to the high mortality rate). Those that exist are viewed with suspicion and fear. The krogan see this aura of fear as a useful quality for an officer, and often promote them. Combat drones and other high-tech equipment are likewise in short supply.

RELIGION

Krogan do not have strong religious beliefs, likely a result of evolving on a world where every day is a struggle for survival. 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.

QUARIAN

The quarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their home world 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, the geth gradually became sentient, rebelled against their quarian masters and drove them into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.

QUARIAN SPECIES TRAITS

Quarian share the following species traits:

Attribute Modifiers: +2 Intelligence and -2 Constitution. Quarians are smart and determined but years on the flotilla have made them feeble.

Medium Size: As Medium Sized creatures Quarians have no bonuses or penalties based on their size.

Speed: Quarians base speed is 6 squares.

Natural Engineers: Quarian start play with access to the Use Tech skill and one free Tech Power. They are able to use both without the Engineer Feat.

Weak Immune Systems: Quarians have very weak immune systems, requiring them to wear Enviro-suits at all times away from specifically engineered containment fields. Quarians who are out of their suits for minutes for whatever reason (malfunction, removal, etc) are given an additional -4 to Constitution for one week. If Enviro-suits are removed for hours without proper care Quarians are likely to be hospitalized for weeks or months. Prolonged exposure can cause death. Quarians that expect to leave their Enviro-suits can augment themselves with special supplements that may decrease Constitution loss if prolonged exposure is avoided.

HISTORY

The quarians were always a technologically capable species, hailing from the world of Rannoch who created the geth to be nothing more than laborers and tools of war. The quarians kept their programming as limited as that of any VI, nothing close to an AI, remaining mindful of the Citadel Council's laws against artificial intelligence. But as the quarians gradually modified the geth to do more complex tasks, developing a sophisticated neural network, these changes altered the geth to such an extent that they became sentient. One day, a geth unit began asking its overseer questions about the nature of its existence. The quarians realized they had made a terrible mistake. Now that the geth were sentient, the quarians were effectively using them as slaves. It was inevitable the geth would turn on them.

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 home world. 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 to surviving and maintaining their species, another major concern is to find new ways of combating the geth and even potentially reclaiming their home world.

BIOLOGY

Quarians are generally shorter and of slighter build than humans. They dress in highly sophisticated enviro-suits that can be compartmentalized in the event of a tear or similar breach to prevent the spread of contaminants

(similar to a ship that seals off bulkheads in the event of a hull breach). Because of these suits and their respirators, Quarians' faces remain hidden from the rest of the Galaxy. Quarian immune systems were weak in the first place due to a biosphere in which pathogenic microbes were comparatively rare, and over the generations quarians' immune systems have atrophied further still due to the years in the sterile environment of the Migrant Fleet. As such, quarians are given various vaccinations and immunizations to help ward off disease. However, they still refuse to remove their suits as to not take the risk. Due to this practice, as well as cultural and behavioral factors, many people believe that the quarians are cybernetic, a blend of machine and biology that can survive for a time in the vacuum of space. Contrary to this belief, quarians are perfectly capable of removing their exo-suits, but they must take antibiotics, immune-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. Quarians have three thick fingers on each hand which include a thumb and an index finger, as well as two toes on each foot.

Quarians have an endoskeleton, lips, teeth, and two eyes with eyelids and tear ducts. Females have mammary glands. Quarians may have evolved along similar lines as Earth's higher primates, much as Australia's koalas developed like Africa's leaf-eating prosimians: a phenomenon called convergent evolution.

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.

THE MIGRANT FLEET

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. Their clan name is after the apostrophe in their first name (e.g., Tali's clan name is Zorah). A quarian's 'surname' refers to which ship they were born on, or, after their Pilgrimage, which ship they chose to join.

POLITICS

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. Tali says glumly that when she arrived on the Citadel, C-Sec hauled her in for a long interview before they let her wander around.

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 – they simply lack the resources. However, life on the Migrant Fleet means quarians have unique skills. As Tali demonstrates, the 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' if the Migrant Fleet is nearby, replacing existing workers, much to their annoyance.

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.

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, which is necessary since the quarian immune system is so weak.

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.

LAW AND DEFENSE

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, repeated violent episodes, and sabotage against vessels, food stores or the Liveships themselves. Quarians practice capital punishment for one crime – as

Tali tells Commander Shepard, mutiny or hijacking starships is punished with execution.

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.

CULTURE

One of the factors of life aboard the Migrant Fleet is population control. It is illegal for quarian families to have more than two children 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 means the bonds between quarians tend to be 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. This discovery is 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.

"We spend our whole lives on the move, but we never leave home."

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.

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.

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.
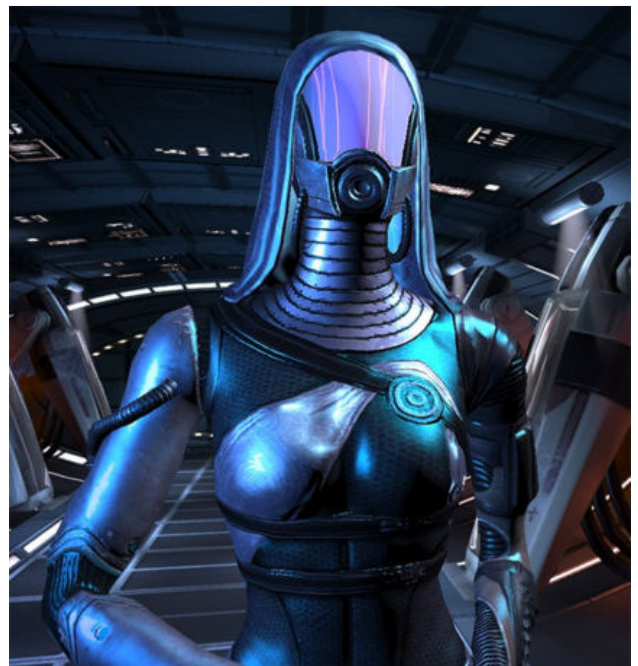
LANGUAGE

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, the quarian deity
- keelah se'lai – saying, might (due to the apostrophe possibly indicating verb-noun conjugation) mean something like "Go with God." Or "God is great.", or more likely, "God Willing".
- bosh'tet – curse/insult, likely being relative to "Son of a bitch" or, "Bastard". For example, "Come on you little bosh'tet!"

Quarian names are comprised of three parts – the quarian's given name and clan name, 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" – and, later still, "vas Normandy" – indicating that she had completed her Pilgrimage and joined the crews of those ships.

In certain formal situations, quarians appear to use both their adult ship and childhood ship-for instance, "Tali'Zorah vas Neema nar Rayya."

SALARIAN

The second species to join the Citadel, the salarians are warm-blooded amphibians with a hyperactive metabolism; salarians 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.

SALARIANS SPECIES TRAITS

Salarians share the following species traits:

Attribute Modifiers: +2 Intelligence and +2 Wisdom, and -4 Constitution. Salarians are extremely intelligent and knowledgeable, but are short lived and frail.

Medium Size: As Medium Sized creatures the Salarians have no bonuses or penalties based on their size.

Speed: Salarians base speed is six squares.

Knowledgeable: Salarians are known for their amazing knowledge of the galaxy and those things within it. Salarians start play with the Knowledge (Life Sciences), Knowledge (Physical Sciences), Knowledge (Galactic Lore) and Knowledge (Technology) as trained skills.

Short Life-Span: Salarians typically only live to around forty years of age.

APPEARANCE

The salarians are a bipedal race of aliens, 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. Their skin varies in color, but is mostly a shade of blue or grey. However, this does not apply to all salarians, as some are brightly colored, ranging from light red to green.

Salarian eyes are large, oval and have thin membranes in place of eyelids. Their eyes are not brightly colored, and they appear to have no iris, making their eyes more like those of an amphibian than a mammal.

BIOLOGY

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.

HISTORY

On their first three interstellar colonies, the salarians planted settlements named Aegohr, Mannovai, and Jaëto. According to Kirrahe those settlements "remain at the heart of salarian territory to this day".

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 was later hunted down, leaving only relics behind.

The salarians also played a significant role in the evolution of the krogan species. The salarians provided the krogan 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. Even Schells rejected a cheating device that used 'brute force', spending five years to refine it into a more sophisticated, undetectable system.

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 counterintelligence agencies are constantly uncovering salarian agents and cyber-warfare incursions, but there is little they can do to stop them.

"Humanity has been transmitting data across the extranet for less than a decade. My species has been directing the primary espionage and intelligence operations for the Council for two thousand years."

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, though 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 home world, nation, city, district, clan name and given name. For example, the salarian on 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 the Omega Station near Shelba.

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.

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.

MILITARY

In principle, the salarian military is similar to the Systems Alliance, a small volunteer army that focuses on maneuver warfare. What differentiate the salarians are 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 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 monitors 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 afterwards.

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 inefficent. 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.

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 might threaten 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.

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. Liara T'Soni comments that many salarians believe in a wheel of life, which Mordin Solus likens to Hinduism.

Turian

Known for their militaristic and disciplined culture, the turians are the most recent of the Citadel races invited 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 sterilized 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.

Turian Species Traits

Turian share the following species traits:

Attribute Modifiers: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma. The Turians are hardy and strong, but are short and self centered.

Medium Size: As Medium Sized creatures the Turians have no bonuses or penalties based on their size.

Speed: Turian base speed is six squares.

Military Background: All Turians are required to serve in the Turian military. This grants them the Medium Armor Proficiency feat as well as the Sub-Machine Gun Proficiency feat.

Appearance

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.

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. Garrus Vakarian's markings, for example, are dark blue. As a point of interest, the turian term 'barefaced' refers to one who is beguiling or not to be trusted. (It should be noted that Saren Arterius does not bear any facial markings). It is also a slang term for politicians.

Turians are also recognizable by their voices, which have a distinctive 'flanging' effect.

BIOLOGY

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 home world, 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. The turian mechanic Lilihierax on Noveria uses the idiom, "if you can polish enough gizzard". This suggests that the 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 turians is described as "not particularly longer or shorter than humans".

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 import. 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.

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. When the turians accepted the volus as a client race, business development improved.

The military is supported by a well-developed infrastructure. Manufacturers such as Armax Arsenal and the Haliat Armory produce advanced, reliable equipment. It is not unknown for volus manufacturers to produce cheap knock-offs of turian equipment.

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.

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.

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. 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.

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.

THE UNIFICATION WAR

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 next door. The Unification War, as it was later named, began with hostilities between the colonies furthest from the turian home world, 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. The Hierarchy itself appears to have withdrawn; although turians must have run across asari and salarian explorers before the Krogan Rebellions, there was no official "first contact" until 700 CE.

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.

VOLUS

The volus are an associate race on the Citadel with their own embassy, but are also a client race of the turians. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species.

Because they are not physically adept compared to most species, volus mostly make their influence felt through trade and commerce, and they have a long history on the Citadel. However, they have never been invited to join the Council, which is a sore point for many volus individuals.

VOLUS SPECIES TRAITS

Volus share the following species traits:

Attribute Modifiers: +4 Charisma and -4 Dexterity. The Volus are excellent negotiators and merchants but are typically fat, squat, and slow.

Small Size: As Small Sized creatures, Volus gain a +1 size bonus to their Reflex Defense and a +5 size bonus on Stealth checks. However, their lifting and carrying limits are three-quarters of those of Medium Characters.

Speed: Volus base speed is 4 squares.

Natural Negotiators: Volus are superb merchants and businessmen. Volus gain the Skill Focus (Persuasion) and Skill Focus (Deception) skills at start.

Rebreather: Volus must wear a rebreather mask at all times where oxygen is breathed. Volus breathe ammonia, and will die within minutes without their rebreather mask.

BIOLOGY

The volus home world Irune features an ammonia-based ecology and a gravitational field 1.5 times that of Earth, as well as a high-pressure atmosphere. This is reflected in the physiology of the volus themselves. The volus are unable to survive unprotected in an atmosphere more suitable to humans and other carbon-based life forms, and as such require protective suits capable of providing the proper atmosphere, as well as being pressurized to support the volus. Traditional nitrogen/oxygen air mixtures are poisonous to them, and in the low pressure atmospheres tolerable to most species, their flesh will actually split open.

HISTORY

The volus were the third race to post an embassy to the Citadel after the asari and salarians, in exactly 200 BCE (according to Citadel records accessed through Avina, outside the Embassies). The volus' mercantile prowess made them instrumental in developing a stable galactic economy. They authored the Unified Banking Act, which established the credit as the standard currency of

interstellar trade, and the volus continue to monitor and balance the galactic economy even today. After first contact with the turians during the Krogan Rebellions in the first millennium CE, the volus petitioned for client status within the Turian Hierarchy.

Despite their important contributions to the Citadel and galactic society, they have never been offered a seat on the Council. This is a source of anger for some volus, particularly the volus ambassador Din Korlack. Council races need to have provided some extraordinary service to the Citadel, such as the turians' military support during the Krogan Rebellions. Council races also need to provide fleets, resources, and economic aid in case of disaster, none of which the volus are capable of.

Recently, the volus (through the Turian Hierarchy) have been negotiating with the Systems Alliance over colonization rights to Patavig. These negotiations have been running smoothly thus far.

CULTURE

Volus culture is dominated by trade, whether it be of land, resources, or even other tribe members. The volus have a reputation as traders and merchants, and many, such as Barla Von, work as some of the best financial advisers in Citadel space. Because the volus are not physically adept, they tend not to be very violent, and can even seem overly-pacifistic and cowardly to other, more militant species. Their inability to provide adequate soldiers for themselves and the Citadel is a primary reason for not yet being inducted into the Council.

Volus have two names but no family names. According to volus sensibilities you cannot own a person, so using a family name would essentially be laying claim to their offspring. Possibly because of their tribal origins, volus tend to refer to members of other races by their source world rather than species name (i.e. 'Earth-clan' instead of 'human').

GOVERNMENT

The volus government is known as the Vol Protectorate. Rather than being a fully sovereign government in its own right, the Protectorate is a client state of the Turian Hierarchy. In return for falling under the protective umbrella of the turian military, the volus pay a tax to the Hierarchy, as well as deferring to the turians in all foreign policy matters and providing auxiliary troops to the turian armed forces. They still maintain an embassy on the Citadel, making them an associate species of the Council, though they currently share their embassy with the elcor.

MILITARY

The volus are not physically cut out for combat, be it a full-scale war or even a bar room scuffle. As such, they are highly dependent on the turians for defense, although the volus themselves do provide some auxiliary troops to the Hierarchy. The volus will support the turians in any war they might pursue, and the turians will support the volus in any war they might pursue.

Possibly for this reason, volus weaponry tends to be utilitarian rather than high-grade. Some volus manufacturers specialize in cheaper, lower-grade copies of expensive turian equipment.

Vorcha

Known for their unique biology and aggressive behavior, the vorcha are a primitive race that live among the galaxy's darker and more dangerous locations, such as Omega. Many vorcha are trained by the krogan as mercenaries due to their savage nature and adaptability to different environments. The rest of galactic civilization regards them as pests and scavengers, and their presence is generally seen as blight.

The vorcha originate from a small and overcrowded planet which has been largely stripped of natural resources by successive generations of this fast-breeding, savage species. The lack of resources has resulted in a tight-knit clan based society in which rival clans wage constant war against one another for control of scarce resources. Even as their population grows, the vorcha constantly fight each other in fierce competition over basic necessities. This constant warfare has had the twin effects of making each generation of vorcha stronger and more aggressive than its predecessor. However, their continual lack of resources has kept vorcha society extremely primitive.

Vorcha Species Traits

Vorcha share the following species traits:

Attribute Modifiers: +2 STR, +2 DEX, -2 INT, -2 CHA

Medium Size: As Medium Sized creatures Vorcha have no bonuses or penalties based on their size.

Speed: Vorcha base speed is six squares.

Extrodinary Recuperation: Vorcha regain hit points at double the normal rate (See SAGA page 148).

Improved Recover: Vorcha can use the Recover action to remove condition penalties by spending only two swift actions instead of three.

Regeneration: Given enough time Vorcha can regrow lost body parts.

Short Life-Span: Vorcha typically only live to around twenty years of age.

Biology

The vorcha are the most short-lived sapient species currently known, with an average lifespan of only 20 years. The vorcha are known for a rather unique biology that differentiates them from other known species and which carries with it a striking set of advantages and disadvantages. The vorcha have clusters of non-differentiated cells, similar to those found on the Planarian worm of Earth. These cells allow the vorcha limited regenerative abilities, as well as the ability to adapt quickly to its environment, such as developing thicker skin after being burned or increased musculature to survive in high gravity. When a vorcha is injured or in distress, these cells move to the affected area and rapidly (~1 week) mature to specialized forms that will alleviate the issue.

A vorcha that is cut or burned will adapt to have thicker skin. The lungs of a vorcha placed in a barely-breathable

atmosphere will adapt to better use the gases there. A vorcha subjected to high gravity will quickly develop stronger heart and leg muscles. Non-differentiated vorcha cell clusters do replenish themselves, but the process is slow. Generally vorcha can only adapt to a single environment within their brief lives. However, what cells are replaced allow them to heal rapidly, and even regrow lost limbs over a period of months.

However, as a consequence of this, the vorcha as a species no longer evolve as other races do. The vorcha equivalent of DNA has remained unchanged for millions of years. There is no need for them to evolve as a species when they can adapt as individuals.

Some vorcha have allied themselves with the Collectors, in an attempt to raise their quality of life.

SOCIETY

Vorcha society is built around combat. In fact, the vorcha uses combat, both singly and in groups, as their default form of communication. The vorcha are a clan based people who prefer living in communal environments with others of their species to living alone or in the company of alien races. When a clan population grows too large, younger members will depart to start a new clan elsewhere. The vorcha are extremely aggressive, both against rivals of their own species and against any alien who stands in their way. Vorcha who have managed to escape their home world have a tendency to occupy uninhabited areas of space stations or larger spaceships.

The vorcha are not themselves a space-faring race, although many have found their way off-world as stowaways on ships visiting their home world. The vorcha who escaped their hostile home world did so by hiding on the ships of space faring races that had the misfortune of visiting their planet. Their adaptability and resilience allows them to flourish in the dark and dirty corners of the places they end up.

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.

Chapter 2: Feats

A feat is a special feature that either gives your character a new capability or improves one he or she already has.. Any character can take any feat as long as the prerequisites are met.

A Star Wars Saga Edition "talent" is considered a "feat" in this rule set.

ACQUIRING FEATS

Choose the feats you feel best represent your character's interests and capabilities. Each character gains feats as shown on Table 0-1.

Humans get a bonus feat at 1st level, chosen from any feat the character qualifies for.

PREREQUISITES

Some feats have prerequisites. A character must have the listed ability score, feat, trained skill, or base attack bonus to select or use that feat. A character can gain a few at the same level at which he or she gains the prerequisite(s).

FEAT DESCRIPTIONS

Here is the format for feat descriptions

Feat Name

A description of what the feat does or represents in plain language, with no game mechanics.

Prerequisite(s): A minimum ability score, or another feat or feats, a minimum base attack bonus, a special skill requirement, and/or a minimum level in a class that a character must have to acquire this feat. This entry is absent if a feat has no prerequisite.

Benefit: What the feat enables you (the character) to do.

Normal: What a character who does not have this feat is limited to or restricted from doing. If not having the feat causes no particular drawback, this entry is absent.

Special: Additional facts about the feat that may be helpful when you decide whether to acquire the feat.

BIOTIC FEATS

BIOTIC

This feat allows the user access to Biotic Powers, the Use Biotics skill, as well as the use of biotic equipment and other Biotic Feats. The amount of biotic powers gained is equal to 1 + WIS modifier (minimum of 1).

Prerequisites: Character exposure to Element Zero.

Special: This feat can be taken multiple times for the use of adding biotic powers only. A character with Biotic can not take the Engineer or Soldier feats.

BIOTIC EMPOWERED (POWER)

All variable, numeric effects of an empowered Biotic Power are increased by one-half. The cool down timer is also increased by one-half.

Prerequisites: Biotic Feat, Access to Power

Special: Action Points are never involved with the Biotic Empowered feat. Any Action Points used are after the Biotic Empowered calculation is made. Range is also never altered with the Biotic Empowered feat.

BIOTIC REACH

Biotic powers have double the normal range. This feat only applies to biotic powers that have a target other than personal or centered on the user.

Prerequisites: Biotic Feat, Character Level 8

Special: This feat can be combined with specific Biotic Reach (Power) feats so that the Biotic powers in question have tripled the range.

BIOTIC REACH (POWER)

Specific biotic powers have doubled the normal range. This feat only applies to biotic powers that have a target other than personal or centered on the user.

Prerequisites: Biotic Feat, Access to Power

Special: This feat can be taken multiple times for different Biotic Powers.

BIOTIC REGENERATION

All biotic powers cool down one round quicker.

Prerequisites: Biotic Feat, Character Level 8

Special: This feat can be combined with specific Biotic Regeneration (Power) feats so that the Biotic powers in question cool down 2 rounds quicker.

BIOTIC REGENERATION (POWER)

Specific biotic power cools down one round quicker.

Prerequisites: Biotic Feat, Access to Power

Special: This feat can be taken multiple times for different biotic Powers.

MASTER BIOTIC

Your life long training, and dedication to honing your biotic powers have paid off.

Prerequisites: Biotic Feat, Use Biotic Skill Trained, Character Level 10

Special: When rolling for Biotic effects, all dice are stepped up one level. (ie, Instead of rolling a 1d4 for damage you roll a 1d6.

COMBAT FEATS

ADRENALINE RUSH

ADRENALINE RUSH

You push your body beyond it normal limits. For a brief moment time slows down around you, giving a small window to line up the perfect head-shot with a sniper rifle or other weapon, as well as increasing the damage dealt, including melee damage.

Prerequisites: Trained in Endurance Skill

Benefit: As a Swift action you can activate this feat. Adrenaline Rush grants two benefits depending on the type of attack you are making.

Ranged: You gain the benefit of Aim. You ignore all cover bonuses to your target's Reflex Defense on your next attack. You still must have line of sight to the target, however. You lose the benefits of aiming if you lose line of sight to your target or if you take any other action before making your attack. You also deal one additional die of damage.

Melee: Your melee attacks for the remainder of the round bypass Barriers, Shields, and Armor. You score a critical hit on a 19-20 instead of only 20. You do +1 die of damage.

Special: Adrenaline Rush can safely be used once per encounter. If you attempt to use it more than once per encounter at the end of your turn must make an Endurance skill check vs. DC 20, if you fail you move -1 step along the condition track. Adrenaline Rush can be used a maximum number of times per combat equal to

CON Modifier (Minimum 1), regardless of the success or failure of the Endurance skill checks.

CARNAGE

When using a shotgun you can overheat the weapon to fire a concentrated fireball-like blast from the weapon, causing it to deal massive amounts of damage to anything it strikes at the cost of accuracy and thermal clip capacity.

Prerequisites: Proficiency in shotguns

Benefit: By taking a -5 penalty to attack you overload your thermal clip to fire blasts of super-heated particles that inflict +50% fire damage to any enemy the weapon hits. Any enemy killed by this blast explodes in a ball of fire striking all targets within 1 square for 1d6 fire damage. Any target hit by the explosion may catch on fire if you beat their Reflex Defense with a roll of d20+Explosion Damage Taken. See Fire (Condition Hazard) page 97.

Special: This power can only be used with a shotgun with a full thermal clip. Using this power expends the entire clip in effect overheating it completely.

CONCUSSIVE SHOT

When activated, the user's weapon fires a single high-powered round that damages a target and can stun it for a few seconds.

Prerequisites: Proficiency in weapon, BAB +5

Benefit: If you take a -5 penalty to your attack roll and your attack deals damage, you deal 50% more damage to your target (rounded down). If your total damage roll equals or exceeds the target's Will Defense the target moves -1 step along the condition track. For every 5 points by which you exceed the target's Will Defense, the target moves an additional -1 step along the condition track. You must choose to use this feat before rolling.

EXTRA SHIELD RECHARGE

You know how to make the best use of your shields.

Benefit: You can recharge your shields one additional time per encounter.

Normal: A hero can recharge his shields once per encounter.

Special: A non-heroic character that takes this feat for the first time can shield recharge once per encounter. You can take this feat multiple times; each time you take this feat, you shield recharge one additional time per encounter.

FORTIFICATION

You can reinforce your armor with a non-Newtonian fluid that hardens when struck, providing a brief bonus to your armor.

Prerequisites: Armor Proficiency with armor worn, Extra Shield Recharge

Benefit: When you use the Shield Recharge combat option you can also apply a repair to your armor as well. This action regenerates half of your full armor point total (rounded up). If you armor is already at full points, you may still apply this bonus. But your armor point may never go higher than 1.5x its max, even if you use this feat a second time.

IMPROVED DAMAGE THRESHOLD

You are harder to take down in a fight.

Benefit: You increase your damage threshold by 1 (see Damage Threshold, page 146 Saga Edition).

Special: You can take this feat more than once. Its effects stack. Each time you take this feat, increase your damage threshold by 1.

MARKSMAN

You are skilled in the use of weapons and gain certain benefits depending on which weapon you use.

Prerequisites: Proficient with weapon used, BAB +3

Benefit: When you make a ranged attack with a weapon, you gain one of the following benefits, depending on the kind of weapon you use.

Heavy Pistol: When you use a Heavy Pistol at point blank range, you deal an extra +1 die of damage with the weapon.

Submachine Gun: You can brace a Submachine Gun set to autofire, even though it is not an autofire-only weapon.

Assault Rifle: When you use an Assault Rifle, reroll any results of 1 on the damage dice until get a result other than 1.

Shotgun: You treat the shotgun as an accurate weapon. (You suffer no penalty to attack targets at short range).

Sniper Rifle: When you use a Sniper Rifle, you gain a +1 bonus to attack rolls when you aim before firing.

RAGE

The bloodlust of battle consumes you making you a more effective killing machine but removing your finer senses.

Prerequisites: Krogan or Vorcha, Trained in Endurance

Benefit: Once per day, you can fly into a rage as a swift action. While raging, you temporarily gains a +2 rage bonus on melee attack rolls and melee damage rolls but cannot use skills that require patience and concentration, such as Mechanics, Stealth, or Use Biotics, Use Tech, etc. A fit of rage lasts for a number of rounds equal to 5 + the character's Constitution modifier. At the end of its rage, a characer moves -1 persistent step along the condition track (see Conditions, page 148). The

penalties imposed by this condition persist until the character takes at least 10 minutes to recuperate, during which time the character can't engage in any strenuous activity.

RAPID RELOAD

You know the workings of your gun so well you can reload it faster than normal.

Benefit: You can retrieve a stored thermal clip and reload your weapon in a single swift action for any weapon that you have proficiency in, expect for Heavy Weapons.

Normal: Reloading a weapon is a move action.

Special: This feat does not apply to Heavy Weapons.

SOLDIER

This feat allows the user easy access to Combat Feats, Weapon, and Armor Proficiency Feats. The amount of combat or weapon and armor feats gained is equal to 1 + CON modifier (minimum of 1).

Special: This feat can be taken multiple. A character with Soldier can not take the Biotic or Engineer feats.

Admiral Anderson

TECHNOLOGY FEATS

ELECTRONICS

This feat increases the strength of your shields and the amount of hull restored when you repair vehicles.

Prerequisites: Engineer Feat, Level 8

Special: +5 Shield Points, +2 Use Tech when using Overload or Damping Tech Powers

ENGINEER

This feat allows the user access to Tech Powers, the Use Tech skill, as well as the use of tech equipment and other Technology Feats. The amount of tech powers gained is equal to 1 + INT modifier (minimum of 1).

Special: This feat can be taken multiple times for the use of adding technology powers only. A character with Engineer can not take the Biotic or Solider feats.

EXPERT AI HACKER

This feat adds +4 competency bonus to skill checks involving AI Hacking.

Prerequisites: Engineer Feat

EXPERT CIPHER

This feat adds +4 competency bonus to skill checks involving Decryption.

Prerequisites: Engineer Feat

MASTER TECHNICIAN

Your life long training, and dedication to honing your technical skills have paid off.

Prerequisites: Engineer Feat, Use Tech Skill Trained, Character Level 10

Special: When rolling for Tech effects, all dice are stepped up one level. (i.e., Instead of rolling a 1d4 for damage you roll a 1d6.

TECH EMPOWERED (POWER)

All variable, numeric effects of an empowered Tech Power are increased by one-half. The cool down timer is also increased by one-half.

Prerequisites: Engineer Feat, Access to Power

Special: Action Points are never involved with the Tech Empowered feat. Any Action Points used are after the Tech Empowered calculation is made. Range is also never altered with the Tech Empowered feat.

TECH REACH

Tech powers have double the normal range. This feat only applies to tech powers that have a target other than personal or centered on the user.

Prerequisites: Engineer Feat, Character Level 8

Special: This feat can be combined with specific Tech Reach (Power) feats so that the tech powers in question have tripled the range.

TECH REACH (POWER)

Specific tech powers have doubled the normal range. This feat only applies to tech powers that have a target other than personal or centered on the user.

Prerequisites: Engineer Feat, Access to Power

Special: This feat can be taken multiple times for different Tech Powers.

TECH REGENERATION

All tech powers cool down one round quicker.

Prerequisites: Engineer Feat, Character Level 8

Special: This feat can be combined with specific Tech Regeneration (Power) feats so that the tech powers in question cool down 2 rounds quicker.

TECH REGENERATION (POWER)

Specific tech power cools down one round quicker.

Prerequisites: Engineer Feat, Access to Power

Special: This feat can be taken multiple times for different Tech Powers.

Table 2-1 . General Feats

FEAT	PREREQUISITES	BENEFIT
Acrobatic Strike	Trained in Acrobatics	Gain +5 bonus on next attack against opponent you tumble past.
Armor Proficiency (heavy)	Armor Proficiency (light), Armor Proficiency (medium)	No penalty on attacks and no armor check penalty while wearing light, medium, or heavy armor.
Armor Proficiency (light)	-	No penalty on attacks and no armor check penalty while wearing light armor.
Armor Proficiency (medium)	Armor Proficiency (light)	No penalty on attacks and no armor check penalty while wearing light or medium armor.
Burst Fire	Str 13, Weapon Proficiency (heavy weapons), proficient with weapon	Take a -5 penalty on an autofire attack to gain +2 dice damage.
Careful Shot	Point Blank Shot, base attack bonus +2	If you aim, gain +1 bonus on the attack roll.
Charging Fire	Base attack bonus +4	Make ranged attack at the end of a charge, at a -2 penalty.
Cleave	Str 13, Power Attack	Extra melee attack after dropping target.
Combat Reflexes	-	Gain additional attacks of opportunity.
Coordinated Attack	Base attack bonus +2	Automatic success with aid another action at point blank range.
Crush	Pin, base attack bonus + 1	Deal unarmed or claw damage to a pinned opponent.
Cybernetic Surgery	Trained in Treat Injury	Install a cybernetic prosthesis onto a living being.
Deadeye	Point Blank Shot, Precise Shot, base attack bonus +4	If you aim, deal extra damage.
Dodge	Dex 13	Gain a + 1 dodge bonus to Reflex Defense against a selected target.

Double Attack	Base attack bonus +6, proficient with weapon	Make extra attack during full attack, -5 penalty to all attacks
Dreadful Rage	Rage species trait, base attack bonus + 1	Rage bonus to attacks and damage increases to +4.
Dual Weapon Masterty I	Dex 13, base attack bonus +1	When you attack with two weapons suffer only -5 penalty.
Dual Weapon Mastery II	Dex 15, base attack bonus +6, Dual Weapon Master I	When you attack with two weapons suffer only -2 penalty.
Dual Weapon Mastery III	Dex 17, base attack bonus +11, Dual Weapon Master I & II	When you attack with two weapons suffer no penalty.
Extra Rage	Rage species trait	Rage one additional time per day.
Extra Second Wind	Trained in Endurance	Gain an additional second wind per day.
Far Shot	Point Blank Shot	Range penalties for short-, medium-, and long-ranged attacks are reduced.
Great Cleave	Str 13, Power Attack, Cleave, base attack bonus +4	No limit to cleave attacks each round.
Improved Charge	Dex 13, Dodge, Mobility	You can charge without moving in a straight line.
Improved Defenses	-	Gain + 1 bonus to all defenses.
Improved Disarm	Int 13, Melee Defense	Gain +5 bonus on melee attacks to disarm an opponent.
Krogan Rush	Str 13, base attack bonus + 1	Push opponent 1 square after making a successful melee attack.
Linguist	Int 13	Gain bonus languages equal to 1 + your Int modifier (minimum 1).
Martial Arts I	-	Increase damage from unarmed attacks by one die step;ga in +1 dodge bonus to Reflex Defense.
Martial Arts II	Martial Arts I, base attack bonus +3	Increase damage from unarmed attacks by one die step;gain +1 dodge bonus to Reflex Defense.
Martial Arts III	Martial Arts I, Martial Arts II, base attack bonus +6	Increase damage from unarmed attacks by one die step;gain + 1 dodge bonus to Reflex Defense.
Melee Defense	Int 13	Trade attack bonus on melee attacks for a dodge bonus to Reflex Defense.
Mighty Swing	Strength 13	Spend two swift actions to deal extra damage in melee.

Mobility	Dex 13, Dodge	Gain +5 dodge bonus to Reflex Defense against some attacks of opportunity.
Pin	Base attack bonus + 1	Grappled opponent is pinned for 1 round, can't move,and loses its Dexterity bonus to Reflex Defense.
Point Blank Shot	-	+1 bonus on ranged attacks and damage against point blank foes.
Power Attack	Strength 13	Trade attack bonus for damage on melee attacks (up to your base attack bonus).
Powerful Charge	Medium or larger size, base attack bonus + 1	Gain +2 bonus on your attack roll while charging and deal extra damage.
Precise Shot	Point Blank Shot	No -5 penalty for shooting into melee.
Quick Draw	Base attack bonus + 1	Draw weapon as a swift action.
Rage	Krogan or Vorcha, Trained in Endurance	+2 bonus on melee attacks but cannot use Mechanics, Stealth, Use Biotics, or Use Tech for 5 + CON mod rounds
Rapid Shot	Str 13, base attack bonus + 1, proficient with weapon	Take a -2 penalty on a ranged attack roll to deal +1 die of damage.
Rapid Strike	Dex 13, base attack bonus + 1, proficient with weapon	Take a -2 penalty on a melee attack roll to deal +1 die of damage.
Running Attack	Dex 13	Move before and after making an attack.
Shake It Off	Con 13, trained in Endurance	Spend two swift actions to move + 1 step along the condition track.
Skill Focus	-	Gain +5 competence bonus on skill checks with one trained skill.
Skill Training	-	You become trained in one class skill.
Sniper	Point Blank Shot, Precise Shot, base attack bonus +4	You ignore soft cover when making a ranged attack.
Surgical Expertise	Trained in Treat Injury	You can perform surgery in 10 minutes instead of 1 hour.
Tech Specialist	Trained in Mechanics	You can modify a device, suit of armor, a synthetic, weapon, or vehicle so that it gains a special trait.
Throw	Trip, base attack bonus + 1	Throw a grappled opponent up to 1 square beyond your reach and deal damage.
Toughness	-	Gain + 1 hit point per character level.

Trip	Base attack bonus + 1	Trip an opponent that you've grappled, knocking it prone.
Triple Attack	Base attack bonus +9, Double Attack (chosen weapon), proficient with chosen weapon	Make second extra attack during full attack, additional -5 penalty to all attacks
Triple Crit	Proficient with weapon, base attack bonus +8	Deal triple damage on a critical hit.
Vehicular Combat	Trained in Pilot	Negate one attack per round against the vehicle you're piloting.
Weapon Finesse	Base attack bonus + 1	Use Dex modifier instead of Str modifier on attack rolls with melee weapons.
Weapon Focus	Proficiency with weapon	+ 1 bonus on attack rolls with selected weapon
Weapon Proficiency	-	Ignore -5 penalty on attack rolls with weapons of a particular type.
Whirlwind Attack	Dex 13, Int 13, Melee Defense, base attack bonus +4	Make one melee attack against each opponent within reach.

GENERAL FEATS

ACROBATIC STRIKE

Your dexterous maneuvers and skilled acrobatics allow you to slip past a foe's defenses and deliver an accurate strike against him.

Prerequisite: Trained in the Acrobatics skill.

Benefit: If you succeed in tumbling to avoid an attack of opportunity (see the Acrobatics skill), you gain a +2 bonus on the next attack that you make against that foe as long as the attack occurs before the end of your current turn.

ARMOR PROFICIENCY (HEAVY)

You are proficient with heavy armor (see Table Table 6-1. Armor & Shield Modules) and can wear it without impediment.

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: When you wear heavy armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears heavy armor with which she is not proficient takes a -10 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

ARMOR PROFICIENCY (LIGHT)

You are proficient with light armor (see Table Table 6-1. Armor & Shield Modules) and can wear it without impediment.

Benefit: When you wear light armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears light armor with which she is not proficient takes a -2 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

ARMOR PROFICIENCY (MEDIUM)

You are proficient with medium armor (see Table Table 6-1. Armor & Shield Modules) and can wear it without impediment.

Prerequisite: Armor Proficiency (light).

Benefit: When you wear medium armor, you take no armor check penalty on attack rolls or skill checks. Additionally, you benefit from all of the armor's special equipment bonuses (if any).

Normal: A character who wears medium armor with which she is not proficient takes a -5 armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. Additionally, the character gains none of the armor's special equipment bonuses.

N7 Medium Armor

BURST FIRE

When using a ranged weapon in autofire mode, you can fire a short burst at a single foe.

Prerequisites: Strength 13, Proficient with heavy weapons, proficient with weapon.

Benefit: When using a ranged weapon with autofire capability in autofire mode, you may fire a short burst as a single attack against a single target. You take a -5 penalty on the attack roll but deal +2 dice of damage. For example, a weapon that deals 3d10 points of damage deals 5d10 points of

damage instead. The effects of this feat do not stack with the extra damage provided by the Deadeye or Rapid Shot feat.

Special: Firing a burst expends five shots and can only be done if the weapon has at least five shots remaining.

Normal: Autofire uses ten shots, targets a 2-square-by-2-square area, and can't be aimed at a specific target. Without this feat, if you attempt an autofire attack at a specific target, it simply counts as a normal attack and all the extra shots are wasted. If you do not have a Strength of 13 or higher, increase the penalty on attacks to -10 when using this feat with non-vehicle weapons.

CAREFUL SHOT

You are particularly skilled at aiming your attacks.

Prerequisites: Point Blank Shot, base attack bonus +2.

Benefit: If you aim before making a ranged attack (see Aim), you gain a + 1 bonus on your attack roll.

CHARGING FIRE

You are able to make ranged attacks while charging.

Prerequisite: Base attack bonus +4.

Benefit: When you charge, you may make a ranged attack instead of a melee attack at the end of your movement. Unlike a normal charge, your momentum does not help overcome your target, so you gain no bonus on attack roll. As with a normal charge, you still take a -2 penalty to your Reflex Defense.

Normal: You can make a single melee attack with a +2 bonus, on your attack roll at the end of a charge.

CLEAVE

You can follow through with a powerful melee attack.

Prerequisites: Strength 13, Power Attack.

Benefit: If you deal an opponent enough damage to reduce its hit points to 0, you get an immediate extra melee attack against another opponent within your reach. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. You can use this ability once per round.

COMBAT REFLEXES

You can respond quickly and repeatedly to opponents who let their guard down.

Benefit: When opponents leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier.

For example, a character with a Dexterity of 15 can make a total of three attacks of opportunity in a round: the one attack of opportunity every character is entitled to, plus

two more attacks because of his +2 Dexterity bonus. If four stormtroopers move through the character's threatened area, he can make attacks of opportunity against three of the four. You still only make one attack of opportunity on a single opponent.

With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without the Combat Reflexes feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed. (See Attacks of Opportunity, for more

information.)

COORDINATED ATTACK

You are skilled at coordinating your attacks with your allies.

Prerequisite: Base attack bonus +2.

Benefit: You are automatically successful when using the aid another action to aid an ally's attack or suppress an enemy as long as the target is adjacent to you or within point blank range.

Normal: You must make an attack roll against a Reflex Defense of 10 to gain the benefits of the aid another action.

CRUSH

You can deal damage to a creature that you've grappled.

Prerequisites: Pin, base attack bonus + 1.

Benefit: If you successfully pin an opponent with a grapple attack (see the Pin feat), you can immediately deal bludgeoning damage to it equal to your unarmed damage or claw damage, whichever is greater.

CYBERNETIC SURGERY

You can perform the surgical procedures necessary to graft cybernetic components onto living flesh.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can install a cybernetic prosthesis (see page 137) on a living being. The surgical procedure takes 1 hour of uninterrupted work, after which you must make on a DC 20 Treat Injury

check. If the check succeeds, the prosthesis is installed correctly. If the check fails, the prosthesis is not properly installed; however, you can try again after another uninterrupted hour of surgery.

Special: You can install a cybernetic prosthesis on yourself, but you take a -5 penalty on the Treat Injury skill check. If you have the Surgical Expertise feat, ou can install a cybernetic prosthesis in 10 minutes instead of 1 hour.

DEADEYE

You are skilled at picking off enemies with well-aimed ranged attacks.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: If you aim before making a ranged attack (see Aim) and the attack hits, increase the damage you deal by an additional weapon die. For example, if you score a hit with a M-3 Predator I pistol using the Deadeye feat, the pistol shot deals 3d4 points of damage (instead of the normal 2d4 points).

The effects of this feat do not stack with the extra damage provided by the Burst Fire or Rapid Shot feat.

DODGE

You are adept at dodging blows.

Prerequisite: Dexterity 13.

Benefit: During your turn, you designate an opponent and receive a + 1 dodge bonus to your Reflex Defense against attacks from that opponent. You can select a new opponent on any action.

A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

DOUBLE ATTACK

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus +6, proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: assault rifles, melee weapons, heavy weapons, pistols, rifles, sniper rifles. When you use the full attack action, you may make one additional attack when wielding such a weapon. However, you take a -5 penalty on all attack rolls until your next turn because you're trading precision for speed.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different exotic weapon or weapon group.

DREADFUL RAGE

You deal horrendous damage while raging .

Prerequisites: Rage species trait, base attack bonus + 1.

Benefit: While raging, your rage bonus on melee attack rolls and melee damage rolls increases to +5.

Normal: A character with the rage species trait gains a +2 rage bonus on melee attack rolls and melee damage rolls while raging.

DUAL WEAPON MASTERY I

You are adept at fighting with two weapons and double weapons.

Prerequisites: Dexterity 13, base attack bonus + 1.

