

## **WARP (Biotic Power)**



Warp works by creating rapidly shifting mass effect fields that shred a target apart, similar in function to the disruptor torpedoes used by starships.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: None

Action Points: Range +2, Duration +2

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Biotic Check against target's Fortitude Defense. Success results in the following:

**Global:** Any target affected by Warp cannot use Shield Recharge, repair their armor, or regenerate health while the Warp power is active.

**Tier 1 (Basic):** Damage 1d8 Per Round

**Tier 2 (Basic):** Damage 2d8 Per Round

**Tier 3 (Basic):** Damage 3d8 Per Round

**Tier 4 (Advanced):** Damage 3d8 Per Round, +50% Damage vs Barriers and Armor

Option 1 – Extra Damage: +1d8 Damage Per Round

Option 2 – Combo Detonation: Increase Power Combo Detonation damage by +50%

**Tier 5 (Advanced):** Damage 3d8 Per Round, +50% Damage vs Barriers and Armor, Range: 8

Option 1 – Lasting Damage: Duration 6 Rounds

Option 2 – Expose: Increase all other damage target takes by +25%

**Tier 6 (Advanced):** Damage 4d8 Per Round, +50% Damage vs Barriers and Armor, Range 8

Option 1 – Piercing Damage: +100% Damage vs Barriers and Armor

Option 2 – Recharge Speed: Cool Down 4

## CRYO BLAST (Tech Power)



When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing targets within a certain radius.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2, Duration +2

Power Combo: Source

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

**Global:** Targets with Shields or Barriers can suffer the damage of a Cryo Blast but not any other effects.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Target(s) Chilled\*

Option 1 – Extend Duration: Duration 6 Rounds

Option 2 – Radius: All targets within 1 square radius of the primary impact take ½ damage

**Tier 5 (Advanced):** Damage 3d8, Target(s) Chilled\*, Range: 8

Option 1 – Speed Reduction: Targets are Snap Frozen\* instead of Chilled

Option 2 – Cryo Explosion: Increase all damage Chilled\* targets take by +25%

**Tier 6 (Advanced):** Damage 4d8, Target(s) Chilled\*, Range: 8

Option 1 – Recharge Speed: Cool Down 4

Option 2 – Frozen Vulnerability: Increase all damage Chilled\* or Snap Frozen\* targets takes by +75%

*\* Chilled is a new Condition Hazard (Target may only make 1 Standard Action in a round)*

*\*Snap Frozen is a Condition Hazard (Target may only make 1 Move Action in a round)*

## INCINERATE (Tech Power)



When activated, the user's omni-tool fires a high-explosive plasma round capable of setting targets on fire within a certain radius.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2, Duration +2

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

**Global:** Targets with Shields or Barriers can suffer the damage of Incinerate but not any other effects.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Target(s) set on Fire\*

Option 1 – Extra Damage: Damage +1d8

Option 2 – Radius: All targets within 1 square radius of the primary impact take ½ damage

**Tier 5 (Advanced):** Damage 3d8, Target(s) set on Fire\*, Range: 8

Option 1 – Burning Damage: Targets on Fire\* suffer full initial damage instead of half.

Option 2 –Recharge Speed: Cool Down 4

**Tier 6 (Advanced):** Damage 4d8, Target(s) set on Fire\*, Range: 8

Option 1 – Freeze Combo: +100% damage to Chilled or Snap Frozen targets

Option 2 – Armor Damage: +100% damage to Armor

*\* Fire is a Condition Hazard (Target takes ½ the initial damage each round until doused or duration ends. Target cannot regenerate health while on Fire).*

## **BARRIER (Biotic Power)**



Barrier spawns a high density mass effect field that soaks up huge amounts of damage.

Range: Self

Cool Down: 8

Duration: 4

Targets: Self

Protections: None

Action Points: Duration +2, Detonation Damage +1d8

Power Combo: Detonator

Casting Time: Swift Action

**Global:** You cannot raise a Biotic Barrier if you are suffering from an ongoing Condition Hazard unless you make a Use Biotic Check against your own Willpower Defense.

**Tier 1 (Basic):** Biotic Barrier Points 1d8+Level

**Tier 2 (Basic):** Biotic Barrier Points 2d8+Level

**Tier 3 (Basic):** Biotic Barrier Points 3d8+Level

**Tier 4 (Advanced):** Biotic Barrier Points 3d8+Level, Will Defense +2

Option 1 – Detonate: Detonate Barrier as Standard Action to deal 2d8 Dmg to all targets with 1 square radius

Option 2 – Durability I: +1d8 Barrier Points, Barriers gain Damage Reduction 1

**Tier 5 (Advanced):** Biotic Barrier Points 3d8+Level, Will Defense +2

Option 1 – Condition Synergy: Detonate Barrier as a Standard Action to trigger a Condition Track rejuvenation on all allies within a 1 square radius improving their Condition Track 1 step better. (This effect stacks with Tier 4 Detonate Effect)

Option 2 – Power Synergy: Biotic Powers and Melee Damage deal +1d8 damage, Each use of this reduces the remaining Duration of the Tech Armor by 1

**Tier 6 (Advanced):** Biotic Barrier Points 4d8+Level, Will Defense +2

Option 1 – Power Recharge: Cool Down 6

Option 2 – Durability II: Will Defense +3, Barrier Damage Reduction 3

## CONCUSSIVE SHOT (Combat Power)



When activated, the user's weapon fires a single high-powered round that damages a target and can knock it flat.

