

# Mass Effect RPG Version 1.1

A pen-and-paper Role-Playing Game using the d100 and Base 40 Systems



**Created by R. Christopher Ramos & Robert DelGardo (2012)**

This is a not-for-profit experiment, not to be sold or resold to or by any individual and/or entity, created by fans of both tabletop RPGs and the Mass Effect universe. Please be advised that this project is only inspired by the Mass Effect franchise, and is not an exact replica of the systems utilized in the video games. Feel free to use this guide with an open mind, add or subtract anything you like or don't like, and make it completely your own. This is only a starting point, for you and your friends to use and explore.

All artwork contained herein is the property of their respective owners, does not belong to us, we never made a profit, and it all looks awesome. Anyway, read and enjoy!

## **How does this game fit into the Mass Effect (ME) universe, timeline-wise?**

Sometime around the events of Mass Effect 2 video game.

Assume that Saren from Mass Effect 1 has already been defeated. However, Earth has not yet been invaded by the Reapers (ME3).

Of course, the Game Master (GM) may design a specific campaign to exist at any point along the official ME timeline. Keep in mind, this RPG is not intended to be a continuation of the story of "Commander Shepard." This game is an opportunity for new characters to emerge and for players to carve out their own unique legacy within the Mass Effect universe.

## **What do you need to play this game?**

Paper, a few pens and/or pencils, at least two 10-sided dice (d10), and 3-6 imaginative players that share a love for Mass Effect.

**Optional stuff:** Copies of pre-made character sheets, a plastic mat or paper map with pre-printed squares, graph paper, and metal and/or plastic miniatures to visibly represent players and enemies.

## Game Mechanics/Terms

**GM:** Game Master. The person that creates the "story," the eyes and ears of the PCs, he or she who sets the stage and the obstacles to overcome. Must know the rules, be creative and the ability to improvise. A flair for the dramatic doesn't hurt, either!

**PC:** Player Character. The alter-ego of the player. The player will usually have a character sheet with the PCs equipment and vital stats recorded. The player gains Paragon and/or Renegade Advancement Points, earned from the GM in various ways by playing the game, which then are used by the player to improve their PC.

**NPC:** Non-Player Character. Every character that the PCs meet, voiced and controlled by the GM to create the campaign and story.

**Campaign:** An ongoing storyline created by the GM that stretches out over multiple gaming sessions, sometimes for weeks, months... or even longer!

**d100:** To determine success or failure in this game, players and the Game Master (GM) often use two ten-sided dice (d10). One die is designated as the "tens" and the other die is the "ones."

**Base 40 System:** Nearly every task in this game - combat or otherwise - has a base 40% chance of success. The roll would, of course, be modified by the circumstances. In combat, the skill of the attacker and the Dexterity of the defender would alter the success rate. In non-combat action rolls, the GM would modify this base depending on the difficulty of the task in question. Once the Base 40 has been modified, the player rolls d100 to determine success or failure. Generally, the lower the result, the better.

In certain situations, the Base 40 Rule is not used (GM's discretion).



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# Character Creation

## MAIN ATTRIBUTES

Every player character has nine (9) **ATTRIBUTES**. Each attribute has a corresponding unfixed **SCORE**. The higher the score, the better the skill. With nearly every action you take in the game, you roll d100 (two ten-sided dice) to determine your success or failure using the Base 40 system.

<b>SCORE RANGE</b>	
<b>1-5</b>	<b>Below average, no training or talent</b>
<b>6-12</b>	<b>Average ability range for any species</b>
<b>13-29</b>	<b>Above average, some basic training</b>
<b>30-49</b>	<b>Ranking in the top 10% in any major city, extensive training coupled with some natural ability</b>
<b>50-74</b>	<b>Top 10% planet-wide, Olympic-level skill</b>
<b>75-99</b>	<b>Top 10% system-wide, near-perfection</b>
<b>100+</b>	<b>Top 1% in the entire galaxy, legendary</b>

Your character "advances" by spending Paragon and/or Renegade Advancement Points to increase Ability Scores, and also by finding items that may also increase scores. Players can also spend points improving Powers (explained later).