Benefit: When you attack with two weapons or with both ends of a double weapon as a part of a full attack action, you take a -5 penalty (instead of a -10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack). you take a -10 penalty on all attack rolls for the round.

DUAL WEAPON MASTERY II

You are a master at fighting with two weapons and double weapons.

Prerequisites: Dexterity 15, base attack bonus +6, Dual Weapon Mastery I.

Benefit: When you attack with two weapons or both ends of a double weapon as a part of a full attack action, you take a -2 penalty (instead of a -10 penalty) on all attack rolls until the start of your next turn. You only gain this reduced penalty if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack), you take a -10 penalty on all attack rolls for the round.

DUAL WEAPON MASTERY III

You can wield two weapons or a double weapon without penalty.

Prerequisites: Dexterity 17, base attack bonus + 11, Dual Weapon Mastery I, Dual Weapon Mastery II.

Benefit: When you wield two weapons or attack with both ends of a double weapon as a part of a full attack action, you take no penalty on your attack rolls. You only gain this benefit if you are wielding a weapon with which you are proficient.

Normal: If you use a full attack action to make more than one attack on your turn (see Full Attack), you take a -10 penalty on all attack rolls for the round.

EXTRA RAGE

You can fly into a rage more often.

Prerequisite: Rage species trait.

Benefit: You can rage one additional time per day.

Special: You can take this feat multiple times; each time you take the feat, you can rage one additional time per day.

FAR SHOT

You are better at shooting distant foes.

Prerequisite: Point Blank Shot.

Benefit: When you use a ranged weapon against targets at short, medium, or long range, the range category is considered one less. In other words, you take no penalty on ranged attack rolls against targets at short range, a -2 penalty on ranged attack rolls made against targets at medium range, and a -5 penalty on a ranged attack rolls made against targets at long range.

Normal: When making a ranged attack roll, a character takes a -2 penalty against targets at short range, a -5 penalty against targets at medium range, and a -10 penalty against targets at long range.

GREAT CLEAVE

You can wield a melee weapon with such power that you can strike multiple times when you drop your opponents.

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As the Cleave feat, except that you have no limit to the number of times you can use it per round.

IMPROVED CHARGE

You can charge around obstacles.

Prerequisites: Dexterity 13, Dodge, Mobility.

Benefit: You can make a charge (see page 152) without having to move in a straight line, and you can alter your direction when making a charge to avoid obstacles. All other charge rules apply.

Normal: A character must charge in an unobstructed straight line.

IMPROVED DEFENSES

You are skilled at fending off attacks of many forms.

Benefit: You gain a + 1 bonus to your Reflex Defense, Fortitude Defense, and Will Defense.

IMPROVED DISARM

You are skilled at disarming opponents in melee combat.

Prerequisites: Intelligence 13, Melee Defense.

Benefit: You gain a +5 bonus on any melee attack roll made to disarm an opponent. In addition, if you fail to disarm your opponent, he doesn't get to make a free attack against you.

Normal: See the normal disarm rules on page 152 Saga Edition.

KROGAN RUSH

You can shove your opponents around the battlefield to gain a tactical advantage.

Prerequisite: Strength 13, base attack bonus + 1.

Benefit: After making a successful melee attack against an opponent up to one size category larger than you, you can choose to move that opponent 1 square in any direction as a free action. You can't krogan rush an opponent that's being grabbed or grappled, and you can't krogan rush your opponent into a solid object or another creature's fighting space.

LINGUIST

You pick up languages quickly and easily.

Prerequisite: Intelligence 13.

Benefit: You gain a number of bonus languages equal to 1 plus your Intelligence bonus (minimum of 1).

Special: You can take this feat more than once. Each time you take this feat, you gain a number of additional languages equal to 1 plus your Intelligence bonus (minimum of 1).

MARTIAL ARTS I

You are adept at fighting unarmed.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d3 becomes 1d4, 1d4 becomes 1d6, and 1d6 becomes 1d8. In addition, you gain a + 1 dodge bonus to your Reflex Defense.

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MARTIAL ARTS II

You are a master at fighting unarmed.

Prerequisites: Martial Arts I, base attack bonus +3.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d4 becomes 1d6, 1d6 becomes 1d8, and 1d8 becomes 1d10.ln addition, you gain a + 1 dodge bonus to your Reflex Defense (which stacks with the dodge bonus granted by the Martial Arts I feat).

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MARTIAL ARTS III

Your martial arts prowess is second to none.

Prerequisites: Martial Arts I, Martial Arts II, base attack bonus +6.

Benefit: Damage dealt by your unarmed attacks increases by one die step: 1d6 becomes 1d8, 1d8 becomes

1d10, and 1d10 becomes 1d12. In addition, you gain a + 1 dodge bonus to your Reflex Defense (which stacks with the dodge bonus granted by the Martial Arts I and Martial Arts II feats).

Normal: The amount of damage you deal with a successful unarmed attack is based on your size: Small, 1d3; Medium, 1d4; Large, 1d6.

Special: A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Also, dodge bonuses stack with each other, unlike most other types of bonuses.

MELEE DEFENSE

You are trained at using your combat ability for defense as well as offense.

Prerequisite: Intelligence 13.

Benefit: When you use a standard action to make a melee attack, you can take a penalty of up to -5 on your attack roll and add the same number (up to +5) as a dodge bonus to your Reflex Defense. This number may not exceed your base attack bonus. The changes to attack rolls and Reflex Defense last

until the start of your next turn.

Normal: A character without the Melee Defense feat can fight defensively while using the attack action to take a -5 penalty on his attack roll and gain a +2 dodge bonus to his Reflex Defense.

MIGHTY SWING

You are capable of delivering jarring melee attacks.

Prerequisite: Strength 13.

Benefit: You can spend two swift actions in the same round to deal + 1 die of damage on your next melee attack in the same round. The effects of this feat do not stack with the extra damage provided by the Rapid Strike feat.

MOBILITY

You are skilled at moving past opponents and avoiding opportunistic attacks.

Prerequisites: Dexterity 13, Dodge.

Benefit: You get a +5 dodge bonus to Reflex Defense against attacks of opportunity caused when you move out of or into a threatened area (see Attacks of Opportunity, page 155 Saga Edition).

A situation that makes you lose your Dexterity bonus to Reflex Defense (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

PIN

You are skilled at immobilizing grappled foes.

Prerequisite: Base attack bonus + 1.

Benefit: If you succeed on a grappling attack and your opponent fails the opposed grapple check, your opponent is automatically pinned until the start of your next turn. A pinned creature can't move or take any actions while pinned, and it loses its Dexterity bonus (if any) to Reflex Defense.

Special: You cannot use the Pin and Trip feats during the same round. You can use the Pin and Crush feat in the same round, however.

POINT BLANK SHOT

You are skilled at making well-placed shots with ranged weapons at point blank range.

Benefit: You get a + 1 bonus on attack and damage rolls with ranged weapons against opponents within point blank range (see Weapon Ranges).

POWER ATTACK

You can make exceptionally powerful melee attacks.

Prerequisite: Strength 13.

Benefit: On your action, before making an attack roll, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage applies until the start of your next turn.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt against an object or vehicle.

POWERFUL CHARGE

You can charge with extra force.

Prerequisites: Medium or larger size, base attack bonus +1.

Benefit: When you charge, you gain an additional +2 bonus to your melee attack roll. If your melee attack hits, you deal additional damage equal to one-half your level.

PRECISE SHOT

You are skilled at timing your ranged attacks so that you don't hit your allies by mistake.

Prerequisite: Point Blank Shot.

Benefit: You can shoot or throw a ranged weapon at an opponent engaged in melee combat with one or more of your allies without tak ing the standard -5 penalty (see Shooting or Throwing into a Melee, page 161 Saga Edition).

QUICK DRAW

You can draw and holster weapons with startling quickness.

Prerequisite: Base attack bonus + 1.

Benefit: You can draw or holster a weapon as a swift action instead of as a move action.

RAPID SHOT

You can make two quick shots with a ranged weapon as a single attack.

Benefit: When using a ranged weapon, you may fire two shots as a single attack against a single target. You take a -2 penalty on your attack roll, but you deal + 1 die of damage with a successful attack.

Special: Using this feat fires two shots and can only be done if the weapon has sufficient ammunition remaining. The effects of this feat do not stack with the extra damage provided by the Burst Fire feat or Deadeye feat.

If you do not have a Strength of 13 or higher, increase the penalty to attacks to -5 when using this feat with non-vehicle weapons.

RAPID STRIKE

You can make two quick strikes with a melee weapon as a single attack.

Prerequisites: base attack bonus +1, proficient with weapon.

Benefit: When using a melee weapon, you may make two strikes as a single attack against a single target. You take a -2 penalty on your attack roll, but you deal + 1 die of damage with a successful attack.

The effects of this feat do not stack with the extra damage provided by the Mighty Swing feat.

Special: If you do not have a Dexterity of 13 or higher, increase the penalty to attacks to -5 when using this feat with non-light weapons.

RUNNING ATTACK

You can move as you attack.

Prerequisite: Dexterity 13.

Benefit: When making an attack with a melee or ranged weapon, you can move both before and after the attack,

provided that your total distance moved is not greater than your speed.

SHAKE IT OFF

You have learned to shake off debilitating conditions.

Prerequisites: Constitution 13, trained in the Endurance skill.

Benefit: You can spend two swift actions instead of three swift actions to move + 1 step along the condition track (see Conditions, page 148 Saga Edition).

Normal: It takes three swift actions to move +1 step along the condition track.

SKILL FOCUS

One of your skills is particularly well honed.

Benefit: You gain a +5 competence bonus on skill checks made with one trained skill of your choice.

Special: This feat may be selected multiple times. Its effects do not stack. Each time you take this feat, it applies to a different trained skill.

SKILL TRAINING

You are considered trained in a new skill.

Benefit: Choose one untrained skill from your list of class skills. You become trained in that skill

Special: Th is feat may be selected multiple times. Each time you take this feat, it applies to a different class skill.

Asari Comando, Batarian, Geth, Krogan Battlemaster

SNIPER

You are particularly adept at hitting the right target in a crowd.

Prerequisites: Point Blank Shot, Precise Shot, base attack bonus +4.

Benefit: You always ignore soft cover (that is, cover provided by a character, creature, or droid) when you make a ranged attack.

Normal: You can only ignore cover if you aim (see page 154 Saga Edition) before making a ranged attack.

SURGICAL EXPERTISE

You can perform skillful surgical procedures quickly.

Prerequisite: Trained in the Treat Injury skill.

Benefit: You can perform surgery in 10 minutes.

Normal: Performing surgery typically takes 1 hour (see the Treat Injury skill).

TECH SPECIALIST

The Tech Specialist feat allows a hero to make custom modifications to weapons, armor, droids, devices, and vehicles so that they function beyond their normal specifications

Prerequisites: Trained in the Mechanics skill.

Benefit: You can modify a device, suit of armor, a synthetic, weapon, or vehicle so that it gains a special trait. Specific traits are given on the Tech Specialist Modifications table below. You may perform only one modification at a time. Unless noted otherwise, you cannot grant more than one benefit to a single device, suit of armor, synthetic, weapon, or vehicle, and you can't apply the same benefit more than once.

Before beginning the modification, you must pay one-tenth the cost of the device, suit of armor, synthetic, weapon, or vehicle you wish to modify or 1,000 credits, whichever is more. Completing the

modification requires 1 day per 1,000 credits of the modification's cost. At the end of this time, make a DC 20 Mechanics check; you can't take 10 or take 20 on this check. If the check succeeds, the modification is completed successfully, and the object gains the desired trait. If the check fails, you lose all credits spent making the modification, and the object doesn't gain the desired trait. However, you may start over from scratch if you wish.

Other characters trained in the Mechanics skill can assist you, reducing proportionally the time needed to complete the modification. At the end of modification process, they can make a Mechanics check to aid your check.

The market value of a modified item is equal to the base cost of the item plus double the cost of the modifications made to it (not including credits wasted on failed modification attempts).

Table 2-2 A. Tech Specialist Modification - Armor

ARMOR TRAIT	BENEFIT
Agile Armor	Decrease the armor's weight by 1 kg.
Fortifying Armor	Increases the armor's equipment bonus to Fortitude Defense by 1.
ProtectiveArmor	Increases the armor's armor bonus to Reflex Defense by 1.

Table 2-2 B. Tech Specialist Modification - Device

DEVICE TRAIT	BENEFIT
Enhanced Strength	Increases the device's Strength score by 2.

Improved Durability	The device's damage reduction increases by 1, and it gains extra hit points equal to one-quarter of its base hit points.
Mastercraft Device	Skill checks made using the device gain a +1 equipment bonus, or the device's existing equipment bonus increases by 1.

Table 2-2 C. Tech Specialist Modification - Synthetic

SYNTHETIC TRAIT	BENEFIT
Enhanced Dexterity	Increases the synthetic's Dexterity score by 2.
Enhanced Intelligence	Increases the synthetic's Intelligence score by 2.
Enhanced Strength	Increases the synthetic's Strength score by 2.

Table 2-2 D. Tech Specialist Modification - Vehicle

VEHICLE TRAIT	BENEFIT
Enhanced Dexterity	Increases the vehicle's Dexterity score by 2.
Improved Speed	Increases the vehicle's speed by one-quarter of its base speed (minimum 1 square).
Improved Shields	Increases the vehicle's shield rating by 5.

Table 2-2 E. Tech Specialist Modification - Weapon

WEAPON TRAIT	BENEFIT
Improved Accuracy	The weapon gains a +1 equipment bonus on attack rolls.
Improved Damage	The weapon deals +2 points of damage with a successful hit. If the weapon has a damage multiplier (for example, 6d10 x 2), apply the extra damage before applying the multiplier.
Selective Fire	An autofire-only ranged weapon can be set to fire single shots, or a single-shot ranged weapon can be made to have an autofire mode.

THROW

You can throw a creature that you've grappled.

Prerequisites: Trip, base attack bonus +1.

Benefit: If you successfully trip an opponent with a grapple attack, the opponent falls prone in any unoccupied space you desire up to 1 square beyond your reach and takes bludgeoning damage equal to your unarmed attack damage. A thrown opponent is no longer considered grappled.

TOUGHNESS

You are tougher than normal.

Benefit: You gain + 1 hit point per character level

TRIP

You are skilled at tripping grappled foes.

Prerequisite: Base attack bonus + 1.

Benefit: If you succeed on a grappling attack (see page 153 Saga Edition) and your opponent fails the opposed

grapple check, it falls prone in its space and is no longer considered grappled.

A prone opponent takes a -5 penalty on melee attack rolls. Melee attacks made against a prone target gain a +5 bonus, while ranged attacks made against a prone target take a -5 penalty.

Special: You cannot use the Pin and Trip feats during the same round.

TRIPLE ATTACK

You can make an additional attack during a round of combat.

Prerequisites: Base attack bonus + 11, Double Attack (chosen weapon), proficient with chosen weapon.

Benefit: Choose a single exotic weapon or one of the following weapon groups: melee weapons, heavy weapons, pistols, rifles, sniper rifles. When you use the full attack action, you may make one additional attack when wielding such a weapon. However, you take a -5 penalty on all attack rolls until your next turn because you're trading precision for speed. The extra attack and penalty stack with those of Double Attack.

Normal: Making a single attack is a standard action.

Special: You may select this feat multiple times. Each time you select this feat, it applies to a different exotic weapon or weapon group.

TRIPLE CRIT

Choose one type of weapon, such as a pistols, or melee weapons.
You deal more damage on a critical hit with that weapon.

Prerequisites: Proficient with weapon, base attack bonus +8.

Benefit: When you score a critical hit with the selected weapon, you deal triple damage. You may select "unarmed attack" as a weapon for purposes of this feat.

Normal: A critical hit normally deals double damage to the target.

Special: You can gain this feat multiple times. The effects do not stack. Each time you take this feat, it applies to a different weapon.

VEHICULAR COMBAT

You can avoid attacks made against your vehicle.

Prerequisite: Trained in the Pilot skill.

Benefit: Once per round (as a reaction), when you are piloting a vehicle or starship, you may negate a weapon hit by making a successful Pilot check. The DC of the skill check is equal to the result of the attack roll you wish to negate.

In addition, while you are piloting a vehicle, you are considered proficient with pilot-operated vehicle weapons. (The vehicle descriptions in Chapter Z indicate which weapons are operated by the pilot.)

WEAPON FINESSE

You are especially skilled at using weapons one that can benefit as much from Dexterity as from Strength.

Prerequisite: Base attack bonus + 1.

Benefit: When using a melee weapon you may use your Dexterity modifier instead of your Strength modifier on attack rolls.

WEAPON FOCUS

Choose a weapon group. You are especially good at using these weapons.

Prerequisite: Proficient with chosen weapon.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon group.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new weapon group.

WEAPON PROFICIENCY

You are proficient with a particular kind of weaponry.

Benefit: Choose one of the following weapon groups: advanaced melee weapons, simple melee weapons, heavy weapons (which includes vehicular weapons and starship weapons), pistols, submachine guns, assault rifles, shotguns, and sniper rifles. You are proficient with all weapons of the selected group.

Normal: If you wield a weapon with which you are not proficient. you take a -5 penalty to your attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a different weapon group.

WHIRLWIND ATTACK

You can strike nearby opponents in an amazing, spinning melee attack.

Prerequisites: Dexterity 13, Intelligence 13, Melee Defense, base attack bonus +4.

Benefit: As a full-round action, you can make an area attack with your melee weapon, striking every target within your reach. This whirlwind attack uses the area attack rules (see Area Attacks, page 155 Saga Edition); you make one attack roll and apply the result to every target in range.
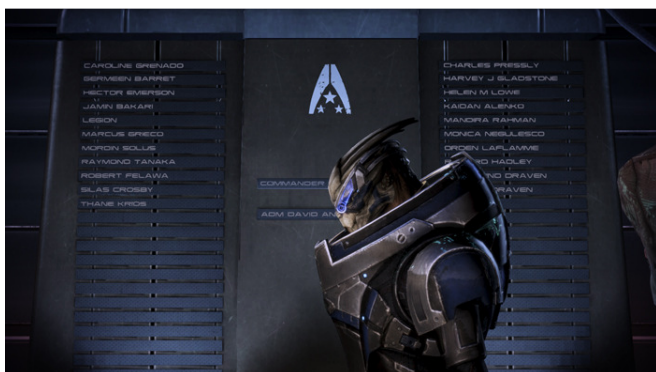
Garrus Vakarian onboard the Normany 2

Table 2-3. Talent Feat Trees

FEAT TREE	FEAT	PREREQUISITES
Awareness Feats	Acute Senses	-
Awareness Feats	Expert Tracker	Acute Senses
Awareness Feats	Improved Initiative	Acute Senses
Awareness Feats	Keen Shot	Acute Senses
Awareness Feats	Uncanny Dodge I	Acute Senses, Improved Initiative
Awareness Feats	Uncanny Dodge II	Acute Senses, Improved Initiative, Uncanny Dodge I
Bounty Hunter Feats	Hunter's Mark	-
Bounty Hunter Feats	Hunter's Target	Hunter's Mark
Bounty Hunter Feats	Notorious	-
Bounty Hunter Feats	Nowhere to Hide	-
Bounty Hunter Feats	Relentless	Hunter's Mark, Hunter's Target
Bounty Hunter Feats	Ruthless Negotiator	Notorious
Brawler Feats	Expert Grappler	-
Brawler Feats	Gun Club	-
Brawler Feats	Melee Smash	-
Brawler Feats	Stunning Strike	Melee Smash
Brawler Feats	Unbalance Opponent	Expert Grappler
Camouflage Feats	Hidden Movement	Improved Stealth
Camouflage Feats	Improved Stealth	-
Camouflage Feats	Total Concealment	Hidden Movement, Improved Stealth.
Commando Feats	Battle Analysis	-
Commando Feats	Cover Fire	Battle Analysis
Commando Feats	Demolitionist	-
Commando Feats	Draw Fire	-
Commando Feats	Harm's Way	Trained in the Initiative skill
Commando Feats	Indomitable	-
Commando Feats	Tough as Nails	-
Expert Pilot Feats	Elusive Dogfighter	-
Expert Pilot Feats	Full Throttle	-
Expert Pilot Feats	Juke	Vehicular Evasion
Expert Pilot Feats	Keep It Together	-
Expert Pilot Feats	Relentless Pursuit	-
Expert Pilot Feats	Vehicular Evasion	-
Fortune Feats	Fool's Luck	-
Fortune Feats	Fortune's Favor	-
Fortune Feats	Gambler	-
Fortune Feats	Knack	-
Fortune Feats	Lucky Shot	Knack
Fringer Feats	Barter	-
Fringer Feats	Fringe Savant	-
Fringer Feats	Long Stride	-
Fringer Feats	Jury-Rigger	-
Gunner Feats	Dogfight Gunner	Expert Gunner
Gunner Feats	Expert Gunner	-

Gunner Feats	Quick Trigger	Expert Gunner
Gunner Feats	System Hit	Expert Gunner
Gunslinger Feats	Debilitating Shot	-
Gunslinger Feats	Deceptive Shot	-
Gunslinger Feats	Improved Quick Draw	-
Gunslinger Feats	Knockdown Shot	-
Gunslinger Feats	Multiattack Proficiency (pistols)	-
Gunslinger Feats	Ranged Disarm	-
Gunslinger Feats	Trigger Work	-
Infamy Feats	Inspire Fear I	-
Infamy Feats	Inspire Fear II	Inspire Fear I
Infamy Feats	Inspire Fear III	Inspire Fear I, Inspire Fear II
Infamy Feats	Notorious	-
Infamy Feats	Shared Notoriety	Notorious
Influence Feats	Presence	-
Influence Feats	Demand Surrender	Presence
Influence Feats	Improved Weaken Resolve	Presence, Weaken Resolve
Influence Feats	Weaken Resolve	Presence
Inspiration Feats	Bolster Ally	-
Inspiration Feats	Ignite Fervor	Bolster Ally, Inspire Confidence
Inspiration Feats	Inspire Confidence	-
Inspiration Feats	Inspire Haste	-
Inspiration Feats	Inspire Zeal	Bolster Ally, Inspire Confidence, Ignite Fervor
Leadership Feats	Born Leader	-
Leadership Feats	Coordinate	-
Leadership Feats	Distant Command	Born Leader
Leadership Feats	Fearless Leader	Born Leader
Leadership Feats	Rally	Born Leader, Distant Command
Leadership Feats	Trust	Born Leader, Coordinate
Lineage Feats	Connections	-
Lineage Feats	Educated	-
Lineage Feats	Spontaneous Skill	Educated
Lineage Feats	Wealth	-
Mastermind Feats	Attract Minion	-
Mastermind Feats	Impel Ally I	-
Mastermind Feats	Impel Ally II	Impel Ally I
Military Tactics Feats	Assault Tactics	-
Military Tactics Feats	Deployment Tactics	-
Military Tactics Feats	Field Tactics	Deployment Tactics
Military Tactics Feats	One for the Team	Deployment Tactics
Military Tactics Feats	Outmaneuver	Deployment Tactics, Field Tactics
Military Tactics Feats	Shift Defense I	-
Military Tactics Feats	Shift Defense II	Shift Defense I
Military Tactics Feats	Shift Defense III	Shift Defense I, Shift Defense II
Military Tactics Feats	Tactical Edge	-
Misfortune Feats	Dastardly Strike	-
Misfortune Feats	Disruptive	-

Misfortune Feats	Skirmisher	-
Misfortune Feats	Sneak Attack	-
Misfortune Feats	Walk the Line	Disruptive
Outlaw Feats	Fast Repairs	Trained in the Mechanics skill
Outlaw Feats	Hot Wire	Trained in the Mechanics skill
Outlaw Feats	Quick Fix	Trained in the Mechanics skill
Outlaw Feats	Personalized Modifications	-
Slicer Feats	Gimmick	-
Slicer Feats	Master Slicer	Gimmick
Slicer Feats	Trace	-
Spacer Feats	Hyperdriven	-
Spacer Feats	Spacehound	-
Spacer Feats	Starship Raider	Spacehound
Spacer Feats	Stellar Warrior	Spacehound
Survivor Feats	Evasion	-
Survivor Feats	Extreme Effort	-
Survivor Feats	Sprint	-
Survivor Feats	Surefooted	-
Weapon Master Feats	Controlled Burst	-
Weapon Master Feats	Greater Devastating Attack:	Greater Weapon Focus, Devastating Attack (see Weapon Specialist feats), and Weapon Focus feat with the chosen weapon group
Weapon Master Feats	Greater Penetrating Attack	Greater Weapon Focus, Penetrating Attack (see Weapon Specialist feats). and Weapon Focus feat with the chosen weapon group
Weapon Specialist Feats	Devastating Attack	-
Weapon Specialist Feats	Penetrating Attack	"Weapon Focus with chosen weapon group
Weapon Specialist Feats	Weapon Specialization	"
Weapon Specialist Feats	Greater Weapon Focus	Weapon Focus with chosen weapon group
Weapon Specialist Feats	Greater Weapon Specialization	Weapon Focus with chosen weapon group
Weapon Specialist Feats	Multiattack Proficiency (heavy weapons)	Greater Weapon Focus, Weapon Focus feat. and Weapon Specialization with the chosen weapon group
Weapon Specialist Feats	Multiattack Proficiency (rifles)	-
	Personalized Modifications	-

TALENT FEAT TREES

Aside from the general feats a character can acquire even more special features that reflect his expertise in specific fields of knowledge and abilities. A soldier receives unique training or a being who's gifted with biotic qualities learns a superior technique.

AWARENESS FEAT TREE

You are exceptionally good at noticing things and avoiding perilous situations.

Acute Senses: You may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Expert Tracker: You take no penalty on Survival checks made to follow tracks while moving your normal speed. (Without this feat, you take a -5 penalty on Survival checks made to follow tracks while moving your normal speed.)

Prerequisite: Acute Senses.

Improved Initiative: You may choose to reroll any Initiative check, but the result of the reroll must be accepted even if it is worse.

Prerequisite: Acute Senses.

Keen Shot: You take no penalty on your attack roll when attacking a target with concealment (but not total concealment).

Prerequisite: Acute Senses.

Uncanny Dodge I: You retain your Dexterity bonus to your Reflex Defense regardless of being caught flat-footed or struck by a hidden attacker. You still lose your Dexterity bonus to your Reflex Defense if you are immobilized.

Prerequisites: Acute Senses, Improved Initiative.

Uncanny Dodge II: You cannot be flanked. You can react to opponents on opposite sides of you as easily as you can react to a single attacker.

Prerequisites: Acute Senses, Improved Initiative, Uncanny Dodge I.

BOUNTY HUNTER FEAT TREE

The nature of their work requires bounty hunters to associate with the scum of the universe. You are among the finest bounty hunters in the galaxy, relying on the element of surprise and your hunter's instincts to catch your prey.

Hunter's Mark: If you aim before making a ranged attack (see Aim, page 154 Saga Edition), you move the target -1 step along the condition track if the attack hits (see Conditions, page 148 Saga).

Hunter's Target: Once per encounter as a free action, you may designate an opponent. For

the rest of the encounter, when you succeed on a melee or ranged attack against that opponent, you gain a bonus on damage rolls equal to your character level. *Prerequisite:* Hunter's Mark.

Notorious: Your skill as a bounty hunter is known throughout the galaxy, even on fringe worlds. When you are not disguised, you can reroll any Persuasion checks made to intimidate others, keeping the better result (see the Persuasion skill).

Nowhere to Hide: You may choose to reroll any Gather Information checks made to locate a specific individual (see the Gather Information skill), but you must keep the result of the reroll even if it is

worse.

Relentless: This feat applies only to an opponent you've designated as your hunter's target (see Hunter's Target, above) . Any attack or effect originating from the target that would normally move you along the condition track (see page 149 Saga Edition) does not, in fact, move you along the condition track.

Prerequisites: Hunter's Mark, Hunter's Target.

Ruthless Negotiator: When haggling over the price of a bounty (see the Persuasion skill, page 71), you can reroll your Persuasion check and keep the better result.

Prerequisite: Notorious.

BRAWLER FEAT TREE

You like to get "up close and personal" with your enemies and engage them in melee combat.

Expert Grappler: You gain a +2 competence bonus on grapple attacks (see page 153 Saga).

Gun Club: You can use a ranged weapon as a melee weapon without taking a penalty on your attack roll. (Normally you take a -5 penalty on attack rolls made with an improvised weapon.) The weapon is otherwise treated as a club in all respects. If you are using a rifle with a mounted bayonet (see page 121 Saga). You may wield that weapon as a double weapon. The bayonet end is treated normally, and the other end is treated as a club.

Melee Smash: You deal + 1 point of damage with melee attacks.

Stunning Strike: When you damage an opponent with a melee attack, your opponent moves an additional-1 step along the condition track (see page 149 Saga Edition) if your damage roll result equals or exceeds the target's damage threshold.

Prerequisite: Melee Smash.

Unbalance Opponent: You are skilled at keeping your opponents off balance in melee combat. During your action, you designate an opponent no more than one size category larger or smaller than you. That opponent doesn't get to add his Strength bonus on attack rolls when targeting you. (If the opponent has a Strength penalty, he still suffers that penalty.) The opponent's Strength modifier applies to damage, as usual. You can select a new opponent on your next turn.

Prerequisite: Expert Grappler.

CAMOUFLAGE FEAT TREE

You learn quickly how to blend in with your environment.

Hidden Movement: You're very good at hiding when mobile. You take no penalty on your Stealth check when moving your normal speed.

Prerequisite: Improved Stealth.

Improved Stealth: You may choose to reroll any Stealth check, but the result of the reroll must be accepted even if it is worse.

Total Concealment: Any situation that would give you concealment (see page 156) grants you total concealment instead.

Prerequisites: Hidden Movement, Improved Stealth.

COMMANDO FEAT TREE

You use advanced combat tactics to take down enemies quickly, shield your comrades, and endure whatever challenges are thrown your way.

Battle Analysis: As a swift action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you know which allies and opponents in your line of sight are reduced to at least half of their maximum total hit points.

Cover Fire: When you make a ranged attack with a pistol or rifle, all allies within 6 squares of you when the attack is made gain a + 1 bonus to Reflex Defense until the start of your next turn. Allies within range don't need to be within your line of sight to gain the bonus.

Prerequisite: Battle Analysis.

Demolitionist: When you use the Mechanics skill to place an explosive device, the explosion deals +2 dice of damage. You may take this feat multiple times; its effects stack.

Draw Fire: You can distract opponents and convince them that you are the most tempting (or most dangerous) target in an area. As a swift action, make a Persuasion check and compare the result to the Will Defense of all opponents within line of sight. If the check result exceeds an opponent's Will Defense, that

opponent cannot attack any character within 6 squares of you until the start of your next turn as long as you do not have cover against that opponent. (The affected opponent may still attack you, however.)

Harm's Way: Once per round, you may spend a swift action to shield a single adjacent ally from attacks, taking the damage and suffering the ill effects in your ally's stead. Until the start of your next turn, any attack made against the protected ally targets you instead. You may elect not to shield your protected ally against a given attack, provided the decision is made before the attack roll is made.

Prerequisite: Trained in the Initiative skill.

Indomitable: Once per day as a swift action, you can move +5 steps on the condition track (see Conditions, page 148 Saga Edition). This does not remove any persistent conditions that may be affecting you (see page 149). You can select this feat multiple times. Each time you select this feat, you can use it one additional time per day.

Tough as Nails: You can catch a second wind one extra time per day (see Second Wind, page 146 Saga Edition). If you have this feat and the Extra Second Wind feat, you can catch your second wind a total of three times per day.

Tali, Ashley, Miranda

EXPERT PILOT FEAT TREE

The ace pilot relies on finely honed instincts and years of pilot training to outmaneuver and destroy enemy starships.

Elusive Dogfighter: When engaged in a dogfight, any enemy pilot engaged in the same dogfight takes a -10 penalty on attack rolls when you succeed on the opposed Pilot check (see Attacking in a

Dogfight, page 171 Saga Edition).

Full Throttle: You can take 10 on Pilot checks made to increase your vehicle's speed (see the

Pilot skill description). In addition, when you use the all-out movement action while piloting a vehicle, your vehicle moves up to five times its normal speed (instead of the normal x4).

Juke: When you fight defensively as the pilot of a vehicle (see page 171 Saga Edition), the dodge bonus to your vehicle's Reflex Defense increases to +5 even if you make an attack.

Prerequisite: Vehicular Evasion.

Keep It Together: Once per encounter, when a vehicle you're piloting takes damage that equals or exceeds its damage threshold, your vehicle avoids moving down the condition track (see Conditions,

page 148 Saga Edition).

Relentless Pursuit: You may roll twice for any opposed Pilot check made to initiate a dogfight,

keeping the better result (see Dogfight, page 171 Saga Edition).

Vehicular Evasion: If the vehicle you are piloting is hit by an area attack (see Area Attacks, page 155 Saga Editon), it takes half damage if the attack hits. If the area

attack misses your vehicle, it takes no damage. You cannot use this feat when your vehicle is stationary or disabled.

FORTUNE FEAT TREE

Many scoundrels like to gamble with destiny, putting everything on the line and trusting fate to bring them fortune, fame, and success.

Fool's Luck: As a standard action, you can spend an Action Point to gain one of the following benefits for the rest of the encounter: a + 1 competence bonus on attack rolls, a +5 competence bonus on skill checks, or a + 1 competence bonus to all your defenses.

Fortune's Favor: Whenever you score a critical hit with a melee or ranged attack, you gain a free standard action. You must take the extra standard action before the end of your turn, or else it is lost.

Gambler: You gain a +2 competence bonus on Wisdom checks when you gamble (see the Gambling sidebar on the page 47 Saga Edition). You can select this feat multiple times; each time you take this feat, the competence bonus increases by +2.

Knack: Once per day, you can reroll a skill check and take the better result. You can select this feat multiple times; each time you select this feat, you can use it one additional time per day.

Lucky Shot: Once per day, you can reroll an attack roll and take the better result. You can select this feat multiple times; each time you select this feat, you can use it one additional time per

day.
Prerequisite: Knack.

FRINGER FEAT TREE

You're especially skilled at "getting by" on backwater worlds.

Barter: You may reroll any Persuasion check made to haggle (see the Persuasion skill, page 71). You must, however, accept the result of the reroll.

Fringe Savant: Whenever you roll a natural 20 on a skill check during an encounter, you gain one temporary Action Point. If the Action Point is not used before the end of the encounter, it is lost.

Long Stride: Your speed increases by 2 squares if you are wearing light armor or no armor. If

you have a natural fly, climb, or swim speed, it increases by 2 squares as well. You cannot use this feat if you are wearing medium or heavy armor.

Jury-Rigger: You may reroll any Mechanics check made to accomplish a

jury-rigged repair (see the Mechanics skill). You must, however, accept the result of the reroll.

GUNNER FEAT TREE

Many starship gunners are skilled both in and out of the cockpit and are deadly with ranged weapons of any kind.

Dogfight Gunner: While your vehicle is engaged in a dogfight, you take no penalty on your attack rolls with vehicle weapons even if you are not the pilot.

Prerequisite: Expert Gunner.

Expert Gunner: You gain a + 1 bonus on attack rolls made using vehicle weapons.

Quick Trigger: Whenever an enemy vehicle moves out of your square or an adjacent square, you may make a single attack against that vehicle as an attack of opportunity.

Prerequisite: Expert Gunner.

System Hit: Whenever you deal damage to a vehicle that equals or exceeds its damage threshold, you move that vehicle an additional -1 step on the condition track (see Conditions, page 148 Saga).

Prerequisite: Expert Gunner.

GUNSLINGER FEAT TREE

You never travel anywhere without a blaster (or two), and you know how to handle yourself in a gunfight. The following feats may only be used with pistols and rifles.

Debilitating Shot: If you aim before making a ranged attack (see Aim, page 154 Saga Edition), you move the target character -1 step along the condition track if the attack deals damage (see Conditions, page 148 Saga Edition).

Deceptive Shot: Select one target in line of sight within 6 squares. You can spend two swift actions on the same turn to make a Deception check; if the check result equals or exceeds the target's Will Defense, the target is denied its Dexterity bonus to Reflex Defense against your attacks until the beginning of your next turn.

Improved Quick Draw: If you are carrying a pistol (either in your hand or in a holster), you may draw the pistol and make a single attack during a surprise round even if you are surprised. If you are not surprised, you may take any single action of your choice, as normal.

Knockdown Shot: If you aim before making a ranged attack (see Aim, page 154 Saga Edition) and the attack hits, you knock the target prone in addition to dealing damage. You can't use this feat to knock down targets two or more size categories bigger than you.

Multiattack Proficiency (pistols): Whenever you make multiple attacks with any type of pistol as a full attack action (see Full Attack, page 154 Saga Edition), you reduce the penalty on your attack rolls by 2. You can take this feat multiple times; each time you take this feat,

you reduce the penalty on your attack rolls by an additional 2.

Ranged Disarm: You can disarm an opponent using a ranged attack. If your ranged disarm attack fails, your opponent doesn't get to make a free attack against you (see Disarm, page 152 Saga).

Trigger Work: You take no penalty on your attack roll when using the Rapid Shot feat.

INFAMY FEAT TREE

You are wanted in multiple systems for criminal acts, and your manner of doing business has earned you an unsavory reputation in the criminal underworld.

Inspire Fear I: Your infamy and reputation are such that any opponent whose level is equal to or less than your character level takes a -1 penalty on attack rolls and opposed skill checks made against you, as well as Use Biotics checks made to activate Biotic powers that target you. This is a mind-affecting fear effect.

Inspire Fear II: As Inspire Fear I (see above). except that the penalty increases to -2. *Prerequisite:* Inspire Fear I.

Inspire Fear III: As Inspire Fear I (see above). except that the penalty increases to -5. *Prerequisites:* Inspire Fear I, Inspire Fear II.

Notorious: Your reputation as a crime lord is known throughout the galaxy, even on fringe worlds. When you are not disguised, you may reroll any Persuasion checks made to intimidate others, keeping the better result (see the Persuasion skill).

Shared Notoriety: When your minions invoke your name, others take note. If you have minions (see the Attract Minion feat on the Mastermind feat tree) they may reroll any Persuasion checks made to intimidate others (see the Persuasion skill), but the result of the reroll must be accepted even if it is worse.

Prerequisite: Notorious.

INFLUENCE FEAT TREE

One of your greatest strengths is your ability to exert influence over your opponents.

Presence: You can make a Persuasion check to intimidate a creature as a standard action (instead of a full-round action).

Demand Surrender: Once per encounter, you can make a Persuasion check as a standard action to demand surrender from an opponent who has been reduced to one-half or less of its hit points. If your check result equals or exceeds the target's Will Defense, it surrenders to you and your allies, drops any weapons it is holding, and takes no hostile actions. If the target is higher level than you, it gains a +5 bonus to its Will Defense. If you or any of your allies attack it, it no longer submits to your will and can act normally. You can only use this feat against a particular target once per encounter. This is a mind-affecting effect.

Prerequisite: Presence.

Improved Weaken Resolve: As Weaken Resolve (see below) except that the target doesn't stop fleeing from you if it is wounded.

Prerequisites: Presence, Weaken Resolve.

Weaken Resolve: Once per round, when you deal damage equal to or greater than the target's damage threshold, make a Persuasion check as a free action; if the result equals or exceeds the target's Will Defense, you fill the target with terror, causing it to flee from you at top speed for 1 minute. The

target can't take standard actions, swift actions, or full-round actions while fleeing, and the target stops fleeing and can act normally if it is wounded. As a free action or reaction, the target can spend an Action Point (if it has not already spent one earlier in the round) to negate the

effect. The effect is automatically negated if the target's level is equal to or higher than your character level . This is a mind-affecting fear effect.

Prerequisite: Presence.

INSPIRATION FEAT TREE

You are renown for your ability to inspire their followers and urge them to greatness. You can often get results out of their friends, allies, and followers that other leaders cannot. All of the feats in this tree are mind-affecting effects. Moreover, you can't use any of these feats on yourself.

Bolster Ally: As a standard action, you can bolster an ally within line of sight, moving him + 1 step along the condition track (see Conditions, page 148 Saga Edition) and giving him a number of bonus hit points equal to his character level if he's at one-half his maximum hit points or less. Damage is subtracted from the bonus hit points first, and any bonus hit points remaining at the end of the encounter go away. You can't bolster the same ally more than once in a single encounter, and you can't bolster yourself.

Ignite Fervor: Whenever you hit an opponent with a melee or ranged attack, you can (as a free action) choose to give one ally within your line of sight a bonus to damage on his next attack equal to his character level. Once his fervor has been ignited, the affected ally doesn't need to remain within line of sight of you; if his next

attack misses, he loses the bonus to damage granted by this feat. You can't ignite fervor in yourself.

Prerequisites: Bolster Ally, Inspire Confidence.

Inspire Confidence: As a standard action, you can inspire confidence in all allies in your line of sight, granting them a + 1 morale bonus on attack rolls and a + 1 morale bonus on skill checks for the rest of the encounter or until you're unconscious or dead. Once inspired, your allies don't need to remain within line of sight of you. You can't inspire confidence in yourself.

Inspire Haste: As a swift action, you can encourage one of your allies within line of sight to make haste with a skill check. On that ally's next turn, that ally can make a skill check that requires a standard action as a move action instead.

Inspire Zeal: Whenever an ally within line of sight of you makes an attack that moves an opponent down the condition track (such as by dealing damage that equals or exceeds the target's damage threshold). that ally moves the target an additional -1 step down the condition track.

Prerequisites: Bolster Ally, Inspire Confidence, Ignite Fervor.

LEADERSHIP FEAT TREE

A born leader, you know how to take charge and lead your companions and followers to success. All of the feats in this tree are mind-affecting effects. Moreover, you can't use any of these feats on yourself.

Born Leader: Once per encounter, as a swift action, you grant all allies within your line of sight a + 1 insight bonus on attack rolls. This effect lasts for as long as they remain within line of sight of you. An ally loses this bonus immediately if line of sight is broken or if you are unconscious or dead.

Coordinate: A noble with this feat has a knack for getting people to work together. When you use this feat as a standard action, all allies within your line of sight grant an additional + 1 bonus when they use the aid another action until the start of your next turn (see Aid Another, page 151 Saga Edition).

You may select this feat multiple times; each time you do, the bonus granted by the coordinate ability increases by + 1 (to a maximum of +5).

Distant Command: Any ally who gains the benefit of your Born Leader feat (see above) does not lose the benefit if their line of sight to you is broken.

Prerequisite: Born Leader.

Fearless Leader: As a swift action, you can provide a courageous example for your allies. For the remainder of the encounter, your allies receive a +5 morale bonus to their Will Defense against any fear effect. Your allies lose this benefit if they lose line of sight to you, or if you are killed or knocked unconscious.

Prerequisite: Born Leader.