Range: 8

Cool Down: 6

Duration: N/A

Targets: 1

Protections: Stopped By Shields

Action Points: Range +2, Target Size +1 Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Standard Attack Roll with your currently equipped gun, using all normal modifiers including range, if you hit the target you do normal weapon damage including ammo and the following:

**Global:** Any target suspended helpless by powers such as Pull or Singularity suffers the basic effects of a Tier 1 Throw in addition to the normal Concussive Shot effects.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Knock Medium or smaller target Prone

Option 1 – Force & Damage: Damage +1d8, Knock Large or smaller target Prone

Option 2 – Radius: All Medium or smaller targets within 1 square radius of the primary impact are knocked Prone

**Tier 5 (Advanced):** Damage 3d8, Knock Medium or smaller target Prone, Range: 10

Option 1 – Shatter: +100% damage to Barriers and Chilled or Snap Frozen targets

Option 2 – Recharge Speed: Cool Down 4

**Tier 6 (Advanced):** Damage 4d8, Knock Medium or smaller target Prone, Range: 10

Option 1 – Hammer: All targets within 1 square radius of the primary impact take 1/2 damage.

Option 2 – Shredder: +100% damage to the hit points of organics.

## MARKSMAN (Combat Power)



Marksman increases the rate of fire and accuracy of weapons for a short period of time.

Range: Self

Cool Down: 8

Duration: 2

Targets: Self

Protections: N/A

Action Points: Duration +1, Cool Down -1

Power Combo: N/A

Casting Time: Swift Action

**Global:** Marksman may not be activated while other Combat Powers are also active. To use this power you must have sufficient shots with your thermal clip remaining.

**Tier 1 (Basic):** Ranged Attack Bonus +1, Initiative +1

**Tier 2 (Basic):** Ranged Attack Bonus +2, Initiative +2

**Tier 3 (Basic):** Ranged Attack Bonus +3, Initiative +3

**Tier 4 (Advanced):** Accuracy Bonus +3, , Initiative +3, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Accuracy: Ranged Attack Bonus +1

Option 2 – Firing Rate: When taking more than one shot at a target using this power you do not suffer the -2 penalty.

**Tier 5 (Advanced):** Accuracy Bonus +3, , Initiative +3, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Extend Duration: Duration +1

Option 2 – Headshots: You deal extra damage equal to your Ranged Attack Bonus from Marksman.

**Tier 6 (Advanced):** Accuracy Bonus +4, Initiative +4, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Down Range: You ignore range penalties for Assault and Sniper Rifles.

Option 2 – Recharge Speed: Cool Down 6

## ADRENALINE RUSH (Combat Power)



For a brief moment it slows down time around the player, giving a small window to line up the perfect head-shot with the sniper rifle or other weapons, as well as increasing the damage dealt, including melee damage.

Range: Self

Cool Down: 8

Duration: 1

Targets: Self

Protections: N/A

Action Points: Duration +1, Damage Bonus +2

Power Combo: N/A

Casting Time: Swift Action

**Global:** Adrenaline Rush may not be activated while other Combat Powers are also active. When you first activate this power you may reload your current weapon instantly one time. To use this power you must have sufficient shots with your thermal clip remaining.

**Tier 1 (Basic):** Attack Bonus +1, Damage Bonus +1

**Tier 2 (Basic):** Attack Bonus +2, Damage Bonus +2

**Tier 3 (Basic):** Attack Bonus +3, Damage Bonus +3

**Tier 4 (Advanced):** Attack Bonus +3, Damage Bonus +3, Melee Attacks deal +50% damage to armor

Option 1 – Hardening: Shields gain Damage Reduction 5

Option 2 – Extra Damage: Damage increased by one die

**Tier 5 (Advanced):** Attack Bonus +3, Damage Bonus +3, Melee Attacks deal +50% damage to armor

Option 1 – Extend Duration: Duration +1

Option 2 – Melee Damage: Melee Damage increased by one die

**Tier 6 (Advanced):** Attack Bonus +4, Damage Bonus +4, Melee Attacks deal +100% damage to armor

Option 1 – Shield Boost: Activates a Shield Recharge that recharges double the normal amount

Option 2 – Power User: May now use one Combat Power while Adrenaline Rush is active

## STASIS (Biotic Power)



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.

Range: 6

Cool Down: 6

Duration: 2

Targets: 1

Protections: Stopped by Barrier

Action Points: Range +2, Duration +1

Power Combo: Source

Casting Time: Standard Action

Make a Use Biotic Check against target's Will Defense. Success results in the following:

**Global:** Targets held in Stasis take no damage from any other source. When Stasis ends targets fall prone.

**Tier 1 (Basic):** Target is held helpless, Target immune to further Stasis this combat

**Tier 2 (Basic):** Target is held helpless, Target immune to further Stasis this combat, Duration +1

**Tier 3 (Basic):** Target is held helpless, Target immune to further Stasis this combat, Duration +2

**Tier 4 (Advanced):** Target is held helpless, Target immune to further Stasis this combat, Duration +2

Option 1 – Extend Duration: Duration +1

Option 2 – Stasis Strength: Deal 1d8 damage per round to target held in Stasis

**Tier 5 (Advanced):** Target is held helpless, Target immune to further Stasis this combat, Duration +2

Option 1 – Bonus Power: Casting Time: Swift Action

Option 2 – Recharge Speed: Cool Down 4

**Tier 6 (Advanced):** Target is held helpless, Target can be affected by Stasis once more this combat, Duration +3

Option 1 – Bubble: Unleashes a Stasis Bubble that fills a space, targets that walk into it are trapped in Stasis for the remainder of the duration.

Option 2 – Vulnerability: Target can now suffer damage from other sources. If target suffers Hit Point damage the Stasis is broken and the target is released.



## TECH ARMOR (Tech Power)



The power generates an energy armor suit that boosts the user's shields. When the armor is destroyed, it sends out a pulse of energy, damaging nearby enemies.