Rally: Once per encounter, you can rally your allies and bring them back from the edge of defeat. As a swift action, any allies within your line of sight who have less than half their total hit points remaining gain a +2 morale bonus to their Reflex Defense and Will Defense and a +2 bonus to all damage rolls for the remainder of the encounter.

Prerequisites: Born Leader, Distant Command.

Trust: You can give up your standard action to give one ally within your line of sight an extra standard action or move action on his next turn, to do with as he pleases. The ally does not lose the action if line of sight is later broken.

Prerequisites: Born Leader, Coordinate.

LINEAGE FEAT TREE

You lead a privileged life and reap the benefit of an upbringing beyond most citizens of the galaxy.

Connections: You are able to obtain licensed, restricted, military, or illegal equipment without having to pay a licensing fee or endure a background check, provided the total cost of the desired equipment is equal to or less than your character level x 1,000 credits. In addition, when obtaining equipment or services through the black market, you reduce the black market cost multiplier by 1. See Restricted Items (page 118 Saga Edition) for details.

Educated: Thanks to your well-rounded education, you may make any Knowledge check untrained.

Spontaneous Skill: Sometimes you surprise others with your skill. Once per day, you may make an untrained skill check as though you were trained in the skill. You can select this feat multiple times; each time you do, you can use it one additional time per day.

Prerequisite: Educated.

Wealth: Each time you gain a level (including the level at which you select this feat). you receive an amount of credits equal to 5,000 x your level. You can spend these credits as you see fit. The credits appear in a civilized, accessible location of your choice or in your private bank account.

MASTERMIND FEAT TREE

You have the ability to attract loyal minions and are skilled at redirecting allies on the battlefield.

Attract Minion: You attract a loyal minion. The minion is a nonheroic character (see page 277 Saga Edition) with a class level equal to three-quarters of your character level, rounded down. You may select this feat multiple times; each time you select this feat, you gain another minion. Normally, you can have only one

minion with you at a time. Any other minions you have are assumed to be looking after your various interests. If you lose a minion, you can send for another minion if you have one (although normal travel time still applies).

Each minion that accompanies you on an adventure is entitled to an equal share of the total experience points earned for the adventure. For example, a minion that accompanies a party of five heroes on an adventure receives one-sixth of the XP that the group earns.

Impel Ally I: You can spend a swift action to grant one ally the ability to move its normal speed. The ally must move immediately on your turn, before you do anything else, or else the opportunity is wasted. You can use this feat up to three times on your turn (spending a swift action each time).

Impel Ally II: You can spend two swift actions to grant one ally the ability to take a standard action or move action. The ally must act immediately on your turn, before you do anything else, or else the opportunity is wasted.

Prerequisite: Impel Ally I.
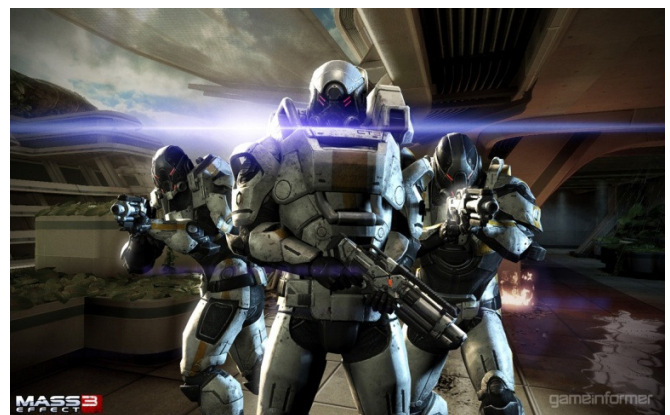
Cerberus Soldiers

MILITARY TACTICS FEAT TREE

Soldiers study old battles, looking for historic examples of good military tactics. You are an expert at leading

troops into battle and using the battlefield to your advantage.

Assault Tactics: As a move action, you may designate a single creature or object as the target of an assault. If you succeed on a DC 15 Knowledge (tactics) check, you and all allies able to hear and understand you deal + ld6 points of damage to the target with each successful melee or ranged attack, until the start of your next turn. This is a mind-affecting effect.

Deployment Tactics: You can use your tactical knowledge to direct allies in battle. As a move action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you and any allies that can see, hear, and understand you gain a +1 competence bonus on attack rolls against flanked opponents or a +1 dodge bonus to Reflex Defense against attacks of opportunity (your choice). The bonus lasts until the start of your next turn. This is a mind-affecting effect. If you have the Born Leader feat or the Battle Analysis feat, the bonus granted by this feat increases to +2.

Field Tactics: You know how to use existing terrain to best advantage. By using a move action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, you and all allies within 10 squares of you can use whatever cover is available to gain a +10 cover bonus to Reflex Defense (instead of the normal +5 cover bonus). Allies must be able to hear and understand you to gain this benefit, and the bonus lasts until the start of your next turn. This feat provides no benefit to anyone who doesn't have cover. This is a mind-affecting effect.

Prerequisite: Deployment Tactics.

One for the Team: As a reaction, you can choose to take one-half or all of the damage dealt to an adjacent ally by a single attack. Similarly, as a reaction, an adjacent ally can choose to take one-half or all of the damage dealt to you by a single attack (even if he doesn't have this feat).

Prerequisite: Deployment Tactics.

Outmaneuver: A soldier learns to counter the tactics of his enemies. As a standard action, you can make a DC 15 Knowledge (tactics) check. If the check succeeds, enemies in your line of sight lose all competence, insight, and morale bonuses on attack rolls, as well as any dodge bonuses to Reflex Defense, until the start of your next turn. If one or more enemy officers are within your line of sight, the highest level officer among them can attempt to oppose your Knowledge (tactics) check as a reaction. If her skill check result is higher than yours, your attempt to outmaneuver your enemies fails.

Prerequisites: Deployment Tactics, Field Tactics.

Shift Defense I: As a swift action, you can take a -2 penalty to one defense (Reflex, Fortitude, or Will) to gain a +1 competence bonus to another defense until the start of your next turn.

Shift Defense II: As a swift action, you can take a -5 penalty to one defense (Reflex, Fortitude, or Will) to gain a +2 competence bonus to another defense until the start of your next turn.

Prerequisite: Shift Defense I.

Shift Defense III: As a swift action, you can gain a +5 competence bonus to one defense (Reflex, Fortitude, or Will) by taking a -5 penalty to your other two defenses.

Prerequisites: Shift Defense I, Shift Defense II.

Tactical Edge: You can use the Assault Tactics, Deployment Tactics, or Field Tactics feat as a swift action instead of a move action, provided you have the feat in question.

MISFORTUNE FEAT TREE

Your mother always said you were trouble. Now, your enemies know it, too.

Dastardly Strike: Whenever you make a successful attack against an opponent that is denied its Dexterity bonus to Reflex Defense, the target moves -1 step along the condition track (see Conditions, page 148 Saga Edition).

Disruptive: By spending two swift actions, you can use your knack for causing trouble and instigating chaos to disrupt your enemies. Until the start of your next turn, you suppress all morale and insight bonuses applied to enemies in your line of sight.

Skirmisher: If you move at least 2 squares before you attack and end your move in a different

square from where you started, you gain a + 1 bonus on attack rolls until the start of your next turn.

Sneak Attack: Any time your opponent is flat-footed or otherwise denied its Dexterity

bonus to Reflex Defense, you deal an extra 1d6 points of damage with a successful melee or ranged

attack. You must be within 6 squares of the target to make a sneak attack with a ranged weapon. You may select this feat multiple times. Each time you select it, your sneak attack damage increases by

+ 1d6 (maximum + 10d6).

Walk the Line: As a standard action, you can do or say something that catches your enemies off guard. All opponents within 6 squares of you and in your line of sight take a - 2 penalty to their defenses until the start of your next turn. The penalty is negated if line of sight is broken.

Prerequisite: Disruptive.

OUTLAW FEAT TREE

Scoundrels learn a variety of tricks that allow them to squeeze more life out of ailing technology, and they can enhance their gear in ways the manufacturer never intended.

Fast Repairs: Whenever you jury-rig an object or vehicle, the vehicle gains a number of temporary hit points equal to the result of your Mechanics check. Damage is subtracted from these temporary hit points first, and temporary hit points go away at the conclusion of the encounter.

Prerequisites: Trained in the Mechanics skill.

Hot Wire: You can use your Mechanics check modifier instead of your Use Computer check modifier when making Use Computer checks to improve access to a computer system. You are considered trained in the Use Computer skill for purposes of using this feat. If you are entitled to a Use Computer check reroll, you may reroll your Mechanics check instead (subject to the same circumstances and limitations).

Prerequisites: Trained in the Mechanics skill.

Quick Fix: Once per encounter, you may jury-rig an object vehicle that is not disabled. All normal benefits and penalties for jury-rigging still apply.

Prerequisites: Trained in the Mechanics skill.

Personalized Modifications: As a standard action, you may tweak the settings, grips, and moving parts of a powered weapon you wield, tailoring it to your needs. For the remainder of the encounter, you gain a +1 equipment bonus on attack rolls and a +2 equipment bonus on damage rolls with that weapon.

SLICER FEAT TREE

You move like a ghost through the Extranet and can hack into enemy mainframes and computer systems with astonishing grace.

Gimmick: You can issue a routine command to a computer (see page 76 Saga) as a swift action.

Master Slicer: You may choose to reroll any Use Computer check made to improve access on a computer, keeping the better of the two results.

Prerequisite: Gimmick.

Trace: You can substitute your Use Computer skill for any Gather Information check as long as you have access to a computer network.

SPACER FEAT TREE

You prowl the space lanes seeking wealth, fame, adventure, or something more. You're also pretty good with vehicles in general.

Hyperdriven: Once per day while aboard a starship, you can add your character level as a bonus on a single attack roll, skill check, or ability check. The decision to add this bonus can be made after the result of the roll or check is known.

Spacehound: You take no penalty on attack rolls in low-gravity or zero-gravity environments, and you ignore the debilitating effects of space sickness (see Zero-Gravity Environments, page 257 Saga Edition). In addition, you are considered proficient with any starship weapon.

Starship Raider: You gain a + 1 bonus on attack rolls while aboard a starship. This bonus applies to attacks made with starship weapons as well as personal weapons used aboard a starship.

Prerequisite: Spacehound.

Stellar Warrior: Whenever you roll a natural 20 on an attack roll made aboard a starship, you gain one temporary Action Point. If the Action Point is not used before the end of the encounter, it is lost.

Prerequisite: Spacehound.

SURVIVOR FEAT TREE

As an explorer of dangerous places, you are trained to react to danger swiftly and adroitly, as well as navigate difficult terrain and reduce damage.

Evasion: If you are hit by an area attack (see Area Attacks, page 155). you take half damage if the attack hit you. If the area attack misses you, you take no damage.

Extreme Effort: You can spend two swift actions to gain a +5 bonus on a single Strength check or Strength based skill check made during the same round.

Sprint: When you use the run action, you can move up to five times your speed (instead of the normal four times your speed) .

Surefooted: Your speed is not reduced by difficult terrain (see Difficult Terrain, page 159 Saga).

WEAPON MASTER FEAT TREE

You are skilled at wielding a variety of weapons and can wield choice weapons with deadly precision and force.

Controlled Burst: Your penalty when making an autofire attack or using the Burst Fire feat is reduced to - 2. In addition, if you brace an autofire-only weapon, you have no penalty on your attack roll.

Greater Devastating Attack: Choose a single weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen weapon from the chosen group, you treat your target's damage threshold as if it were 10 points lower when

determining the result of your attack. This replaces the effects of the Devastating Attack feat (see page 53 Sage Edition).

Prerequisites: Greater Weapon Focus, Devastating Attack (see page 53 Saga Edition), and Weapon Focus feat (see page 89 Saga Edition) with the chosen weapon group.

Greater Penetrating Attack: Choose a single weapon group with which you're proficient. Whenever you make a successful attack against a target using the chosen weapon from the chosen group, you treat your target's damage reduction as if it were 10 points lower when determining the result of your attack. This replaces the effects of the Penetrating Attack feat (see page 53 Saga Edition).

Prerequisites: Greater Weapon Focus, Penetrating Attack (see page 53 Saga Edition). and Weapon Focus feat (see page 89 Saga Edition) with the chosen weapon group.

WEAPON SPECIALIST FEAT TREE

You are highly trained at using specific weapons.

Devastating Attack: Choose a single exotic weapon or weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage threshold as if it were 5 points lower when determining the result of your attack.

You may select this feat multiple times. Each time you select this feat, it applies to a different exotic weapon or weapon group.

Penetrating Attack: Choose a single weapon group with which you are proficient. Whenever you make a successful attack against a target using such a weapon, you treat your target's damage reduction as if it were 5 points lower when determining the result of your attack.

You may select this feat multiple times. Each time you select this feat, it applies to a different weapon group.

Prerequisite: Weapon Focus with chosen exotic weapon or weapon group.

Weapon Specialization: Choose a single weapon group with which you are proficient. You gain a +2 bonus on damage rolls with such weapons. You may select this feat multiple times. Each time you select this feat, it applies to a different weapon group.

Prerequisite: Weapon Focus with chosen weapon group.

Greater Weapon Focus: Choose one weapon group with which you're proficient. You gain a +1 bonus on attack rolls with the chosen weapon from the chosen group. This bonus stacks with the bonus granted by the Weapon Focus feat. You must be proficient with the weapon to gain this benefit.

You may select this feat multiple times. Each time you select this feat, it applies to a different weapon group. *Prerequisites:* Weapon Focus feat with chosen weapon group.

Greater Weapon Specialization: Choose one weapon group. You gain a +2 bonus on damage rolls with the chosen weapon group. This bonus stacks with the bonus granted by the Weapon Specialization feat. You must be proficient with the weapon to gain this benefit. You may select this feat multiple times. Each time you select this feat, it applies to a different weapon group.

Prerequisites: Greater Weapon Focus, Weapon Focus feat. and Weapon Specialization with the chosen weapon group.

Multiattack Proficiency (heavy weapons): Whenever you make multiple attacks with any type of heavy weapon as a full attack action (see Full Attack, page 154 Saga Edition), you reduce the penalty on your attack rolls by 2. You can take this feat multiple times;

each time you take this feat, you reduce the penalty on your attack rolls by an additional 2.

Multiattack Proficiency (rifles): Whenever you make multiple attacks with any type of rifle as a full attack action (see Full Attack, page 154 Saga Edition), you reduce the penalty on your attack rolls by 2. You can take this featmultiple times; each time you take this feat, you reduce the penalty on your attack rolls by an additional 2.

Chapter 3: Skills and Defenses

You select your character's skills at character creation. You may not add new skills except through taking the Skill Training feat.

At 1st level, you have eight (8) points to purchase either skills or defense bonuses in Reflex, Will, and Fortitude defenses. You also gain an additional number of skills only based on your bonus INT.

For example, a player can select 5 skills and place 1 point into Reflex, 1 point into Will, and 1 point into Fortitude.

A defense character level bonus of ½ character level (rounded down) is added to the defense along with the related ability modifier.

For example, a level 4 character with a dexterity modifier of +2 and no initial points placed in reflex defense will receive a reflex defense bonus of 2 (1/2 character level) + 2 = 4.

Skills Summary

Your character's skills represent a variety of abilities, and you get better at them as you go up in level. A skill check takes into account your training (trained skill bonus), natural talent (ability modifier), and luck (the die roll). It may also take int account your species' knack for certain skills or the armor you're wearing (armor check penalty), among other things

Trained Skills vs. Untrained Skills

When you ma a character, you are allowed to select a number of skills as trained skills. Your character receives a number of trained skills based on how many skills you want to have trained and subtract from the initial 8 points you get to spend on skills and defenses, and Intelligence modifier (minimum of 1 trained skill). Trained skills are selected at the character creation and a

character may acquire new trained skills by taking the Skill Training feat (see Chapter 4: Feats). The major difference between a trained skill and an untrained skill is that you gain a +5 bonus on skill checks if you're trained in the skill. However, some skills (such as Use Biotics) can't be used untrained.

Using Skills

To make a skill check, roll:

1d20 + one-half your character level + key ability modifier + miscellaneous modifiers

If you are trained in the skill, add +5 to the skill check result.

A skill check is made just like an attack roll or saving throw. The higher the roll, the better. You're either trying to get a result that equals or exceeds a certain Difficulty Class (DC), or you're trying to beat another character's check result. For instance, to sneak quietly past a guard, Ral needs to beat the guard's Perception check with a Stealth check.

When adding "one-half your character level", always round down (a 1st-level character add +0).

The "key ability modifier" us the character's bonus or penalty for the skill's associated ability (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). The key ability of a skill is noted in its description and on Table 3-1: Skills.

"Miscellaneous modifiers" include armor check penalties and bonuses provided by feats, feats, or equipment. Some skills can't be used untrained. These skills are noted on Table 3-1: Skills. If your character is not trained

in these particular skills, you are not allowed to make any kind of check with them.

SKILL DESCRIPTIONS

This section describes each skill, including common uses and typical modifiers. Characters can sometimes use skills for other purposes than those listed here. For example, you might be able to impress the members of a starfighter squadron by making a Pilot check.

Here is the format for skill descriptions. Headings that do not apply to a particular skill are omitted in that skill's description.

SKILL NAME (KEY ABILITY)

Trained Only; Armor Check Penalty
The skill name line and the line beneath it include the following information.

Key Ability: The abbreviation for the ability whose modifier applies to the skill check.

Trained Only: If "Trained Only" appears on the line beneath the skill name, you must be trained in that skill to use it. If "Trained Only" is omitted, the skill can be used untrained except for some uses. If any special notes apply to trained or untrained use, they are covered in the Special section.

Armor Check Penalty: If "Armor Check Penalty" appears on the line beneath the skill name, a character takes a penalty on skill checks made with this skill if he's wearing armor with which he is not proficient. The size of the armor check penalty depends on the type of armor: light, -2; medium, -5; or heavy, -10. For example, Alexus Tai the turian soldier is proficient with light armor only. If he attempts to swim in medium armor, he takes a -5 armor check penalty on his Swim check.

Retry: Any circumstances that apply to successive attempts to use the skill successfully. If this paragraph is

omitted, the skill check can be tried again without any inherent penalty other than consuming additional time.

Special: Any special notes that apply, such as rules regarding untrained use and whether or not you can take 10 or take 20 when using the skill.

Time: How much time it takes to make a check with this skill, if that information hasn't already been covered elsewhere.

ACROBATICS (DEX)

Armor Check Penalty
You can move at normal speed across difficult terrain, keep your balance while walking on a narrow surface, take less damage from a fall, slip free of restraints or a grappling foe, and get up from prone safely. In addition to the specific options listed below, you can use Acrobatics to perform typical tumbling, flipping, or gymnastic maneuvers.

Balance: A successful Acrobatics check allows you to move at half speed along a narrow surface such as a ledge or wire. The DC of the Acrobatics check varies with the width of the surface (see below). If the surface is slippery or unstable, increase the DC by 5. A failed check means you fall prone and must make a DC 15 Acrobatics check to catch the ledge or wire.

Narrow Surface	Accrobatics DC
8-15 cm wide	10
4-7 cm wide	15
Less than 4 cm wide	20

Table 3-1. Skills

Skill	Key Ability	Used Untrained?	Armor Check Penalty
Acrobatics	Dex	Yes*	Yes
Climb	Str	Yes	Yes
Deception	Cha	Yes	No
Endurance	Con	Yes	Yes
Gather Information	Cha	Yes	No
Initiative	Dex	Yes	Yes
Jump	Str	Yes	Yes
Knowledge	Int	Yes*	No
Mechanics	Int	No	No
Perception	Wis	Yes*	No
Persuasion	Cha	Yes	No
Pilot	Dex	Yes*	No
Ride	Dex	Yes	Yes
Stealth	Dex	Yes	Yes
Survival	Wis	Yes*	No
Swim	Str	Yes	Yes
Treat Injury	Wis	Yes*	No
Use Biotics	Wis	No	No
Use Computer	Int	Yes*	No
Use Tech	Int	No	No

* Some uses of the skill require you be trained in the skill

If you take damage while balancing, you must immediately make another Acrobatics check against the same DC to keep from falling.

Cross Difficult Terrain (Trained Only): With a successful DC 15 Acrobatics check, you can move through difficult terrain at your normal speed.

Escape Bonds: With a successful Acrobatics check, you can slip free of restraints (DC varies; see table below), wriggle through a tight space (DC 20), or escape from a grapple (DC = the grappler's grapple check). The DC to slip free of a restraint depends on the type of restraint (see table). It takes an standard action to escape a grapple. It takes a full-round action to escape a net or to move 1 square through a tight space. It takes 1 minute to escape from ropes, binder cuffs, or manacles.

Restraint	Accrobatics DC
Ropes	Opponent's Dex Check + 10
Net	15
Binder Cuffs	25

Fall Prone (Trained Only): If you are trained in Acrobatics and succeed at a DC 15 check, you can drop to a prone position as a free action (instead of a swift action).

Reduce Falling Damage (Trained Only): With a successful DC 15 Acrobatics check, you can treat a fall as if it was 3 meters (2 squares) shorter when determining damage. For every 10 points by which you beat this DC, you can subtract an additional 3 meters from the fall for determining damage. If you make this check and take no damage from the fall, you land on your feet. If you are struck by a falling object, you can reduce the damage you

take by half with a successful DC 15 Acrobatics check (see Falling Objects).

Stand Up from Prone (Trained Only): If you are trained in Acrobatics and succeed at a DC 15 check, you can stand up from a prone position as a swift action (instead of a move action).

Tumble (Trained Only): If you succeed at a DC 15 Acrobatics check, you can tumble through the threatened area or fighting space of an enemy as part of your move action without provoking an attack of opportunity. Each threatened square or occupied square that you tumble through counts as 2 squares of movement.

Special: You can't take 10 or take 20 on an Acrobatics check. If you are trained in Acrobatics, you gain a +5 bonus to your Reflex Defense when fighting defensively (see Fighting Defensively).

CLIMB (STR)
Armor Check Penalty
Use this skill to scale a cliff, to get to a window on the second story of a building, or to climb up an antenna array after falling out of an airway at the bottom of a floating city.

Climb Surface: With each successful Climb check, you can advance up, down, or across a slope or a wall or other steep incline (or even a ceiling with handholds). A slope is considered to be any incline of less than 60 degrees; a wall is any incline of 60 degrees or steeper. You can climb at one-half of your speed as a full-round action. You can move half that far – one-fourth of your speed – as a move action. A failed Climb check indicates that you make no progress, and a check 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 circumstances of the climb:

Climb DC	Example Wall or Surface
0	Slope too steep to walk up; knotted rope with a wall to brace against.
5	Rope with a wall to brace against or a knotted rope, but not both.
10	Surface with ledges to hold on to and stand on, such as a very rough wall.
15	Surface with adequate handholds and footholds (natural or artificial), such as a very rough natural rock surface or a tree; an unknotted rope.
20	Uneven surface with some narrow handholds and footholds.
25	Rough surface, such as a natural rock wall or a brick wall.
25	Overhang or ceiling with handholds but no footholds.
--	Perfectly smooth, flat, vertical surface cannot be climbed.
10*	Climbing inside an air duct or other location where one can brace against two opposite walls (reduces normal DC by 10).
-5*	Climbing a corner where you can brace against perpendicular walls (reduces normal DC by 5).
+5*	Surface is slippery (increases normal DC by 5).

* These modifiers are cumulative; use any that apply.

Since you can't move to avoid an attack while climbing, opponents get a +2 bonus on attack rolls against you,

and you lose any Dexterity bonus to your Reflex Defense. Any time you take damage 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 Falling Damage).

Accelerated Climbing: You try to climb more quickly than normal, but you take a -5 penalty on Climb checks. Accelerated climbing allows you to climb at your full speed as a full-round action. You can move half that far – one-half of your speed – as a move action.

Catching Yourself When Falling: It's practically impossible to catch yourself on a wall while falling. Make a Climb check (DC = the wall's DC + 20) to do so. A slope is relatively easier to catch yourself on (DC = the slope's DC + 10).

Making Handholds and Footholds: You can make your own hand holds and footholds by pounding pitons into a wall. Doing so takes 1 minute per piton, and one piton is needed per meter. As with any surface with handholds and footholds, a wall with pitons in it has a DC of 15. In the same way, a climber with an ice axe or similar implement can cut hand holds or footholds in an ice wall.

Special: Someone using a rope can haul a character upward (or lower the character) by means of sheer strength. Use the encumbrance rules to determine how much weight a character can lift. You can take 10 while climbing, but you can't take 20.

DECEPTION (CHA)

You can make the untrue seem true, the outrageous seem plausible, and the nefarious seem ordinary. The skill encompasses conning, fast-talking, misdirection, forgery, disguise, and outright lying. Use a Deception check to sow temporary confusion, pass as someone you're not, get someone to turn his head in the direction you point, or pass faked documents off as genuine.

Deceive: When you want to make another character believe something that is untrue, you can attempt to deceive them. You can deceive a target in one of two ways: by producing a deceptive appearance or by communicating deceptive information.

Deceptive Appearance: When you produce a deceptive appearance, such as disguising your appearance or producing forged documents, make a Deception check opposed by the Perception check of any target that sees the deception. If you succeed, that character believes that the appearance is authentic. If you fail, the target detects the deception. Creating a deceptive appearance requires at least 1 minute (10 rounds) for simple deceptions, 10 minutes for moderate deceptions, 1 hour for difficult deceptions, 1 day for incredible deceptions, or 2 weeks (10 days) for outrageous deceptions. You can rush and create the deception in less time (treating it as if it were one step easier, to a minimum of simple), but you take a -10 penalty on your Deception check. In all cases, make a single Deception check at the time you create the deceptive appearance and compare your check result to the Perception check of any character who encounters it.

Deceptive Information: When you communicate deceptive information, such as telling a lie or distorting facts to lead the target to a false conclusion, make a Deception check against the Will Defense of any target that can understand you. If you succeed, the target believes that what you're telling them is true. While most cases of deceptive information are either verbal or written (requiring the target to be able to understand you), you can deceive with gestures, body language, facial expressions, and so forth. Communicating deceptive information requires at least a standard action for simple deceptions, a full-round action for moderate deceptions, and 1 minute (10 rounds) or even more for

difficult, incredible, or outrageous deceptions. You can rush and communicate your deception in less time (treating as if it were one step easier, to a minimum of simple), but you take a -10 penalty on your Deception check. If your deceptive information is written, recorded, or otherwise preserved for later viewing, your original Deception check result is compared to the Will Defense of all targets who later read or observe your deception.

In some cases, you convey both a deceptive appearance and deceptive information. For example, if you create a falsified document (such as an official report, a letter from a senator, or orders from a military commander), you have to produce something that looks authentic (deceptive appearance) while also creating believable content (deceptive information). In this case, make a single Deception check and compare it to both the target's Perception check and Will Defense. Similarly, you might disguise yourself as an Systems Alliance admiral (deceptive appearance) and then give fake orders to a soldier (deceptive information). In this example, you make one Deception check ahead of time to create the disguise and another Deception check at the time you give the soldier his new orders.

Favorable and unfavorable circumstances weigh heavily on the outcome of a deception. Two circumstances can weigh against you: The deception is hard to believe, or the action that the deception requires the target to take goes against the target's self-interest, nature, personality, or orders. If it's important, the GM can distinguish between a deception that fails because the target doesn't believe it and one that fails because it just asks too much of the target. For instance, if the deception demands something risky of the target, and your Deception check fails by 10 or less, then the target didn't so much see through the deception as prove reluctant to go along with it even if he believes it's true.

Table 3-2.Deceptions

Deception	Check Mod	Decription
Simple	5	A simple deception works in the target's favor or matches the target's expectations, and it requires nothing you don't have on hand. Simple deceptions include convincing a junk dealer to buy some stolen mechs; disguising yourself as someone nonspecific of similar size, species, and gender; and creating a false ID that will pass casual inspection but not careful scrutiny.
Moderate	0	A moderate deception is believable and doesn't affect the target much one way or the other, and you have most of the props you need. Moderate deceptions include convincing a suspicious guard that you're not a thief; disguising yourself as a member of another species or gender; and creating a false ID good enough to pass visual scrutiny but not electronic screening.
Difficult	-5	A difficult deception is a little hard to believe, puts the target at some kind of risk, or undergoes scrutiny. Examples include convincing a group of thugs that you're willing and able to beat them in a bar fight, forging starship transponder codes, impersonating an officer well enough to give troops orders, and creating false official documents good enough to pass electronic screening.
Incredible	-10	An incredible deception is hard to believe, presents a sizable risk to the target, or requires passing intense scrutiny. Incredible deceptions include convincing a reputable starship dealer to buy a stolen Imperial shuttle, impersonating someone well enough to convince an old friend, and forging false credits.
Outrageous	-20	An unlikely deception is almost too unlikely to consider or requires material you just don't have. Outrageous deceptions include impersonating a Spectre well enough to fool another Spectre, claiming to be the Illusive Man in disguise and giving orders to Cerberus troops, and forging important documents with no proper tools or examples to work with.

If your Deception check fails by 11 or more, he has seen through the deception (and would have done so even if it had not placed any demand on him).

A successful Deception check indicates that the target reacts as you wish, at least for a short time, or the target believes something that you want him to believe. For example, you could use a deception to put someone off guard by telling him someone was behind him. At best, such a deception would make the target glance over his shoulder. It would not cause the target to ignore you and completely turn around. Alternatively, you could use a deception to make a starship captain believe that he has orders to take his vessel to Omega. If successful, the captain would carry out his new "orders" even though that would take quite some time, but as soon as he encounters contradictory information (such receiving contradictory orders from his real commander, or arriving at Omega and discovering that no one sent for him) he will realize that he has been fooled.

Creating a Diversion to Hide: You can use Deception to help you hide. A successful Deception check that equals or exceeds the target's Will Defense gives you the momentary diversion you need to attempt a Stealth check while the target is aware of you (see the Stealth skill).

Feint: Make a Deception check as a standard action to set the DC of your opponent's Initiative check. If you beat your opponent's roll, that target is treated as flat-footed against the first attack you make against him in the next round. You take a -5 penalty against non-humanoid creatures or against creatures with an Intelligence lower than 3.

Retry: Generally, a failed Deception check makes the target too suspicious for you to try another deception in the same circumstances. For feinting in combat, you may retry freely.

Special: You can take 10 when making a deception (except for feinting in combat), but you can't take 20.

Time: A deception takes at least a standard action, but can take much longer if you try something elaborate. Disguises that require major changes to your physical outline, or forged documents with many safeguards, can take hours or even days.

ENDURANCE (CON)
Armor Check Penalty
You can push yourself beyond your normal physical limits.

Force March: Each hour of walking after 8 hours requires you to attempt a DC 10 Endurance check (+2 per hour after the first). If you fail, you move -1 persistent step along the condition track (see Conditions). You can only remove this persistent condition by resting for 8 hours.

Hold Breath: You can hold your breath for a number of rounds equal to your Constitution score. After this period of time, you must succeed on a DC 10 Endurance check in order to continue holding your breath. The DC increases by +2 per additional round. If you fail, you must breathe or you move -1 step on the condition track. If you reach the bottom of the condition track, you fall unconscious. If you are still unable to breathe on your next turn after falling unconscious, you die.

Ignore Hunger: You can go without food for a number of days equal to your Constitution modifier (minimum 1 day). After this time, you must succeed on an Endurance check each day or move -1 persistent step along the condition track. You can only remove this persistent condition by eating a nutritious meal. The DC is 10 on the first day and increases by +2 each day thereafter.

Ignore Thirst: You can go without water for a number of hours equal to three times your Constitution score. After this time, you must succeed on an Endurance check each hour or move -1 persistent step along the condition track. You may only remove this persistent condition by drinking at least 1 liter of water; for creatures that are not Medium size, multiply the water required by 10 for every size category above Medium or divide it by 10 for every size category below Medium. The DC is 10 on the first day and increases by +2 each day thereafter.

Run: You can run as a full-round action. When you run, you can move up to four times your speed in a straight line (or three times your speed in a straight line if you are wearing heavy armor or carrying a heavy load). You lose any Dexterity bonus to your Reflex Defense while you're running, since you can't actively avoid attacks.

You can run for a number of rounds equal to your Constitution score without any trouble. If you want to continue running after that, you must succeed on a DC 10 Endurance check. You must check again each round in which you continue to run, and the DC of the

Endurance check increases by 1 for each previous check you made. When you fail a check, you move -1 persistent step on the condition track. You can only remove this persistent condition by resting for the same length of time that you were running. During this rest period, you can only move your speed.

Sleep in Armor: You can sleep while wearing armor by succeeding at an Endurance check (DC 10 for light armor, DC 15 for medium armor, and DC 20 for heavy armor). If you fail, you don't sleep and move -1 persistent step along the condition track. You can only remove this persistent condition by sleeping for 8 hours.

Swim/Tread Water: Each hour that you swim, you must succeed on a DC 15 Endurance check or move -1 persistent step along the condition track. You can only remove this persistent condition by resting (not swimming or treading water) for the same length of time that you were swimming. Each consecutive hour of swimming increases the DC by +2. If you are only treading water, reduce the DC by 5.

GATHER INFORMATION (CHA)

Use this skill to make contacts, learn local new stories and gossip, and acquire secrets.

Learn News and Rumors: Major news stories and popular local rumors can be unearthed with a DC 10 Gather Information check. Learning the detailed, unclassified facts of a news story or determining the veracity of a rumor requires a DC 20 check and 50 credits in bribes.

Learn Secret Information: "Secret information" includes anything unavailable to the general public. Examples include a classified police report, a hidden location, military blueprints, installation security procedures, and computer access codes. Learning a piece of secret information typically requires a DC 25 check and 5,000 credits in bribes; however, information that's

especially difficult to obtain (such as the technical blueprints of the Sovereign) might require a DC 30 or higher skill check and cost 50,000 credits or more, at the GM's discretion. If the check fails by 5 or more, someone notices that you're asking questions and comes to investigate, arrest, or silence you.

Locate Individual: Make a Gather Information check to locate a specific individual-either someone you know by name or someone with the skill, item, or information you need. The DC of the check is 15 if the target is relatively easy to locate; if the target isn't well known or has taken strides to conceal his or her presence and/or activities, the DC is 25 and the information costs 500 credits in bribes.

Special: You can take 10 on a Gather Information check, but you can't take 20. A successful Persuasion check can reduce the monetary cost of a Gather Information check (see the Persuasion skill).

Some information is beyond the reach of a Gather Information skill check. For example, characters searching for the Illusive Man won't find him by speaking with tribes of yahg on the Parnack, no matter how many yahg they question. In fact, it might even get you killed.

Time: Each Gather Information check represents 1d6 hours of time spent talking to informants, scanning HoloNet news broadcasts, or perusing information kiosks.

INITIATIVE (DEX)

Armor Check Penalty
Use this skill to gain the advantage in combat.

Start Battle: An Initiative check sets the order of combat when a fight starts. Each character aware of the fight makes an Initiative check and goes in order from highest to lowest. When piloting a vehicle in combat, you

must apply the vehicle's size modifier to your Initiative check.

Avoid Feint: When an opponent attempts to feint in combat, you oppose his Deception check with an Initiative check. If you meet or beat his check result, his feint attempt fails. Special: You can take 10 on an Initiative check, but you can't take 20.

JUMP (STR)
Armor Check Penalty

Use this skill to leap over pits, vault low fences, or jump down from a tree's lowest branches.

Long Jump: The DC of a running long jump is equal to the distance cleared (in meters) multiplied by 3. For example, clearing a 3-meter-wide (2-square-wide) pit requires a successful DC 9 Jump check. If you do not get at least a 4-square running start, the DC is doubled.

High Jump: The DC of a running high jump is equal to the distance cleared (in meters) multiplied by 12. For example, landing atop a 1.5-meter-high (1-square-high) ledge requires a successful DC 18 Jump check. If you use a pole of sufficient height to help you vault the distance, the DC is halved. If you do not get at least a 4-square running start, the DC is doubled.

Jump Down: If you intentionally jump down from a height, you can attempt a DC 15 Jump check to take falling damage as if you had dropped 3 meters (2 squares) fewer than you actually did. For every 10 points by which you beat the DC, you can subtract an additional 3 meters from the fall when determining damage. If you succeed on this check and take no damage, you land on your feet.

Special: You can take 10 when making a Jump check. If there is no danger associated with failing, you can take 20. Distance covered by a long jump or high jump counts against your maximum movement in a round; distance covered by jumping down does not.

KNOWLEDGE (lNT)

Knowledge encompasses a number of unrelated skills. Knowledge represents a study of some body of lore, possibly an academic or even scientific discipline.

Each time you select Knowledge as a trained skill, you must choose a field of study from the list below:

Biotics: Applications, exercises, functions, and theories of biotic powers, as well as the knowledge of surgeries to insert implants.

Bureaucracy: Business procedures, legal systems and regulations, and organizational structures .

Galactic lore: Planets, homeworlds, sectors of space, and galactic history.

Life sciences: Biology, botany, genetics, archaeology, xenobiology, medicine, and forensics .

Physical sciences: Astronomy, astrogation, chemistry, mathematics, physics, and engineering.

Social sciences: Sociology, psychology, philosophy, theology, and criminology.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology/Tech: Function and principle of technological devices, as well as knowledge of cutting edge theories and advancements.

Common Knowledge: You can answer a basic question about a subject related to your field of study with a DC 10 check. For example, a DC 10 Knowledge (life sciences) check is enough to know that batarians are skilled hunters.

Expert Knowledge (Trained Only): You can make a Knowledge check as a swift action to answer a question within your field of study that requires some level of expertise. The DC of the check ranges from 15 (for simple

questions) to 25 (for tough questions). The GM may adjust the DC depending on the character's personal experience. For example, a DC 20 Knowledge (galactic lore) check might reveal specific information about the inhabitants of the planet Tuchanka, but the DC may be lower if the character making the check has actually been there.

Retry: No, you can't reroll a failed Knowledge check. The roll represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: You can take 10 when making a Knowledge check, but you can't take 20.

MECHANICS (INT)

Trained Only

You can bypass locks and traps, set and disarm explosives, fix malfunctioning devices, and modify and repair damaged mechs and synthetics.

Disable Device (requires omni-tool): You can use this skill to disarm a security device, defeat a lock or trap, or rig a device to fail when it is used. The effort takes a full-round action, and the DC depends on the intricacy or complexity of the item being disabled or sabotaged, as shown below:

Device	DC*	Examples
Simple	15	Sabotage a mechanical device, jam a gun, bypass a basic mechanical lock.
Tricky	20	Sabotage an electronic device, bypass a basic electronic lock.
Complex	25	Disarm an electronic security system, bypass a complex mechanical or electronic lock.

* If you attempt to leave behind no troce of the tompering, increase the DC by 5.

If the Mechanics check fails by 5 or more, something goes wrong. If it's a trap, you spring it. If it's some sort of sabotage, you think the device is disabled, but it still works normally.

Handle Explosives: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.Setting a detonator, placing an explosive device, or disarming an explosive device is a full-round action.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a DC 10 check. Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

You can make an explosive difficult to disarm. To do so, you choose the disarm DC before making your check to set the detonator (it must be higher than 10). Your DC to set the detonator is equal to the disarm DC - 5. For example, you might decide to make the disarm DC 20. The DC to set the detonator and disarm the explosive becomes 15 (instead of the normal 10).

Place Explosive Device: Carefully placing an explosive against a fixed structure or vehicle (a stationary, unattended inanimate object) increases the damage dealt by exploiting weaknesses in its construction. The GM makes the check (so that you don't know exactly how well you've done). On a result of 15 or higher, you ignore the damage reduction of any object to which the explosives are attached. On a result of 25 or higher, the explosive deals double damage to the structure or vehicle against which it's placed. On a result of 35 or higher, it deals triple damage. In all cases, it

deals normal damage to all other targets within its burst radius.

Disarm Explosive Device (requires an omni-tool): Disarming an explosive that has been set to go off requires a check. The DC is usually 15, unless the one who set the detonator chose a higher disarm DC (see Set Detonator above). If you fail the check, you do not disarm the explosive. If you fail it by 5 or more, the explosive detonates while you are adjacent to it.

Jury-Rig: You can make temporary repairs to any disabled mechanical or electronic device, from a simple tool to a complex starship component. Jury-rigging is a full-round action and requires a successful DC 25 check. If you use an omni-tool, you gain a +5 equipment bonus on the check. A jury-rigged device gains +2 steps on the condition track. At the end of the scene or encounter, the jury-rigged device moves -5 steps along the track and becomes disabled again. (See Conditions.)

Modify Mechs or Synthetics (requires omni-tool): You can make a Mechanics check to modify a mech or synthetic.

Recharge Shields: When acting as the shield operator on a vehicle or operating a device with a shield rating, you can spend three swift actions on the same turn or on consecutive turns to make a DC 20 Mechanics check to recharge the vehicle's shields. If successful, you restore 5 points to its shield rating, up to its normal maximum.

Regulate Power: When acting as the engineer on a vehicle or operating a device, you can spend three swift actions to make a DC 20 Mechanics check to regulate its power. If you are successful, the vehicle moves + 1 step on the condition track (see Conditions).

Repair (requires omni-tool and omni-gel): You can repair a damaged or disabled objects (including weapons, devices, and vehicles). This requires at least 1 hour of work, at the end of which time you must make a Mechanics check. Only one character may repair a given object at a time, but other characters may use the aid another action to assist.

Repair Mechs or Synthetics (requires omni-tool and omni-gel): You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged or disabled mechs and droids, restoring hit points equal to the mech's or synthetic's character level and removing any persistent conditions currently affecting it. A synthetic can attempt to repair itself, but it takes a -5 penalty on its skill check.

Repair Object (requires omni-tool and omni-gel): You can spend 1 hour and make a DC 20 Mechanics check to repair a damaged or disabled object, restoring 1d8 hit points and removing any persistent conditions currently affecting the device or vehicle. If you are on board a damaged vehicle while you attempt to repair it, apply any penalties from the vehicle's position on the condition track on your Mechanics check. (Major vehicle repairs are best attempted in a garage, hangar, dry dock, or other specialized facility.)

Collect Omni-Gel (requires omni-tool and reclamation module): You can use your Omni-Tool to break down weapons and armor into Omni-Gel. The DC for this task is 15 and it takes 1 minute per item. Weapons, Light Armor and Medium Armor produce 1 Omni-Gel, while Heavy Armor produces 2.

Retry: You can usually retry a Mechanics check. In some specific cases, however, a failed Mechanics check has negative ramifications that prevent repeated checks (see Disable Device, above, for example).

Special: Characters who are untrained in the Mechanics skill can still use the aid another action to assist on Mechanics checks.You can take 10 or take 20 on a Mechanics check. When making a Mechanics check to accomplish a jury-rig repair, you can't take 20.