Range: Self

Cool Down: 8

Duration: 4

Targets: 1

Protections: None

Action Points: Duration +2, Detonation Damage +1d8

Power Combo: Detonator

Casting Time: Swift Action

**Global:** You cannot raise Tech Armor if you are suffering from an ongoing Condition Hazard unless you make a Use Tech Check against your own Willpower Defense. The point gained by this power can go beyond normal Shield Max.

**Tier 1 (Basic):** Shields Points Boosted 1d8+Level

**Tier 2 (Basic):** Shields Points Boosted 2d8+Level

**Tier 3 (Basic):** Shields Points Boosted 3d8+Level

**Tier 4 (Advanced):** Shields Points Boosted 3d8+Level, Reflex Defense +2

Option 1 – Detonate: Detonate Tech Armor as Standard Action to deal 2d8 Dmg to all targets with 1 square radius

Option 2 – Durability I: +1d8 Shield Points, Shields gain Damage Reduction 1

**Tier 5 (Advanced):** Shields Points Boosted 3d8+Level, Reflex Defense +2

Option 1 – Shield Synergy: Detonate Tech Armor as a Standard Action to trigger a free Shield Recharge on all allies within a 1 square radius. (This effect stacks with Tier 4 Detonate Effect)

Option 2 – Power Synergy: Tech Powers and Melee Damage deal +1d8 damage, Each use of this reduces the remaining Duration of the Tech Armor by 1

**Tier 6 (Advanced):** Shields Points Boosted 4d8+Level, Reflex Defense +2

Option 1 – Power Recharge: Cool Down 6

Option 2 – Durability II: Reflex Defense +3, Shields Damage Reduction 3

## OVERLOAD (Tech Power)



Overload electronics with this power surge, stunning your enemy.

Range: 6

Cool Down: 6

Duration: N/A

Targets: 1

Protections: None

Action Points: Range +2, Damage +1d8

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

**Global:** Overload only damages shields, barriers and synthetics with its damage effects.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Overheats target's currently equipped thermal clip

Option 1 – Extra Damage: Damage +1d8

Option 2 – Chain Overload I: Hit one additional target within 3 squares of the primary target for 1/2 damage

**Tier 5 (Advanced):** Damage 3d8, Overheats target's currently equipped thermal clip, Range 8

Option 1 – Neural Shock: Organic targets can suffer Hit Point damage from this Power now.

Option 2 – Recharge Speed: Cool Down 4

**Tier 6 (Advanced):** Damage 4d8, Overheats target's currently equipped thermal clip, Range 8

Option 1 – Shield Damage: +100% damage to Shields and Barriers

Option 2 – Chain Overload II: Hit one additional target within 3 squares of the primary target for 1/2 damage.

## BIOTIC CHARGE (Biotic Power)



Smash into a target while encased in this biotic barrier, leveling your opponents.

Range: User's Movement Limit

Cool Down: 6

Duration: N/A

Targets: 1

Protections: None

Action Points: Range +2, Target Size +1 Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Biotics check against target's Reflex Defense. Success results in the following:

**Global:** When using this power to charge you move in a straight line to your target but this power compensates for impeding obstacles in the way such as teammates and enemies, but not walls. The range of the power is limited by the remaining movement the character has when triggering this power.

Any target suspended helpless by powers such as Pull or Singularity suffers the basic effects of a Tier 1 Throw in addition to the normal Biotic Charge effects.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Knock Medium or smaller target Prone

Option 1 – Force & Damage: Damage +1d8, Knock Large or smaller target Prone

Option 2 – Radius: Hit up to 2 additional targets within 1 square of the primary target dealing them 1/2 damage, but no other effect

**Tier 5 (Advanced):** Damage 3d8, Knock Medium or smaller target Prone

Option 1 – Weapon Synergy: Deal melee weapon damage in addition to the Biotic Charge damage on impact

Option 2 – Power Synergy: Increase Power Combo Detonation damage by +50%

**Tier 6 (Advanced):** Damage 4d8, Knock Medium or smaller target Prone

Option 1 – Bonus Power: Casting Time: Swift Action

Option 2 – Barrier: Reset the Cool Down of your Biotic Barrier Power.

## **CARNAGE (Combat Power)**



Rip a target to shreds with this vicious blast.

Range: 6

Cool Down: 6

Duration: N/A

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2

Power Combo: Detonator

Casting Time: Standard Action

To use this power you must have sufficient shots with your thermal clip remaining. Make a Standard Attack Roll with your currently equipped shotgun, using all normal modifiers including range, if you hit the target you do normal weapon damage including ammo and the following:

**Global:** Any target suspended by powers such as Pull or Singularity will be thrown back until it makes impact with a solid object. Both targets suffer the effects of a fall of the corresponding distance. The primary target is knocked prone and the impact target is as well if it is of equal or smaller size.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, +25% damage to Armor

Option 1 – Radius: Explodes on impact doing 1/2 damage to all targets within 1 square radius of impact

Option 2 – Extra Damage I: +1d8 Damage

**Tier 5 (Advanced):** Damage 3d8, +50% damage to Armor, Range 8

Option 1 – Incapacitate: Target s without Shields or Barriers are knocked Prone

Option 2 – Recharge Speed: Cool Down 4

**Tier 6 (Advanced):** Damage 4d8, +50% damage to Armor, Range: 8

Option 1 – Armor Damage: +200% damage to Armor

Option 2 – Extra Damage II: +1d8 Damage

## THROW (Biotic Power)



Throw uses mass effect fields to hurl a target away from the user with damaging force.