PERCEPTION (WIS)

Use this skill to perceive threats as well as your surroundings. The distance between you and whatever you're trying to perceive affects your Perception check, as do solid barriers and concealment.

Avoid Surprise: A Perception check made at the start of a battle determines whether or not you are surprised (see Surprise). A Perception check made to avoid surprise is a reaction.

Eavesdrop: A DC 10 Perception check allows you to eavesdrop on a conversation. You must be able to understand the language being spoken. The DC increases to 15 in relatively noisy areas (such as a bar) or 25 in particularly loud areas (such as a nightclub). Eavesdropping on a conversation is a standard action.

Hear Distant or Ambient Noises: A DC 10 Perception check allows you to detect and identify distant or ambient noises. Actively listening for distant or ambient noises is a standard action. Not ice Targets : A Perception check lets you hear or spot other targets or detect someone or something sneaking up on you from behind. If the target is actively attempting to remain undetected, your Perception check is opposed by the target's Stealth check. If the target is not making any special effort to avoid detection, the Perception check DC is determined by the target's size: Colossal, DC -15; Gargantuan, DC -10; Huge, DC -5; Large, DC 0; Medium, DC 5; Small, DC 10; Tiny, DC 15; Diminutive, DC 20; Fine, DC 25.

For every 10 squares of distance between you and the target you take a -5 penalty on your Perception check. You also take a -5 penalty if the target has concealment or cover, or a -10 penalty if it has total concealment or total cover.

Detecting a target that enters your line of sight is a reaction. Actively looking or listening for hidden enemies

(including those to whom you do not have a line of sight) is a standard action.

You can also notice if a character has a concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you notice the concealed object. If you win the opposed check by 5 or more, you can tel l what kind of object is concealed (for example, distinguishing a pistol from an OSD).

Search: You can carefully examine a 1-square area or a 1-cubic-meter volume of goods as a full-round action. A DC 15 Perception check allows you to find clues, hidden compartments, secret doors, traps, irregularities, and other details not readily apparent within that area . The GM may increase the DC for especially obscure well-hidden features.

You can also search a character for concealed weapons or objects. Make a Perception check opposed by the target's Stealth check result. If you win the opposed check, you find the concealed object. You receive a + 10 circumstance bonus on your Perception check if you physically touch the target to search for concealed items; this requires a full-round action and can only be used on a willing, pinned, or helpless target.

Sense Deception: You can use Perception to see through deceptive appearances made using the Deception skill. If your Perception check meets or exceeds the result of the Deception check, you realize that you're being deceived. Your Perception check to sense the deception is a reaction.

Sense Influence: Make a Perception check to determine whether someone is under the influence of a mind-affecting power or other method of coercion (assuming the effect isn't obvious). This requires a full-round action and a successful DC 20 check.

Retry: You can make a Perception check every time you have the opportunity to notice something as a reaction. As a swift action, you may attempt to see or hear something that you failed (or believe you failed) to notice previously.

Special: You can take 10 or take 20 when making a Perception check. Taking 20 means you spend 2 minutes attempting to notice something that mayor may not be there.

PERSUASION (CHA)

You can influence others with your tact, subtlety, and social grace, or you can threaten them into being more cooperative.

Change Attitude: As a full-round action, you can make a Persuasion check to adjust the attitude of a creature with an Intelligence of 2 or higher using words, body language, or a combination of the two. The target must be able to see you. Apply a modifier to the check based on the target's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, friendly +0 (see Table X-3: Attitude Steps). If the check equals or exceeds the target's Will Defense, the target's attitude shifts one step in your favor. If the target creature cannot understand your speech, apply a -5 penalty on your Persuasion check. You may attempt to change the attitude of a given creature only once per encounter.

Attitude	The Creature...
Hostile	Takes risk to harm you, usually attacking on sight.
Unfriendly	Wishes you will but won't go out of its way to harm you.
Indifferent	Regards you as neither a threat nor an ally and probably doesn't attack you.
Friendly	Wishes you well but won't take a life-threatening risk on your behalf.
Helpful	Takes risks to help you.

Haggle: Whenever you use the Gather Information skill, you can make a Persuasion check as a swift action to reduce by half the amount you must pay to acquire the information you desire. Conversely, you can use this skill as a full-round action to increase or reduce the sell price of a desired item by 50%. The DC depends on the attitude of the individual (or individuals) with whom you're dealing: unfriendly DC 30, indifferent DC 25, friendly DC 20, helpful DC 15, You can't haggle with creatures that are hostile toward you or creatures that have an Intelligence of 2 or lower. No matter how adept you are at haggling, a creature won't pay more for an item that can easily be obtained elsewhere for the standard listed price.

Intimidate: As a full-round action, you can make a Persuasion check to force a single creature with an Intelligence of 1 or higher to back down from a confrontation, surrender one of its possessions, reveal a piece of secret information, or flee from you for a short time. The creature must be able to see you. Your check result must equal or exceed the target's Will Defense for the intimidation attempt to succeed. Apply a modifier to the check based on the threat the target perceives from you:

Situation	Modifier
Target is helpless or completely at your mercy.	+5
Target is clearly outnumbered or disadvantaged.	0

Target is evenly matched with you.	-5
You are clearly outnumbered or disadvantaged.	-10
You are helpless or completely at the target's mercy.	-15

You can't force the target to obey your every command or do something that endangers its life or the lives of its allies. A creature you successfully intimidate becomes one step more hostile toward you as soon as you are no longer an imminent threat (see Table X-3: Attitude Steps).

Retry: If you fail a Persuasion check, you cannot make any further Persuasion checks against the targeted creature for 24 hours.

Special: You can take 10 on a Persuasion check, but you can't take 20.

PILOT (DEX)

Use this skill to operate a vehicle. Basic operation of a vehicle does not require a skill check or special training, but performing evasive maneuvers and difficult stunts does.

Whenever you make a Pilot check, you must apply the vehicle's size modifier to your check (see Vehicle Sizes).

Avoid Collision: You can make a DC 15 Pilot check as a reaction to reduce or negate the damage from a collision (see Avoid Collision).

Dogfight: When operating a flying vehicle, you can make a Pilot check as a standard action to engage in a dogfight (see Dogfight).

Engage the Enemy (Trained Only): When piloting a vehicle in combat, you can choose to make a Pilot check

instead of an Initiative check to determine your place in the initiative order.

Increase Vehicle Speed (Trained Only): You may make a DC 20 Pilot check as a swift action to make your vehicle perform beyond its normal limits. (You can't take 10 on this check.) If the check fails, your vehicle's speed does not increase, and your vehicle moves - 1 step on the condition track (see Conditions). If you succeed, your vehicle's speed increases by 1 square until the start of your next turn. For every 5 points by which you exceed the DC, your vehicle's speed increases by an additional 1 square.

Ram: You can make a Pilot check as part of a full-round action to collide intentionally with a target (see Ram).

Special: You can take 10 when making a Pilot check except when attempting to increase a vehicle's speed. You can't take 20 on a Pilot check.

Commander Shepard and "Joker" on the Normandy

RIDE (DEX)

Armor Check Penalty (see text)
Use this skill to ride any kind of mount.

Ride Mount: Typical riding actions don't require checks. You can saddle, mount, ride, and dismount without a problem. Mounting or dismounting an animal is a move action. Some tasks, such as those undertaken

in combat or other extreme circumstances, require checks. In addition, attempting trick riding or convincing the animal to do something unusual also requires a check.

Riding Task	Modifier
Guide with knees	10
Stay in saddle	10
Cover	15
Soft fall	15
Leap	15
Control mount in battle	20
Fast mount or dismount	20*

* Armor check penalty applies.

Control Mount in Battle: As a move action, you can attempt to control a mount while in combat. If you fail, you can do nothing else that round. You do not need to roll for riding animals specifically trained for battle.

Fast Mount or Dismount: You can mount or dismount as a swift action. If you fail the check, mounting or dismounting is a move action. (You can't attempt a fast mount or dismount unless you can perform the mount or dismount as a move action this round, should the check fail.)

Guide with Knees: You can react instantly to guide your mount with your knees so that you can use both hands in combat or to perform some other action. Make the check at the start of your round. If you fail, you can only use one hand this round because you need to use the other to control your mount.

Leap: You can get your mount to leap obstacles as part of its movement. Use your Ride skill modifier or the

mount's Jump skill modifier, whichever is lower, to see how far the mount can jump (see the Jump skill). A DC 15 Ride check is required to stay on the mount when it leaps.

Soft Fall: You react instantly when you fall off a mount, such as when it is killed or when it falls, to try to avoid taking damage. If you fail, you take 1d6 points of falling damage (see Falling Damage).

Stay in Saddle: You can react instantly to try to avoid falling when your mount rears or bolts unexpectedly or when you take damage.

Use Mount as Cover: As a reaction to an attack against you, you can drop down and hang alongside your mount. You can't attack while using your mount as cover. If you fail, you don't get the cover benefit.

Special: You can take 10 when making a Ride check, but you can't take 20. The armor check penalty applies only when attempting to fast mount or fast dismount.

Time: Ride is a move action, except when otherwise noted for the special tasks listed above.

STEALTH (DEX)
Armor Check Penalty
Use this skill to slink past a sentry without being heard, catch your enemy off-guard, snipe from a concealed location, or perform sleight of hand.

Sneak: Your Stealth check sets the DC for Perception checks made to notice you. If an opponent's Perception check equals or exceeds your Stealth check, your opponent notices you. Any circumstance that hampers your ability to sneak imposes a -2 penalty on your check, while favorable circumstances grant a +2 bonus. For example, sneaking across a surface littered with debris imposes a -2 penalty on your Stealth check, while a room filled with abundant hiding places grants a +2 bonus on your check.

If you move more than your speed in any given round, you take a -5 penalty on your Stealth check. If you move more than twice your speed in any given round, you take a -10 penalty on your Stealth check.

Your size provides a modifier to your Stealth checks: Fine, +20; Diminutive, +15; Tiny, +10; Small, +5; Medium, +0; Large, -5; Huge, -10; Gargantuan, -15; Colossal, -20.

Conceal Item: As a standard action, you can attempt to conceal an item (such as a weapon) on your person. The concealed object must be at least one size smaller than you, and you get a modifier on your skill check based on the object's relative size: One size smaller, -5; two sizes smaller, +0; three sizes smaller, +5; four or more sizes smaller, + 10.

Other characters may notice a concealed object with a successful Perception check (opposed by your Stealth check result), but only if you do not have total concealment. A character gains a +10 circumstance bonus on his Perception check if he physically touches you to search for concealed items; this requires a full-round action that can only be performed if you're a willing, pinned, or helpless target.Drawing a concealed item is a standard action.

Create a Diversion to Hide: You can use the Deception skill to help you be stealthy. A successful Deception gives you the momentary diversion you need to attempt a Stealth check even though people are aware of you. While the others turn their attention from you, you can make a Stealth check (as normal, and at no penalty) if you can reach a hiding place of some kind as a move action.

Pick Pocket: With a successful Stealth check as a standard action, you can pilfer a small, hand-sized object from a target within reach. Your Stealth check is opposed by the target's Perception check, and the target gains a +5 bonus. If you fail by 4 or less, you are unable to take the item, but the target does not notice the effort. If you fail by 5 or more, you are unable to take the item and the target catches you in the act.

Sleight of Hand: As a standard action, you can palm hand-sized objects, perform minor feats of legerdemain, or attempt to perform a minor action without being noticed (such as flipping a switch, pulling out a grenade, or drawing a pistol under the cover of a table). All such efforts are opposed by observer's Perception check. Any observer that beats your Stealth check notices the action you attempted, and knows how you did it.

Snipe: After making a ranged attack from hiding, you can try to hide again. You must be at least 2 squares from the target, and you must already have successfully used Stealth to hide from the target. Make a new Stealth check (as normal, but with a -10 penalty) as a move action. If you succeed, you remain hidden; otherwise, your location is revealed.

Special: You can take 10 when making a Stealth check, but you can't take 20.

SURVIVAL (WIS)

Use this skill to hunt and forage, guide a party safely through arid wastelands, identify signs that gundarks live nearby, or avoid quicksand and other natural hazards.

Basic Survival: Once per day, you can make a DC 15 Survival check to avoid natural hazards and keep yourself safe and fed in the wild for the next 24 hours. You can provide food and water for one additional person for every 2 points by which your check result exceeds 10.

Endure Extreme Temperatures (requires field kit): Once per day, you can make a DC 20 Survival check to ignore the effects of extreme cold or extreme heat for the next 24 hours (see Extreme Temperatures.

Know Direction: As a full-round action, you can ascertain which direction is north by succeeding on a DC 10 Survival check (assuming you're somewhere where cardinal directions matter).

Track (Trained Only): To find tracks or to follow them requires a full-round action and a successful Survival check. The DC of the check depends on the surface and the prevailing circumstances, as given below. You must make another Survival check every time the tracks become difficult to follow, such as when other tracks cross them or when the terrain or prevailing circumstances change.

You move at half normal speed while tracking. You can choose to move your normal speed instead, but you take a -5 penalty on Survival checks made to follow tracks.

Surface	DC
Soft Ground	10
Firm Ground	20
Hard Ground	30

Soft Ground: Any surface (fresh snow, thick ash, wet mud) that holds clear impressions of footprints.

Firm Ground: Any outdoor surface (lawns, fields, woods) or exceptionally soft or dirty indoor surface (dusty floors, thick carpets) that can capture footprints of a creature's passage.

Hard Ground: Any surface that doesn't hold footprints at all (bare rock, concrete, metal deck plates).

Cirumstance	DC Mod
Every 3 creatures in the group being tracked	-1

Every day since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+5
Poor visibility	+5
Tracked target hides trail (and moves at half speed)	+5
Largest creature being tracked	
Huge or bigger	-10
Large	-5
Medium	0
Small	+5
Tiny or smaller	+10

Special: You can take 10 when making a Survival check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long as normal to do so.

SWIM (STR)

Armor Check Penalty

Using this skill, a land-based creature can swim, dive, navigate underwater obstacles, and so on.

Swim: A successful Swim check allows you to swim one-quarter your speed as a move action or one-half your speed as a full-round action. Roll once per round. If you fail, you make no progress through the water. If you fail by 5 or more, you go underwater and must hold your breath (see the Endurance skill) until you reach the surface by succeeding on a Swim check.

The DC for the Swim check depends on the situation:

Situation	DC
Calm Water	10
Rough Water	15
Stormy Water	20

Retry: A new check is allowed the round after a check is failed.

Special: You can take 10 when making a Swim check, but you can't take 20.

TREAT INJURY (WIS)

Use this skill to keep a badly wounded friend from dying, to heal the injured, or to treat a diseased or poisoned character.

First Aid (requires medi-gel): As a full-round action, you can administer first aid to an unconscious or wounded creature. If you succeed on a DC 20 Treat Injury check, the creature regains a number of hit points equal 1d4, + 1 for every 5 point by which your check result exceeds the DC. You can administer first aid on yourself, but you take a -5 penalty on your Treat Injury check.

Long-Term Care: If you tend to a creature for 8 consecutive hours, that creature regains hit points equal to its character level in addition to those recovered from natural healing (see Natural Healing). A creature can only benefit from long-term care once in a 24-hour period. You can tend one creature at a time if untrained, or up to six simultaneously if trained. You can't give long-term care to yourself.

Perform Surgery (Trained Only; requires a surgery kit): You can perform surgery to heal damage to a wounded creature, remove a persistent condition, or install a cybernetic prosthesis. Any of these operations requires 1 hour of uninterrupted work, at the end of which time you must make a Treat Injury check. If you fail your check, the surgery does not yield any benefit (but any resources used are still lost). In addition, if you fail your check by 5 or more, the creature takes damage equal to its damage threshold. If this damage reduces the creature to 0 hit points, it dies (see 0 Hit Points).

Heal Damage: You can make a DC 20 Treat Injury check to perform surgery on a wounded creature, healing an amount of damage equal to the creature's Constitution bonus (minimum 1) x the creature's level. If you fail the check, the creature instead takes damage equal to its damage threshold. If the creature was already at 0 hit points, it dies unless it can spend an Action Point to save itself (see page 93). You can perform surgery on yourself to heal damage, but you take a -5 penalty on your skill check. Performing surgery to heal damage also removes any persistent conditions afflicting the target.

Install a Cybernetic Prosthesis: You must have the Cybernetic Surgery feat to install a cybernetic prosthesis, such as a Biotic Amp, on a living being. At the end of the procedure, make a DC 20 Treat Injury check. If the check succeeds, the prosthesis is installed properly. If the check fails, the prosthesis is not properly installed; however, you can try again after another uninterrupted hour of surgery. You can install a cybernetic prosthesis on yourself, but you take a -5 penalty on your skill check.

Revivify (Trained Only; requires medi-gel): As a full-round action, you can revive a creature that has just

died. You must reach the dead creature within 1 round of its death to revive it, and you must succeed on a DC 25 Treat Injury check. Using a medpac grants a +2 equipment bonus on the skill check. If the check succeeds, the creature is unconscious instead of dead. If the check fails, you are unable to revive the creature.

Treat Disease (Trained Only; requires medi-gel): Treating a diseased character requires 8 hours. At the end of that time, make a Treat Injury check against the disease's DC (see Disease). If the check succeeds, the patient is cured and no longer suffers any ill effects (including persistent conditions caused by the disease). You can treat one creature at a time if untrained, or up to six simultaneously if trained.

Treat Poison (Trained Only; requires medi-gel): As a full-round action, you can treat a poisoned character. Make a Treat Injury check; if the result equals or exceeds the poison's DC (see Poison), you successfully detoxify the poison in the character's system and the patient no longer suffers any ill effects (including persistent conditions caused by the poison).

Treat Radiation (Trained Only; requires medi-gel): Treating an irradiated character requires 8 hours. At the end of that time, make a Treat Injury check against the radiation's DC (see Radiation). If the check succeeds, the patient is cured and no longer suffers any ill effects (including persistent conditions caused by the radiation). You can treat one creature at a time if untrained, or up to six simultaneously if trained.

Special: You can take 10 when making a Treat Injury check, but you can't take 20.

USE BIOTICS (WIS)

Trained Only; Requires the Biotic feat
You have Biotic affinity, either do to your species or exposure to Element Zero. You have been trained how to control biotics. The term biotics refers to the

ability for some lifeforms to create mass effect fields using Element Zero nodules embedded in body tissues. These powers are accessed and augmented by using bio-amps. Biotic individuals can knock enemies over from a distance, lift them into the air, generate gravitational vortices to tear obstacles or enemies apart, or create protective barriers.

Activate Biotic Power: You make a Use Biotics check to use a Biotic Power. This use of the skill does not require an action.

Special: You can take 10 when making a Use Biotics check, but you can't take 20.

USE COMPUTER (INT)

Use this skill to access secured files and defeat security systems.

Access Information (requires computer attitude of indifferent or better): Getting information through a computer requires you to connect to the appropriate network (such as the extranet) and locate the files you seek. Connecting to a network (a full-round action) doesn't require a skill check if you use a computer that's already linked to it. However, establishing a connection to a network using a remote computer requires a DC 10 Use Computer check. You can also get information without connecting to a network if you use a computer whose memory contains that information; the GM decides what information a computer's memory actually holds.

Attitude	The Computer…
Hostile	Treats you as a hostile intruder and attempts to trace your location and isolate your connection.
Unfriendly	Treats you as an unauthorized user and blocks your access to its programs and

Indifferent	Treats you as a guest or visitor and grants you access to non-secret programs and information (as long as this does not conflict with previous commands).	
Friendly	Treats you as an authorized user and grants you access to any programs and non-secret information (as long as this does not conflict with previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	
Helpful	Treats you as if you are its owner or administrator, granting access to all of its programs and information (even if doing so overrides previous commands). You may add any equipment bonus provided by the computer to your Use Computer checks.	

Finding information on a single topic requires a set amount of time (see below); at the end of this time, you must make a Use Computer check. The time required and the check DC are determined by the type of information sought. For example, locating general information about a council member is easier than locating specific information (such as the council member's date of birth), which is easier than finding private information (such as the council member's private comm channel code), which is easier than uncovering secret information (such as the council member's credit account code).

Information	DC	Time Required
General	15	1 minute (10 rounds)
Specific	20	10 minutes
Private	25	1 hour
Secret*	30	1 day (8 hours)

* Secret information can only be accessed on a computer that is helpful to you.

Astrogate (Trained Only): You can plot a safe course for FTL-travel though a Mass Relay. Doing so usually requires 1 minute, at the end of which time you must succeed on a Use Computer check. Various factors influence the DC of the check.

Disable or Erase Program (Trained Only; requires computer attitude of helpful): You can disable or erase a program on a computer that is helpful toward you (See Table X-5: Computer Attitude Steps). Disabling or erasing a program takes 10 minutes and requires a DC 15 Use Computer check.

Improve Access (Trained Only): As a full-round action, you can make a Use Computer check to adjust the attitude of a computer in order to gain access to its programs and information. You must be able to communicate with the computer either through a direct interface (such as a keypad) or by connecting to it through an appropriate network (such as the Extranet). Apply a modifier on the check based on the computer's current attitude toward you: hostile -10, unfriendly -5, indifferent -2, friendly +0 (see Table X-5: Computer Attitude Steps}. If the check equals or exceeds the computer's Will Defense, the computer's attitude shifts one step in your favor. If you fail, the computer's attitude does not change. If you fail by 5 or more, the computer's becomes one step worse (for example, indifferent to

unfriendly) and the computer notifies the computer's administrator of the access attempt. A hostile computer can be dangerous. If a computer becomes hostile or if you fail any Use Computer check made to improve access to a hostile computer, it traces your exact location and notifies the nearest security personnel. In addition, if you fail by 5 or more when attempting to improve access to a hostile computer, it isolates your connection and rejects any further attempts you make to access it for 24 hours.

Issue Routine Command (requires computer attitude of friendly or better): As a standard action, you can issue a routine command to a computer. Examples include turning a computer on or off, viewing and editing documents or recordings in its memory, printing a hard copy of a document or image on a paper sheet, opening or closing doors that the computer controls, and the like.

Issuing routine commands doesn't normally require a Use Computer check. However, if another character issues a contradictory command, the computer follows the command of the character toward whom it has a better attitude (for example, it follows a command from someone toward whom it is helpful over someone toward whom it is friendly). If the computer has the same attitude toward both characters, make an opposed Use Computer check against the competing character. If you succeed, your command takes effect. If you fail, the opposing character's command takes effect.

Reprogram Synthetic (Trained Only; requires omni-tool): You can make a check to reprogram a synthetic to obey a new master, copy data stored in its memory banks, change its trained skills, erase memories selectively, or erase its memory entirely (resetting the synthetic to its factory preset status). The DC for any of

these actions is equal to the synthetic's Will Defense. Reprogramming a synthetic takes 10 minutes.

Special: You can take 10 on Use Computer checks. You can take 20 on a Use Computer check except when attempting to improve access. When a computer is friendly or helpful toward you, you gain an equipment bonus on all Use Computer checks made with that computer equal to its Intelligence bonus.

USE TECH (INT)

Trained Only; Requires the Engineer feat; Requires Omni-Tool

You have been trained to interact with synthetics and other technological devices. Tech refers to powers based around reverse engineering or hacking various technologies, including hardsuit systems, weapons, and synthetic enemies like the geth. Tech powers are deployed with omni-tools.

Activate Tech Power: You make a Use Tech check to use a Tech Power. This use of the skill does not require an action.

Special: You can take 10 when making a Use Tech check. You can take 20 if there is no danger or penalty for failure, but it takes twenty times as long as normal to do so.

Tali making a Use Tech Check

Chapter 4: Biotics

Individuals, other than Asari who were exposed to dust-form element zero ('eezo') in utero and survived, developed eezo modules throughout their nervous system. The natural electrical impulses in the body can create mass effect fields from these nodules, producing the effects seen as biotic abilities.

Biotics throughout the Galaxy

Humanity

In humans, about one in ten exposures will result in a person with moderate, stable biotic talents that are worth training. However, there is a risk the eezo will cause medical complications instead, such as terminal cancer, and even if biotic talents manifest themselves, they aren't always permanent. In extremely rare cases, humans who were exposed in utero, yet did not manifest biotic talents, can develop them in puberty through further exposure to element zero.

After a series of starship accidents in the 2150s, which dispersed element zero over various settlements, the first human biotics were born, though not all were initially detected. By the time the children were teenagers, the Alliance had realized the enormous military potential of biotics through contact with the Citadel, and set up a company called Conatix Industries to develop implants for humans and track down element zero exposures. There are rumors that, after the link between element zero and biotics was made, some human colonies may have been deliberately exposed under cover of 'industrial accidents'.

In 2160 Conatix established the Biotics Acclimation and Temperance Training (BaaT) program on Jump Zero, quietly hiring turian mercenaries as teachers, but after one of these instructors, Commander Vyrnnus, died,

BaaT was shut down. The Alliance military eventually set up other training programs to handle biotics, but the records pertaining to BaaT remain classified. Later projects would prove more successful. Human biotics currently have some oversight from the Alliance Parliamentary Subcommittee for Transhuman Studies.

Most modern human biotics use the Alliance's L3 implant, which is safe to use but not particularly powerful. However, some older biotics are stuck with L2 implants, which allow abilities to spike higher – using an L2 implant, the user's abilities are apparently comparable to an asari's – but at a cost. L2 implants are notorious for causing medical complications such as insanity, mental impairment, or extreme physical pain. It is possible to 'upgrade' from an L2 to an L3 implant, but the procedure is unethical because it carries a high risk of brain damage. Many L2s are angry at the way the Alliance has – in their view – abandoned them and want reparations for their suffering. In some cases, extreme physical or psychological stress can cause even stable biotic implants to flare up and cause similar health problems.

Human biotics can face prejudice from those who are religiously or philosophically opposed to their physiological modifications. This is mostly due to ignorance: some people (wrongly) believe that biotics can read and control people's minds. There have also been cases of biotics who misuse their abilities – cheating at roulette, for example, or playing practical jokes like pulling people's chairs out from under them – being attacked by frightened mobs, and sometimes even killed.

Despite these concerns, the Alliance military welcomes biotics with open arms and offers huge recruitment incentives. Because of the massive physical efforts involved in biologically generating dark energy, biotic soldiers have a larger daily calorie ration and are given

energy drinks to keep their blood sugar and electrolytes up. The electrical fields in their bodies mean they are also prone to small static discharges when they touch metal.

ASARI

All asari are natural biotics from birth, though not all choose to develop their abilities.

BATARIAN

Unknown.

DRELL

A small section of the Drell population has the affinity for Biotics.

KROGAN

The few krogan biotics tend to be extremely powerful and often train to become krogan battlemasters. Before the genophage, krogan biotics in the military were usually officers, because the rank-and-file were overawed by their talents. Originally, it was possible for krogan to become biotics through surgery, but there was a high mortality rate. Since the genophage has already decimated krogan numbers, this practice has been discontinued.

SALARIAN

Salarian biotics are unusual and highly prized. The salarian military does not risk them in the front lines but uses them in the intelligence services.

TURIANS

In turians, biotics are also unusual and generally not much better than a human L3. They are viewed with some suspicion by the general infantry and tend to be deployed in specialist groups called 'Cabals' for key missions.

QUARIAN

Quarian biotics are very rare. It is speculated that this is due to their life aboard the Migrant Fleet. Element zero is such a rare resource that it is probably too precious to be 'spent' on encouraging biotic potential in quarians, and because the quarians live aboard ships, any engine accident severe enough to release dust-form element zero would also be fatal to the crew.

VORCHA

Unknown.

VOLUS

Unknown.

POWER DESCRIPTIONS

Biotic Powers are derived from the exposure to Element Zero or a species natural affinity for Biotics. However, most species must train diligently and have a Biotic Implant inserted into their brain to use Biotic Powers with any success.

The Biotic Powers listed below are accessible for any character with the Biotic Feat. The Biotic Feat allows the player to choose 1 + WIS modifier biotic powers (minimum of 1) each time the Biotic Feat is taken.

Time indicates how long it takes to enact the power.

Target indicates what the target of the power is.

Cool down indicates how long it takes for the power to be usable again after using it.

All checks for Biotic Powers are determined by the Use Biotics Skill.

BIOTIC BARRIER

Barrier surrounds the user with a high-gravity mass effect field essentially adding a layer of protection beneath shields but above any armor for a certain period of time or until they are spent. Barriers do not protect against physical damage like melee attacks, debris or environmental hazards

Time: Swift Action

Target: Personal

Cool down: 4 Rounds

Make a Use Biotics Check. The result of the check determines the effect, if any:

- DC 15: Creates Biotic Barrier, absorbing 1d6+WIS points for a number of rounds equal to 1d4+½ Level.
- DC 20: Creates Biotic Barrier, absorbing 2d6+WIS points for a number of rounds equal to 1d4+½ Level.

- DC 25: Creates Biotic Barrier, absorbing 2d6+WIS points for a number of rounds equal to 2d4+½ Level.
- DC 30: Creates Biotic Barrier, absorbing 3d6+WIS points for a number of rounds equal to 2d4+½ Level.
- DC 35: Creates Biotic Barrier, absorbing 3d6+WIS points for a number of rounds equal to 3d4+½ Level.

Special: Action points can be used to augment absorption or duration. Using an Action Point can increase absorption by 1d6 or duration by 1d4 rounds. Only one Action Point can be used per check. The user cannot maintain a Biotic Barrier and Biotic Shield at the same time.

A mercenary erects a Barrier

BIOTIC DISARM

You disarm an opponent by using your Biotics to pull the weapon from his grasp with atiny mass effect field.

Time: Standard Action

Target: One creature within 6 squares and within line of sight.

Cool down: 4 Rounds

Make a Use Biotics Check. Use this check in place of your attack roll when attempting to disarm the target (see Disarm, page 152 Saga Edition Book). If your disarm attack succeeds, you may choose to let the item drop to the ground in the target's fighting space or have the item fly into your hand (in which case you must have a free hand to catch it).

Special: Feats that improve disarm attacks (such as Improved Disarm)do not apply to Biotic Disarm. You can spend an Action Point to damage or destroy the target weapon instead. If your disarm attack succeeds, the weapon takes damage equal to your Use Biotic check result. You must declare that you are using this option before making your disarm attack.

BIOTIC RUSH

Using your biotic powers you are able to jump great heights and distances as well as move quickly.

Time: Swift Action

Target: Personal

Cool down: 4 Rounds

Make a Use Biotics Check. The result of the check determines the effect, if any:

- DC 10: You gain +10 Biotic bonus on Jump checks and your speed increased by 2 squares until the start of your next turn. The Biotic bonuses on Jump hcecks includes the adjustment for increased speed.
- DC 15: You gain +20 Biotic bonus on Jump checks and your speed increased by 4 squares until the start of your next turn.
- DC 20: You gain +30 Biotic bonus on Jump checks and your speed increased by 6 squares until the start of your next turn.

Special: You can spend an Action Point to increase the power's bonus on Jump checks by 10 and increase your speed by and additional 2 squares.

BIOTIC SHIELD

Biotic Shield creates a high-gravity mass effect field around a certain area of effect which must include the creator of the field. The Biotic Shield can protect against attacks, but not at the rate a Biotic Barrier can. The Biotic Shield can also protect against objects entering the field.

Time: Standard Action

Target: Varies

Cool down: 4 Rounds

Make a Use Biotics Check. The biotic shield can serve two purposes; to protect from damage and block entrance by an object. The check result is compared to an object's Fortitude Defense, if the check is higher, the object cannot enter the shield. The object cannot enter until the shield expires and a new Biotic Shield check is performed. The result of the check determines the effect, if any:

- DC 15: Creates Biotic Shield, absorbing 1d4+WIS points of damage for 1d4+1/2 Level Rounds. The shield covers a 10x10 area, centered on the user.

- DC 20: Creates Biotic Shield, absorbing 1d6+WIS points of damage for 1d6+1/2 Level Rounds. The shield covers a 15x15 area, centered on the user.

- DC 25: Creates Biotic Shield, absorbing 1d8+WIS points of damage for 1d8+1/2 Level Rounds. The shield covers a 20x20 area, centered on the user.

- DC 30: Creates Biotic Shield, absorbing 1d10+WIS points of damage for 1d10+1/2 Level Rounds. The shield covers a 25x25 area, centered on the user.

Special: Any damage over the absorption level of the shield destroys the shield. If multiple objects attempt to enter the shield, each object of a different type must be examined against the Use Biotic check result. Any ally within the shield is protected by the shield. The shield absorption level is cumulative for all allies within the shield. If the Cool down timer expires before the shield's expiration timer, the user may perform a Use Biotics Check to extend the shield per their roll result. Shield's expiration timer begins and ends at the end of the user's turn. Action Points can be used to extend the area of the shield by 5x5 per Action Point and extend the duration by 1d2 rounds per Action Point. No more than two Action Points can be user per Use Biotics Check, regardless of the combination of augmentation options. The user cannot maintain a Biotic Barrier and Biotic Shield at the same time. However, others within the Biotic Shield may have personal Biotic Barrier's active while enclosed in the Biotic Shield.

CHARGE

Charge augments speed and strength, and charges across the battlefield towards a target. This culminates in a powerful collision that sends enemies flying backward, inflicting massive damage. The collision negates the mass of an enemy, allowing for even the largest of enemies to be sent flying backwards. This power also compensates for impeding obstacles, by allowing the Vanguard to 'phase' through solid objects en route to their target. It can also be used on enemies who have been levitated by other biotic talents, and can multiply physics damage to send them off into the distance. As the Vanguard further masters this ability, Charge will slow down time as the Vanguard heads towards the target, permitting additional damage.

Time: Full Round Action

Target: Any living creature or object within six squares.

Cool down: 6 Rounds

The user can move through small objects (but not walls) to reach the target. Make a Use Biotic check to determine additional melee damage as listed below. Then you make an attack as normal and apply these results to your melee attack. The result of the check determines the added effect, if any:

- DC 15: Damages Target 1d4. Thrown back 1d6 squares in a direct line.
- DC 20: Damages Target 1d6. Thrown back 1d8 squares in a direct line.
- DC 25: Damages Target 1d8. Thrown back 1d10 squares in a direct line.
- DC 30: Damages Target 1d10. Thrown back 1d12 squares in a direct line.

Special: The orientation of the thrown target is determined as the GM sees fit. This means whether they go straight backward, or diagonally right or left. Action Points may be used to increase the reach of Charge by six squares per Action Point, with a maximum of two action points spent per check. Charge can hit airborne targets no higher than two squares of the ground.

NOVA

You call upon your biotic powers to overload enemy senses, potentially stunning them.

Time: Standard Action

Target: All targets within 1 square radius around the user that do not have shields or biotic barriers currently active.

Cool down: 6 Rounds

Make a Use Biotics Check. Make one roll and compare the result to each target's Will Defense. If the check result equals or exceeds the target's Will Defense, the target moves -1 step along the condition track (see Conditions, SAGA page 148). For every 5 points by which you exceed the target's Will Defense, the target moves an additional -1 step along the condition track.

Special: When you use this power, you can spend an Action Point to move the target an additional -1 step along the condition track.

PUSH

You use your biotics to push a target away from you.

Time: Standard Action

Target: One object or character within 12 squares and within line of sight.

Cool down: 6 Rounds

Make a Use Biotics Check. The target makes a Strength check. If you beat the target's Strength check, you push it back 1 square plus an additional square for every 5 points by which you exceed the target's check result. If you push the target into a larger object, the target takes 1d6 points of damage. The target adds its size modifier to its Strength check: Colossal, +20; Gargantuan, +15; Huge, +10; Large, +5; Medium, +0; Small, -5; Tiny, -10; Diminutive, -15; Fine, -20. In addition, it gets a +5 stability bonus if it has more than two legs or is otherwise exceptionally stable.

Special: You can spend an ActionPoint to apply a -5 penalty to the target's Strength check to resist your Push. Additionally, if you successfully push the target into a

larger object, you deal an additional 2d6 points of damage from the extreme force of the thrust.

REAVE

Time: Standard Action

Target: One living creature or target within six squares without shields deployed.

Cool down: 6 Rounds

The power employs mass effect fields to biotically attack the target's nervous or synthetic systems. This power restores health and can give a temporary health bonus when the power is used against organics.

Make a Use Biotics Check. Any damage dealt first affects biotic barriers, then armor, and finally hit points. The check must defeat the target's Will Defense. The user must damage HPs to have anything transferred. The user cannot transfer biotic barrier or armor points. Upon a successful check the damage and potential HP gain is 1d10.

Special: Organics cannot steal HPs from synthetics or synthetics from organics. Damage can be applied normally. It is possible to increase the user's HPs above her maximum, granting a temporary HP bonus until the cool down timer expires. One Action Point can be used to augment the damage dealt and HPs gained. The Action Point augments the power by 1d6 which is used for damage and HPs as described above. Only one Action Point can be used per check.

SHOCKWAVE

Shockwave is a biotic power that sends out a series of explosive biotic impacts in front of the user. It can be unleashed along the ground to all enemies in its path along the ground to launch all enemies in its path into the air, or it can be used against airborne targets low to the ground.

Time: Standard Action

Target: Living creatures or object that reside in a straight line provided by user, up to six squares, that do not have shields or biotic barriers currently active. Shockwave can not pass through a biotic barrier or shield. Shockwave will dissipate once it comes into contact with either. Example: If a target has a biotic barrier or shield active and stands in front of a target without either, neither can be harmed by Shockwave.

Cool down: 6 Rounds

Make a Use Biotics Check. The result of the check determines the effect, if any:

- DC 15: Damages Target 1d6. Thrown back 1d4 squares
- DC 20: Damages Target 1d8. Thrown back 1d6 squares
- DC 25: Damages Target 1d10. Thrown back 1d8 squares
- DC 30: Damages Target 1d12. Thrown back 1d10 squares

Special: The orientation of the thrown target is determined as the GM sees fit. This means whether they go straight backward, or diagonally right or left. Damage caused by Shockwave affects HPs directly; falls due to Shockwave may affect shields, biotic barriers, and armor as well. Action Points may be used to increase damage by

1d6 per Action Point spent, with a maximum of two action points spend per check. The distance thrown may also be augmented by up to two Action Points, increase the distance thrown by 1d4 squares per action point. The user may use Actions points to augment damage and distance, but no more than two Actions Points may be used per check regardless of the combination of damage or distance. Shockwave can hit airborne targets no higher than two squares of the ground.

SINGULARITY

A singularity is generated when a biotic uses dark energy to imbue a subatomic particle with infinite density. This profoundly warps the fabric of space-time, causing all mass within the singularity's event horizon to be drawn into it. Creating and sustaining one is extremely difficult, requiring advanced training as well as considerable biotic talent. As a result only one Singularity can be in effect at one time.
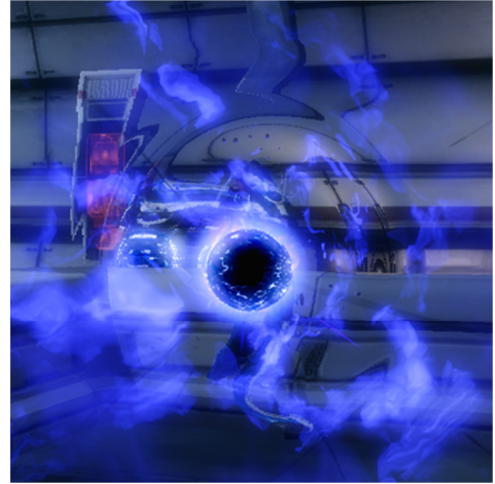
Time: Standard Action

Target: Any living creature or object within six squares not protected by Shields.

Cool down: 8 Rounds

Make a Use Biotics Check. Compare check against target's Will Defense. If the check is successful the target is helpless for 1d4 rounds.

Special: Action Points can be used to increase the size of a singularity to multiple targets within a short distance from one another. The targets must be within two squares of each other in any direction. One Action Point must be spent per target, with a maximum of two Action Points spent. Targets caught in a singularity are helpless, and prone to coup de grace, etc, however, any shields, biotic barriers, and armor are still intact and must be

destroyed before any damage to the target's hit points may occur.

A Singularity

SLAM

You pound one or more creatures with a biotic slam.

Time: Standard Action

Target: All targets within a 6-square cone and within line of sight.

Cool down: 8 Rounds

Make a Use Biotics Check. Make one roll and compare the result to each target's Fortitude Defense. If the result equals or exceeds a target's Fortitude Defense, it takes 4d6 points of Biotic damage and is knocked prone. If the result is less than a target's Fortitude Defense, it takes half damage and is not knocked prone. This is an area effect.

Special: When you use this power, you can spend an Action Point to deal an additional 2d6 points of damage to targets in the area.

STASIS

Stasis causes an enemy to be temporarily locked in a mass effect field, freezing the target in place and making them unable to attack. Enemies in Stasis also become impervious to damage.

Time: Standard Action

Target: Any living creature or object within six squares not protected by Biotic Barriers/Shields.

Cool down: 6 Rounds

Make a Use Biotics Check. Compare check to Will Defense of target. If the check is greater than the target's Will Defense the target is placed in stasis for 1d6 rounds.

Special: Action Points can be used to increase the size of a stasis field to multiple targets within a short distance from one another. The targets must be within two squares of each other in any direction. One Action Point must be spent per target, with a maximum of three Action Points spent. An Action Point can be used to augment the duration of the stasis field by 1d4 per Action Point spend. A total of 3 Action Points can be spent on one check. Targets caught in a stasis field cannot be harmed but cannot move or act in any other way than speaking. Biotic powers cannot be used in a stasis field.

THROW

Throw allows the user move a target in any direction using the power of their Biotics.

Time: Standard Action

Target: Any living creature or object, regardless of shields or armor within six squares of the user.

Cool down: 6 Rounds

Make a Use Biotics Check. The result of the check determines the size of the object that can be thrown. If the target resists the attempt the user's check must exceed the target's Will Defense. You can hurl the target at another target in range if your check exceeds the second target's Reflex defense. Damage to both targets is determined by the user's check.

- DC 15: Throw up to a Medium Sized Target (Deals 2d6 Damage)
- DC 20: Throw up to a Large Sized Target (Deals 4d6 Damage)
- DC 25: Throw up to a Huge Sized Target (Deals 6d6 Damage)
- DC 30: Throw up to a Gargantuan Sized Target (Deals 8d6 Damage)

Special: Damaged is not capped based on the size thrown. Example: Throwing a Medium Creature, but rolling higher than DC 30 inflicts 8d6 damage. Biotic Barriers, shields, and armor are all valid protection against Throw. Action Points may be used to increase the maximum size of an object by one (size maximum of Colossal) and damage by 2d6. A maximum of one Action Point can be used per check.

Miranda Lawson using Slam

WARP

Warp creates rapidly-shifting mass effect fields that shred the target apart over time.