Range: 6

Cool Down: 6

Duration: N/A

Targets: 1

Protections: Stopped by Barriers

Action Points: Range +2, Target Size +1 Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Biotic Check against target's Will Defense. Success results in the following:

**Global:** Just as creatures take damage when they are Thrown, so too do they take damage when hit by Thrown objects. When a creature could be hit by a Thrown object, make an attack roll (using the attack bonus listed in Table Damage from Thrown Objects) against the target's Reflex Defense. If the attack succeeds, the target takes the listed damage. If the attack misses, the target takes half damage. This is considered an area attack. Objects of Fine and Diminutive size are too small to deal damage, regardless of the distance fallen. A Thrown object must land wholly or partly in a creature's fighting space to damage the creature.

Targets that are suspended in the air, such as through Pull or Singularity have the effects of Throw against them doubled, including distance Thrown, damage dealt and taken and attack bonus to strike targets.

**Table. Damage from Thrown Objects**

Object Size	Examples	Attack Bonus	Damage	Strength Check DC
Tiny	Data Pad	-5	1d6	-
Small	Assault Rifle	-2	1d8	-
Medium	Human	0	2d8	5
Large	Atlas Mech	+2	4d8	10
Huge	Shuttle	+5	8d8	15
Gargantuan	Normandy SR1	+10	12d8	20
Colossal	Reaper Ship	+20	20d8	25

**Tier 1 (Basic):** Medium or smaller Target thrown back 6 squares for 1d8 dmg per 3 squares thrown, Lands Prone

**Tier 2 (Basic):** Medium or smaller Target thrown back 6 squares for 2d8 dmg per 3 squares thrown, Lands Prone

**Tier 3 (Basic):** Medium or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

**Tier 4 (Advanced):** Medium or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Force: Targets thrown back a maximum of +3 squares

Option 2 – Extend Range: Range +2

**Tier 5 (Advanced):** Large or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Detonate Synergy: Increase radius of Power Combo Detonation by 1 square

Option 2 – Recharge Combo: Reset Cool Down of Throw after triggering a Power Combo Detonation

**Tier 6 (Advanced):** Large or smaller Target thrown back 9 squares for 4d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Double Throw: Throw one additional target within 3 squares of the primary target

Option 2 –Recharge Speed: Cool Down 4

## SABOTAGE (Tech Power)



Sabotage weapons and synthetics causing them to overheat and backfire.

Range: 6

Cool Down: 4

Duration: N/A

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2, Damage +1d8

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Tech check against target's Fortitude Defense. Success results in the following:

**Global:** This Power has no effect on target weapons that do not use Thermal Clips. Synthetics without Shields or Barriers that are targeted by this Power suffer the backfire effects.

**Tier 1 (Basic):** Overheat target weapon, Backfire causes 1d8 damage

**Tier 2 (Basic):** Overheat target weapon, Backfire causes 2d8 damage

**Tier 3 (Basic):** Overheat target weapon, Backfire causes 3d8 damage

**Tier 4 (Advanced):** Overheat target weapon, Backfire causes 3d8 damage

Option 1 – Extra Damage: Backfire causes +1d8 damage

Option 2 – Compromised Weapon: Weapon requires full round action to reload

**Tier 5 (Advanced):** Overheat target weapon, Backfire causes 3d8 damage, Weapon suffers -1 Attack until repaired

Option 1 – Explosive Backfire: All targets within 1 square radius of the primary backfire take ½ damage

Option 2 – Recharge Speed: Cool Down 3

**Tier 6 (Advanced):** Overheat target weapon, Backfire causes 4d8 damage, Weapon suffers -2 Attack until repaired

Option 1 – Chain Sabotage: Sabotage one additional target within 3 squares of the primary target

Option 2 – Tech Vulnerability: +100% damage to Shields, Barriers and Synthetic Hit Points

*\* This power has been split in two; Sabotage and AI Hacking.*

## AI HACKING (Tech Power)



Hack synthetics to make them fight on your side.

Range: 6

Cool Down: 8

Duration: 2

Targets: 1

Protections: Stopped by Shields

Action Points: Range +2, Duration +2

Power Combo: N/A

Casting Time: Standard Action

Make a Use Tech check against target synthetic's Will Defense. Success results in the following:

**Global:** This power can also target piloted mechs such as an Atlas, in this case you make a contested Use Tech check against the pilots Use Computer to wrest control from him. Each round the Pilot may attempt to regain control by making another Contested skill check.

Hacked synthetics attack the nearest target with whatever weapon or ability they most commonly used. They may be directed to take other actions, target other foes, or use other powers with a Swift Action. If a Hacked AI leaves the line of effect to the controller or moves beyond Range x2 in squares the connection is severed and the hack is ended prematurely. The controller may also end a hack prematurely as a Swift Action.

**Tier 1 (Basic):** Duration +1, Target immune to further AI Hack this combat

**Tier 2 (Basic):** Duration +2, Target immune to further AI Hack this combat

**Tier 3 (Basic):** Duration +3, Target immune to further AI Hack this combat

**Tier 4 (Advanced):** Duration +3, Target immune to further AI Hack this combat

Option 1 – Friend or Foe Targeting I: Hacked Synthetic gains +3 Attack and +3 Damage against its former allies

Option 2 – Feedback: As a Standard Action end the hack to detonate the synthetic dealing 2d8 damage to the target and all targets within 1 square

**Tier 5 (Advanced):** Duration +3, Target immune to further AI Hack this combat, Range 8

Option 1 – Network Hack: Hack one additional target within 3 squares of the primary target

Option 2 – Friend or Foe Targeting II: Hacked Synthetic gains +5 Defenses against its former allies

**Tier 6 (Advanced):** Duration +4, Target can be affected by AI Hacking once more this combat, Range 8

Option 1 – Recharge Speed: Cool Down 6

Option 2 – Berserk: Hacked synthetics fighting on your side move 2 squares faster and do +100% more damage.