Time: Standard Action

Target: Any living creature or object within six squares provided they are not protected by shields.

Cool down: 6 Rounds

Make a Use Biotics Check. Compare check against target's Fortitude defense. If the check is successful the target takes 1d8 damage for 1d4 rounds.

Special: Damage is first applied to biotic barriers, then armor points and finally hit points, in that order. If the check is greater than the target number by five or more, damage is increased by 1d4 and duration is expanded by 1d2 rounds.

WEAKENING REAVE

The power employs mass effect fields to biotically attack the target's nervous or synthetic systems to 'steal' the 'essence' of the target. This power steals attribute points of the user's choice from the defender and temporarily grants them to the user. This power only works with like-typed characters, such as organics to organics, or synthetics to synthetics.

Time: Standard Action

Target: One living creature or target within six squares without shields deployed.

Cool down: 6 Rounds

Make a Use Biotics Check. If the check exceeds the target's Will defense then the user may steal attribute points from the attribute of the user's choice at 1d6. The attribute points are subtracted from the target and added to the user for 1d4 rounds. This power can be augmented by Action Points that increase the attribute points by 1d4 and duration by 1d4. Only one Action Point can be used per check.

A Turian Biotic

Chapter 5: Tech

Power Descriptions

Technology Powers originate from the character's omni-tool.

The Technology Powers listed below are accessible for any character with an omni-tool and the Engineer Feat. The Engineer Feat allows the player to choose 1 + WIS modifier tech powers (minimum of 1) each time the Engineer Feat is taken.

Time indicates how long it takes to enact the power.

Target indicates what the target of the power is.

Cool down indicates how long it takes for the power to be usable again after using it.

All checks for Technology Powers are determined by the Use Tech Skill.

AI Hacking

This power temporarily takes control of synthetic enemies, turning them against their allies. It drives robotic enemies berserk so they will attack anything nearby, including their former allies. Using AI Hacking to its best effect requires you to be aware of the situation and your enemy's line of sight. If there are none of its allies nearby, a hacked enemy will simply stand inert.

Time: Standard Action

Target: One synthetic creature within six squares.

Cool down: 6 Rounds

Make a Use Tech Check. If the check exceeds the target's Will defense, then the synthetic is hacked for 1d6 rounds. The synthetic will then attack the nearest target, if two targets are the same distance away, the GM decides which the synthetic will attack.

Combat Drone

Combat Drone power spawns a tech drone that draws enemy fire and can electronically shock and damage enemies. Only one drone or turret of any kind can be active per character at any one time.

Time: Standard Action

Target: Can be summoned within six squares.

Cool down: 6 Rounds

Make a Use Tech Check. The result of the check determines the quality of the drone shown on the table below. It appears where you designate and acts immediately, on your turn. You may designate an opponent as a Swift Action. A drone will continue attacking the same target until the target dies or you designate a new target.

Tech DC	Duration (Rds)	Defense (All)	HPs	Att	Dmg	Att Range	Speed
15	2	13	5	+1	1d4	3	6
20	4	15	10	+3	2d4	5	6
25	6	17	15	+5	3d4	7	9
30	8	19	20	+7	4d4	9	9
35	10	21	25	+9	5d4	9	12

Table 5-1: Combat Drone Stats

Combat & Defense Drone

CRYO BLAST

When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing targets within a certain radius. If the target's health is low enough when frozen, it is possible to shatter it through the use of weapons or other damage dealing abilities. Frozen enemies are more susceptible to damage.

Time: Standard Action

Target: One target within six squares, or targets with a 2x2 area centered within 6 squares, that are not protected by barriers or shields.

Cool down: 4 Rounds

Make a Use Tech Check. The check will also determine Omni-tool Cryo Blast damage and radius. Use this roll against the target's Reflex Defense to see if you hit as well.

- DC 15: Cryo blast deals 1d6 damage to a single target. Target is Snap Frozen: d20 for 1 Round.
- DC 20: Cryo blast deals 1d6 damageto a single target and makes target susceptible to increased damage. All additional damage to HPs and APs deal damage x 1.5 for 2 rounds. Target is Snap Frozen: d20+5 for 1 Round.

- DC 25: Cryo blast deals 1d8 damage to all targets in a 2x2 square area of effect and makes targets susceptible to increased damage. All additional damage to HPs and APs deal damage x 1.5 for 3 rounds. Targets are Snap Frozen: d20+5 for 1 Round.
- DC 30: Cryo blast deals 2d8 damage to all targets in a 2x2 square area of effect and makes targets susceptible to increased damage. All additional damage to HPs and APs deal damage x 2 for 4 rounds. Targets are Snap Frozen: d20+5 for 2 Rounds.

Special: Cryo blast only works against targets without shields or biotic barriers deployed. Up to one Action Point can be used to increase damage by 1d8 damage.

SNAP FREEZE (Condition Hazard)

A target considered snap frozen can only preform one move action per round while suffering this condition. A Treat Injury skill check can remove the condition before the normal duration runs out.

DECOY

When this power is activated a hologram copy appears. This hologram mimics the activator's movements but does not actually move, nor does it actually attack

Time: Standard Action

Target: Can be summoned within six squares.

Cool down: 6 Rounds

Duration: INT Bonus + 1 Rounds / Level

This power creates a number of holographic doubles of you that inhabit your square. These doubles make it difficult for enemies to precisely locate and attack you.

When Decoy activated, 1d4 images plus one image per three levels (maximum eight images total) are created. These images remain in your space and move with you, mimicking your movements, sounds, and actions exactly. Whenever you are attacked or are the target of a power that requires an attack roll, there is a possibility that the attack targets one of your images instead. If the attack is a hit, roll randomly to see whether the selected target is real or a decoy. If it is a decoy, the decoy is destroyed. If the attack misses by 5 or less, one of your decoys is destroyed by the near miss. Area attacks affect you normally and do not destroy any of your decoys. Powers and effects that do not require an attack roll affect you normally and do not destroy any of your decoys.

Garrus Vakarian activating a Tech Power

DEFENSE DRONE

Defense Drone power spawns a tech drone that draws enemy fire and protects those within its area of influence. Only one drone or turret of any kind can be active per character at any one time.

Time: Standard Action

Target: Can be summoned within six squares. Powers affect those within 2 squares.

Cool down: 6 Rounds

Make a Use Tech Check. The result of the check determines the quality of the drone shown on the table below. It appears where you designate and acts immediately on the turn summoned. A defense drone is not mobile and remains where it was summoned until destroyed or the duration expires. The defense drone provides an automatic Shield Recharge to those within its area of effect ever so often. It also provides a general defense boost to those within its area of effect.

Tech DC	Duration (Rds)	Defense (All)	HPs	Def Bonus	Shield Rchrg (Rnds)	Shield Recharge (Points)
15	2	15	10	+1	4	1
20	4	17	15	+1	3	3
25	6	19	20	+2	3	5
30	8	21	25	+2	2	5
35	10	23	30	+3	2	7

DEFENSE MATRIX

Reinforce armor with protective foucault currents. Purge the currents to recharge shields.

Time: Standard Action

Target: Personal

Cool down: 6 Rounds

Make a Use Tech Check. By activating this power you lace your armor with protective foucult currents that grant damage reduction to your armor.

- DC 15: Apply a Damage Reduction bonus to your armor of 2 Points.
- DC 20: Apply a Damage Reduction bonus to your armor of 3 Points.
- DC 25: Apply a Damage Reduction bonus to your armor of 5 Points.

Special: As a Swift Action you can purge the Defense Matrix to Recharge Shields. This recharge does not count toward the maximum number of times you can Recharge Shields in this combat.

Cryo Blast

ENERGY DRAIN

This power works by using an omni-tool to sap enemies' kinetic barrier power to boost your shields or to do damage to synthetic enemies.

Time: Standard Action

Target: Target with shields or synthetic lifeform within 6 squares.

Cool down: 6 Rounds

Make a Use Tech Check. If the check exceeds the target's Fort defense, then their shields or synthetic health are damaged 1d8 and your own shields are recharged this amount. For every 10 points for which you beat the target's Fort Defense you deal an additional 1d8 points of damage. You can not go over your shields normal max by using this power.

Special: An Action Point can be used to increase the damage by 1d8 points. Only one Action Point can be used per check.

FIRST AID

First Aid makes medi-gel more effective by increasing the amount of healing per use and allows the user to heal up to two friendly targets including self (self + two others). This power also allows the player to remotely heal any squad member within 6 squares. Remote healing requires authorization as friendly contact via omni-tool that can be configured prior to mission. Remote healing uses omni-gel from the person being healed armor's omni-gel dispensers. If the target has any first-aid related upgrades installed via their armor, then these armor upgrades apply to the target's healing.

Time: Standard Action

Target: Personal, One or Two friendly target within six squares.

Cool down: 6 Rounds

Requires: Friendly contact authorization, Available omni-gel on self or target's armor.

Special: Allows Remote Healing, +2 Hit Points healed per omni-gel applied to self, +1 Hit Points healed per omni-gel applied to target

INCINERATE

Incinerate delivers a high-explosive plasma round fired from the user's Omni-tool that inflicts damage over time to all nearby enemies and permanently stops their health regeneration.

Time: Standard Action

Target: Targets within 6 squares that are not protected by barriers or shields.

Cool down: 8 Rounds

Make a Use Tech Check. The check will determine Omni-tool Incinerate rating. Then make a ranged attack check vs the target's reflex defense.

- DC 15: Incinerate deals 1d6 damage. Incinerate can target 1d4 targets. Targets set on Fire.
- DC 20: Incinerate deals 1d8 damage. Incinerate can target 1d4 targets. Targest set on Fire.
- DC 25: Incinerate deals 1d10 damage. Incinerate can target 1d4 targets. Targets set on Fire.
- DC 30: Incinerate deals 1d12 damage. Incinerate can target 1d4 targets. Targets set on Fire.

Special: Incinerate has a range of six squares and is based on a ranged attack check vs. the target's reflex defense. For each additional target the user's attack is at -2 for each additional target. Example: Attack two targets would be at Attack – 2 for both. Attack three would be at Attack – 4 for all three, etc. Up to one Action Point can be used to increase damage by 1d8 damage.

FIRE (Condition Hazard)

A creature or character that takes fire damage also catches on fire. For each round that a creature is on fire, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds the target takes 1d6 points of fire damage; if the attack fails, the target takes only half damage. A character can put out the flames as a full-round action.

MEDICINE

The medicine power makes medi-gel more effective by increasing the amount of healing per use and number of squad members that can be remotely healed.

This power also allows the player to remotely heal any squad member within 8 squares. Remote healing requires authorization as friendly contact via omni-tool that can be configured prior to mission. Remote healing uses omni-gel from the person being healed armor's omni-gel dispensers. If the target has any first-aid related upgrades installed via their armor, then these armor upgrades apply to the target's healing

Time: Standard Action

Target: Personal, One to five friendly targets within eight squares.

Cool down: 6 Rounds

Requires: First Aid Power, Friendly contact authorization, Available omni-gel on self or target's armor.

Special: Allows Remote Healing, +3 Hit Points healed per omni-gel applied to self, +2 Hit Points healed per omni-gel applied to target. Condition track is improvement by 1 rank.

NEURAL SHOCK

This power temporarily disables organic targets. It induces paralysis and does toxic damage, but only works on organic foes.

Time: Standard Action

Target: One organic target within six squares.

Cool down: 6 Rounds

Make a Use Tech Check. If the check exceeds the target's Fort defense, then the target takes 1d6 damage and a 1d4 penalty to Strength, Constitution, and Dexterity for 1d6 rounds.

Special: An Action Point can be used to increase damage 1d6, attribute penalty by 1d4, or rounds by 1d6. Only one action point can be used per check attempt.

OVERLOAD

This power works by using an omni-tool to modify and deploy a mine that will damage an enemy's shields. Typically used to take down shields or synthetics, it is also surprisingly useful against specific non-shielded organics, most notably those who use mechanical weapons that are vulnerable to exploding, such as Blue Suns Pyro.

Time: Standard Action

Target: One synthetic creature or organic target with shields within six squares.

Cool down: 6 Rounds

Make a Use Tech Check. If the check exceeds the target's Fort defense, then shields or synthetics are damaged 2d8 and shield recharge can not be used this combat. For every 10 points for which you beat the target's Fort Defense you deal an additional 1d8 points of damage.

Special: An Action Point can be used to increase the damage by 1d8 points. Only one Action Point can be used per check.

Overload

SABOTAGE

Sabotage works specifically by overheating weapons, meaning it can be used on other targets too. Hitting containment cells or fuel tanks with Sabotage will cause them to explode, causing environmental damage and, in some areas, starting a massive chain reaction. On the down side, this means you need to be careful if you hit a nearby enemy with Sabotage while standing near anything explosive.

Time: Standard Action

Target: One target within six squares.

Cool down: 6 Rounds

Make a Use Tech Check. If the check exceeds the target's Fort defense, then one ranged weapon of the target is overheated. The weapon's thermal clip has its heatsink sabotaged, over heating it and possibly making it innert. If by using this power you drain the last use in a thermal clip the wapon is badly damaged and reloading the clip takes longer than normal. Reloading the weapon becomes a full round action that can not be sped up by any means.

- DC 15: Deal 2d8 damage to thermal clip.
- DC 20: Deal 3d8 damage to thermal clip.

- DC 25: Deal 4d8 damage to thermal clip.
- DC 30: Deal 5d8 damage to thermal clip.
- DC 35: Deal 6d8 damage to thermal clip.

Special: An Action Point can be used to add an additional target within 6 squares of the Engineer or to increase the damage by 1d8 more. Only one Action Point can be used at a time for either effect but not both.

TACTICAL CLOAK

When activated, this power instantly renders the user invisible to all enemies warping light around the user. This grants an edge in combat. However it also halts shield recharge, leaving the user vulnerable once the cloak wears off.

Time: Standard Action

Target: Self.

Cool down: 6 Rounds

Make a Use Tech Check. You again total concealment, and a bonus to attack and damage rolls while the Tactical Cloak is active as shown below.

- DC 15: Grants Total Concealment for a number of rounds equal to 1d4+½ Level. Grants Attack and Damage Bonus of +2 while cloaked.
- DC 20: Grants Total Concealment for a number of rounds equal to 1d4+½ Level. Grants Attack and Damage Bonus of +3 while cloaked.
- DC 25: Grants Total Concealment for a number of rounds equal to 2d4+½ Level. Grants Attack and Damage Bonus of +4 while cloaked.
- DC 30: Grants Total Concealment for a number of rounds equal to 2d4+½ Level. Grants Attack and Damage Bonus of +5 while cloaked.

Special: While Tactical Cloak is active the user can not Recharge Shields or use First Aid or Medicine Tech Powers as they would disrupt the cloaking field. The user may spend a single Action Point to make an attack or use an offensive power without breaking the cloak's concealment.

Infiltrator using Tactical Cloak

TECH ARMOR

Tech Armor generates an energy armor suit that boosts shields. When the armor is destroyed, it sends out a pulse of energy, damaging nearby enemies and knocking down unprotected.

Time: Swift Action

Target: Self.

Cool down: 6 Rounds

Duration:

Make a Use Tech Check. You gain a boost to your base max shields. The new shield points are fully charged and are removed first when you suffer damage. When the Tech Armor is destroyed a blast of power is released that damages nearby targets. Any target that suffers hit point damage from the blast is knocked prone. If the Tech Armor duration simply expires there is no explosion.

- DC 20: Base shields boosted +25% for a number of rounds equal to 1d4+½ Level. Energy Pulse Raidus 1 Square, Energy Pulse Damage 1d6.

- DC 25: Base shields boosted +50% for a number of rounds equal to 2d4+½ Level. Energy Pulse Raidus 1 Square, Energy Pulse Damage 2d6.

- DC 30: Base shields boosted +75% for a number of rounds equal to 3d4+½ Level. Energy Pulse Raidus 1 Square, Energy Pulse Damage 3d6.

Special: As a Standard Action you can prematurely detonate the Tech Armor. An Action points can be spent to detnonate the Tech Armor as a as a Swift Action instead.
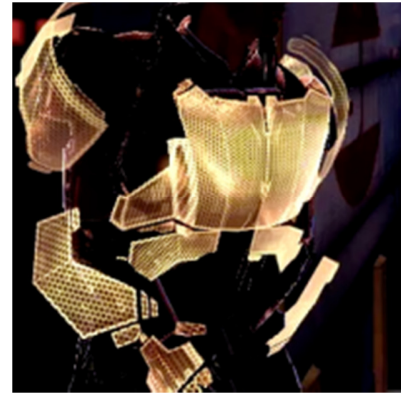
A Suit of Tech Armor

Chapter 6: Equipment

Monetary System

Credits are the primary monetary unit in the Mass Effect universe.

Weapons

There are six types of ranged weapons: Pistol, Submachine Gun, Assault Rifle, Shotgun, Sniper Rifle, and Heavy Weapons. Each type of ranged weapon requires the character to take a weapon proficiency feat related to that weapon type.

Armors

There are three types of armors: Light, Medium, and Heavy. The three types of armor have their own related feats and feat prerequisites. For example, you must have the Armor Proficiency (Light) feat to wear light armor.

Armors are restricted by race. For example, if armor is acquired from a human, a krogan character cannot equip it. Compatible armor groups include:

- Humans, Asari, Drell
- Krogan
- Turian
- Quarian

Equipment Upgrades

The development of practical minifacturing omni-tools allows modern militaries a great deal of flexibility in equipment load-outs. A vast number of field modification kits, or "upgrades", are available for common equipment such as weapons, armor, omni-tools, biotic amps, and even grenades.

An upgrade kit typically consists of less than a dozen unique parts and an optical storage disc. When loaded into an omni-tool, the OSD provides all technical specifications required to manufacture the tool and additional parts necessary to install the upgrade onto another piece of equipment. Assembly is typically modular, and installation can be completed in less than a minute.

Since omni-tools are designed to use common battlefield salvage materials such as plastics, ceramics, and light materials (rendered into semi-molten "omni-gel" for quick use), it is quite possible for a trained soldier carrying upgrade kits to customize gear on the battlefield to fit the current tactical situation.

ARMOR

Each set of armor, regardless of its weight, has a kinetic barrier generator and an onboard computer that can give readouts on the environment, liaise with terminals to download data, and check local wildlife against a xenobiology database.

Each set of armor comes with a helmet that can be worn to protect from environmental hazards such as open space and toxic climates. All armor contains medi-gel reserves used to heal the wearer.

Armor proficiency is granted by taking feats. Every character begins the game with access to Light Armor.

ARMOR CHECK PENALTY

While wearing armor with which you are not proficient, you take an armor check penalty on attack rolls as well as skill checks made using the following skills: Acrobatics, Climb, Endurance, Initiative, Jump, Stealth, and Swim. The type of armor worn determines the size of the penalty as determined on Table 3. Additionally, you do not gain the armor's equipment bonus.

BUILDING YOUR ARMOR

You may purchase an existing armor listed set or build your own armor.

1. Select the armor base (light, medium, heavy)
2. Optionally, add one shield module
3. Optionally, add upgrade(s) if available upgrade slot(s)

REPAIRING DAMAGED ARMOR

During the course of the game your armor will become damaged either by enemy fire, grenades, or environmental damage. Once armor is reduced to 0 Armor Points it is effectively useless. You can repair your armor by appling Omni-Gel to it. Light armor requires 1 dose, Medium 2, and Heavy 3. You must use an Omni-Tool with the Fabrication Module on it to apply the Gel. Doing so it a Full Round Action that provokes attacks of opportunity. This can not be done remotely like some actions can be.

BASE ARMOR

Table 6-1. Armor & Shield Modules

Armor Modules	Cost	Armor Points	Armor Check Penalty	Medi-Gel Capacity	Weight (kg)	Upgrade Slots
Light Armor I	7000	5	-2	2	10	0
Light Armor II	9000	7	-2	2	10	1
Light Armor III	11000	9	-2	2	10	1
Light Armor IV	13000	11	-2	3	10	2
Light Armor V	15000	13	-2	3	10	2
Medium Armor I	10000	17	-5	3	20	0
Medium Armor II	12000	19	-5	3	20	1
Medium Armor III	14000	21	-5	3	20	2
Medium Armor IV	16000	23	-5	4	20	2
Medium Armor V	18000	25	-5	4	20	3
Heavy Armor I	15000	33	-10	4	35	0
Heavy Armor II	17000	35	-10	4	35	2
Heavy Armor III	19000	37	-10	4	35	2
Heavy Armor IV	21000	39	-10	5	35	3
Heavy Armor V	23000	41	-10	5	35	3

Shield Modules	Cost	Shield Points	Shield Recharge
Shield Module I	3000	10	3
Shield Module II	4000	15	4
Shield Module III	5000	20	5
Shield Module IV	6000	25	6
Shield Module V	7000	30	8

ARMOR UPGRADES —BASIC

Table 6-2. Armor Upgrades – Basic

Armor Upgrade	Cost	Benefit
Ablative Coating I	3000	Provides Gear Bonus +1 to Reflex Defense
Ablative Coating II	4000	Provides Gear Bonus +2 to Reflex Defense
Ablavtive Coating III	5000	Provides Gear Bonus +3 to Reflex Defense
Armor Plating I	3000	Provides +5 Armor Points
Armor Plating II	4000	Provides + 10 Armor Points
Armor Plating III	5000	Provides +15 Armor Points
Energized Plating I	4500	Provides armor with a Damage Reduction of DR/1
Energized Plating II	6000	Provides armor with a Damage Reduction of DR/2
Energized Plating III	7500	Provides armor with a Damage Reduction of DR/3
First Aid Interface I	3000	Heal Additional +2 with Medi Gel Use to the wearer of this armor
First Aid Interface II	4000	Heal Additional +3 with Medi Gel Use to the wearer of this armor
First Aid Interface III	5000	Heal Additional +4 with Medi Gel Use to the wearer of this armor
Hardened Weave I	4000	Provides +3 Gear Bonus to Will Defense vs Biotic and Tech Powers
Hardened Weave II	5000	Provides +5 Gear Bonus to Will Defense vs Biotic and Tech Powers
Hardened Weave III	6000	Provides +7 Gear Bonus to Will Defense vs Biotic and Tech Powers
Hazard Seals I	2500	Provides +2 Gear Bonus to Fort Defense vs Condition Hazards
Hazard Seals II	4000	Provides +4 Gear Bonus to Fort Defense vs Condition Hazards
Hazard Seals III	5500	Provides +6 Gear Bonus to Fort Defense vs Condition Hazards
Kinetic Buffer I	4000	Provides +1 Gear Bonus to Fort Defense vs Biotic and Tech Powers
Kinetic Buffer II	5000	Provides +2 Gear Bonus to Fort Defense vs Biotic and Tech Powers
Kinetic Buffer III	6000	Provides +3 Gear Bonus to Fort Defense vs Biotic and Tech Powers
Medical Interface I	5000	Heal Additional +2 with Medi Gel Use (Self Only), Provides +1 Gear Bonus to Fort Defense vs Sickened/Toxic Effects
Medical Interface II	6000	Heal Additional +3 with Medi Gel Use (Self Only), Provides +2 Gear Bonus to Fort Defense vs Sickened/Toxic Effects
Medical Interface III	7000	Heal Additional +4 with Medi Gel Use (Self Only), Provides +3 Gear Bonus to Fort Defense vs Sickened/Toxic Effects
Medi-Gel Reserve I	2500	Increase armor's maximum medi-gel capacity by 2
Medi-Gel Reserve II	5000	Increases armor's maximum medi-gel capacity by 3
Motorized Joints I	4000	Provides +2 Melee Damage
Motorized Joints II	5500	Provides +3 Melee Damage
Motorized Joints III	7000	Provides +4 Melee Damage

Table 6-3. Armor Upgrades – Basic Continued

Armor Upgrade	Cost	Benefit
Shield Battery I	4000	Provides +15 Shield Points
Shield Battery II	6000	Provides +25 Shield Points
Shield Battery III	8000	Provides +35 Shield Points
Shield Battery IV	1000	Provides +45 Shield Points
Shield Battery V	12000	Provides +55 Shield Points
Shield Modulator I	5000	Improve Shield Recharge to 50%
Shield Modulator II	6000	Improve Shield Recharge to 60%
Shield Modulator III	7000	Improve Shield Recharge to 70%
Shield Modulator IV	8000	Improve Shield Recharge to 80%
Shield Modulator V	9000	Improve Shield Recharge to 90%
Shock Absorbers I	2000	Raise Physics Threshold to Large Sized
Shock Absorbers II	3000	Raise Physics Threshold to Huge Sized
Shock Absorbers III	4000	Raise Physics Threshold to Gargantuan Sized
Stealth Package I	3000	Provides +2 Gear Bonus on Stealth Skill Checks
Stealth Package II	4000	Provides +4 Gear Bonus on Stealth Skill Checks
Stealth Package III	5000	Provides +6 Gear Bonus on Stealth Skill Checks
Stimulant Pack I	5000	Reduces biotic cool-down by 1 round (Min 1)
Stimulant Pack II	7500	Reduces biotic cool-down by 2 rounds (Min 1)

ARMOR UPGRADE MODULES - BASIC

All upgrade modules require installation via an omni-tool. Another PC or NPC may use their omni-tool to calibrate the upgrade and load it into the character's armor.

Ablative Coating – Ablative coating is designed to chip away when impacted, redirecting the energy of incoming projectiles away from the body.

Armor Plating – Hardened ceramic plates can be applied to body armor suits, increasing their effectiveness.

Armor Plating

Energized Plating – A prototype upgrade designed specifically for heavy combat use, it provides maxium protection for the user.

First Aid Interface – Microprocessors wired into a combat suit can monitor vital functions and release

small, localized doses of medi-gel to accelerate the healing process.

First Aid Interface

Hardened Weave – A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks.

Hardened Weave

Hazard Seals – Specially-sealed body armor provides increased protection against radiation, gases, and a host of other toxins and hazards.

CONDITION HAZARDS

Any effect that attempts to apply the following, Fire, Snap Freeze, Sickened or causes a character to move 1 step down the Condition Track.

Hazard Seals

Kinetic Buffer – Metabolic Enhancers monitor the wearer's vital systems and release genetically engineered

stimulants to maximize combat prowess and athletic ability.

Kinetic Buffer

Medical Interface – Specialized microprocessors wired into a combat suit monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process. This interface also provides resistance to toxic attacks.

Medi-Gel Reserve – The medi-gel reserves provide additional storage for medi-gel. This mod does not come with Medi-Gel.

Motorized Joints– Mechanical augmentation increases the brute strength of the wearer, allowing them to deliver powerful blows when rifle butting or pistol whipping opponents.
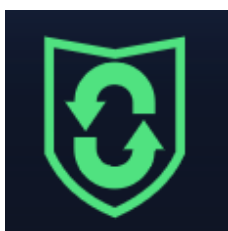

Motorized Joints

Shield Battery – To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier.

Shield Battery

Shield Modulator – The shield modulator provides additional computing power to optimization power output and regenerate shields during combat.

Shield Modulator

Shock Absorbers – Installing micro-gravimetric emitters into a combat suit artificially increases mass, providing protection against concussive force delivered by explosives, high impact ammo and biotic attacks such as Kinetics. Raising your Physics Threshold effectively treats you as a size larger for targeting with Biotics.

Shock Absorbers

Stimulant Pack – Armor equipped with stim packs releases targeted shots of adrenaline to speed up recovery and recharge times of biotic powers.

Stimulant Pack

Stealth Package – This package provides noise dampers and high quality cloaking technology to bend light around the wearer.

Stealth Package

ARMOR UPGRADES —MANUFACTURER TEMPLATES

Table 6-4. Armor Upgrades – Manufacturer Templates

Armor Template	Cost	Species	AP	ACP	Medi-Gel Capacity	Defense	Weight	Benefits
Aldrin Labs L	5000	Basic, Quarian	+5	1	-1	-	4	Reduce Range Penalites by 1
Aldrin Labs M	8000	Basic, Turian, Quarian	+5	1	-1	-	4	Reduce Range Penalites by 1
Aldrin "Hydra Armor"	7500	Human	+10	4	Remove All	+1	6	Shields +5
Ariake Technologies L	7000	Basic, Turian	+1	-	-	-	1	Melee Critical Hit Range +1
Ariake Technologies M	8000	Basic, Turian, Krogan	+2	-	-	-	1	Melee Critical Hit Range +1
Ariake Technologies H	8000	Basic, Krogan	+2	-	-	-	1	Melee Critical Hit Range +1
Armax Arsenal L	8000	Basic, Turian	-	1	-	-	2	Ranged Crtical Hit Range +1
Armax Arsenal M	8000	Basic, Turian, Krogan	-	2	-	-	2	Ranged Crtical Hit Range +1
Armax Arsenal H	8000	Basic, Krogan	-	4	-	-	2	Ranged Crtical Hit Range +1
Devlon Industries L	7000	Basic, Turian, Quarian	+1	-	+1	-	2	Reduce Damage from Cold, Fire, Toxic by 2 points
Devlon Industries M	8000	Basic, Turian, Quarian	+2	-	+1	-	3	Reduce Damage from Cold, Fire, Toxic by 3 points
Devlon Industries H	9000	Human, Turian	+3	-	+1	-	4	Reduce Damage from Cold, Fire, Toxic by 4 points
Devlon Industries "Thermal Armor"	10000	Turian	-	-	+1	-	2	Reduce Damge from Fire by 5 points, Provides +2 Gear Bonus to Fort Def vs Fire
Elanus Risk Control "Duelist Armor"	5000	Turian, Krogan, Quarian	-	-	-	+1	2	Provides +1 Upgrade Slot

Table 6-4. Armor Upgrades – Manufacturer Templates Continued

Armor Template	Cost	Species	AP	ACP	Medi-Gel Capacity	Defense	Weight	Benefits
Elanus Risk Control "Warlord Armor"	8500	Krogan	+5	5	-1	+2	10	Melee Damage +5
Elkoss Combine L	-25%	Basic, Turian, Volus	-1	1	-	-	3	Armor price reduced
Elkoss Combine M	-25%	Basic, Turian, Volus	-2	2	-	-	5	Armor price reduced
Elkoss Combine H	-25%	Basic	-3	3	-	-	7	Armor price reduced
Hahne-Kedar L	5000	Basic, Turian	-	-1	+1	+1	-	Ranged Attack +1
Hahne-Kedar M	5000	Basic, Turian, Krogan	-	-1	+1	+1	-	Ranged Attack +1
Hahne-Kedar H	5000	Basic, Krogan	-	-1	+1	+1	-	Ranged Attack +1
Hahne-Kedar "Silverback"	7500	Turian	+5	-	-	-	3	Ranged Att +1 / Dmg +1
Kassa Fabrication L	7500	Basic, Turian, Quarian	+3	2	-	-	2	Shields +5, Recharge +1 Use Per Encounter
Kassa Fabrication M	8000	Basic, Turian, Krogan	+5	3	-	-	3	Shields +8, Recharge +1 Use Per Encounter
Kassa Fabrication H	8500	Basic, Krogan	+7	4	-	-	4	Shields +10, Recharge +1 Use Per Encounter
Rosenkov Materials L	6000	Basic, Turian	+2	-1	-	-	1	Provides +5 Gear Bonus for Use Biotics for Barrier Feat
Rosenkov Materials H	6000	Basic, Turian, Krogan	+3	-1	-	-	1	Provides +5 Gear Bonus for Use Biotics for Barrier Feat
Rosenkov Materials H	6000	Basic, Krogan	+4	-1	-	-	2	Provides +5 Gear Bonus for Use Biotics for Barrier Feat

Table 6-4. Armor Upgrades – Manufacturer Templates Continued

Armor Template	Cost	Species	AP	ACP	Medi-Gel Capacity	Defense	Weight	Benefits
Serrice Council L	3000	Basic	-	-	-	-	1	Provides +2 Gear Bonus on Use Biotic Skill Check
Serrice Council M	3000	Basic	-	-	-	-	2	Provides +2 Gear Bonus on Use Biotic Skill Check
Serrice Council H	3000	Basic	-	-	-	-	4	Provides +2 Gear Bonus on Use Biotic Skill Check
Serrice Council "Phantom Armor"	4500	Turian	-	-	-	-	-1	Provides +2 Gear Bonus on Use Tech and Stealth Skill Check
Sirta Foundation "Stimulator Conduits"	5000	Basic, Turian, Quarian	-	-2	+1	-	-1	Provides +2 Gear Bonus to Acrobatics, Climb, Jump, Initiaitve, Swim Skill Checks
Sirta Foundation "Life Support Webbing"	5000	Basic, Turian, Krogan	-	-	+3	-	3	Provides +5 Gear Bonus on Treaty Injury to Self

ARMOR UPGRADE TEMPLATES

Many armor producing companies around the galaxy have unique templates and layouts that they provide. It is these changes that make them top of the line of their industries. Each template can only be applied once, and only when the armor is manufactured. These can not be added later to a suit of found armor.

Each Template applies various modiferies to the base armor as described below. Modifiers with the same type do not stack, so multplie Gear bonuses only provides the highest bonus of those you may have.

Name – An armor with an L, M, or H designation means this template can only be applied to a Light, Medium or Heavy armor respectively. Templates without such designations can be applied to any armor.

Cost – The added cost this suit of armor requires.

Species – This lists which species can wear armor modified by this template. Basic includes Human, Asari, Salarian, Drell and Batarian.

AP – Bonus Armor Points this suit provides.

ACP – This is an absolute mod to the current ACP. So a positive number is a penalty, and a negative is a bonus.

Medi-Gel Capacity – How many extra Medi-Gel slots this armor carries. This can stack with other upgrades.

Defense – A bonus to your Reflex Defense Score.

Weight – How much extra the suit of armor weighs.

Benefit – This lists the unique property of the armor in the form of some bonus.

Aldrin Labs - Aldrin Labs is a human manufacturer based on the Luna colony. Providing basic, reliable equipment at an affordable cost has made them a primary supplier of armor, omni-tools and bio-amps to the Systems Alliance military. Incorporating micro-gyros linked with a hardsuit's internal targeting aids armor from Aldrin Labs to ensure better battlefield performance. Their most popular armors are designated Hydra, Agent and Onyx.

Aldrin Hydra Armor

Ariake Technologies - An Earth-based electronics concern, Ariake Tech is best known for their high grade omni-tools. Recently they have branched out to develop a line of high grade armor with an enhanced ablative weave to provide extra protection. Ariake Technologies manufactures Mercenary Armor for humans, krogan, and turians. Their armor comes with a biofeedback system regulating the wear's adrenaline surges along with microservoes that coordinate melee strikes.

Recon Hood

Armax Arsenal - The main supplier of lite turian military units Armax weapons and armor are high quality, high priced and very difficult to acquire for most non-turians. Their most popular line of armor is the Predator series. Armax Arsenal added micro-harmonic oscillators to reduce stress and vibrations on the wearer ensuring more accurate shots.

Devlon Industries - Devlon Industries is best known for producing basic armor models that can withstand a variety of environmental extremes such as cold, heat or toxic exposure. They also market a complete line of military grade weapons. Devlon Industries produces the following armors: Explorer Armor, Liberator Armor, Thermal Armor, and Survivor Armor.

Devlon Thermal Armor

Elanus Risk Control Services – ERCS is a private security corporation that provides a host of services ranging from simple event security to professional mercenary companies and starshipsto counter piracy. ERCS began as a privately-owned turian security firm but has since expanded into an interstellar conglomerate after opening itself up to foreign investment. Their affordable yet reliable armor, weapons and omni-tools are popular with security personnel and mercenaries. ERCS produces armors for turians, korgan, and quarian dubbed Duelist Armor. An exclusive line of

armor, the Warlord Armor, is manufactured for use by krogans.
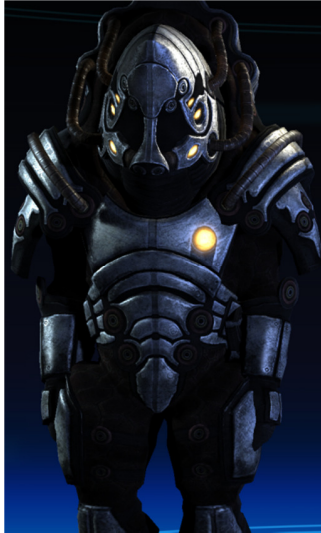
Krogan Warlord Armor

Elkoss Combine – A volus manufacturer based in the Terminus Systems, the Elkoss Combine produces less expensive versions of items carried by high-end manufacturers. Functional yet affordable armor, weapons, and omni-tools are all available from the Elkoss Combine. Elkoss Combine more populare versions are Assassin Armor and Gladiator Armor for humans and turians, and they even produce a few suits for the volus, rare as it is to see one in armor.

Hahne-Kedar – Reliable and efficient, Earth-based Hahne-Kedar has become a major supplier to the Systems Alliance military. Their weapons are stock quality at best, though their armor lines are generally recognized as above average. Their most popular models are the Predator, Scorpion and Ursa Armors. A fifth armor line, the Silverback Armor, is manufactured for the exclusive use of the turians. Much of their armor provides stabilzes in the armor making long range combat easier. Hahne-Kedar Scorpion Armor

Hahne-Kedar Scorpion Armor

Kassa Fabrication – A human-controlled private company, Kassa Fabrication is known to make the some of the finest body armor in the galaxy (Colossus Armor). When it comes to personal protection suits, no expense is spared - as reflected in the exorbitant cost of their products. Recently, Kassa has also begun to manufacture omni-tools, though it will be some time until the quality is brought up to the high standards of their armor lines.

Rosenkov Materials – A human corporation of supposedly Russian origin, Rosenkov Materials has forged a reputation as one of the premier armor manufacturers in Citadel space. Offering increased protection where it's needed most, Rosenkov Materials' proprietary coating process increases stopping power of standard ceramic armor when coupled with Bitoic Barriers.
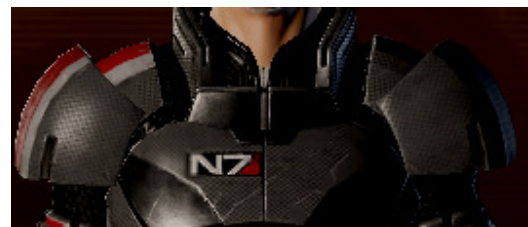

Rosenkov N7 Shoulder Guards

Serrice Council – An asari consortium, the Serrice Council is the creator of the most powerful bio-amp on the market. Not just concerned with profit, they typically make customers undergo a rigorous screening process before being approved to purchase their products. Serrice Council amps are incredibly rare—and highly prized—items on the galactic market. The Serrice Council manufactures the highest quality omni-tools and bio-amps, with their Phantom Armor featuring the best biotic / tech protection available.

Spectre Nihlus in Phantom Armor

Sirta Foundation – A biomedical firm, Sirta made its fortune eliminating several genetic diseases endemic to human populations. Sirta also created medi-gel, which, while technically illegal under Council law, is far

too useful to ban. The Foundation is renowned for its humanitarian efforts, and refuses to produce weapons or similar "offensive" products. They do, however, offer several amor enchancements. Stimulator Conduits incorporate 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. 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.
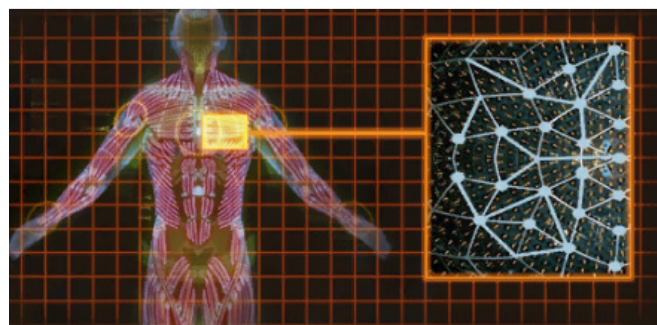
Sirta Foundation Life Support Webbing

HELMET PACKAGES

The helmet packages are a new, optional upgrade to any kind of armor. Because every set of armor comes with a helmet, a character has the opportunity to install this upgrade as long as he has access to it. Only one of these upgrades can be installed at any given time and it does not count against the upgrade points of the armor. Installing a helmet package is a Mechanics check with is DC 10 and takes ten minutes. If a character fails the check that it can be repeated but the DC raises by 5 for every subsequent try.

HELMET PACKAGES

Table 6-5. Helmet Packages

Helmet Package	Cost	Benefit
Breather	500	Provides +2 Bonus to Fort Defense vs Condition Hazards
Death Mask	2000	Provides +2 Melee Damage (Including Weapon, Unarmed)
Kuwashii Visor	2000	Provides +2 Ranged Damage (Including Weapon, Biotic, Tech)
Sentry Interface	2000	Provides +2 Shield Points
Capacitor Helmet	5000	Provides +2 Additional Shield Points when using Shield Recharge (up to Max)
Kestrel Helmet	5000	Provides Darkvision
Securitel Helmet	5000	Provides +1 Armor Point and +1 Shield Point
Archon Visor	7000	Provides -1 Cooldown to any one Biotic/Tech Power (Choosen when installed)
Recon Hood	8000	Provides +2 Ranged Weapon Damage, Provides Darkvision
Umbra Visor	8000	Provides +2 Biotic/ Tech Power Damage, Provides Darkvision
Delumcore Overlay	10000	Provides +2 Weapon Damage or +4 on Weapon Damage with Aim Action
Mnemonic Visor	15000	Provides +1 Biotc/Tech Power Damage, Provides -1 Cooldown to All Biotic/Tech Powers

The Basic Helmet

Dual layer of fabric armor and kinetic padding within a lightweight ablative ceramic shell. Comes standard with a suite of communication, navigation, and battlefield awareness software.

The Breather Helmet

A slightly upgraded version of the basic helmet it comes hardsealed to protect wearer from hazardous environmental conditions.

The benefit of this helmet package stacks with the Hazard Seals upgrade if both are installed.

The Death Mask

Developed by Tyriel Advanced Communications Corporation, the latest version of the Death Mask offers exceptional protection and real-time data feedback that helps coordinate the wearer's melee attacks.

The benefit stacks with any other feat or upgrade that grants any additional melee damage.

The Kuwashii Visor

Developed by Ariake Technologies, the wearer exchanges full protective coverage for visibility, unencumbered mobility, and increased accuracy.

What sets this upgrade apart from any other helmet package is that it grants a character additional damage

for any kind of ranged attack, may it be biotic, tech or a weapon.

The visor can installed and removed without any check and can be worn without a helmet.

The 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.

The Capacitor Helmet

A recent design, this Alliance-made helmet stores microcapacitors in its structure to replenish spent kinetic barriers. The transpari-plast armor panel on its top can be removed to access capacitors for field maintenance.