*\* This power has been split in two; Sabotage and AI Hacking.*



## SINGULARITY (Biotic Power)



The power launches a dark energy sphere to create an intense mass effect field. The field creates a warp in the space around it, creating a gravity well akin to a black hole. Enemies are drawn into the Singularity and held briefly helpless in orbit.

Range: 6

Cool Down: 8

Duration: 2

Targets: 1

Protections: Stopped by Shields and Barriers

Action Points: Range +2, Cool Down -1

Power Combo: Source

Casting Time: Standard Action

Make a Use Biotic check against target's Reflex Defense. Success results in a target being suspended helpless in the Singularity.

**Global:** Singularity takes up a square and traveling through that square causes a target to be caught within it. A biotic may only have one Singularity may be active at a time. Targets suspended in a Singularity can suffer extra effects from powers such as Throw or Concussive Shot (see those powers for details).

**Tier 1 (Basic):** Duration +1, Target held helpless

**Tier 2 (Basic):** Duration +2, Target held helpless

**Tier 3 (Basic):** Duration +3, Target held helpless

**Tier 4 (Advanced):** Duration +3, Target held helpless

Option 1 – Damage I: Targets caught in the Singularity suffer +1d8 damage each round

Option 2 – Expand: The singularity takes up a 2x2 square trapping all targets within that area

**Tier 5 (Advanced):** Duration +3, Target held helpless, Targets within 1 square of Singularity suffer -1 Defenses, Attack, Speed and Skill checks

Option 1 – Damage II: Targets caught in the Singularity suffer +1d8 damage each round

Option 2 – Recharge Speed: Cool Down 6

**Tier 6 (Advanced):** Duration +4, Target held helpless, Targets within 1 square of Singularity suffer -1 Defenses, Attack, Speed and Skill checks

Option 1 – Damage III: Targets caught in the Singularity suffer +1d8 damage each round

Option 2 – Detonate: When the natural duration of the field ends the Singularity detonates doing 5d8 damage to all targets within 2 squares.

## PULL (Biotic Power)



Pull generates a mass-lowering field, which levitates enemies into the air. While aloft, enemies will slowly drift about, allowing them to be finished off effortlessly.

Range: 6

Cool Down: 4

Duration: 2

Targets: 1

Protections: Partially Stopped by Barriers

Action Points: Range +2, Target Size +1 Category

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Biotic check against target's Reflex Defense. Success results in a target being yanked into the air. When the duration ends the target falls taking normal damage for a fall from their height. Targets are not considered helpless but cannot take actions while suspended by Pull. Targets suspended by Pull can suffer extra effects from powers such as Throw or Concussive Shot (see those powers for details). Target's with Barriers can suffer this Disarm effect but not any other.

**Global:** A target may instead have something it is carrying, such as a weapon, or shield, Pulled from its grasp. In this case Make use your Use Biotic check in place of an 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).

**FALLING DAMAGE** – When a target falls, make an attack roll (1d20+20) against its Fortitude Defense. If the attack succeeds, the subject takes 1d6 points of damage for every 3 meters fallen (to a maximum of 20d6 damage). If the attack fails, the subject only takes half damage. A falling character also lands prone (see Prone Targets, page 161). Acrobatics: If you are trained in the Acrobatics skill, you can reduce the damage you take from a fall with a successful Acrobatics check (see page 62). If the check succeeds and you take no damage from the fall, you land on your feet.

**Tier 1 (Basic):** Duration +1, Medium or smaller Target pulled upwards 6 squares

**Tier 2 (Basic):** Duration +2, Medium or smaller Target pulled upwards 6 squares

**Tier 3 (Basic):** Duration +3, Medium or smaller Target pulled upwards 6 squares

**Tier 4 (Advanced):** Duration +3, Medium or smaller Target pulled upwards 6 squares

Option 1 – Duration: +1 Duration

Option 2 – Extend Range: Range +2

**Tier 5 (Advanced):** Duration +3, Medium or smaller Target pulled upwards 9 squares, Target helpless

Option 1 – Lift Damage: Target suffers 1d8 damage per round suspended

Option 2 –Expose: Targets lifted take +50% damage from all sources

**Tier 6 (Advanced):** Duration +4, Medium or smaller Target pulled upwards 12 squares, Target helpless

Option 1 – Double Pull: Pull one additional target within 3 squares of the primary target

Option 2 – Recharge Speed: Cool Down 3

## NOVA (Biotic Power)



Transfer the energy of your biotic barrier to charge and spark this deadly blast. Barrier strength determines intensity.

Range: Self

Cool Down: 6

Duration: 2

Targets: Area of Effect: 1 Square Radius

Protections: None

Action Points: Damage +1d8, Duration +1

Power Combo: Detonator

Casting Time: Standard Action

**Global:** When this power is triggered it consumes points from your Biotic Barriers equal to the damage it deals. You must have Barriers active to trigger this power. You cannot do more damage than Barriers consumed.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Targets suffer -1 Condition Track for Duration

Option 1 – Extra Damage: +1d8 Damage which does not consume Barrier points

Option 2 – Force Radius: All targets that take damage greater than their Fortitude Defense are knocked Prone

**Tier 5 (Advanced):** Damage 3d8, Targets suffer -1 Condition Track for Duration, Duration +1

Option 1 – Power Recharge: Reduce current Cool Down on all other powers cooling down by 2

Option 2 – Half Blast: Reduce damage done by half to reduce Nova Cool Down by half (3)

**Tier 6 (Advanced):** Damage 4d8, Targets suffer -1 Condition Track for Duration, Duration +1

Option 1 – Pierce: +100% damage to shields, barriers and armor which does not consume your Barrier points

Option 2 – Sustain: Consume only 1/2 points of Barriers instead of full amount

## SHOCKWAVE (Biotic Power)



When used, the power sends out a series of explosive biotic impacts in front of the user ignoring any obstacles. It can be unleashed along the ground to launch all enemies in its path into the air, or used against airborne targets.

Range: N/A

Cool Down: 8

Duration: 2

Targets: Area of Effect: A line 6 squares long starting at the biotic

Protections: Shields

Action Points: Damage +1d8, Cool Down -1

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Biotic check against each target's Reflex Defense, success results in the following:

**Global:** Shockwave travels in a straight line from the biotic in a line either across the ground or up into the air. It will stop if it comes in contact with Shields ending its travels there. If it does not contact Shields it will continue the full distance affecting all targets it makes impact with. Targets do not receive Cover Bonus against Shockwave.

**Tier 1 (Basic):** Damage 1d8

**Tier 2 (Basic):** Damage 2d8

**Tier 3 (Basic):** Damage 3d8

**Tier 4 (Advanced):** Damage 3d8, Targets suffer -1 Condition Track for Duration

Option 1 – Extra Damage: +1d8 Damage

Option 2 – Reach: Area of Effect: +2 squares long

**Tier 5 (Advanced):** Damage 3d8, Targets suffer -1 Condition Track for Duration, Duration +1

Option 1 – Combo Detonate: Can trigger a Power Combo Detonation on all targets hit and not just one.

Option 2 – Engulf: Shockwave travels around Shielded targets to the extent of its area of effect minus one square for each Shielded target it travels around. Shielded targets still suffer no ill effects from Shockwave.

**Tier 6 (Advanced):** Damage 4d8, Targets suffer -1 Condition Track for Duration, Duration +1

Option 1 – Recharge Speed: Cool Down: 6

Option 2 – Lifting Shockwave: Targets without Barriers that take damage greater than their Will Defense suffer from a Pull Tier 1 effect for Duration

## FORTIFICATION (Combat Power)



Reinforce armor using protective Foucault currents. Purge the current and sends its charge to your gauntlets for increased melee damage.

Range: Self

Cool Down: 8

Duration: 4

Targets: N/A

Protections: None

Action Points: Duration +2, Detonation Damage +1d8

Power Combo: Detonator

Casting Time: Swift Action

**Global:** You cannot raise Fortifications if you are suffering from an ongoing Condition Hazard unless you make Endurance skill check against your own Willpower Defense. The point gained by this power can go beyond normal Armor Max. This Combat Power may be active while other Combat Powers are even if they say otherwise.

**Tier 1 (Basic):** Armor Points Boosted 1d8+Level

**Tier 2 (Basic):** Armor Points Boosted 2d8+Level

**Tier 3 (Basic):** Armor Points Boosted 3d8+Level

**Tier 4 (Advanced):** Armor Points Boosted 3d8+Level, Fortitude +2

Option 1 – Detonate: Detonate Fortification as Standard Action to deal 2d8 Dmg to all targets with 1 square radius

Option 2 – Durability I: +1d8 Armor Points, Armor gains Damage Reduction 1

**Tier 5 (Advanced):** Armor Points Boosted 3d8+Level, Fortitude +2

Option 1 – Armor Synergy: Detonate Fortification as a Standard Action to trigger an Armor Repair as if one Omni Gel was used on their armor to all allies within a 1 square radius. (This effect stacks with Tier 4 Detonate Effect)

Option 2 – Power Synergy: Combat Powers and Melee Damage deals +1d8 damage, Each use of this reduces the remaining Duration of the Fortification by 1.

**Tier 6 (Advanced):** Armor Points Boosted 4d8+Level, Fortitude +2

Option 1 – Recharge Speed: Cool Down 6

Option 2 – Durability II: Fortitude Defense +3, Armor Damage Reduction 3

## TACTICAL CLOAK (Tech Power)



Become nearly invisible. Gain a massive damage bonus when breaking from cloak to attack.

Range: Self

Cool Down: 8

Duration: 2

Targets: Self

Protections: N/A

Action Points: Duration +1, Use Shield Recharge

Power Combo: N/A

Casting Time: Swift Action

**Global:** When Tactical Cloak is active a target may not use Shield Recharge, or Attack or use Powers without breaking the cloak. Tactical Cloak grants Total Concealment while active.

**Total Concealment:** You can't attack an opponent that has total concealment, though you can attack into a square that you think he occupies. If you attack a target with total concealment, you take a -5 penalty on your attack roll. You can't make an attack of opportunity against an opponent with total concealment, even if you know what square or squares the opponent occupies. If you attempt to notice a target with total concealment, you take a -10 penalty on your Perception check.

**Tier 1 (Basic):** Duration +1, Attack Bonus +1

**Tier 2 (Basic):** Duration +2, Attack Bonus +2

**Tier 3 (Basic):** Duration +3, Attack Bonus +3

**Tier 4 (Advanced):** Duration +3, Attack Bonus +3

Option 1 – Duration: Duration +1 Extra

Option 2 – Damage: Deal +2d8 Damage when breaking cloak to target

**Tier 5 (Advanced):** Duration +3, Attack Bonus +3, Enemy Suffers -15 penalty on Perception check to notice you

Option 1 – Recharge Speed: Cool Down 6

Option 2 – Damage: Increase all damage by +50% while cloaked

**Tier 6 (Advanced):** Duration +4, Attack Bonus +4, Enemy Suffers -20 penalty on Perception check to notice you

Option 1 – Bonus Power: Fire one power while cloaked and remain hidden without breaking cloak

Option 2 – Bonus Strike: Fire a single shot from a weapon while cloaked and remain hidden without breaking cloak

## TRAINING PACKAGES

Training packages can be taken at first level and help to define a character's history and starting path in life. Once you take a Basic Training Package you cannot take any other Basic Training Package. Advanced Training Packages are designed for higher level characters and have various prerequisites before a character can advance into them. Training packages offer up a collection of basic proficiencies as well as access to certain skills, Powers and other feats.