The Kestrel Helmet

The Kestrel armor system's helmet forgoes traditional transparent visors in favor of a reinforced faceplate with an internal heads-up display. The display connects to redundant micro cameras to allow naturalistic vision inside the well-padded interior.

The Securitel Helmet

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.

The 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.

A single Power must be programed into the visor when it is first installed. It can not be changed without reinstalling the helmet package.

The Recon Hood

A hood issued to covert action teams, this model's optic display interfaces with most small arm's 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.

The 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.

The Delumcore Overlay

Developed by Delumcore Systems, a VI inside this headgear enhances aim when targeting an enemy's vulnerable points. It also maximizes armor-cell efficiency, feeding excess power to weapon systems. The Overlay's VI originally reported the wearer's combat

status out loud, but this system was scrapped after
testers called it "intrusive," "talky," and "kind of moody."

The 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 and speed than normally
possible.

WEAPONS

MELEE WEAPONS

Table 6-6. Melee Weapons

Weapon	Cost	Damage	Weight	Type
Combat Dagger	1000	2d4	1	Slashing or Pierce
Energized Lash	1200	1d6	2	Bludgeoning
Monomolecular Blade	50000	3d6	1	Energy and Slashing
Omni-Tool Power Blade Upgrade	3000	3d6	0	Energy and Kinetic
Shotgun Blade Attachment	4000	2d8	2	Pierce
Talon Combat Knife	2000	2d6	1	Slashing or Pierce

MELEE WEAPONS

Simple Melee Weapons
Simple weapons include weapons that require no special training to use, such as the combat dagger, shotgun blade attachment, talon combat knife, grenades, and weapon . Unarmed attacks and natural weapons are considered light simple weapons in which all characters are proficient.

Advanced Melee Weapons
The most common advanced melee weapons are the omni blade weapons. The most common melee design is the "omni-blade," a disposable silicon-carbide weapon. The transparent, nearly diamond-hard blade is created and suspended in a mass effect field safely away from the user's skin. Warning lights illuminate the field so the searing-hot blade only burns what it is intended to: the opponent. Advanced melee weapons include the omni-tool power blade upgrade, omni-blade weapon attachment, energized lash, pistol melee stunner, and the monomolecular blade.

Combat Dagger – Common among various combat units but made famous by countless Cerebrus agents who never use them in battle. This long sleek dagger is perfect for stabbing things.


(Cerberus) Combat Dagger

Energized Lash – An archaic but nasty weapon, the lash is unlike its ancient predecessor. The lash is a long, flexible cable connected to an energy supply in the handle that delivers a stunning jolt on contact. Unlike a typical leather whip, the heavy cable can crack bones and break flesh, but it is extremely unlikely to kill. However, the cable can be infused with tech and biotic powers to become a lethal weapon to anyone in range, dealing devastating blows.

The lash is a melee weapon with a reach of 2 squares. When you hit with the lash, the target takes normal damage from the weapon. Also on a hit, you can choose to make a grab attack (as a Free Action) against the target using the whip, provided the target is no more than one size category larger than you. Unlike a normal grab attack, you make a second attack roll at the normal bonus with the whip, and you do not take a -5 penalty on the attack roll. If this second attack roll hits, the target is grabbed. As a swift action once per turn, you can automatically deal 2d6 energy damage to a target grabbed by the lash (no additional attack roll required). If you have the Trip feat, you can choose to use the lash to knock the target prone instead of making a grab attack. While grabbing a target with the lash, you cannot use the weapon to make attacks against any other targets.

Special: Lashes can be infused with Weapon Infusion powers.
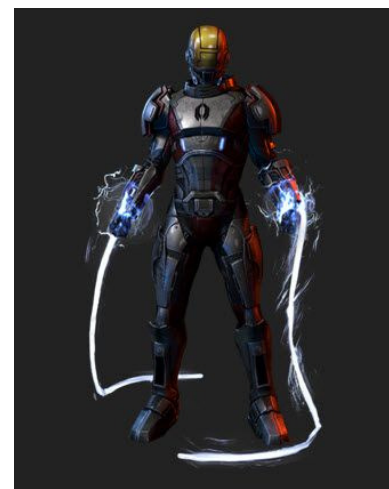
A Cerbrus Dragoon with energized lashes

Monomolecular Blade – Recently introduced by Cerberus agents commonly known as Phantoms, the monomolecular blade is a short sword use to deliver lethal strikes and a single direct stab from their swords can kill instantly. The collapsible blade is made from composite materials and embedded with micro-capacitors to allow the blade to be charged with biotic and electrical energy. However, due to the eezo in the blade's metal alloy it is also brittle and if it used improperly the blade can easily break in combat. Because the monomolecular blade is only used by Cerberus agents it is rarely found outside the hands of an agent. Any blades that appear on the black market are sold for outrageous prices.
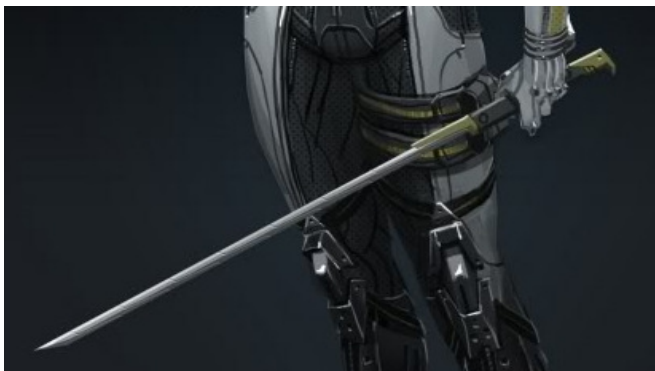
A Cerberus agent's monomolecular blade

Omni-Tool Power Blade Upgrade – Although melee-combat applications for the omni-tool are almost as old as the device itself, the feature is largely unused. The need to take on multiple opponents in close quarters forced the Alliance to develop ways to enhance the tool's offensive capability. The most common melee design is the so-called omni-blade, a disposable silicon-carbide weapon flash-forged by the tool's mini-fabricator. The transparent, nearly diamond-hard blade is created and suspended in a mass effect field safely away from the user's skin. Warning lights illuminate the field so the searing-hot blade only burns what it is intended to: the opponent, cauterizing the wound immediately to make

the opponent's medical treatment easier and more difficult at the same time.

Omni-Blades can come in different forms, each determined by the user. The most common patterns are an extended, a forked or a standard omni-blade. If a character wants to use two omni-blades that he has to possess two omni-tools with the omni-blade modification.

Omni Tool Power Blade

Shotgun Blade Attachment – A Tungsten-carbide bayonet the blade attachment is a short blade that attaches near the barrel of a shotgun allowing for quick, devastating melee attacks when it is not enough to blast through your opponents with your gun or you get tired of their kinetic shields. It can also be removed if the shotgun has been destroyed to be used like a common combat dagger while retaining its superior damage.

Note: Attacking with the Shotgun Blade Attachment while it is mounted to the shotgun is a melee attack. That makes use of the user's Strength to attack and damage his opponent.

Shotgun attachment

Talon Combat Knife – The turian military has formidable discipline, strategy and training. Although melee combat is a rather rare sight in modern combat the turians still train for it extensively. Every turian soldier has trained with the Talon Combat Knife during boot camp. Made from a Titanium-Molybdenum alloy that gives it a matte, silver color, this wicked-looking knife is of an ancient but very proven design, capable to leave horrible injuries if the slender blade is drawn from its point of impact. It has been made available by a various manufacturers with a wide range of quality but only those from the Turian military bear the sigil of the Turian Hierarchy and are of the highest quality.

Talon Combat Knife

BASE RANGED WEAPONS – PISTOLS

Table 6-7. Ranged Weapons: Pistols

Weapon	Cost	Damage	RoF	Range	Weight	Thermal Clip Cap	Upgrade Slots
M-3 Predator I	4000	2d4	S	10/20/30/40	3	12	1SP
M-3 Predator II	5000	2d4+1	S	10/20/30/40	3	12	1SP +1A
M-3 Predator III	6000	2d4+1	S	10/20/30/40	2	15	1SP +1A
M-3 Predator IV	7000	2d4+2	S	10/20/30/40	2	15	1SP +1A +1W
M-3 Predator V	8000	2d4+3	S	10/20/30/40	1	17	1SP +1A +2W
M-5 Phalanx I	7000	3d4	S	Penalties -1	3	6	1SP
M-5 Phalanx II	8000	3d4+1	S	Penalties -1	3	6	1SP +1A
M-5 Phalanx III	9000	3d4+2	S	Penalties -1	2	8	1SP +1A
M-5 Phalanx IV	10000	3d4+3	S	Penalties -1	2	8	1SP +1A +1W
M-5 Phalanx V	11000	3d4+4	S	Penalties -1	2	10	1SP +1A +1W
M-6 Carnifex I	10000	3d6	S	10/20/30/40	3	6	1SP
M-6 Carnifex II	11000	3d6+1	S	10/20/30/40	3	6	1SP +1A
M-6 Carnifex III	12000	3d6+1	S	10/20/30/40	3	8	1SP +1A +1W
M-6 Carnifex IV	13000	3d6+2	S	10/20/30/40	3	8	1SP +1A +1W
M-6 Carnifex V	14000	3d6+3	S	10/20/30/40	3	8	1SP +1A +2W
M-77 Paladin I	10000	4d6+1	S	10/20/30/40	2	4	1SP
M-77 Paladin II	12000	4d6+2	S	10/20/30/40	2	4	1SP +1A
M-77 Paladin III	14000	4d6+3	S	10/20/30/40	2	4	1SP +1A +1W
M-77 Paladin IV	16000	4d6+4	S	10/20/30/40	2	6	1SP +1A +1W
M-77 Paladin V	18000	4d6+5	S	10/20/30/40	2	6	1SP +1A +2W

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range.

Weapon proficiency is granted by taking feats. If you wield a weapon with which you are not proficient, you take a -5 penalty to your attack rolls.

Some weapons contain upgrade slots. There are three different types of upgrades and upgrade slots. The Ammo Upgrade Slot requires using an Ammo Upgrade Module. The Weapon Upgrade Slot requires using any weapon upgrade (other than Ammo Upgrades).

BUILDING YOUR WEAPON

You may purchase a basic weapon and upgrade it, if there are available upgrade slots.

1. Select the weapon base.
2. Add special weapon type upgrade if available..
3. Add Ammo upgrade if available Ammo slot.
4. Add other upgrade if available upgrade slot.

WEAPONS - PISTOLS

M-3 Predator -- This is a reliable, accurate sidearm; effective versus armor, but weak versus shields and biotic barriers. 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, due to commonality of kinetic barriers, it's still very popular in the Terminus Systems where these defenses are less common.

M-3 Predator

M-5 Phalanx – This is a highly accurate and lethal sidearm. Effective against armor; weak against shields

and biotic barriers. The M5 Phalanx is the product of the Alliance's Offensive Handgun Project that developed a close-in weapon to be used on armored or shielded targets with no loss of stopping power in comparison to the soldier's assault rifle. The Phalanx enjoys a ballistics advantage even over most "hand cannons" and features an integral laser sight which is highly visible even in bright lighting conditions. Civilian variants are often purchased by colonists on planets that have particularly dangerous big game animals.

Special: The Phalanx comes equipped with a non detachable red laser dot sight that reduces range penalties by 1.

M-5 Phalanx

M-6 Carnifex – Highly accurate and lethal sidearm. Effective against armor; weak against shields and biotic barriers. 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?"

M-6 Carnifex

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.

M-77 Paladin

BASE RANGED WEAPONS – SUBMACHINE GUNS

Table 6-8. Ranged Weapons: Submachine Guns

Weapon	Cost	Damage	RoF	Range	Weight	Thermal Clip Cap	Upgrade Slots
M-4 Shuriken I	4000	3d4	S/A	10/20/30/40	3	24	1SP
M-4 Shuriken II	5000	3d4	S/A	10/20/30/40	3	26	1SP +1A
M-4 Shuriken III	6000	3d4	S/A	10/20/30/40	3	28	1SP +1A +1W
M-4 Shuriken IV	7000	3d4	S/A	10/20/30/40	3	30	1SP +1A +2W
M-4 Shuriken V	8000	3d4+1	S/A	10/20/30/40	2	32	1SP +1A +2W
M-9 Tempest I	7000	4d4	A	7/14/21/28	3	50	1SP
M-9 Tempest II	8000	4d4+1	A	7/14/21/28	3	50	1SP +1A
M-9 Tempest III	9000	4d4+1	A	7/14/21/28	3	60	1Sp +1A +1W
M-9 Tempest IV	10000	4d4+2	A	7/14/21/28	3	60	1Sp +1A +1W
M-9 Tempest V	11000	4d4+2	A	7/14/21/28	3	70	1Sp +1A +1W
M-12 Locust I	7000	3d4	S/A	12/24/36/48	4	40	1SP
M-12 Locust II	8000	3d4+1	S/A	12/24/36/48	4	40	1SP +1A
M-12 Locust III	9000	3d4+2	S/A	12/24/36/48	3	50	1SP +1A
M-12 Locust IV	10000	3d4+2	S/A	12/24/36/48	3	50	1Sp +1A +1W
M-12 Locust V	11000	3d4+3	S/A	12/24/36/48	2	50	2Sp +1A +1W
M-25 Hornet I	7000	3d6	S/A	10/20/30/40	4	20	1SP
M-25 Hornet II	8500	3d6+1	S/A	10/20/30/40	4	20	1SP +1A
M-25 Hornet III	10000	3d6+2	S/A	10/20/30/40	4	20	1Sp +1A +1W
M-25 Hornet IV	11500	3d6+2	S/A	10/20/30/40	4	20	1Sp +1A +1W
M-25 Hornet V	13000	3d6+3	S/A	10/20/30/40	3	20	1Sp +1A +1W

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range.

WEAPONS – SUBMACHINE GUNS

M-4 Shuriken – A common but effective submachine gun. Fires three-round bursts, and can be pulsed for a higher rate of fire at the expense of accuracy. Very effective against shields and biotic barriers. As kinetic barriers have grown in popularity, so has the popularity of submachine guns. Manufactured by the Elkoss Combine, the Shuriken machine pistol has a reputation for being deadly and easy to use, but is weak against armor.

M-4 Shuriken

M-9 Tempest – This submachine gun fires in long deadly bursts. Very effective against shields and biotic barriers. Inaccurate at long range. Weak against armor. The commonality of kinetic barriers has led to increased demand for rapid-fire weapons like the 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.

M-9 Tempest

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.

M-12 Locust

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.

M-25 Hornet

BASE RANGED WEAPONS – ASSAULT RIFLES

Table 6-9. Ranged Weapons: Assault Rifles

Weapon	Cost	Damage	RoF	Range	Weight	Clip Cap	Upgrade Slots
M-8 Avenger I	4000	4d4	S/A	15/30/75/150	5	30	1SP
M-8 Avenger II	5500	4d4	S/A	15/30/75/150	5	35	1SP +1A
M-8 Avenger III	7000	4d4+1	S/A	15/30/75/150	5	40	1SP +1A +1W
M-8 Avenger IV	8500	4d4+1	S/A	15/30/75/150	5	45	1SP +1A +1W
M-8 Avenger V	10000	4d4+2	S/A	15/30/75/150	4	50	1SP +1A +1W
M-15 Vindicator I	4000	3d6+1	S/A	15/30/75/150	4	24	1SP
M-15 Vindicator II	6000	3d6+2	S/A	15/30/75/150	4	24	1SP +1A
M-15 Vindicator III	8000	3d6+3	S/A	15/30/75/150	3	27	1SP +1A +1W
M-15 Vindicator IV	10000	3d6+4	S/A	15/30/75/150	3	27	1SP +1A +1W
M-15 Vindicator V	12000	3d6+5	S/A	15/30/75/150	3	30	1SP +1A +2W
M-76 Revenant I	7000	4d4+1	A	12/24/60/120	9	80	1SP
M-76 Revenant II	9000	4d4+2	A	12/24/60/120	9	80	1SP +1A
M-76 Revenant III	11000	4d4+3	A	12/24/60/120	7	80	1SP +1A +1W
M-76 Revenant IV	13000	4d4+4	A	12/24/60/120	7	80	1SP +1A +1W
M-76 Revenant V	15000	4d4+5	A	12/24/60/120	5	80	2SP +1A +1W
M-96 Mattock I	7000	4d6	S/A	15/30/75/150	7	16	1SP
M-96 Mattock II	9000	4d6	S/A	15/30/75/150	7	16	1SP +1A
M-96 Mattock III	11000	4d6	S/A	15/30/75/150	7	18	1SP +1A +1W
M-96 Mattock IV	13000	4d6	S/A	15/30/75/150	5	18	1SP +1A +1W
M-96 Mattock V	15000	4d6+1	S/A	15/30/75/150	5	20	1SP +1A +2W
M-99 Saber I	9000	3d8	S	20/40/100/200	9	8	1SP
M-99 Saber II	11000	3d8+1	S	20/40/100/200	9	8	1SP +1A
M-99 Saber III	13000	3d8+2	S	20/40/100/200	7	9	1SP +1A
M-99 Saber IV	15000	3d8+3	S	20/40/100/200	5	9	1SP +1A
M-99 Saber V	17000	3d8+4	S	20/40/100/200	5	10	1SP +1A +1W

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range.

WEAPONS – ASSAULT RIFLES

M-8 Avenger – A common, versatile, military-grade assault rifle. Accurate when fired in burst shots, and deadly when fired on full auto. The Avenger is effective at penetrating shields, armor and biotic barriers. The modular design and inexpensive components of the Avenger make it a favorite of military groups and mercenaries alike. The Avenger has a reputation for being tough, reliable, easy to use, and easy to upgrade.

M-8 Avenger

M-15 Vindicator – A battle rifle favored by assassins and elite mercenaries that fires in highly accurate five-round bursts and can be pulsed for rapid fire. Deadly at range, very accurate, and effective against armor, shields and biotic barriers. Manufactured by Elanus Risk Control Services for the Blue Suns mercenary group, the Vindicator is quickly gaining popularity in the Terminus Systems.

M-15 Vindicator

M-76 Revenant – Unleashes a storm of deadly high velocity slugs. Less accurate than an assault rifle, but has a high ammo capacity and deals much more damage. Effective against armor, shields and biotic barriers. Upgrades the Vindicator Battle Rifle. 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 this weapon.

M-76 Revenant

M-96 Mattock – Medium-range, semi-automatic rifle effective against armor, shields, and barriers. Upgrades the Avenger assault rifle. The Mattock is a semi-automatic hybrid weapon with an assault rifle's low heat production and a sniper rifle's punch. Though it does not have a sniper rifle's precision scope, 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 since it curbs a soldier's tendency to spray inaccurate fire under stress.

M-96 Mattock

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.

M-99 Saber

BASE RANGED WEAPONS – SHOTGUNS

Table 6-10. Ranged Weapons: Shotguns

Weapon	Cost	Damage	RoF	Range	Weight	Clip Cap	Upgrade Slots
M-11 Wraith I	6000	3d8	S	5/10/15/-	3	2	1SP
M-11 Wraith II	7000	3d8	S	5/10/15/-	3	2	1SP +1A
M-11 Wraith III	8000	3d8+1	S	5/10/15/-	3	3	1SP +1A +1W
M-11 Wraith IV	9000	3d8+1	S	5/10/15/-	2	3	1SP +1A +2W
M-11 Wraith V	10000	3d8+2	S	5/10/15/-	2	4	2SP +1A +2W
M-22 Eviscerator I	7000	3d10	S	5/10/15/-	5	3	1SP
M-22 Eviscerator II	8500	3d10+1	S	5/10/15/-	5	3	1SP +1A
M-22 Eviscerator III	10000	3d10+2	S	5/10/15/-	4	4	1SP +1A +1W
M-22 Eviscerator IV	11500	3d10+3	S	5/10/15/-	4	4	1SP +1A +1W
M-22 Eviscerator V	13000	3d10+4	S	5/10/15/-	4	5	1SP +1A +2W
M-28 Katana I	7000	3d10	S	5/10/15/20	5	5	1SP
M-28 Katana II	8500	3d10	S	5/10/15/20	4	5	1SP +1A
M-28 Katana III	10000	3d10+2	S	5/10/15/20	4	6	1SP +1A +1W
M-28 Katana IV	11500	3d10+2	S	5/10/15/20	4	6	2SP +1A +1W
M-28 Katana V	13000	3d10+3	S	5/10/15/20	3	7	2SP +1A +1W
M-27 Scimitar I	4000	3d10	S/A	5/10/15/20	6	8	1SP
M-27 Scimitar II	5500	3d10	S/A	5/10/15/20	6	9	1SP +1A
M-27 Scimitar III	7000	3d10+1	S/A	5/10/15/20	5	10	1SP +1A
M-27 Scimitar IV	8500	3d10+2	S/A	5/10/15/20	5	11	1SP +1A +1W
M-27 Scimitar V	10000	3d10+2	S/A	5/10/15/20	4	12	1SP +1A +1W
M-300 Claymore I	8000	4d10+1	S	10/15/20/-	7	1	1SP
M-300 Claymore II	10000	4d10+2	S	10/15/20/-	7	1	1SP
M-300 Claymore III	12000	4d10+3	S	10/15/20/-	6	1	1SP +1A
M-300 Claymore IV	14000	4d10+4	S	10/15/20/-	6	2	1SP +1A
M-300 Claymore V	16000	4d10+5	S	10/15/20/-	6	2	1SP +1A +1W

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range. Some shotguns do not have long range and cannot target foes beyond medium range.

WEAPONS – SHOTGUNS

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.

M-11 Wraith

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 helps wound ballistics at longer ranges than standard

shotguns. This design also violates several intergalactic weapons treaties, so the M-22 is not distributed to militaries.

M-22 Eviscerator

M-23 Katana – Common military shotgun. Deadly at short range, but ineffective at long range. Very effective versus shields and biotic barriers, but weak versus armor. Manufactured by Ariake Technologies, the Katana is a common mercenary weapon, and is also popular on colonies with Varren infestations.

M-23 Katana

M-27 Scimitar – An elite military shotgun capable of rapid fire, this weapon is deadly at short range but ineffective at long range. It is effective against shields and biotic barriers but weak against armor. 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 it is

rapidly becoming popular with Blood Pack mercenaries as well.

AUTOFIRE: The Scimitar can spray an area with bullets similar to the Autofire rules but it only consumes 5 slugs and it can only be used if the weapon has 5 slugs in it.

M-27 Scimitar

M-300 Claymore – Very rare krogan shotgun. Deals high damage at short range; less effective at long range.

Effective against armor, shields and biotic barriers. It is of human design but is only used by krogan, due to the fact that the kickback from a single shot has enough force to break a human's arm. Protected by Fabrication Rights Management (FRM) technology, this weapon is nearly impossible to reproduce and is prohibitively expensive.

M-300 Claymore

BASE RANGED WEAPONS – SNIPER RIFLES

Table 6-11. Ranged Weapons: Sniper Rifles

Weapon	Cost	Damage	RoF	Range	Weight	Clip Cap	Upgrade Slots
M-13 Raptor I	6000	2d8	S	25/50/125/250	8	6	1SP
M-13 Raptor II	7000	2d8	S	25/50/125/250	8	6	1SP +1A
M-13 Raptor III	8000	2d8+1	S	25/50/125/250	7	7	1SP +1A +1W
M-13 Raptor IV	9000	2d8+1	S	25/50/125/250	6	7	2SP +1A +1W
M-13 Raptor V	10000	2d8+2	S	25/50/125/250	6	8	2SP +1A +2W
M-29 Incisor I	7000	3d8	S	17/34/85/170	7	15	1SP
M-29 Incisor II	9000	3d8	S	17/34/85/170	6	17	1SP +1A
M-29 Incisor III	11000	3d8	S	17/34/85/170	6	19	1SP +1A +1W
M-29 Incisor IV	13000	3d8	S	17/34/85/170	6	21	1SP +1A +1W
M-29 Incisor V	15000	3d8+3	S	17/34/85/170	5	23	1SP +1A +2W
M-92 Mantis I	7000	4d8	S	20/40/100/200	10	1	1SP
M-92 Mantis II	9000	4d8	S	20/40/100/200	10	1	1SP +1A
M-92 Mantis III	11000	4d8+1	S	20/40/100/200	10	2	1SP +1A +1W
M-92 Mantis IV	13000	4d8+1	S	20/40/100/200	9	2	1SP +1A +1W
M-92 Mantis V	15000	4d8+2	S	20/40/100/200	9	3	1SP +1A +2W
M-97 Viper I	4000	3d8+1	S	20/40/100/200	8	8	1SP
M-97 Viper II	6000	3d8+2	S	20/40/100/200	8	8	1SP +1A
M-97 Viper III	8000	3d8+3	S	20/40/100/200	8	8	1SP +1A +1W
M-97 Viper IV	10000	3d8+4	S	20/40/100/200	7	8	1SP +1A +1W
M-97 Viper V	12000	3d8+5	S	20/40/100/200	7	10	2SP +1A +1W
M-98 Widow I	10000	5d8	S	20/40/100/200	39	1	1SP
M-98 Widow II	12000	5d8	S	20/40/100/200	38	1	1SP +1A
M-98 Widow III	14000	5d8	S	20/40/100/200	37	1	1SP +1A
M-98 Widow IV	16000	5d8	S	20/40/100/200	36	1	1SP +1A +1W
M-98 Widow V	18000	5d8	S	20/40/100/200	35	1	1SP +1A +1W

Range Penalty: A ranged weapon can attack a target at point blank, short, medium, or long range. If you make a ranged attack against a target within the weapon's point blank range, you take no penalty on the attack roll; your penalty on attack rolls increases to -2 at short range, -5 at medium range, and -10 at long range. Some shotguns do not have long range and simply can not target foes at that distance.

WEAPONS – SNIPER RIFLES

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.

M-13 Raptor

M-29 Incisor – The Incisor is one of a new wave of military and police sniper rifles designed to overload active defenses such as shields. Firing three shots with each pull of the trigger, the Incisor's burst is so fast that all three rounds will be in the target by the time the barrel has moved a millimeter, increasing its stopping power without sacrificing accuracy. As an added benefit, the noise of the burst is comparable to a single rifle shot in duration, making it no easier to locate the sniper by sound.

M-29 Inscisor

M-92 Mantis – Powerful sniper rifle able to take out most targets in a single shot. Incredibly accurate at long range, but rate of fire is slow. Effective against armor, but weaker against shields and biotic barriers. Manufactured by Devlon Industries, the Mantis is primarily used by police and planetary militia groups. The prevalence of kinetic barriers has made this weapon less popular with the military, but it is used more frequently in the Terminus systems where these defenses are less common. Has great damage and accuracy with near instantaneous hit, offset however by its small amount of extra ammo that can be carried.

M-92 Mantis

M-97 Viper – Rapid-fire military sniper rifle. Incredibly accurate and deadly at long range, these weapons are popular amongst infiltrators and assassins. Very effective against armor and somewhat effective against shields and biotic barriers. Rosenkov Materials developed this deadly weapon in response to the rising prevalence of kinetic barriers. While kinetic barriers still offer some protection from this weapon, its sheer power and rapid rate of fire make it capable of

quickly killing almost any target, regardless of its defenses.

M-97 Viper

M-98 Widow – Accurate and deadly anti-material rifle. Effective against armor, shields, and biotic barriers. Weighing in at 39 kilograms, 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. The Widow was never designed to be carried and fired by a human. Although this modified model can be carried, no ordinary human could fire it without shattering an arm.

BRACE: This weapon must be braced inorder to be fired. Bracing requires two swift actions to complete.

M-98 Widow

WEAPON UPGRADES

AMMO UPGRADES

Table 6-12. Ammo Upgrades

Ammo Upgrade	Cost	Benefit
Cryo Rounds I	5500	+20% Cold damage vs armor or HPs. Fortitude: Snap Freeze d20+5. Duration 1 Round.
Cryo Rounds II	6500	+30% Cold damage vs armor or HPS. Fortitude: Snap Freeze d20+5. Duration 2 Rounds.
Cryo Rounds III	7500	+40% Cold damage vs armor or HPS. Fortitude: Snap Freeze d20+10. Duration 2 Rounds.
Disruptor Rounds I	4000	+20% Phasic damage vs shield points, or HPs on synthetic targets. Fortitude: Disable Tech d20+5. Duration 1 Round.
Disruptor Rounds II	5000	+30% Phasic damage vs shield points, or HPs on synthetic targets. Fortitude: Disable Tech d20+5. Duration 1 Round.
Disruptor Rounds III	6000	+40% Phasic damage vs shield points, or HPs on synthetic targets. Fortitude: Disable Tech d20+10. Duration 1 Round.
High Explosive Rounds I	5000	Thermal Clip Useage: *2, Reflex: Blast (1)
High Explosive Rounds II	6500	Thermal Clip Useage: *3, Reflex +2: Blast (1)
High Explosive Rounds III	8000	Thermal Clip Useage: *4, Reflex +3: Blast (2)
Inferno Rounds I	5500	+20% Fire damage vs armor or HPs. Fortitude: Catch Fire d20+5
Inferno Rounds II	6500	+30% Fire damage vs armor or HPs. Fortitude: Catch Fire d20+5
Inferno Rounds III	7500	+40% Fire damage vs armor or HPs. Fortitude: Catch Fire d20+10
Polonium Rounds I	6000	+20% Toxic damage vs HPs on organic targets. Fortitude: Sickened d20+5: Duration 1 Round.
Polonium Rounds II	7000	+30% Toxic damage vs HPs on organic targets. Fortitude: Sickened d20+5: Duration 2 Rounds.
Polonium Rounds III	8000	+40% Toxic damage vs HPs on organic targets. Fortitude: Sickened d20+10: Duration 2 Round.
Radioactive Rounds I	6000	+20% Chemical damage vs armor or HPs. Willpower: Nullify d20+5. Duration 1 Round.
Radioactive Rounds II	7000	+30% Chemical damage vs armor or HPs. Willpower: Nullify d20+5. Duration 2 Round.
Radioactive Rounds III	8000	+40% Chemical damage vs armor or HPs. Willpower: Nullify d20+10. Duration 2 Round.
Shredder Rounds I	4500	+20% Weapon damage vs HPs of organic targets.
Shredder Rounds II	5500	+40% Weapon damage vs HPs of organic targets.
Shredder Rounds III	6500	+60% Weapon damage vs HPs of organic targets.

Ammo Upgrade	Cost	Benefit
Tungsten Rounds I	4000	+20% Weapon damage vs armor, or HPs of synthetic targets.
Tungsten Rounds II	5000	+40% Weapon damage vs armor, or HPs of synthetic targets.
Tungsten Rounds III	6000	+60% Weapon damage vs armor, or HPs of synthetic targets.
Warp Rounds I	4000	+20% Biotic damage vs biotic barriers, or HPs on targets currently under the effect of a biotic power.
Warp Rounds II	5000	+40% Biotic damage vs biotic barriers, or HPs on targets currently under the effect of a biotic power.
Warp Rounds III	6000	+60% Biotic damage vs biotic barriers, or HPs on targets currently under the effect of a biotic power.

AMMO UPGRADE MODULES

All upgrade modules require installation via an omni-tool. Another PC or NPC may use their omni-tool to calibrate the upgrade and load it into the character's weapon.

Ammo upgrades can only be installed in weapon ammo upgrade slots. You cannot have more than one ammo upgrade installed at any time.

Damage Example - Pistol I/Shredder Rounds I: Does 3d6 Dmg. Once a target's shields, barriers, and armor are gone, this ammo deals an additional +20% when damage is rolled. For example if you rolled 12 damage you would add +2 Dmg from this ammo. (+20% rounded down, min 1).

Cryo Rounds – Cooling lasers collapse ammunition into small Bose-Einstein condensate - a mass of super-cooled subatomic particles - capable of snap-freezing impacted objects.

SNAP FREEZE (Condition Hazard)

A target considered snap frozen can only preform one move action per round while suffering this condition. A Treat Injury skill check can remove the condition before the normal duration runs out.

Disruptor Rounds – This ammunition is empowered by an electric field that causes additional damage to shields. The ammo also deals increased damage to synthetic enemies and adds a chance to temporarily disable them.

DISABLE TECH (Condition Hazard)

Synthetics or mechs hit by these rounds may suffer a disabling effect overloading their system and preventing them from acting for a short period of time. A Mechanics skill check can remove the condition before the normal duration runs out. A disabled synthetic can take no action and gains no bonus to his REF Defense.

High Explosive Rounds – Designed to detonate on impact, high explosive rounds have one major drawback: a massive increase in weapon overheating. Each shot fire with High Explosive Rounds uses up additional thermal clip capacity as indicated on the table.

BLAST (X)

A weapon with Blast (X) power explodes on impact causing those within the radius of the blast, as indicated by the number in parathases, to possibly be struck by shrapnel. If you hit your target you then make a single

attack roll and compare the result to the Reflex Defense of every other target in the grenade's burst radius. Creatures you hit take half damage, and creatures you miss take no damage. A target with the Evasion feat takes no damage from a successful attack.

Inferno Rounds – Inferno rounds are incredibly powerful rounds that can melt or burn through virtually all known substances. This damages enemies and weakens their accuracy.

FIRE (Condition Hazard)

A creature or character that takes fire damage also catches on fire. For each round that a creature is on fire, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds the target takes 1d6 points of fire damage; if the attack fails, the target takes only half damage. A character can put out the flames as a full-round action.

Polonium Rounds – This upgrade stamps a minuscule amount of radioactive polonium into every round fired, effectively poisoning enemy targets. The round has to deal damage to the target's HP, otherwise the additional effect is lost. These rounds are illegal in Citadel Space.

SICKENED (Condition Hazard)

A target sickened by Polonium Rounds moves one step down the condition track. A Treat Injury skill check can remove the condition before the normal duration runs out.

Radioactive Rounds – These rounds are stamped with a minuscule amount of radioactive

material, inducing low levels of radiation sickness in targets. This sickness makes it more difficult for biotic or tech abilities to be deployed. These rounds are illegal in Citadel Space.

NULLIFY (Condition Hazard)

Targets hit by Radioative Rounds in their armor or body suffer a sickeness that works to nullify biotic or tech powers. The target can not use any power while suffering this effect. A Treat Injury skill check can remove the condition before the normal duration runs out.

Shredder Rounds – Designed to shear apart on impact for maximum damage, these rounds are particularly effective against living targets. They have no effect against synthetic or mechanical targets. The damage bonus from this ammo upgrade is only applied to damaged dealt to an organic target's hit point total.

Tungsten Rounds – This type of ammunition is derived from tungsten. This extremely dense, heavy metal is about 1.7 times heavier than lead, and far more difficult to deform than steel. It is excellent for use in armor-piercing type ammunition. Because of tungsten's great properties and strength, it is very useful for piercing deep into synthetic, metallic targets.

Warp Rounds – This ammunition is surrounded in an unstable mass effect field. It can rip through biotic barriers and greatly affect those who are under the effects of other biotic powers.

RANGED WEAPON UPGRADES

Table 6-13. Ranged Weapon Upgrades: Generic

Weapon Upgrade	Cost	Benefit
Barrel Extension I	3000	Increased weapon damage, +1 Damage
Barrel Extension II	4000	Increased weapon damage, +2 Damage
Barrel Extension III	5000	Increased weapon damage, +3 Damage
Barrel Extension IV	6000	Increased weapon damage, +4 Damage
Barrel Extension V	7000	Increased weapon damage, +5 Damage
Combat Optics I	3000	Increases accuracy, +1 Attack
Combat Optics II	4000	Increases accuracy, +2 Attack
Combat Optics III	5000	Increases accuracy, +3 Attack
Combat Optics IV	6000	Increases accuracy, +4 Attack
Combat Optics V	7000	Increases accuracy, +5 Attack
Improved Sighting I	3000	Reduce Total Concealment Penalty to -4
Improved Sighting II	4000	Reduce Total Concealment Penalty to -3, Reduce Concealment to -1
Improved Sighting III	5000	Reduce Total Concealment Penalty to -2, Reduce Concealment to -0
Precision Scope I	6000	Improve weapon range +50%
Precision Scope II	7000	Improve weapon range +50%, Penalties reduced by 1
Precision Scope III	8000	Improve weapon range +100%
Precision Scope IV	9000	Improve weapon range +100%, Penalties reduced by 1
Precision Scope V	10000	Improved weapon range +100%, Penalties reduced by 2
Thermal Clip Extension I	4000	Increase thermal clip capacity (See Below)
Thermal Clip Extension II	5000	Increase thermal clip capacity (See Below)
Thermal Clip Extension III	6000	Increase thermal clip capacity (See Below)
Thermal Clip Extension IV	7000	Increase thermal clip capacity (See Below)
Thermal Clip Extension V	8000	Increase thermal clip capacity (See Below)
Weapon Type Specific	Special	See next section for weapon type specific upgrades

WEAPON UPGRADE MODULES

All upgrade modules require installation via an omni-tool. Another PC or NPC may use their omni-tool to calibrate the upgrade and load it into the character's weapon. Weapon upgrades can only be installed in weapon upgrade slots. Some upgrades, marked special, can only be installed in certain types of weapons.

Turian Phaeston Assault Rifle on a Work Bench

Barrel Extension I-V – Barrel extensions either lengthen or widen the barrel of a weapon. This allows for greater bullet velocity an impact. A wider barrel means wider projectiles, which in turn cause more trauma on impact. They are ballistically optimized to remain penetrative power.

Sniper Rifle Barrel Extention IV

Combat Optics I-V – An advanced VI package maximizes effectiveness of combat radar while increasing maximum accuracy.
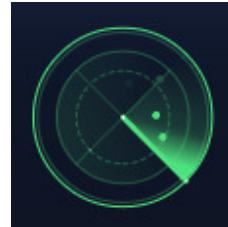
Combat Optics I

Improved Sighting I-III – Thermal scanning upgrades to sights and scopes provides the means to see through smoke to detect foes within as well as cloaked targets reducing concealment penalties.

Improved Sighting Module

Precision Scope I-V – Simple optical scopes can enhance stability while zoomed. They increase accuracy while firing at greater ranges making targeting easier and reducing penalties for shooting down range.

Assault Rifle Scope III

Thermal Clip Capacity I-V – Add sockets that increases heat conductivity of the thermal clip receiver to raise thermal clip capacity, increasing the number of shots a weapon can fire before the clip overheats. Each weapon receives a different bonus based on the chart below.

Type	I	II	III	IV	V
Pistol	1	2	3	4	5
SMG	2	3	5	8	12
Rifle	2	4	6	8	10
Shotgun	N/A	N/A	1	2	3
Sniper	N/A	N/A	N/A	1	2

Table 6-14: Thermal Clip Capacity

Thermal Clips

Table 6-15. Ranged Weapon Upgrades: Type Specific

Weapon Upgrade	Cost	Weapon Type	Benefit
Laser Dot Sight	4000	Pistol	Reduces range penalties by 1.
Sabot Jacketing	4000	Pistol	Provides +50% damage vs armor.
Smart Targeting	5000	Pistol	Weapon does critical on a natural 19-20.
Titan Pulsar	5000	Pistol	Provides +10% damage.
Heat Sink	6000	SMG	Weapon uses no thermal clip capacity on 15-20.
Microfield Pulsar	6000	SMG	Provides +10% damage.
Phasic Jacketing	4000	SMG	Provides +50% damage vs shields and biotic barriers but suffers a -50% vs armor.
Ultralight Material	4000	SMG	Reduce SMG weight by 25%.
Kinetic Pulsar	4000	Assault	Provides +10% damage.
Recoil Damper	4000	Assault	Autofire attacks made at -3 instead of -5.
Targeting VI	5000	Assault	Grants the wielder the Burst Fire feat.
Tungsten Jacket	5000	Assault	Provides +25% damage vs shields, barriers and armor.
Blade Attachment	4000	Shotgun	Provides melee attachment (see melee weapon for stats).
Microphasic Pulse	4000	Shotgun	Provides +50% damage vs shields and barriers.
Smart Choke	6000	Shotgun	Reduces range penalties by 1.
Synchronized Pulsar	6000	Shotgun	Provides +10% damage.
Combat Scanner	6000	Sniper	Weapon does critical damage on a natural 19-20.
Concentration Mod	4000	Sniper	Reduces range penalties by 2.
Scram Pulsar	6000	Sniper	Provides +10% damage.
Tungsten Sabot Jacket	4000	Sniper	Provides +50% damage vs armor.

PISTOL ONLY WEAPON MODS

Laser Dot Sight (Pistol) – With the addition of a red laser dot sight to the top of a heavy pistol the range penalties can be reduced. This sight provides pin point accuracy even at greater ranges.

Laser Dot Sight

Sabot Jacketing (Pistol) – Increasing the tungsten content of slugs and recalibrating the weapon's computer improves penetration of heavily armored targets.

Sabot Jacketing

Smart Targeting (Pistol) – Normandy's scientists have prototyped a modification to the traditional smart-targeting module commonly incorporated into high-end weaponry. While this technology is commonly used to compensate for wind and recoil, it was adapted to slightly deflect rounds to strike a more vital part of an enemy

Smart Targeting

Titan Pular (Pistol) – This upgrade improves a weapon's mass effect field generator, increasing the mass and acceleration of each slug fired.
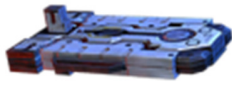

Titan Pulsar

SMG ONLY WEAPON MODS

Heat Sink (SMG) – More efficient heat-sink materials improve the absorption and dissipation heat. Allows for smaller, easier-to-carry heat sinks. On any natural roll of a 15 to 20 the thermal clip dissipates the heat and the shot is not counted against capacity.

SMG Heat Sink

Microfield Pulsar (SMG) – This upgrade improves a weapon's mass effect field generator, increasing velocity of each slug fired.

Microfield Pulsar

Phasic Jacketing (SMG) – A module in the mass effect field generator creates a phasic encelope around each

slug before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in superior penetration. Shots now do +50% damage against shields and barriers, but only -50% against armor.

Phasic Jacketing

Ultralight Material (SMG) – Superior lightweight alloys replace weapon parts, making weapon less obtrusive and easier to handle.
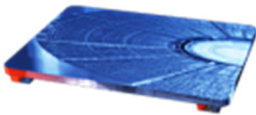
Ultralight Materials

ASSAULT RIFLE ONLY WEAPON MODS

Kinetic Pulsar (Assault Rifle) – This upgrade strengthens a weapon's mass effect field generator, increasing the velocity of each slug fired.

Kinetic Pulsar

Recoil Damper (Assault Rifle) – Distributes recoil with sliding system of counterweights compatible with kinetic coil generators. Reduces weapon kickback. When using the Autofire option to target a 2x2 square the penalty is only -3 instead of -5.

Recoil Damper

Targeting VI (Assault Rifle) – A smart targeting module calculates and compensates for minute barrel movements, weather, and the environment. Firing on a target in a howling gale feels the same as it does on a calm day on a practice range. Smart targeting does not mean the bullet will automatically find the mark every time the trigger is pulled; it only makes it easier for the marksman to aim.