Each level a character gains a set number of points to spend to buy new powers or to level up existing powers. Each new tier of a power costs you one point. Some races begin with bonus ranks as well.

**Table. Power Points Per Level**

Level	Points Per Level	Total
1	3	3
2-20	2	38
21-30	4	40
Total	-	81

### RACIAL BONUSES

Asari are a naturally biotic race and gain +1 point at first level that may be spent on any biotic power for which they have on their Basic Training Package.

Quarian are a naturally tech oriented race and gain +1 point at first level that may be spent on any tech power for which they have on their Basic Training Package.

### MAX LIMITS

Characters may only reach a maximum tier in a power equal to their character level plus one.

### ADEPT (BASIC TRAINING PACKAGE)



This feat allows the user access Biotic Powers, the Use Biotics skill, as well as the use of biotic equipment and Power Evolution Feats.

Prerequisites: Character exposure to Element Zero, or naturally biotic race.

Armor Proficiencies: Light Armor

Weapon Proficiencies: Heavy Pistols, Submachine Guns

Power List: Barrier, Pull, Shockwave, Singularity, Stasis, Throw, Warp

## **ENGINEER (BASIC TRAINING PACKAGE)**



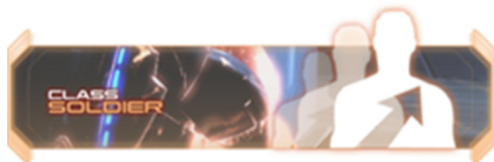
This feat allows the user access to Tech Powers, the Use Tech skill, as well as the use of tech equipment and Power Evolution Feats.

Armor Proficiencies: Light Armor

Weapon Proficiencies: Heavy Pistols, Submachine Guns

Power List: AI Hacking, Combat Drone, Cryo Blast, Incinerate, Overload, Sabotage, Tech Armor

## **SOLDIER (BASIC TRAINING PACKAGE)**



This feat allows the user access to Combat Powers.

Armor Proficiencies: Light Armor, Medium Armor, and Heavy Armor,

Weapon Proficiencies: Heavy Pistols, Submachine Guns, Assault Rifles, Shotguns, Sniper Rifles

Power List: Adrenaline Rush, Carnage, Concussive Shot, Fortification, Marksman

## **INFILTRATOR (BASIC TRAINING PACKAGE)**



This feat allows the user access to Combat and Tech Powers, the Use Tech skill, as well as the use of tech equipment

Armor Proficiencies: Light Armor, Medium Armor

Weapon Proficiencies: Heavy Pistols, Submachine Guns, Sniper Rifles

Power List: Decoy, Marksman, Incinerate, Sabotage, Tactical Cloak



## **SENTINEL (BASIC TRAINING PACKAGE)**



This feat allows the user access to Biotic Powers, Tech Powers, the Use Biotics and Use Tech skill, as well as the use of biotic and tech equipment and Power Evolution Feats.

Prerequisites: Character exposure to Element Zero, or naturally biotic race.

Armor Proficiencies: Light Armor , Medium Armor

Weapon Proficiencies: Heavy Pistols, Submachine Guns

Power List: Cryo Blast, Overload, Tech Armor, Throw, Warp

## **VANGUARD (BASIC TRAINING PACKAGE)**



This feat allows the user access to Biotic and Combat Powers, the Use Biotics skill, as well as the use of biotic equipment.

Prerequisites: Character exposure to Element Zero, or naturally biotic race.

Armor Proficiencies: Light Armor, Medium Armor

Weapon Proficiencies: Heavy Pistols, Submachine Guns, Shotguns

Power List: Barrier, Biotic Charge, Carnage, Nova, Shockwave

## POWER COMBOS

By attacking an enemy with two powers in sequence, the combined effects of each power can result in an explosion. All power combos require two different varieties of powers be used: a source and a detonator. The damage a power combo causes is based off the combo's effective level, which is the sum of the ranks of the source and detonator powers. It is not affected by any sort of buff to the force and damage of powers.

Some powers can be both sources and detonators, but in that case, the source power must be a different power than the detonator – for example, you cannot detonate Warp with another Warp, but Incinerate and Warp will detonate each other. Area-of-effect powers can set up multiple combos (one on each affected target), but can only detonate one combo per use, or per projectile launched if more than one (Double Throw, Nova).

When a power detonates the Source Power has its duration expire, but it will retain the Denotator power for the remainder of its duration. In this way few targets can have multiple hazardous powers action on them at one time.

**Table. Power Combo Source or Detonator**

Power	Source	Detonator	Combo Bonus	Type Triggered#
Warp	Yes	Yes	Yes	Biotic
Cryo Blast	Yes			
Incinerate	Yes	Yes		Tech
Barrier		Yes		Biotic
Concussive Shot		Yes		Tech
Stasis	Yes			
Tech Armor		Yes		Tech
Overload		Yes		Tech
Biotic Charge		Yes	Yes	Biotic
Carnage		Yes		Tech
Throw		Yes	Yes	Biotic
Sabotage		Yes		Tech
Singularity	Yes			
Pull	Yes	Yes		Biotic

Nova		Yes		Biotic
Shockwave	Yes *	Yes	Yes	Biotic
Fortification		Yes		Tech
Combat Drone				

# Is based off the Source Power

\* With Lifting Shockwave Evolution

Biotic Explosions do two times normal damage against Barriers and Armor.