BURST FIRE FEAT

When using a ranged weapon with autofire capability in autofire mode, you may fire a short burst as a single attack against a single target. You take a -5 penalty on the attack roll but deal +2 dice of damage. For example, a weapon that deals 3d10 points of damage deals 5d10 points of damage instead. If a character chooses to use the Burst Fire Feat, it replaces any other extra damage provided by the Deadeye or Rapid Shot feat.

Special: Firing a burst expends five shots and can only be done if the weapon has at least five shots remaining.

Trageting VI

Tungsten Jacket (Assault Rifle) – The slugs' tungsten content is increased, and the weapon's computer is recalibrated, improving penetration of heavily armored targets. A phasic envelope surrounds each slug before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in better penetration.

Tungsten Jacket

SHOTGUN ONLY WEAPON MODS

Blade Attachment (Shogtun) – This short blade attaches to the barrel of a shotgun allowing for quick melee attacks. See Melee Weapon section for stats.

Blade Attachment

Microphasic Pulse (Shotgun) – With the addition of a phasic module to the mass effect field generator, each slug is encased in a phasic envelope before it is fired at a target. This disrupts any mass effect field protecting the target, resulting in superior penetration.

Microphasic Pulse

Smart Choke (Shotgun) – Servo motors hooked up to adjustable system tighten or loosen pellet spread for maximum accuracy at greater ranges.

Smart Choke

Synchronized Pulsar (Shotgun) – This upgrade improves the weapon's mass effect field generator, increasing the mass and acceleration of each round fired.

Synchronized Pulsar

SNIPER RIFLE ONLY WEAPON MODS

Combat Scanner (Sniper Rifle) –This prototype modification to the traditional smart-targeting module is more commonly incorporated into high-end weaponry. While this technology is normally used to compensate for wind and recoil, it was adapted to slightly deflect rounds to strike a more vital part of an enemy.

Combat Scanner

Concentration Module (Sniper Rifle) – Capacitor boosts kinetic coil generators increasing shot accuracty at greater ranges.

Concentration Module

Scram Pulsar (Sniper Rifle) — This upgrade improves the mass effect field generator, increasing the mass and acceleration of each slug fired.

Scram Pulsar

Tungsten Sabot Jacket (Sniper Rifle) — Increasing the tungsten content of slugs and recalibrating the weapon's computer greatly improves penetration against heavily armored targets.

Tungsten Sabot Jacket

HEAVY WEAPONS

HEAVY WEAPONS

Table 6-16. Heavy Weapons

Weapon	Cost	Damage	RoF	Ammo Cap	Range	Wt.	Effect
ML-77 Missile Launcher	25000	5d6+5	S	1	20/40/100/200	20	Blast (2), Reload Standard Action
M-100 Grenade Launcher	25000	As Grenade	S	1	8/16/20/24	10	Reload Standard Action
M-451 Firestorm	30000	6d4	A	50	5/10/-/-	8	Fire d20+10
M-560 Hydra	35000	5d6+5	S	2	20/40/100/200	18	Blast (1), x1.5 Dmg vs Shields & Armor
M-490 Blackstorm	45000	2d6	S	1	10/20/40/60	12	Singularty d20+5
M-622 Avalanche	50000	3d6	A	10	10/20/30/40	15	Snap Freeze d20+5
M-920 Cain	65000	5d6	S	1	10/20/50/100	24	Fire, x2 Dmg vs Armor
Arc Projector	75000	3d8	S	2	8/12/16/20	7	Blast (2), Sabotage d20+5, Disable Tech d20+5, x2 Dmg vs Shields/Synthetics
Geth Spitfire	100000	4d6+4	A	100	20/40/100/200	16	1 Ammo Upgrade Slot

Heavy Weapon proficiency is granted by taking the exotic weapon proficiency feat with a specific heavy weapon, such as Exotic Weapon (Firestorm). If you wield a weapon with which you are not proficient, you take a -5 penalty to your attack rolls.

Reloading a heavy weapon is a full round action.

HEAVY WEAPONS

ML-77 Missile Launcher – Rapid-fire missile launcher with seeking projectiles. Effective against armor, shields, and biotic barriers. Missile launchers are surfacing with increasing frequency among the Terminus Systems mercenary bands, but their origin is unknown. Each projectile features a friend-or-foe recognition system, ensuring it will find a hostile target - though not necessarily the one in the crosshairs. In urban situations, it is useful for taking out snipers and other entrenched enemies, so it is popular with the Blue Suns mercenary band. It is nearly impossible to duplicate, as it uses Fabrication Rights Management (FRM) technology.

ML-77 Missile Launcher

M-100 Greande Launcher – Rapid-fire grenade launcher favored by the Blood Pack vorcha mercenaries. Capable of taking down multiple enemies with a single well-placed shot. Effective against armor, shields, and biotic barriers.

M-100 Grenade Launcher

M-451 Firestorm – Short-ranged, the Firestorm suppresses the regenerative capabilities of vorcha and krogan. Effective against armor, shields, and biotic barriers. Those caught in the blast of the Firestorm may be set on fire.

M-451 Firestorm

M-560 Hydra – Before the introduction of the M-560 Hydra, missile launchers either focused on bringing down a single armoured target or simultaneously neutralizing multiple unarmored opponents. With the Hydra, a soldier no longer needs to choose between the two. The Hydra releases a barrage of miniature missiles, each guided by an independent homing system that seeks out exposed enemies. On impact, three shaped charges per missile explode in sequence. The first overloads the target's kinetic barriers before the second

destroys its armor, clearing a path for the third warhead to detonate inside the target.

M-560 Hydra

M-490 Blackstorm – The Blackstorm, colloquially called the "black hole gun" encases a few particles of matter within a high-powered mass-increasing field, elevating them to near-infinite mass. This creates a gravitational singularity that draws nearby enemies and objects inward for a short time. The rapidly-increasing gravity near the singularity's event horizon rips objects apart. The mass effect field soon destabilizes and returns to normal mass, with explosive results.

This creates a Singularty as the Biotic power in addition to the effects anyone caught in the Singularty suffers 2d6 damage each round they are trapped.

M-490 Blackstorm

M-622 Avalanche – Cryo Round technology is used to modify standard weapon slugs. A cooling laser collapses the ammunition into Bose-Einstein condensate, a mass of super-cooled subatomic particles capable of snap-freezing impacted objects. Normandy's scientists have found a way to apply this technology on a large scale: by generating a mass effect containment "bubble", this proof-of-concept large weapon technology is effective

against armor, shields, and biotic barriers. It is nicknamed the "Cryo-Blaster". Anyone caught in the blast may be Snap Frozen.

M-622 Avalanche

M-920 Cain – The effectiveness and efficiency of mass-effect-based weapon technology has rendered large-scale deployment of highly explosive weaponry all but obsolete in infantry weapons. Alliance scientists have prototyped a modified version of traditional high-explosive rounds that is applied to a 25-gram slug. When accelerated to 5 km/s, the round is devastating. Though a technically inaccurate label, this prototype weapon is nicknamed the "Nuke Launcher," and its high-explosive matrix generates an archetypical mushroom cloud on impact. It inflicts high damage with large area of effect. Very effective against armor, shields, and barriers. Those hit may be set on fire.

M-920 Cain

Arc Projector – The Arc Projector ionizes targets with a nonvisible laser to ready them for a high-voltage electrical attack. As the lightning-like bolt hits its first target, a sophisticated auto-targeting system paints succeeding targets with the ionization laser, allowing the electricity to take the path of least resistance and arc between them. An entire enemy strike team can be shocked to death with a few pulls of the trigger.

This weapon may cause Disable Tech, and Sabotage to all caught in the blast area. Roll using d20+5 to determine the results.

Arc Projector

Geth Spitfire – The Geth Spitfire has a rotary barrel, very similar to the modern-day mini-gun. It can deal a great amount of damage in short, controlled bursts. This is the only heavy weapon that can have an ammo upgrade applied to it.

Geth Spitfire

Table 6-17. Heavy Weapon Upgrades

Heavy Weapon Upgrade	Heavy Weapon	Cost	Benefit
Ammo Extension G I	Grenade Launcher	10000	Increases ammo limit by +1
Ammo Extension G II	Grenade Launcher	15000	Increases ammo limit by +2
Ammo Extension M I	Missile Launcher	10000	Increases ammo limit by +1
Ammo Extension M II	Missile Launcher	15000	Increases ammo limit by +2
Microfusion Array I	Firestorm, Arc Projector, Avalanche	15000	Increases ammo limit by x1.5
Microfusion Array II	Firestorm, Arc Projector, Avalanche	20000	Increased ammo limit by x2

HEAVY WEAPON UPGRADE MODULES

All upgrade modules require installation via an omni-tool. Another PC or NPC may use their omni-tool to calibrate the upgrade and load it into the character's armor.

Heavy Weapon upgrades can only be installed on certain types of heavy weapons. Each Heavy Weapon may only have one upgrade applied to it.

Ammo Extension– This upgrades the number of missiles or grenades that a heavy weapon may have loaded and ready to fire at a time by the indicated amount.

Microfusuion Array – The power cell technology used by heavy weapons is fairly old, but can be improved by rebuilding the core with more modern components. These improvements allow standard power cells to yield more shots per power cell and allow for more total shots to be fired.
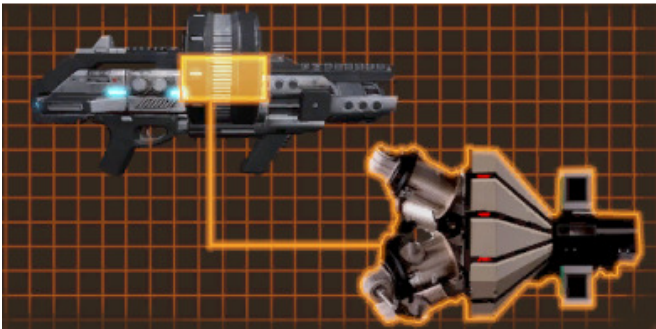
Heavy Weapon Microfusion Array

GRENADES

Table 6-18. Grenades

Grenade	Cost	Damage	Range	Weight	Blast Radius (Squares)	Effect
Cryo Grenade	1000	3d6	4/8/10/12	1	1	Fortitude: Snap Freeze d20+5. Duration 2 Round.
Frag Grenade	250	4d6	4/8/10/12	.5	2	None
Inferno Grenade	1000	3d6	4/8/10/12	1	1	Fortitude: Catch Fire d20+5.
Lift Grenade	1200	None	4/8/10/12	.5	2	Willpower: Displaced d20 +5.
Polonium Grenade	1500	3d6	4/8/10/12	.5	1	Fortitude: Sickened d20+5. Duration 2 Round.
Smoke Grenade	200	None	4/8/10/12	.5	2	Concealment: -2 penalties to attack

GRENADES

Grenades are hand-tossed explosive charges, useful against organic and synthetic targets. The Systems Alliance uses the Mark 14 grenade, designed with retractable stabilizing fins. If the fins are extended, the grenade can be tossed like a discus, and glides long distances. With the fins retracted, the grenade can be lobbed over walls and other obstacles.

Most grenades can adhere to flat surfaces and have a 10-second fuse, allowing them to be used as makeshift shaped-charge mines or booby-traps. They can be triggered to detonate before their fuse runs out by a signal from any military hardsuit's built-in communications gear.

Explosive Device

Cryo Grenade - Cryo-upgraded grenades contain a small Bose-Einstein condensate, a mass of super-cooled subatomic particles. When detonated, they are capable of snap-freezing nearby targets.

SNAP FREEZE (Condition Hazard)

A target considered snap frozen can only preform one move action per round while suffering this condition. A Treat Injury skill check can remove the condition before the normal duration runs out.

Cryo Grenade

Frag Grenade – Frag Grenades are modified to maximize their blast radius and impact. They are particularly useful for blowing lightly-armored enemies,

like Geth Troopers, out from cover; they also act as crowd control for large groups of enemies.

Inferno Grenade – Infernor or Incendiary Grenades release a thermal paste on detonation that clings to - and burns through - virtually all known substances.

FIRE (Condition Hazard)

A creature or character that takes fire damage also catches on fire. For each round that a creature is on fire, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds the target takes 1d6 points of fire damage; if the attack fails, the target takes only half damage. A character can put out the flames as a full-round action.

Inferno Grenade

Lift Grenades – These biotic grenades lift and toss tightly packed groups of enemies. While they do no direct damage to those caught in the blast being tossed about has its own obvious hindrances.

DISPLACED (Condition Hazard)

A creature displaced is knocked out of position as if hit by a Kinnetic Biotic power. They are thrown directly away from the center of the blast (or straight up if they are at the site of impact) a number of square equal to

1d8. When a creature, mech, object, or vehicle is displaced, make an attack roll (1d20+5) against its Willpower Defense. If the attack succeeds, the subject takes 1d6 points of damage for every 3 meters displaced. If the attack fails, the subject only takes half damage. A displaced character or mech also lands prone.

Polonium Grenade - Polonium Grenades contain a small amount of radioactive polonium that is dispersed on detonation. Targets caught in the blast experience varying degrees of radiation poisoning.

SICKENED (Condition Hazard)

A target sickened by Polonium Rounds moves one step down the condition track. A Treat Injury skill check can remove the condition before the normal duration runs out.

Polonium Grenade

Smoke Grenades - Smoke grenades are used to provide cover and designate landing zones and extraction points when radar isn't accessible. A bank of smoke appears across the blast radius making it difficult or to see through it granting concealment.

OMNI-TOOLS

BASE OMNI-TOOL

Table 6-19. Base Omni-Tools

Omni-Tool	Cost	Shield bonus	Tech cool down bonus	Use Computer bonus	Software Packages	Upgrade Slots
Omni-Tool I	2000	0	0	0	6	0
Omni-Tool II	3000	5 SP	0	+1	8	0
Omni-Tool III	5000	5 SP	-1 round	+1	10	1
Omni-Tool IV	6000	5 SP	-1 round	+2	12	1
Omni-Tool V	8000	5 SP	-2 rounds	+2	14	2
Omni-Tool VI	9000	5 SP	-2 rounds	+3	16	2
Omni-Tool VII	11000	10 SP	-3 rounds	+3	20	3

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, or repair.

When equipped, an omni-tool appears over a person's left hand and forearm as an orange hologram. An omni-tool can be reconfigured to appear over the right hand for a left-handed user, but this appears to be rare.

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.

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.

All omni-tools have access to the Galactic Extranet.
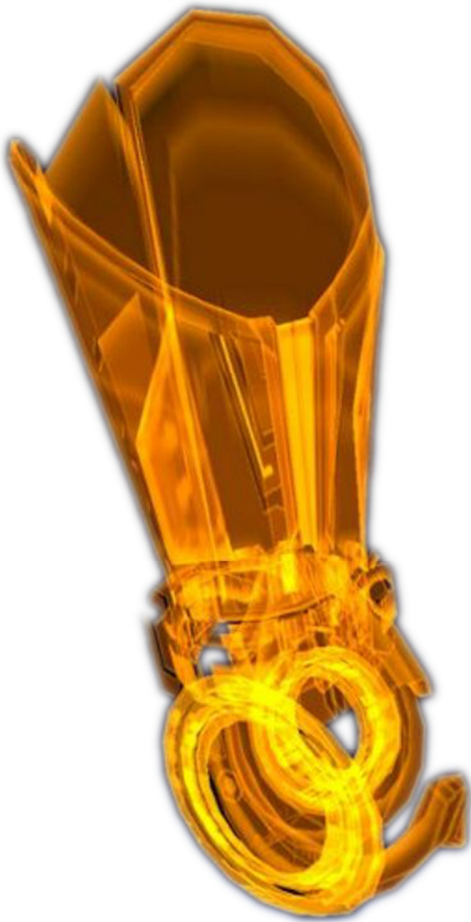
STANDARD OMNI-TOOL SOFTWARE

Each omni-tool contains a standard set of modules and software for various utility functions.

Basic Decryption Module – This software allows omni-tool users to use their decryption skill against encrypted items.

Basic Hacking Module – This software allows omni-tool users to use their hacking skill against technology-based items.

Basic Navigation Module – This software allows omni-tool users to access both terrestrial and star maps. It comes preloaded with many star charts and planet maps.

Basic Repair Module – This software allows omni-tool users to perform basic repairs to weapons, armor, and equipment. This does not allow for repair of spacecraft.

Fabrication Module – This software allows omni-tool users to rapidly assemble small 3d objects from common, reusable industrial plastics, ceramics, and light alloys. Used for field repairs and modifications to most standard items. It also allows for the application of Omni-Gel to repair armor and weapons.

Field Analyzer and Functional Adjustment Module – This allows omni-tool users to analyze weapons and armor from a distance and perform remote adjustments to equipment

Flashlight – This is a built-in flashlight.

Medical Software Package – This software package allows you to activate first aid medi-gel in armor, including your own as well as ally's for which you've been granted access to if you have the Tech Power.

Pop-Up Holographic Screen – This allows the omni-tool user to access the Galactic Extranet for listening and watching media.

Reclamation Module –This module allows the Moni-Tool to break down materials, namely weaposn and armor, into moclecular components to make Omni-Gel.

Solitaire – This software allows the omni-tool user to play solitaire.

Universal Translator – This software allows omni-tool users to translate any known language to their native language.

OPTIONAL OMNI-TOOL SOFTWARE

Alliance Corsair – This game can be installed on your omni-tool. In this game, you are a privateer working for the alliance. The battles are very realistic. (See Alliance Corsair organization entry for details)

Galaxy of Fantasy – This is an online multiplayer role playing game with over 11 billion players. The game is based on Turian mythology. This is too large to install on standard omni-tools, so it requires a terminal for installation. Your omni-tool can be used as the game's controller.

Grim Terminus Alliance – This game allows you to capture and beat slaves. It is highly controversial and many complaints have been filed.

Third Coil – An extranet game that's often in the news, but few people play it.

Skyllian-Five – Skyllian-Five is a card game similar to poker.

OMNI-TOOL UPGRADES

Table 6-20. Omni-Tool Upgrades

Omni-Tool Upgrade	Cost	Benefit
Advanced Cipher I	3000	+3 equipment bonus with Use Computer skill check for decryption
Advanced Cipher II	4000	+4 equipment bonus with Use Computer skill check for decryption
Advanced Cipher III	5000	+5 equipment bonus with Use Computer skill check for decryption
Advanced Medical Interface	2500	+5 equipment bonus with Treat Injury
Advanced Systems Hacking I	3000	+3 equipment bonus with Use Computer skill check for hacking
Advanced Systems Hacking II	5000	+4 equipment bonus with Use Computer skill check for hacking
Advanced Systems Hacking II	7000	+5 equipment bonus with Use Computer skill check for hacking
Combat Sensor I	9000	Detects organics and synthetics within 10 sq, DC 5 + Enemy's Use Tech Skill vs Jamming
Combat Sensor II	10000	Detects organics and synthetics within 20 sq, DC 10 + Enemy's Use Tech Skill vs Jamming
Combat Sensor III	11000	Detects organics and synthetics within 30 sq, DC 15 + Enemy's Use Tech Skill vs Jamming
Computer Systems Interface I	3000	Gains Use Computer equipment bonus of +1
Computer Systems Interface II	4000	Gains Use Computer equipment bonus of +2
Computer Systems Interface III	5000	Gains Use Computer equipment bonus of +3
Electrical Surge I	12000	Free Action Point Given
Power Blade Upgrade	3000	Melee Attachment, See Melee Weapon Section
Power Surge I	10000	Free Action Point Given (Power)
Shield Battery Extension I	2000	+5 SP
Shield Battery Extension II	3500	+ 10 SP
Shield Battery Extension III	5000	+15 SP
Shield Regen Optimization I	3000	Increase shield regeneration rate to 50%
Shield Regen Optimization II	4500	Increase shield regeneration rate to 75%
Shield Regen Optimization III	6000	Increase shield regeneration rate by 100%
Software Expansion Mod I	1000	Increases the number of software package by +10 slots

OMNI-TOOL UPGRADE MODULES

Advanced Cipher – This upgrade provides additional processors and optimizations to aid with encryption and decryption algorithms and processing.

Advanced Cipher Mod

Advanaced Medical Interface – This upgrade assists in applying medi-gel and treating injuries by offering advanaced diagonstics and treatment options.

Advanced Systems Hacking – This upgrade provides additional processors and optimizations to aid with hacking into computer systems and networks.

Combat Sensor – This allows the omni-tool user to scan the local area to provide a localized map with friend/foe tagging capability. The sensors are vulnerable to sensor jamming technology.

Computer Systems Interface – This upgrade provides additional processors and optimizations to aid with interacting with computer systems.

Electrical Surge – Omni-Tools equipped with electrical surge modules gives the operator an addition energy surge available once per encounter.

Omni-Tool Power Blade Upgrade – This upgrade for the omni-tool allows a user to create a kinetic blade that can be used in melee.

Omni Tool Power Blade

Power Surge – Omni-Tools equipped with power surge modules gives the operator an addition energy surge available once per encounter. A Power Surge upgrade can only be allocated to a single tech power per installation.
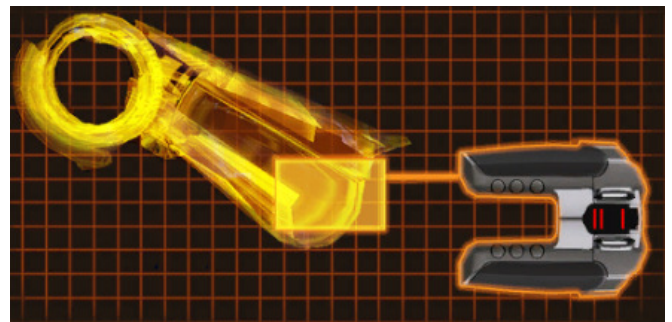
Power Surge Mod

Shield Battery Extension – This upgrade provides additional shielding to increase overall shield protection.

Shield Regeneration Optimization– The shield regeneration optimization software provides additional computing power to optimization power output and regenerate shields during combat.

Shield Regeneration Optimization Mod

BIOTIC AMPLIFIERS

BASE BIOTIC AMPLIFIERS

Table 6-21. Biotic Amps

Biotic Amp	Cost	Biotic Damage Bonus	Biotic Effect Duration Bonus	Biotic Cool Down Bonus	Upgrade Slots
Solaris Amp	7000	-	+1 Round	-1 Round	1 Slot
Prodigy	8000	-	+1d4 Rounds	-2 Rounds	1 Slot
Gemini	9000	+1 Damage	-	-2 Rounds	2 Slots
Polaris	9000	-	+1d4+1 Rounds	-1 Round	1 Slot
Savant	10000	+1d6 Dmage	+1d6 Rounds	-3 Rounds	2 Slots
Unity Amp	10000	+2 Dmg	+2 Rounds	-2 Rounds	2 Slots
HMBA I	12000	+3 Dmg	+3 Rounds	-3 Rounds	3 Slots
HMBA II	14000	+5 Dmg	+4 Rounds	- 3 Rounds	3 Slots
HMBA III	16000	+7 Dmg	-	-4 Rounds	3 Slots

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain. Bio-amps allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use. Amplifiers can improve a specific discipline or power.

Biotic Amplifiers are often called "Bio-Amps" or "Biotic-Amps."

BUILDING YOUR BIOTIC AMP

You may purchase a basic amp and upgrade it, if there are available upgrade slots.

1. Select the biotic amp base
2. Optionally, add upgrades if available upgrade slots

Biotic Damage Bonus is an additional amount of damage any Biotic power you use provides that does damage to an enemy.

Biotic Effect Duration Bonus increases the time that any of your Biotic powers remains active.

Biotic Cool Down bonus reduces the time it takes for all biotic powers to refresh before you can use them again.

Upgrade slots is how many upgrades the Amp can have applied to it.

Element Zero

BIOTIC AMPLIFIER UPGRADES

Table 6-22. Biotic Amp Upgrades

Bio-Amp Upgrade	Cost	Benefit
Biotic Action I	12000	Free Action Point Given
Biotic Booster I	3000	Provides a +1 Gear Bonus to Use Biotic Skill Checks
Biotic Booster II	4000	Provides a +2 Gear Bonus to Use Biotic Skill Checks
Biotic Booster III	5000	Provides a +3 Gear Bonus to Use Biotic Skill Checks
Biotic Stim I	6000	Improve Cool down by 1 (Min 1)
Biotic Stim II	7000	Improve Cool down by 2 (Min 1)
Biotic Stim III	8000	Improve Cool down by 3 (Min 1)
Power Action I	10000	Free Action Point Given (Power)
Power Booster I	7000	Improves Biotic Range by +3 Squares
Power Booster II	8000	Improves Biotic Range by +5 Squares
Power Booster III	9000	Improves Biotic Range by +8 Squares
Power Stim I	15000	Allows +1 Target within 1 Square of pimary target to be affected by power
Power Stim II	20000	Allows +1 Target within 2 Squares of pimary target to be affected by power
Power Stim III	25000	Allows +2 Target within 2 Squares of pimary target to be affected by power

AMP UPGRADE MODULES

All upgrade modules require installation via an omni-tool. Another PC or NPC may use their omni-tool to calibrate the upgrade and load it into the character's Biotic Amp.

Biotic Action – Biotic Amplifiers equipped with action modules gives the operator an addition energy surge available once per encounter.
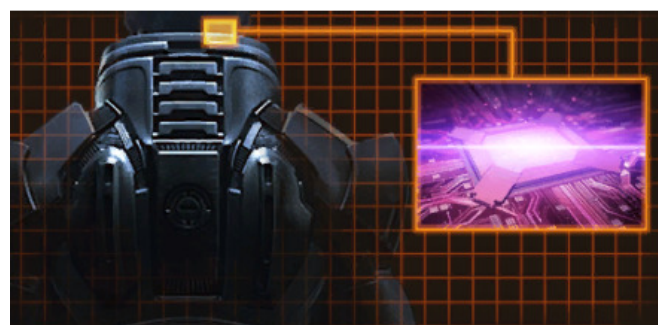
Biotic Action Mod

Biotic Booster – Biotic Amplifiers equipped with biotic booster modules releases targeted shots of element zero to increase power effects.
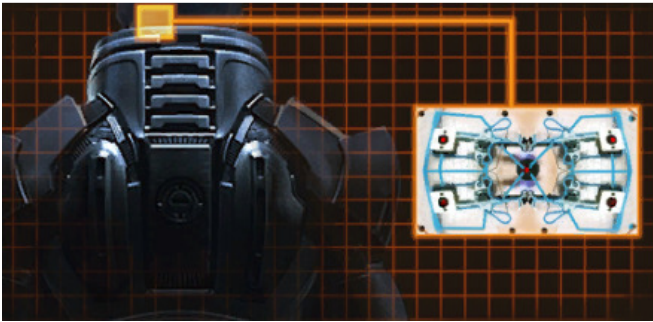
Biotic Booster Mod

Biotic Stimulant – Biotic Amplifiers equipped with stim packs releases targeted shots of adrenaline to speed up recovery and recharge times.

Power Action – Biotic Amplifiers equipped with action modules gives the operator an addition energy surge available once per encounter. A Power Action upgrade can only be allocated to a single biotic power per installation.

Power Booster – Biotic Amplifiers equipped with power booster modules releases targeted shots of element zero to increase power range.

Power Stimulant – Biotic Amplifiers equipped with stim packs releases targeted shots of eezo to widen the area of effect of target biotic powers.

Power Stimulant Mod

BIOTIC IMPLANTS

Table 6-23. Biotic Implants

Implant	Cost	Benefit
Biotic L1	50000	Adds Use Biotics as trained skill
Biotic L2	65000	Adds Use Biotics as trained skill, Add +1d6 to each Use Biotics roll, See L2 Flaws
Biotic L3	75000	Adds Use Biotics as trained skill, +3 to Use Biotics roll
Biotic L3-R	50000	Adds Use Biotics as trained skill, +3 to Use Biotics roll
Biotic L4	100000	Adds Use Biotics as trained skill , +5 to Use Biotics roll
Biotic L5X	80000	Adds Use Biotics as trained skill, +3 to Use Biotics Roll, +5 for two Biotic Powers (picked during implantation)
Biotic L5N	90000	Adds Use Biotics as trained skill, +5 for three Biotic Powers (picked during implantation)

An implant is surgically-embedded interface port into which amps are "plugged in". They are also known as 'wetware' because of their cybernetic nature. In humans, the implant is usually placed at the base of the skull for convenient access, though the user must be careful to keep it free of contaminants.

Implant ports can fit a variety of amps, and there is a growing market for modifications and add-ons. The finest quality implants and amps are manufactured by asari artisans, but the Alliance's L3 implants - first deployed in 2170 - are a significant step forward.

You can only have one Biotic Amp installed. Cool down timers may never be dropped below 1 Round. Amps that include a (Power) indicate a specific power of the user or designer of the Amp's choice.

If the character wishes to upgrade implants, they must choose a retrofit implant since the cost to remove and replace implants is significantly more expensive and surgery is more dangerous.

L1 IMPLANT

These biotics can manipulate small objects but aren't strong enough to be offensively viable, because the L1s were implanted after puberty.

Details: Adds Use Biotics as a trained skill.

Prerequisites: Biotic Feat

L2 IMPLANT

The L2 implants were first implemented in 2167. The results vary wildly - some L2s are hardly stronger than an L1, others are strong but unstable, while a few are powerful and stable, but suffer discomfort from their implants. L2s are all around the same age.

Details: Adds Use Biotics as a trained skill. Add +1d6 to each Use Biotics roll. A natural "1" roll on Use Biotics causes 1d8 HP damage and forces an Endurance check vs. Will. Failure immediately causes the user to drop into a coma for 1d4 days and gives a -5 to Use Biotics for 1d4 days after waking from the coma. The L2 implant requires the user to take a L2 Implant flaw at no benefit. It also opens all L2 Implant flaws that can be taken as desired.

Prerequisites: Biotic Feat

L3 IMPLANT

In 2170, the L3 implant was developed. L3 biotics are consistently stable with moderate ability; while their upper limit is less than an L2, L3s are safe from dangerous side effects. Because of the implementation date, most L3s are 25 or younger. Some are older, having been implanted later in life.

Details: Adds Use Biotics as a trained skill. The L3 Implant adds +3 to each Use Biotics roll.

Prerequisites: Biotic Feat

L3-R IMPLANT

Short for 'L3-retrofit', this is an L1 or L2 who has undergone extremely dangerous brain surgery to replace their implant with a newer model.

Details: Adds Use Biotics as a trained skill. The L3 Implant adds +3 to each Use Biotics roll. The L3-R Implant opens all L3-R Implant flaws up for use.

Prerequisites: Biotic Feat

L4 IMPLANT

A new implant used on the children in the Ascension Project; these implants use biotic amplifiers with inbuilt VI interfaces to allow for monitoring and improved performance. L4 implants give about a 10-15% increase in biotic ability in 90% of subjects, compared to L3s, with no currently known side effects.

Details: Adds Use Biotics as a trained skill. This implant adds +5 to each Use Biotics roll. The L4 Implant contains a VI interfaces that can be linked to a VI that adds additional benefits, which is based on the VI.

Prerequisites: Biotic Feat, character access to Implant.

L5X IMPLANT

One of the newest Implants that specifically targets various Biotic talents.

Details: Adds Use Biotics as a trained skill. This implant adds a general +3 to each Use Biotics Roll, however, it adds +5 for two Biotic Powers choosen during implantion.

Prerequisites: Biotic Feat, character access to Implant.

L5N IMPLANT

One of the newest Implants that specifically targets various Biotic talents.

Details: Adds Use Biotics as a trained skill. This implant adds a general +3 to each Use Biotics Roll, however, it adds +5 for three Biotic Powers choosen during implantion.

Prerequisites: Biotic Feat, character access to Implant.

GENERAL EQUIPMENT

Table 6-24. General Equipment

Item	Cost	Benefit
Binoculars	100	Increase range of vision
Holo-journal	200	Video journal in holograph format. Records journal entries.
Medi-Gel	250	Restores 1d4 hit points.
Medical Kit	2500	Grants a +2 Treat Injury Skill Bonus
Omni-Gel	500	Repairs Armor and Weapon, fixes other items as well
Shadow Cloak I	1500	Provides +5 circumstantial bonus to stealth
Shadow Cloak II	2500	Provides +10 circumstantial bonus to stealth
Universal Translator	500	Provides understanding of languages

BINOCULARS

A set of binoculars that increase range of vision.

HOLO-JOURNAL

An OSD that allows near unlimited text data storage.

MEDI-GEL

Medi-gel (medical gel) is a common medicinal salve used by paramedics, EMTs, and military personnel. It combines several useful applications: a local anesthetic, disinfectant, and clotting agent all in one. Once applied, the gel is designed to 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.

MEDICAL KIT

Medical kits carry a various tools and instruments that assist in treating wounds. They may also have holo vids that show proper techniques and skills.

OMNI-GEL

Omni-gel is a technological material that can be obtained by breaking down unwanted items, such as weapons, and armor. It is designed for use with omni-tools to do electronics or decryption work. Omni-gel can also be used to repair armor, weapon and vehicles though doing so requires the vehicle to be temporarily off-line. Light Armor and Weapons require 1 dose, Medium Armor 2 doses, and Heavy Armor 3 doses.

Omni-gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state. Being able to render non-essential armor and weapons into omni-gel allows them to remain useful while reducing weight.

Weapons, Light Armor and Medium Armor break down to make 1 Omni-Gel, while heavy armor breaks down to make 2 Omni-Gel. To successfully break down material into Omni-Gel you must have the Reclamator Module for your Omni-Toll and much make a Mechanics skill check at a DC 15 (this take 1 minute and can not be done during combat).

SHADOW CLOAK

A shadow cloak is a personal item that allows the user to blend into nearby environments without being seen.

UNIVERSAL TRANSLATOR

Nearly every citizen in the galaxy has some form of universal translator. While there is a common "trade"

language, many prefer to just use the universal translator. The universal translator may be purchased as a clip-on, ear piece, jewelry, headset, omni-tool software, or rarely implanted into the wearer's brain via surgery.

MISCELLANEOUS ITEMS

Fornax is a "titillating alien magazine" that can be found in various markets.

Serrice Ice Brandy is a relatively expensive drink.

Skyllian-Five is a card game similar to poker.

NEW SPECIAL MATERIALS

ELEMENT ZERO

Element zero (Atomic Number 0, Chemical Symbol Ez), also known as 'eezo', is a substance that, when subjected to an electrical current, releases dark energy which can be manipulated into a mass effect field, raising or lowering the mass of all objects within that field. A positive current increases mass, a negative current decreases it. This 'mass effect' is used in countless ways, from generating artificial gravity to manufacturing high-strength construction materials. It is most prominently used to enable faster-than-light space travel. When humans discovered the Prothean ruins on Mars, they also discovered refined element zero that the Protheans had left behind. It enabled research into FTL ship drives before the Charon Relay was discovered.

Eezo is generated when solid matter, such as a planet, is affected by the energy of a star going supernova. The material is common in the asteroid debris that orbits neutron stars and pulsars. These are dangerous places to mine, requiring extensive use of robotics, telepresence, and shielding to survive the intense radiation from the dead star. Only a few major corporations can afford the set-up costs required to work these primary sources. Some planets have small eezo deposits or coalesced

around a larger deposit during their formation. While these secondary sources are safer to mine, the yield from the ore is not as large. There are rumors that the Nemean Abyss has particularly rich eezo deposits.

Dust-form element zero is often released after engine accidents. It is used by many species to influence or strengthen the presence of biotics. If a child is exposed to dust-form element zero in utero, due to its mutagenic effects, there is a small chance they can develop eezo nodules throughout their nervous system that react to electrical stimuli from the brain. This allows them to use biotic abilities, but many exposures have no effect, or result in terminal cancer. There is some question about just how 'accidental' some of those initial exposures were, after the link between eezo and biotics was established.

Element zero forms the basis of many advanced medicines throughout Citadel space. The biotic drug 'red sand' allegedly has element zero as its base - according to urban legend, it was created by criminal triads on Mars from the eezo samples recovered there. The Normandy's massive Tantalus drive core cost 120 billion credits because of the amount of element zero needed to power the stealth system.

NARCOTICS

HALLEX

Hallex is a drug taken in pill form.

RED SAND

Red sand is a stimulant with biotic-enhancing properties. Its abuse is disproportionately high among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. Red sand was originally created by criminal triads on Mars from refined element zero, and may take its name from the planet. As eezo is also used

to create medicines, red sand's creation may have been a 'fortunate' lab mistake.

When taken nasally, red sand creates a brief but intense euphoria, and gives the user very short-term telekinetic biotic abilities. Side effects include red-tinting of the user's vision, discoloration of the teeth and longer-term withdrawal symptoms. Red sand is normally sold in small bags. The slang expression for using it is "dusting up" or being "sand-blasted".

On Illium, it is legal to sell red sand as long as the vendor has a permit.

STARSHIPS

FRIGATES

Small, fast ships used for patrolling and for screening larger vessels. On their own, frigates do not pack much of a punch, but when operating in "wolf-pack flotillas", they can often overwhelm larger vessels. In the human fleet, frigates are named after battles. An example of an Alliance Frigate is the SSV Normandy.

CRUISERS

Middle-weight combatants, faster than dreadnoughts, and more heavily-armed then frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas. In the human fleet, cruisers are named after cities. An example of an Alliance Cruiser is SSV New Delhi.

DREADNOUGHTS

Kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions. Treaties stipulate the amount of dreadnoughts a navy may own, with the turian peacekeeping fleet being allowed the most. An example of an Asari Dreadnought is the Destiny Ascension – flagship of the Citadel Council.

CARRIERS

Dreadnought-sized vessels that also carry a large amount of fighters.

SMALL MILITARY VESSELS

Smaller vessels are exclusively used in a support role to the warships during combat:

Fighters are one-man craft used to perform close-range attacks on enemy ships.

Interceptors are one-man craft optimized for destroying opposing fighters.

UT-47 Kodiak "Drop Shuttle" landing craft holds 12 soldiers in a cramped, uncomfortable cargo bay and two more in the cockpit. Officially named the Kodiak, the drop-shuttle is better known to Alliance marines as the "combat cockroach" due to its appearance and durability.

A-61 Mantis Gunship is a workhorse of mercenary bands throughout the galaxy. The Mantis is a two-man, vectored thrust aircraft that excels in close air support roles.

FREIGHTERS

Kowloon-class vessels are basic freighter starships originally designed (and mostly used by) humans. Each ship is built on a standard design, likely for easy mass production. They generally carry a large cargo bay with smaller compartments for additional passenger haulage, but their design means these compartments can be swapped or exchanged to customize the ship. For example, the MSV Fedele exchanged passenger compartments for specialist biological research modules.

Kowloon-class ships are hardy but carry no armaments and only a standard engine core. Unfortunately this makes them easy prey for privateers or mercenary bands looking for a quick score. Most are given the prefix 'MSV', likely for 'merchant space vehicle'.

The Athabasca Class is a class of large freighter of human origin. Externally, this freighter class's configuration may be mistaken for the smaller Kowloon Class freighters. However, the Athabasca Class freighter is a multi-level voluminous starship. The Athabasca Class freighter is lightly armored and lacks armaments, and can be attacked and boarded very quickly. This freighter class is equipped with a self-destruct device and a black box.

Unlike the smaller Kowloon Class freighters, the internal arrangement of Athabasca Class freighters differs from ship to ship. The freighter's bridge is located on the upper level and is positioned forward of the engine core and cargo holds. This engine core is a two level room housing four reactors and an engineering console. Access to the ship's interior is through airlocks and an emergency airlock located in the main cargo hold.

Chapter 7: Combat

ATTACKING

If the attack matches or exceeds the defenders REF then it is a hit. Damage is applied to shields first; biotic barriers second, armor third, and hit points last.

Example: Tali has the following defensive traits: Ref: 16, SP/BB/AP/HP: 30/0/10/14.

Tali takes a shot from an assault rifle that equals 26 damage. After being hit, her defensive traits are:

SP/BB/AP/HP: 4/0/10/14.

If she is hit again for 10 points of damage, her defensive traits are: 0/0/4/14, and so on.

MELEE ATTACKS

Melee combat bypasses shields and biotic barriers

BYPASSING SHIELDS AND BARRIERS

Some attacks, such as attacks from Thresher Maws, bypass the player's shields and barriers.

Some weapon ammunition upgrades also provide ways of bypassing shields and barriers or doing more damage to them.

SHIELD RECHARGE

If your shields are reduced to one-half max or less, you can repower them as a swift action. This action regenerations one-quarter of your full shield point total (rounded up). You can Shield Recharge only once per encounter. Certain feats or talents may allow you to shield recharge more often. Only heroic characters can shield recharge; non heroic characters, creatures, objects, devices, and vehicles cannot. Exception: A nonheroic character that takes the Extra Shield Recharge feat can shield recharge once per encounter.

ACTION POINTS

Gaining Action Points

You get 5 Action Points at 1st level. When you gain a new level, you lose any unspent Action Points from the previous level but gain a number of Action Points equal to 5 + one-half your new character level (rounded down).

Using Action Points

On your turn, you may spend an Action Point as a free action to roll 1d6 and add the result to a single attack roll, skill check, or ability check. You can do this once per round. At 8th level, when you spend an Action Point, you instead roll 2d6 and take the best die result as your bonus: at 15th level, you roll 3d6 and take the best die result as your bonus.

Some feats, biotic powers, and tech powers ask you to spend an Action Point to activate or to augment the action.

If you are reduced to 0 hit points and would be killed, you can spend an Action Point as a reaction to avoid death and instead fall unconscious (see 0 Hit Points and Falling Unconscious, pages 146-147).

In addition, you may spend 1 Action Point as a swift action to reduce a single spent Biotic or Tech Power's cool down timer to 0 effectively allowing you to use it again instantly.

Unless noted otherwise, you can spend only one Action Point per round.

POWER COMBOS

By attacking an enemy with two powers (Biotic & Tech) simultaneously, the combined effects of each power can result in a powerful, deadly explosion with a wide radius. All power combos require two different varieties of powers be used: a source and a detonator. The source power determines which of the four power combos will be triggered, and the detonator triggers the combo and causes the explosion. Some powers can be both sources and detonators for different combos. These combos are effective against biotic barriers and armor. Note that a using a detonator power in combination with an identical source power will not cause an explosion (for example, a warp will not detonate another warp).

Source Powers

Cryo Blast, Incinerate, Neural Shock, Overload, Reave, Singularity, Stasis, Warp, Weakening Reave

Detonator Powers

Cryo Blast, Charge, Energy Drain, Incinerate, Nova, Overload, Reave, Shockwave, Slam, Tech Armor, Throw, Warp, Carnage, Concussive Shot

If a target is under the effects of a Source Power and is then successfully targeted and affected by a Detonator Power (as long as the two are not the same) and you spend an Action Point then a Power Combo has triggered.