Tech Explosions do two times normal damage against Shields.

Tier 1: Target Takes +1d8+1 dmg

Tier 2: Target Takes +1d8+2 dmg

Tier 3: Target Takes +1d8+3 dmg

Tier 4: Target Takes +2d8+4 dmg, All targets within 1 square radius take 1/2 damage

Tier 5: Target Takes +2d8+5 dmg All targets within 1 square radius take 1/2 damage

Tier 6: Target Takes +2d8+6 dmg All targets within 1 square radius take 1/2 damage

Tier 7: Target Takes +3d8+7 dmg, All targets within 1 square radius take full damage

Tier 8: Target Takes +3d8+8 dmg All targets within 1 square radius take full damage

Tier 9: Target Takes +3d8+9 dmg All targets within 1 square radius take full damage

Tier 10: Target Takes +4d8+10 dmg, All targets within 1 sq take full damage, Targets within 2 squares take 1/2 damage

Tier 11: Target Takes +4d8+11 dmg, All targets within 1 sq take full damage, Targets within 2 squares take 1/2 damage

Tier 12: Target Takes +4d8+12 dmg, All targets within 2 square radius take full damage

## **POWER EVOLUTION FEATS**

As an Adept, Engineer or Sentinel's knowledge of their powers grow, he can learn to use powers in ways slightly different from the norm. Using a power in this way is more difficult than the norm and so requires more effort to do. To use a Power Evolution Feat you must 'charge' the use of your power, or alter the basic function of the power, this takes energy. This adds a greater Cool Down to the normal limits of your power as described below. A Power Evolution is tied to the power for which you use it and cannot be used again until the power cools down. Once the power for which an evolution is applied cools down the evolution can be used again.

They work the same for Tech or Biotic Powers and are all grouped together here.

No power may have more than one Power Evolution Feat applied it at a single time.

### **DUAL EVOLUTIONS**

You have learned how to apply more than one evolution to a power at a time.

Pre-Requisites: Character Level 9

Cool Down Penalty: +1

Benefit: You may apply a total of two evolutions to a single activation of a power. The cool down penalties from both evolutions are added together along with the one from Dual Evolution.

### **EMPOWER POWER**

You can increase the strength of your Powers, causing them to deal more damage.

Pre-Requisites: Character Level 3

Cool Down Penalty: +2

Benefit: All variable, numeric effects of an evolved power are increased by half including bonuses to those dice rolls.

Skill checks to active the power and opposed rolls are not affected, nor are powers without random variables.

### **ENLARGE POWER**

You can increase the range of your Powers.

Pre-Requisites: None

Cool Down Penalty: +1

Benefit: You can alter a power with a range beyond Self to add +50% to its range.

### **EXTEND POWER**

You can make your Powers last longer.

Pre-Requisites: Character Level 3

Cool Down Penalty: +2

Benefit: An extended Power lasts an additional +50% as long as normal. A power with no duration, or an instantaneous effect is not affected by this feat.

## **INTENSIFIED POWER**

Your powers can go beyond several normal limitations.

Pre-Requisites: Character Level 6

Cool Down Penalty: +3

Benefit: An intensified power increases all dice type used by the power by one step. (ie. D8 becomes d10)

## **MAXIMIZE POWER**

Your powers have the maximum possible effect.

Pre-Requisites: Character Level 6

Cool Down Penalty: +3

Benefit: All variable, numeric effects of a power modified by this evolution are maximized. Skill checks to active the power and opposed rolls are not affected, nor are powers without random variables.

## **PIERCING POWER**

Your studies have helped you develop methods to overcome some protections.

Pre-Requisites: Character Level 9

Cool Down Penalty: +3

Benefit: When you activate a piercing power against a target with a protection that normal stops your power( ie, Shields, Barriers, Armor), you may make Use Power skill check against the target's Fortitude Defense to bypass a single layer of protection.

## **QUICKEN POWER**

You can activate powers in a fraction of the normal time.

Pre-Requisites: Character Level 3

Cool Down Penalty: +2

Benefit: Activating a quickened power is a swift action. You can perform another action, even activating another power, in the same round as you activate a quickened power. A power who's activation time is more than 1 round or 1 full-round action, or already a swift action, cannot be quickened.

## **REGENERATE POWER**

You can recover the use of a Power quicker.

Pre-Requisites: Character Level 3

Cool Down Penalty: N/A

Benefit: By increasing the activate time of a power to a Full Round Action you can reduce its Cool Down by 2 to a minimum of 1.

## **SELECTIVE POWER**

Your allies need no fear friendly fire from you.

Pre-Requisites: Character Level 6

Cool Down Penalty: +3

Benefit: When activating a power with an area effect you can choose a number of targets in the area equal to the ability score bonus associated with that power. These targets are excluded from the effects of your Power.

Powers that do not have an area of effect or leave a linger affect in the area (ie, Singularity) do not benefit from this evolution.

### **SILENT POWER**

You can activate your powers without making any sound.

Pre-Requisites: None

Cool Down Penalty: +1

Benefit: A silent power can be activated with no verbal components.

### **STILL POWER**

You can activate powers without moving.

Pre-Requisites: None

Cool Down Penalty: +1

Benefit: A stilled power can be activated with no somatic components.

### **WIDEN POWER**

You can activate your powers so that they occupy a larger space.

Pre-Requisites: Character Level 3

Cool Down Penalty: +2

Benefit: You can alter a burst, emanation, or shaped power to increase its area. Any number measurements of the power's area increase by +50% (minimum of 1).