Damages Target 2d6. Damages all others 1d6 within 2 square radius. All targers are thrown back 1d4 squares from the center of the explosion and knocked prone.

CONDITION HAZARDS

Any effect that attempts to apply the following, Fire, Snap Freeze, Sickened or causes a character to move 1 step down the Condition Track.

SNAP FREEZE (Condition Hazard)

A target considered snap frozen can only preform one move action per round while suffering this condition. A Treat Injury skill check can remove the condition before the normal duration runs out.

DISABLE TECH (Condition Hazard)

Synthetics or mechs hit by these rounds may suffer a disabling effect overloading their system and preventing them from acting for a short period of time. A Mechanics skill check can remove the condition before the normal duration runs out. A disabled synthetic can take no action and gains no bonus to his REF Defense.

FIRE (Condition Hazard)

A creature or character that takes fire damage also catches on fire. For each round that a creature is on fire, make an attack roll (1d20+5) against the target's Fortitude Defense. If the attack succeeds the target takes 1d6 points offire damage; if the attack fails, the target takes only half damage. A character can put out the flames as a full-round action.

SICKENED (Condition Hazard)

A target sickened by Polonium Rounds moves one step down the condition track. A Treat Injury skill check can remove the condition before the normal duration runs out.

NULLIFY (Condition Hazard)

Targets hit by Radioative Rounds in their armor or body suffer a sickeness that works to nullify biotic or tech powers. The target can not use any power while suffering this effect. A Treat Injury skill check can remove the condition before the normal duration runs out.

Table 7-1. Combat Powers versus Defenses

Combat Power	Versus Biotic Barrier/Shield	Versus Shields	Versus Synthetic/Armor	Versus Organic/Flesh
Ranged Weapon, Standard Ammo	Normal	Normal	Normal	Normal
Ranged Weapon, Shredder Ammo	Normal	Normal	Normal	Extra Damage
Ranged Weapon, Tungsten Ammo	Normal	Normal	Extra Damage	Normal
Ranged Weapon, Disrupter Ammo	Normal	Extra Damage	Extra Damage	Normal
Ranged Weapon, Warp Ammo	Extra Damage	Normal	Extra Damage (Armor Only)	Normal
Melee Weapon	By passes	By passes	Normal	Normal
Biotics, Charge	Normal	Normal	Normal	Normal
Biotics, Disarm	Normal	Normal	Normal	Normal
Biotics, Nova	Cannot Pass	Cannot Pass	Normal	Normal
Biotics, Push, Slam, Throw	Normal	Normal	Normal	Normal
Biotics, Reave	Normal	Normal	Normal	Normal + HP Transfer
Biotics, Shockwave	Cannot pass	Cannot pass	Normal	Normal
Biotics, Singularity	Normal	Cannot pass	Normal	Normal
Biotics, Stasis	Cannot pass	Normal	Normal	Normal
Biotics, Warp	Normal	Cannot pass	Normal	Normal
Biotics, Weakening Reave	Normal	Normal	Normal	Normal
Tech, Cryo Blast	Cannot pass	Cannot pass	Normal	Normal
Tech, Energy Drain	N/A	Normal	Normal	N/A
Tech, Inciniterate	Cannot pass	Cannot pass	Normal	Normal
Tech, Overload	N/A	Normal	Normal	N/A
Creature, Thresher Maw	By passes	By passes	Normal	Normal

Chapter 8: Organizations

Humanity-Based Organizations

Cerberus

Immediately following the First Contact War, an anonymous extranet manifesto warned that an alien attempt at human genocide was inevitable. The manifesto called for an army - a Cerberus to guard against invasion through the Charon Relay.

Derided as "survivalist rhetoric written by an illusive man", the manifesto and its anonymous author soon fell off the media radar. But in 2165, terrorists stole antimatter from the SSV Geneva, the sole figure arrested named his sponsor "Cerberus". Throughout the 2160s and 2170s, alleged Cerberus agents assassinated politicians, sabotaged starships bearing eezo, and conducted nightmarish experiments on aliens and humans. Denounced as human-supremacist, Cerberus calls itself human-survivalist.

Counter terror experts speculate Cerberus may have changed leadership with it recent shift to stockpiling ships, agents, and weapons. The Illusive Man hides his finances behind shell companies. Few doubt he will kill anyone attempting to expose him.

Cerberus: The Illusive Man

The reclusive tycoon calling himself the Illusive Man is a human nationalist focused on advancing human interests, whatever the cost to non-humans. The Citadel Council regards him as a fanatic posing a serious threat to galactic security.

A mysterious maverick to say the least, the Illusive Man heads the Cerberus network. Dubbed "the Illusive Man" by investigators, Cerberus is an allegedly untraceable syndicate of private intelligence agencies, biotics laboratories, engineering and scientific research teams, and lucrative front companies.

Branded a terrorist and seditionist organization by authorities, Cerberus is the only human power base other than the Terra Firma Party strong enough to embarrass - if not threaten - the Council and its human representatives.

Systems Alliance

The Systems Alliance is an independent supranational government representing the interests of humanity as a whole. The Alliance is responsible for the governance and defense of all extra-solar colonies and stations.

The Alliance grew out of the various nation space programs as a matter of practicality. Sol's planets had been explored and exploited through piecemeal nation efforts. The expense of colonizing entire new solar systems could not be met by any one country. With humans knowing that alien contact was inevitable, there was enough political will to jointly fund an international effort.

Still, the Alliance was often disregarded by those on Earth until the First Contact War. While the national governments dithered and bickered over who should lead the effort to liberate Shanxi, the Alliance fleet struck decisively. Post-War public approval gave the Alliance the credibility to establish its own Parliament and become the galactic face of humanity.

The Alliance military is of great concern to the galaxy. At first contact with the turians, they were completely inexperienced. Turian disdain turned to respect after the relief of Shanxi, where the humans surprised them with novel technologies and tactics.

The human devotion to understanding and adapting to modern space warfare stunned the staid Council races. For hundreds of years, they had lived behind the secure walls of long-proven technology and tactics. The Council regards the Alliance as a "sleeping giant". Less than 3% of humans volunteer to serve in their military, a lower proportion than any other species.

While competent, Alliance soldiers are neither as professional as the turians nor as skilled as the asari. Their strengths lie in fire support, flexibility, and speed. They make up for lack of numbers with sophisticated technical support (V.I.s, drones, artillery, electronic warfare) and emphasis on mobility and individual initiative.

Their doctrine is not based on absorbing and dishing out heavy shocks like the turians and krogan. Rather, they bypass enemy strong points and launch deep into their rear, cutting supply lines and destroying headquarters and support units, leaving enemies to "wither on the vine".

On defensive, the human military is a rapid reaction force that lives by Sun Tzu's maxim, "He who tries to defend everything defends nothing." Garrisons are intended for scouting rather than combat, avoiding engagement to observe and report on invaders using drones.

The token garrisons of human colonies make it easy for alien powers to secure them, for which the Alliance media criticizes the military. However, the powerful fleets stationed at phase gate nexuses such as Arcturus are just a few hours or days from any colony within their sphere of responsibility. In the event of an attack, they respond with an overwhelming force.

Systems Alliance: Military Jargon

- ashore - When a ship's crew leaves the vessel, they are "ashore". Though normally used regarding planets, it can refer to boarding a space station.
- aweigh - When a ship releases the equipment tethering it to a space station or surface dock, it is "aweigh".
- aye, aye - The proper way to acknowledge an order. If told to attack the correct response is "Aye, aye, sir." If asked "Are you proud to be a marine?" the correct response is "Yes, sir."
- ASAP - Pronounced "a-sap", an acronym of "as soon as possible".
- belay - Stop, cease.
- bridge - The navigation center of a spacecraft, where the steering is done.
- captain's mast - Non-judicial disciplinary proceedings by unit commanders.
- CIC - Combat Information Center, the command center of a spacecraft. The CIC is filled with sensor displays to make sense out of the chaos of combat.
- DC - Damage Control. The containment and repair of damage to a spacecraft.
- ECM - Electronic Counter-Measures used to avoid enemy sensors, from passive emissions masking to active jamming.
- EVA - Extra-Vehicular Activity. Time spent in a pressure suit, outside of a vehicle, spacecraft, or station.
- flank - The flank is the "side" of a military formation. Since the soldiers are facing elsewhere, an enemy that can attack on the flank can often "turn it" or "roll it up".
- FNG - "Freaking" New Guy(s). A derisive term for inexperienced personnel.
- groundside - The surface of a planet.

- helmsman - The crewmember who pilots the spacecraft.
- ladar - Light-amplified detection and ranging. An active sensor that bounces lasers off an object to determine its bearing and distance. Ladar has sufficient resolution that the data can be reconstructed into an image.
- shore party - Spacecraft's crew sent ashore on official business.
- silent running - An old submariner's term used aboard the Normandy to denote when stealth systems are active.
- sitrep - Abbreviation of "situation report", an evaluation of the current military situation.
- spacer - Someone who has spent most of their life in space.
- XO - Executive Officer, the second-in-command of an Alliance warship. The XO is responsible for administrative and personnel matters.

Systems Alliance: Military Ranks

The Alliance uses a modified version of the ranking system that has been used for hundreds of years. Soldiers are classified into rank-and-file enlisted personal, experienced non-commissioned officers (NCOs), and specially trained officers.

The divide between naval personnel and ground forces ("marines") is small. Ground units are a specialized branch of the fleet, just as fighter squadrons are. This unity of command is imposed by the futility of fighting without control of orbit; without the navy, any army is pointless. The marines, as a matter of pride, maintain some of their traditional rank titles; for example, marines have Privates and Corporals instead of Servicemen.

In ascending order of responsibility, the ranks of the Alliance are:

ENLISTED

- Serviceman 3rd Class/Private 2nd Class
- Serviceman 2nd Class/Private 1st Class
- Serviceman 1st Class/Corporal

NCOs

- Service Chief
- Gunnery Chief
- Operations Chief

Officers

- 2nd Lieutenant
- 1st Lieutenant
- Staff Lieutenant
- Lieutenant Commander
- Staff Commander
- Captain/Major
- Rear Admiral/General
- Admiral
- Fleet Admiral

SYSTEMS ALLIANCE: CORSAIRS

A Corsair is an independent starship captain recruited as an Alliance operative to conduct autonomous missions. Such operatives were often granted considerable liberty and autonomy, in order to facilitate efficient operation, though it was noted that even they were subjected to bureaucracy that impeded them.

SYSTEMS ALLIANCE: GEOLOGICAL SURVEY

As the human race expands its territory and raises the general standard of living, demand for industrial resources continues to grow. Many planets, moons and asteroids contain a wealth of resources, but many systems have been barely charted, let alone thoroughly surveyed. Unmanned probes are one solution, but they

are often lost to space hazards, unforeseen circumstances, or theft by salvagers.

In recent years, AGeS, the Alliance Geological Service, has offered bounties to private individuals or teams willing to perform mineralogical surveys on the frontier. This survey data is made publicly available to further corporate development. Due to the cost of travel and the dangers of operating on hostile worlds, it is rarely a profitable endeavor.

LIGHT METALS - Metals with low atomic weight are often used in the construction of spacecraft and vehicles.

HEAVY METALS - Metals with higher atomic weights are used to construct equipment components. The platinum group elements are particularly useful.

RARE EARTHS - Most useful in this category are radioactive or magnets.

GASSES - Various gasses are required to support all known forms of sapient life. Some are commonly used as fuel

TERRA FIRMA PARTY

Terra Firma is an Alliance political party formed after the First Contact War. Its policy agenda is based on the principle that Earth must "stand firm" against influences. This covers a variety of legislation. Recent activities by Terra Firma include opposition to a law requiring high school alien language study, a proposal to increase tariffs on alien imports, and leading a popular movement to mark the First Contact War as a public holiday.

Though founded by well-meaning individuals who feared the submersion of native human cultures under a wave of "alien vogue", Terra Firma's agenda attracts many jingoists and xenophobes.

CITADEL BASED ORGANIZATIONS

CITADEL SECURITY (C-SEC)

Citadel Security is a volunteer police service answering to the Citadel Council. The 200,000 constables (as of 2183) of C-Sec are responsible for maintaining public order in the densely populated Citadel. They also provide pirate suppression, customs enforcements, and search-and-rescue- throughout the Citadel cluster.

C-Sec has six divisions:

ENFORCEMENT - Uniformed officers who patrol the Citadel and respond to emergencies.

INVESTIGATION - Detectives who puzzle out the truth behind crimes and bring perpetrators to justice.

CUSTOMS - Screen the thousands of passengers and cargo containers that pass through the Citadel's ports every day.

NETWORK - Deals with "cybercrimes" like identify and copyright theft, hacking and viral attacks, and illegal artificial intelligence.

SPECIAL RESPONSE - Deals with hostage situations, bombs, and heavily armed criminals. In the unlikely event that attackers board the Citadel, they are also the front line of defense, armored with military grade equipment.

PATROL - Naval arm, with ships stationed throughout the Citadel cluster. Unlike the other divisions, they are rarely seen at the Citadel, nor do they stay in one place long.

Joining C-Sec is prestigious; applications must be sponsored by a Citadel Councilor or the ambassador of an associate Council race. Generally, applicants have many years of distinguished service in the military or police forces of their nations, but an inexperienced

applicant with demonstrable talent will be fairly considered.

SPECTRES

Spectres are agents from the Office of Special Tactics and Reconnaissance and answer only to the Citadel Council. They are elite military operatives, granted the authority to deal with threats to peace and stability in whatever way they deem necessary.

They operate independently or in groups of two or three. Some are empathetic peacekeepers, resolving disputes through diplomacy. Others are cold-blooded assassins, ruthlessly dispatching problem individuals. All get the job done, one way or another, often operating outside of the bounds of galactic law.

The SPECTRES were founded after the salarians joined the Council. For many years, they operated in secrecy, as back-room 'problem solvers.' Only after the krogan Rebellions did their activities become publicized. Assignment of a SPECTRE is less contentious than military deployment, but makes it clear that the Council is concerned about a situation

MERCENARIES

MERCENARIES: BLUE SUNS

Founded by notorious batarian slaver Solem Dal'serah, the Blue Suns began as a Skyllian Verge protection racket providing genuine protection from slavers and pirates. Eventually captured by the Systems Alliance Navy, Dal'serah beat almost two dozen charges to be convicted on a single count of conspiracy. The slaver benefited from the tutelage of cellmate and brilliant con artist Bernard "Legits" Ledger. Upon release five years later, Del'serah incorporated Blue Suns as a legal security agency.

Today, the Blue Suns boast a galaxy-wide force of batarians, turians, humans, and krogan. Each deployment is backed by a logistics corps selling everything from heavy weapons to shaving cream. Despite claims that Blue Suns sell its captives as slaves, no Blue Suns employee has ever been convicted on such charges.

Many Blue Suns members sport the company logo in tattoo form, removed during assignments and reapplied at mission-end.

MERCENARIES: ECLIPSE

Brainchild of asari commando Jona Sederis, Eclipse was incorporated as a "proactive" security company. Influenced by asari and salarian military doctrine, Eclipse specializes in sabotage, assassination, and personal and organizational security. Although Citadel governments regard the corporation with suspicion, it's embraced in the Skyllian Verge and Terminus Systems.

Early on, Sederis sought government contracts to establish market share against the better-established Blue Suns. Her agency scored a galactic PR coup by retaking several space stations captured by the Anhur People's Liberation Army and neutralizing its leaders, a victory Eclipse's marketing department never ceases trumpeting.

Based on Omega Station, Eclipse controls nearly 20% of the asteroid's real estate. Its services range from mech repair to open warfare, although assassination is reserved for meeting wider, longer-term company goals (for instance, preemptive strikes against pirates rather than murdering spouses for insurance money.) Despite numerous reports, Eclipse denies sabotaging or kidnapping business rivals.

MERCENARIES: THE BLOOD PACK

Originally a small Terminus Systems vorcha gang, the Blood Pack was transformed into a legion by visionary krogan battle master 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 body guarding and security in favor of cases requiring minimal oversight and maximal violence.

OTHER ORGANIZATIONS

QUARIAN FLOTILLA

Approximately three hundred years ago the quarians created the geth, a species of rudimentary artificial intelligence, to serve as an efficient source of manual labor. However, the geth rebelled against their quarian masters and drove them into exile. Now the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology. Other species tend to look down on the quarians, seeing them as scavengers and condemning them for unleashing a dangerous synthetic life form on the rest of the galaxy.

Chapter 9: Mass Effect Campaign

Timeline

1 – Rachni Wars begin.

80 – Salarians 'transplant' Krogan to Rachni planets.

300 – All rachni declared extinct. End of Rachni Wars.

700 – Krogans annex asari colony of Lusia. Krogan Rebellions begin.

800 – Krogan Rebellions end.

1895 - The Geth rebel against their Quarian masters. Geth War.

2069 - Armstrong Outpost at Shackleton Crater becomes the first human settlement on Luna. It is formally founded on July 24, the 100th anniversary of the first lunar landing.

2103 - Lowell City in Eos Chasma becomes the first human settlement on Mars.

2137 - Eldfell-Ashland Energy Corporation demonstrates helium-3 fuel extraction from the atmosphere of Saturn.

2142 - Construction of Gagarin Station (Jump Zero) begins beyond the orbit of Pluto.

2148 - Prospectors discover the Prothean ruins at Promethei Planum on Mars.

2149 - Translation of Prothean data leads humans to the Charon mass relay. Systems Alliance founded to coordinate exploration and colonization of extra-solar worlds.

2151 - A shipping accident at Singapore International Spaceport exposes downwind communities to containers of dust-form element zero. Alliance begins construction of Arcturus Station.

2152 - Roughly 30% of the children born in Singapore after element zero exposure suffer from cancerous growths. Systems Alliance begins settlement of Earth's first extra-solar colony world, the planet Demeter.

2155 - Systems Alliance occupies completed portions of Arcturus Station as a headquarters.

2156 - Some children of Singapore exhibit minor telekinetic abilities.

2157 - Turians encounter human explorers; First Contact War. Occupation and liberation of the human colony of Shanxi.

2158 - Humans learn potential of biotics. An international effort to track element zero exposures begin. Roughly 10% of exposed children show some sign of biotic ability.

2160 - Systems Alliance Parliament formed.

2165 - Humans establish embassy on Citadel.

2170 - Batarian slavers attack the Alliance colony Mindoir.

2176 - Skyllian Blitz- Pirates and slavers attacked Elysium, the human capital in the Skyllian Verge.

2177 - Thresher maws devour the Alliance colony of Akuze.

2178 - In retaliation for the Skyllian Blitz, an Alliance fleet wipes out an army of slavers on the moon of Torfan.

2183 - Mass Effect 1

2183 - Geth led by rogue Spectre Saren Arterius attack the Citadel, ensuing in a battle that cost thousands of lives. A few weeks later, the SSV Normandy is ambushed and destroyed. Commander Shepard is presumed dead.

2185 - Mass Effect 2 / Mass Effect 3

ERAS

RACHNI WARS

The Rachni Wars were a series of conflicts beginning in around 1 CE, when an expedition from the Citadel races activated a dormant mass relay. This relay opened a route to territory controlled by the rachni, a species of highly intelligent space-faring hive-minded insects. The rachni were alarmingly powerful, having massive strength in numbers, and extremely hostile. Negotiation with the rachni was impossible; their leaders, the rachni queens, dwelt in deep underground nests, on worlds so hostile no one could survive them.

This period saw the Citadel races fight a losing war against the rachni for nearly a century until the salarians "culturally uplifted" a new species, the krogan. The volatile krogan home world, Tuchanka, had been ravaged by a nuclear winter caused by a krogan civil war. The salarians helped the krogan by giving them advanced technology and relocating them to a planet not cursed with lethal levels of radiation, toxins or deadly predators.

The true purpose of this salarian altruism soon emerged; the krogan were needed in the Rachni Wars as reinforcements. Unlike most Citadel species, the krogan had an extremely rapid breeding cycle. They had not only the numbers to drive the advancing rachni back, but the ability to endure the harsh conditions of the rachni planets. The krogan pursued the rachni to their home worlds, descended deep underground to find the rachni queens, and systematically destroyed both the queens and their eggs. The Citadel Council would normally have objected to such total destruction, but after centuries of relentless war, complete eradication of the rachni seemed the only possible solution.

In 300 CE, the rachni were declared extinct, bringing the Rachni Wars to an end.

KROGAN REBELLIONS

The 'Krogan Rebellions' is the collective name for three hundred years of aggressive expansion and population growth by the krogan. During this time they forced out other races from their worlds, sustaining massive casualties in the process.

The Rebellions were actually a result of altruism by the Citadel races. After the Rachni Wars, when the krogan were hailed as saviors of the galaxy, they were given the conquered rachni planets along with other colonies in gratitude for their help. However, due to the harsh conditions of their home world Tuchanka, krogan birth rates were quite high in order to sustain their numbers. When they spread onto other planets, their naturally swift breeding cycle and lack of sufficient predators resulted in krogan spreading throughout the galaxy like a plague.

The Council became concerned in around 700 CE, when the krogan began to annex territory from other Citadel races. The krogan became more aggressive as other species tried to protect their worlds, until the krogan began to settle the asari colony of Lusia. When told to leave, the krogan refused. Their ambassador, Overlord Kredak, stormed out of the audience with the Council, daring them to take their worlds back. War broke out soon afterwards.

But the Council had taken precautions. The finest STG operators and asari huntresses had been drafted into a covert 'observation force', the Office of Special Tactics and Reconnaissance. The Spectres opened the war with crippling strategic strikes. Krogan planets went dark as computer viruses flooded the extranet. Sabotaged antimatter refineries disappeared in blue-white annihilation. Headquarters stations shattered into orbit-

clogging debris, rammed by pre-placed suicide freighters. But unlike the Citadel races, the krogan could replenish their numbers very easily and a krogan victory began to seem inevitable.

Finally the Council turned to the turians, newcomers on the Citadel who had a massive fleet and a militaristic culture. Establishing hidden command centers, like Pinnacle Station, turians were able to defeat many krogan bands. But the krogan responded with characteristically horrific attacks on turian worlds, using asteroids as weapons and rendering three planets totally uninhabitable.

Unfortunately this was exactly the wrong approach to take with the turians. Turian military doctrine was (and remains) not simply to defeat an enemy, but stop them from ever becoming a threat again. Far from turning turian public opinion against the war, the ferocity of the krogan only served to stiffen their enemy's resolve and unite every turian against them.

Seeing that the krogan did not generally surrender upon a defeat, and understanding the krogan could effectively call upon limitless reinforcements, the turians contacted the salarians, who had engineered a powerful bio-weapon called the genophage. This was intended to produce a genetic mutation in krogan that could result in only one in one thousand krogan births being a success.

The salarians had never intended to use the genophage and planned to use it as a deterrent. But once the turians received the genophage, they deployed it, and krogan numbers began to dwindle. Coupled with a renewed military push from the turians, the krogan soon realized their position was hopeless. Without hundreds of krogan offspring being produced at one time, they could not hope to stand against the turians. A female krogan warlord, Shiagur, actually used her rare fertility to draw the strongest males to her army, but even she couldn't hold out against turian peacekeeping forces.

Finally, besieged on all sides and knowing the survival of their species was at stake, the krogan surrendered. That was not the end of hostilities, as many rogue warlord and insurgents refused to surrender, and had to be wiped out by turian task forces. Some even vanished into frontier systems to become pirates.

The krogan are deeply bitter about the outcome of the Rebellions. As Wrex puts it, "to thank us for wiping out the rachni they neutered us all." In the aftermath of the Rebellions, there was a movement on the Citadel to have the Krogan Monument removed from the Presidium, but the Council refused. The Rebellions didn't change the fact that the krogan had destroyed a galactic menace during the Rachni Wars, though they had become a menace in turn.

GETH WAR

The quarians created the geth, intended to be a source of cheap labor. The quarians notice geth showing signs of self awareness, and plan to destroy them before they become a menace.

In 1895, the geth rebel against their quarian masters and, in the resulting war, reduce the quarians to a species of space faring nomads aboard the Migrant Fleet. Contrary to expectations, the geth do not venture outside the former quarian star systems, instead isolating themselves from the rest of the galaxy behind the Perseus Veil. In punishment for their actions, the Citadel Council closes the quarian embassy on the Citadel.

FIRST CONTACT WAR

Humanity's first contact with an alien race occurred in 2157. At that time, the Alliance allowed survey fleets to activate any dormant mass relays discovered, a practice considered dangerous and irresponsible by Council-aligned races. When a turian patrol discovered a human fleet attempting to activate a relay, they attacked. One

human vessel survived, retreating to the colony of Shanxi.

The turians followed, quickly defeating the local forces. Shanxi was occupied, the first - and, to date, only - human world to be conquered by an alien species. The turians believed the handful of ships they defeated represented the bulk of human defenses. So they were unprepared when the Second Fleet under Admiral Kastanie Drescher, launched a strong counteroffensive, evicting them from Shanxi.

The turians mobilized for full-scale war, drawing the attention of the rest of the galaxy. The Council quickly intervened, forcing a truce. Fortunately for humanity, the First Contact War was ended with a diplomatic solution.

PRE-CITADEL ATTACK

POST-CITADEL ATTACK

If game begins after 2183 (end of ME1), the following decisions need to be made:

1.   Did the council survive the attack on the Citadel?

2.   Did Commander Shepard kill the Rachni Queen?

Glossary for Mass Effect (The Codex)

AI - An Artificial Intelligence is a self-aware, unlike VIs, computing system capable of learning and independent decision. An AI cannot be transmitted across a communications channel or computer network due to its reliance on a specialized quantum computer which is the only computer that can cope with an AI. AIs are technically illegal in Citadel space since the geth's gaining self-awareness and the war and subsequent win over their quarian creators.

ARMOR - Colloquial term for combat hard-suits, armor use a dual-layer system to protect the wearer. The inner layer consists of fabric armor with kinetic padding. Areas that don't need to be flexible, such as the chest or shins, are reinforced with sheets of lightweight ablative ceramic. Armor is protective body covering intended to prevent injury in combat, and is differentiated by species. There are, however, three general armor categories. Light, medium, and heavy armor. Medium to heavy armor, and almost all turian and krogan armor, is classified as 'hard-suit' because it uses thick ceramic plating to protect non-flexible parts of the body.

ASARI - A mono-gender race, distinctly feminine in appearance, the asari are known for their elegance, diplomacy, and biotic talent.

BATARIAN - 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.

BIOTIC AMPS - Also known as Bio-amps, allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use.

Amplifiers can improve a specific discipline or talent.

BIOTICS - The term biotics refers to the abilit for some lifeforms to create mass effect fields. The term also refers to the biotics user himself. Some biotics can only use those abilites after intensive training and cybernetic implants.

CARRIERS - These warships are dreadnought-sized vessels that also carry a large amount of fighters.

CITADEL, THE - Supposedly constructed by the long-extinct protheans, the Citadel is a collossal space station that serves as the capital of the Citadel Council.

CITADEL SPACE - Citadel space is an unofficial term referring to any region of space controlled by a species that acknowledge the authority of the Citadel Council. At first glance, it appears this territory encompasses most of the galaxy. In reality, however, less than 1% of the stars have been explored.

CODEX, THE - The Codex is the focal point for background information within the Mass Effect-universe.

COLLECTORS - Living beyond the Omega-4 mass relay in the Terminus Systems, the mysterious Collector species is glimpsed so rarely as to be taken for a myth by most in galactic society. In reality, Collectors are human-sized insectoid bipeds and can resemble massive winged beetles. They are a terrifying force in the galaxy, responsible for the

murder of hundreds of thousands.

COMMUNICATIONS - Real-time communication is possible thanks to networks of expensive mass relay comm buoys that can daisy-chain a transmission via lasers. Comm buoys are maintained in patterns built outward from each mass relay. The buoys are little more than a cluster of primitive, miniature mass relays. Each individual buoy is connected to a partner on another buoy in the network, forming a corridor of low-mass space. Tightbeam communications lasers are piped through these "tubes" of FTL space, allowing virtually instantaneous communication to anywhere on the network. The networks connect across regions by communications lasers through the mass relays. With this system, the only delay is the light lag between the source or destination and the closest buoy. So long as all parties remain within half a light-second (150,000 km) of buoys, seamless real time communications are possible. Since buoys are maintained in all traveled areas, most enjoy unlimited instant communications. Ships only suffer communications lag when operating off established deep space routes, around uninhabited outer system gas giants, and other unsettled areas.

CITADEL COUNCIL - The Citadel Council is the governing body of the Citadel and the ultimate auhtority in Citadel space. It is composed of one representative from each member species and any species that is granted an embassy on the Citadel is considered an associtae member and may bring issues to the attention of the Council but they have no impact on the Council's final decision. By 2183 the Citadel Council consists of Tevos, the asari councilor, Valern, the salarian councilor, and Sparatus, the turian councilor.

CREDITS - The standard galactic currency.

CRUISERS - These warships are middle-weight combatants, faster than dreadnoughts, and more heavily-armed then frigates. Cruisers are the standard patrol unit, and often lead frigate flotillas.

DARK ENERGY - Dark energy, the universal "fifth force" beside the strong nuclear force, the electromagnetic force, the weak nuclear force, and the gravitational force, influences all matter in the galaxy, and its effects can be seen on both cosmological and subatomic scales. The repulsive effects of dark energy are the primary reason the expansion of the universe is gradually accelerating. Dark energy is manipulated using the extremely rare material element zero. With the eezo nodules and natural electrical impulses in their nervous systems, biotics can generate and wield dark energy biologically, but the effort is physically demanding. Dark energy and mass effect fields have practical uses across a wide range of manufacturing and technology fields. Most significant is the enabling of FTL travel, which has opened up the vast distances of space to exploration and colonization.

DEKUNNA - The elcor homeworld.

DREADNOUGHTS - These warships are kilometer-long capital ships mounting heavy, long-range firepower. They are only deployed for the most vital missions.

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.

DRONES - Drones are small, lightly-armed combat robots equipped with very small mass effect fields that allow them to levitate. They are also equipped

with basic VI programming allowing them to adapt to changing situations on the battlefield, and have a small amount of shielding.

DRUGS - Are chemical substances which alter the normal bodily functions of an organism. Drugs are used by people throughout the galaxy. The market for them is significant enough that various criminal enterprises produce, sell, or smuggle them for considerable profit, despite legal restrictions. Drugs can have various effects on a user when consumed, such as altering a user's biotic potential.

EARTH - The human homeworld.

ELCOR - The elcor are a species native to the high-gravity world Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a fall can be lethal. This has colored their psychology, making them deliberate and conservative.

ELEMENT ZERO - Also known as "eezo", element zero is a rare material that, when subjected to an electrical current, releases dark energy which can be manipulated into a mass effect field.

EMBASSY - Being granted an embassy on the Citadel is a sign that particular species has made a significant contribution to Citadel space, though they must sign the Treaty of Farixen first. Races with embassies on the Citadel are the volus, elcor, hanar, drell, and humans. Those who lost or closed their embassies are the krogans, quarians, and batarians.

EXTRANET - The extranet is a computer network that allows controlled access from the outside, for specific business or educational purposes. See ^

Communications.

FENRIS Mech - 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.

FIGHTERS - Smaller vessels are exclusively used in a support role to warships during combat. Fighters are one-man crafts used to perform close-range attacks on enemy ships.

FRIGATES - These warships are small, fast ships used for scouting and screening larger vessels. Frigates often operate in wolf-pack flotillas.

FTL - Faster-than-light is a method of traveling faster than the speed of light which does not involve the use of mass relays.

GENOPHAGE - The genophage was a biological weapon deployed against the krogan by the turians during the Krogan Rebellions.

GETH - The geth are a race of networked artificial intelligences that reside beyond the Perseus Veil. The geth were created by the quarians, as laborers and tools of war. When the geth became sentient and began to question their masters, the quarians attempted to exterminate them. The geth won the resulting war, and reduced the quarians to a race of nomads.

HANAR - The hanar are a species resembling Earth's jellyfish and are one of the few non-bipedal Citadel races. Hanar are known for their intense politeness when speaking, and their strong religious beliefs regarding the Protheans, whom they refer to as "the Enkindlers".

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

HUSKS - After the geth secure a location, they round up and impale dead and living bodies on mechanical spikes. The spikes rapidly transform these victims into withered husks, extracting water and trace minerals and replacing them with cybernetics. The cybernetics re-animate the lifeless flesh and tissue, transforming the bodies into mindless killing machines. Some Alliance soldiers refer to the husk-generating spikes as Dragon's Teeth, a reference to the mythological berserkers who sprang up from the earth wherever the teeth of the dragon Ares were planted.

IMPLANTS - All human biotics seeking to wield their abilities on a usable level are fitted with an electronic brain implant during puberty. Once the implant is installed, it can only be replaced or altered through extremely dangerous brain surgery, so most individuals keep the same implant their entire lives. Biotics are classed according to their implant model and the strength of their ability.

INTERCEPTORS - Interceptors are one-man crafts optimized for destroying opposing fighters. These smaller vessels are exclusively used in a support role to warships during combat.

IRUNE - The volus homeworld.

KEEPERS - Discovered by the asari on the Citadel they also discovered the keepers, a docile multi-limbed insect race that seemingly exists only to maintain and repair the great Prothean station. Early attempts to communicate with or study the keepers were failures, and it is now illegal to interfere with or impede keeper activity. Because they are completely non-threatening, keepers have become virtually invisible to everyone else. Similarly, they seem indifferent to other species, except for their tendency to help new arrivals integrate themselves into the Citadel.

KHAR'SHAN - The batarian homeworld.

KINETIC BARRIERS - Colloquially called "shields", provide protection against most mass accelerator weapons. Whether on a starship or a soldier's suit of armor, the basic principle remains the same. Kinetic barriers are repulsive mass effect fields projected from tiny emitters. These shields safely deflect small objects traveling at rapid velocities. This affords protection from bullets and other dangerous projectiles, but still allows the user to sit down without knocking away their chair. The shielding afforded by kinetic barriers does not protect against extremes of temperature, toxins, or radiation.

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.

LOKI Mechs - 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.

MASS ACCELERATORS - A mass accelerator propels a solid metal slug using precisely-controlled electromagnetic attraction and repulsion. The slug is designed to squash or shatter on impact, increasing the energy it transfers to the target. If this were not the case, it would simply punch a hole right through, doing minimal damage. Accelerator design was revolutionized by element zero. A slug lightened by a mass effect field can be accelerated to greater speeds, permitting projectile velocities that were previously unattainable. If accelerated to a high enough velocity, a simple paint chip can impact with the same destructive force as a nuclear weapon. However, mass accelerators produce recoil equal to their impact energy. This is mitigated somewhat by the mass effect fields that rounds are suspended within, but weapon recoil is still the prime limiting factor on slug velocity.

MASS EFFECT FIELDS - Mass effect fields are created through the use of element zero, which can increase or decrease the mass content of space-time when subjected to an electrical current via dark energy. Low mass fields allow FTL travel and inexpensive surface-to-orbut transit. High mass fields create artificial gravity and push space debris away from starships.

MASS RELAYS - Are mass transit devices scattered throughout the galaxy, usually located within star systems. They form an enormous network allowing interstellar travel. Hailed as one of the greatest achievements of the extinct Protheans, a mass relay can transport starships instantaneously to another relay within the network, allowing for journeys that would otherwise take years or even decades with only FTL drives.

MECHS - Mechs are mechanical constructs designed by Hahne-Kedar specifically for security. They are highly identifiable by their white armor and red lights. Known models are ^ FENRIS Mechs, ^ LOKI Mechs, and ^ YMIR Mechs.

MEDI-GEL - Full name 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.

MERCENARIES - Are individuals that work in mercenary bands that operate throughout the galaxy. They are usually hired by criminal organisations that require "heavy muscle", or by individuals who want protection or assassination services. The three largest mercenary organizations are the Blood Pack, Blue Suns, and Ecplise.

OMNI-GEL - Omni-gel is composed of common, reusable industrial plastics, ceramics, and light alloys kept in a semi-molten state and allows them to remain useful while reducing weight.It is designed for use with omni-tools to do electronics or decryption work.

OMNI-TOOLS - Multipurpose diagnostic and manufacturing tools used for a variety of tasks.

OSD - An Optical Storage Device is a small, portable data storage unit, the equivalent of a disk and are often used them to transfer data between computers.

PALAVEN - The turian homeworld.

PROTHEAN - The Protheans are an extinct alien race which mysteriously vanished over 50,000 years ago. The Protheans arose from a single planet and developed an immense galaxy-wide empire encompassing many other spacefaring species. Not much is known about them, but many of their

artifacts, ruins and technology have apparently survived the ages. The Protheans have been credited with creating the Citadel and the mass relays, feats of engineering that have never been equaled and whose core mass effect field technology forms the basis of contemporary civilization. Prothean artifacts, therefore, have immense scientific value and are seen to belong to the whole galactic community.

QUARIAN - The quarians are a nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Now the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.

RAKHANA - The drell homeworld.

SALARIAN - The second species to join the Citadel, the salarians 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. 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.

SHIELDS - ^ Kinetic Barriers

SMALL ARMS - All modern infantry weapons from pistols to assault rifles use micro-scaled mass accelerator technology. Projectiles consist of tiny metal slugs suspended within a mass-reducing field, accelerated by magnetic force to speeds that inflict kinetic damage.

SPECTRES - A spectre is an agent from the Office of Special Tactics and Reconnaissance and answer only to the Citadel Council. They are elite military operatives, granted the authority to deal with threats to peace and stability in whatever way they deem necessary. They operate independently or in groups of two or three. Some are empathetic peacekeepers, resolving disputes through diplomacy. Others are cold-blooded assassins, ruthlessly dispatching problem individuals. All get the job done, one way or another, often operating outside of the bounds of galactic law.

SSV NORMANDY - The SSV Normandy SR-1 was a Systems Alliance starship, co-developed by the Alliance and the Turian Hierarchy with the sponsorship of the Citadel Council.

SUR'KESH - The salarian homeworld.

SYSTEMS ALLIANCE - The Systems Alliance is the representative body of Earth and all human colonies in Citadel space. Backed by Earth's most powerful nations, the Alliance has become humanity's military, exploratory, and economic spearhead. While the Alliance is relatively new to the galactic community, it has already made a name for itself, gaining humans an embassy on the Presidium. The Alliance is governed by a parliament based at Arcturus Station, which also serves as the Alliance's capital. The Alliance Navy is the branch of the Systems Alliance military responsible for naval operations. The Alliance Marines, the ground operations branch of the Alliance military, are a specialized branch of the Navy. Known human governments on Earth include the United North American States, the European Union, and the Chinese People's Federation.

THESSIA - The asari homeworld.

THRESHER MAWS - Subterranean carnivores, thresher maws spend their entire lives eating or searching for something to eat. Threshers reproduce via spores that lie dormant for millennia, yet are robust enough to survive prolonged periods in deep space and atmospheric re-entry. As a result, thresher spores appear on many worlds, spread by previous generations of space travelers. The body of a thresher never entirely leaves the ground; only the head and tentacles erupt from the earth to attack. In addition to physical attacks, threshers have the ability to project toxic chemicals and emit bursts of infrasound as a shockwave weapon.

TREATY OF FARIXEN - The Treaty of Farixen is a treaty signed by Council races, limiting the number of dreadnoughts among the different races in their given fleets. The Council races agree to a fixed ratio of 5:3:1 of their capital ships. The turians are at the top and it means that for every five deadnoughts the turians construct, the asair and salarians are allowed three and all other Citadel races one. Signing the Treaty of Farixen is a requirement for any race that wishes to open an embassy on the Citadel.

TUCHANKA - The krogan homeworld.

TURIAN - Known for their militaristic and disciplined culture, the turians were the third race to join the Citadel Council. They gained their Council seat after defeating the hostile krogan for the Council during the Krogan Rebellions. 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.

UPGRADES - The development of practical minifacturing omni-tools allows modern militaries a great deal of flexibility in equipment load-outs. A vast number of field modification kits, or "upgrades", are available for common equipment such as weapons, armor, omni-tools, biotic amps, and even grenades. An upgrade kit typically consists of less than a dozen unique parts and an optical storage disc. When loaded into an omni-tool, the OSD provides all technical specifications required to manufacture the tool and additional parts necessary to install the upgrade onto another piece of equipment. Assembly is typically modular, and installation can be completed in less than a minute. Since omni-tools are designed to use common battlefield salvage materials such as plastics, ceramics, and light materials (rendered into semi-molten "omni-gel" for quick use), it is quite possible for a trained soldier carrying upgrade kits to customize gear on the battlefield to fit the current tactical situation.

VARREN - Varren are omnivores with a preference for living prey. Originally native to the krogan homeworld of Tuchanka, they are savage, clannish, and consummate survivors. They are pack hunters when vulnerable prey is readily available and become scavengers when outnumbered or outclassed. Their supreme adaptability, vicious demeanor, and rapid breeding cycle have made them ubiquitous and dangerous pests on many worlds. Virtually everywhere the krogan have been, varren infestations have followed, wreaking havoc with the native ecology.

VI - A virtual intelligence is a sophisticated program designed to make modern computer systems easier to use. They are not to be confused with artificial intelligences like the geth, as VIs are

only utilised to assist the user and process data. Though they appear to be intelligent, they aren't actually self-aware; just made with clever programming. Some VIs have 'personality imprints', with their behaviour parameters, speech pattern and appearance based on specific individuals, although it is illegal to make VIs based on currently living people.

VOLUS - The volus are an associate race on the Citadel with their own embassy. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support an ammonia-based biochemistry. As a result, the volus must wear pressure suits and breathers when dealing with other species. Because they are not physically adept compared to most species, volus mostly make their influence felt through trade and commerce, and they have a long history on the Citadel. However, they have never been invited to join the Council, which is a sore point for many volus individuals.

VORCHA - Although they resemble a mammal-reptile cross, the vorcha have no terrestrial analogue. Vorcha assault each other frequently, causing their young to gain strength, intelligence, and resilience. As a result, vorcha see inflicting and

receiving pain as normal communication. Because vorcha can eat and breathe nearly anything, they can live almost anywhere, but racism prevents them from integrating into most societies that dismiss them as vermin. They have few employment options beyond krogan mercenary bands.

WEAPONS - Weapons in the Mass Effect universe are micro-scaled mass accelerators, using mass-reducing fields and magnetic force to propel miniature slugs to lethal speeds. Nearly every gun on the battlefield is laden with features, from targeting auto-assists to projectile shavers that can generate thousands of rounds of ammunition from a small, internal block of metal. See also ^ Small Arms.

YMIR Mechs - The Battle YMIR Mech, 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 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.

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