Your nine (9) attributes are, each of which have an unfixed score:

<b>M</b> ELEE
<b>A</b> IM
<b>D</b> EXTERITY
<b>S</b> TRENGTH
<b>S</b> TAMINA
<b>K</b> NOWLEDGE
<b>I</b> NTUITION
<b>W</b> ILLPOWER
<b>C</b> HARISMA

Each ability starts with a base of 4 points, and then you add 2d10 to each. Then, after all the rolls are made and points added... roll one final d10, divide and distribute those extra points freely to the attributes of your choice.

With any roll of a 10 in the game, including character creation, you repeat the roll and add the sums together.

$$\text{LIFE} = \text{M} + \text{A} + \text{D} + \text{S} + \text{S}$$

$$\text{starting LUCK} = \text{K} + \text{I} + \text{W} + \text{C}$$

**LIFE** is self-explanatory. When your Life reaches zero, you are dying.  
**LUCK** will be explained later.

When your MADSS scores increase, so does your LIFE, accordingly.

However, when your KIWC scores increase, your LUCK does NOT increase. This is explained in further detail later.

While scores exceeding 100 are extremely rare, there is no upper limit to attribute scores... except for STRENGTH:

### **MAXIMUM natural STRENGTH for PCs:**

**Krogan: 75 points**

**Human, Turian: 50 points**

**Drell, Quarian: 40 points**

**Salarian, Asari: 30 points**

Of course, a PC can have equipment and/or upgrades that increase their Strength score beyond the limits posted above.

### **How Much Weight Can My PC Lift?**

As a general rule, use a x20 multiplier in pounds. For instance, an Asari with a 15 Strength can bench press approximately 300 lbs. ( $15 \times 20 = 300$ ). Thus, a human with the maximum Strength score of 50 can bench press about 1,000 lbs, and a Strength 75 Krogan can lift 1,500 lbs.



# Playable Species

## ASARI

Charisma +5, Willpower +5, Strength -5.



The **Asari** are one of the most powerful and respected species in the galaxy. They were the first species to discover and inhabit the [Citadel](#), and were instrumental in the development of the [Citadel Council](#). They continue to be the heart of galactic society. Asari are revered for their elegance, diplomacy and [Biotic](#) talent, which gives them a **+5 Willpower in Biotic Powers**.

A typical Asari usually has either a blue or purple complexion and can live for a millennia. A mono-gendered species, Asari are able to reproduce with any gender and with any species. Though they resemble human females, Asari are non-gender specific and have no concept of gender differences. Unfortunately, any species that mates with an Asari will have a 100% Asari child, both physically and genetically.

There are three main life stages of the Asari:

- The **Maiden** stage starts at birth and it is a time of exploration and experience. At this stage, many Asari are curious and restless.
- The **Matron** stage begins at around 350 years of age. During this time, there is a desire to settle down and raise children.
- The **Matriarch** stage begins around 700 years of age, or earlier if the individual melds rarely. At this point in their life, Asari become active in their community as councilors or other types of guiding lights.

**"Embrace Eternity" ability:** An Asari mating ritual that gives to the ability to "see" images of events that they have experienced or the experiences of others by touch, in the near or distant past. This can also be used as a mind reading device. Once per gaming session, the player can use this ability to get reminders, mission details, locations and/or gaming hints about campaign secrets from the GM, when appropriate.

Asari PCs begin their careers in the Maiden stage of life, being 20+d100 years old.

Languages: Asari, Galactic + 1 language for every 10 points of Knowledge.



## DRELL

**Dexterity +5, Intuition +5, Stamina -5.**



**Drell** are omnivorous reptile-like humanoids with an average lifespan of 85 galactic standard years. 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, akin to crocodiles.

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

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. As a result, **Drell get a +10 to all Knowledge action rolls that involve memory.**

Languages: Drell, Galactic, **+1 language for every 5 points of Knowledge.** Due to their powerful memory recall, Drell learn languages faster than other species.

## HUMAN

Willpower +5, Charisma +5.



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. 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.

In 2165, humanity was granted an embassy on the [Citadel](#) in recognition of their growing power and influence in the galactic community.

Languages: Human, Galactic + 1 for every 10 points of Knowledge.

**Human PCs begin their career with an extra bonus power, from any list regardless of Career Path (total of 5).**

## SALARIAN

Knowledge +5, Stamina +5, Strength -5.



The second species to join [The Citadel](#), the [Salarians](#) are warm-blooded amphibians with a hyperactive metabolism.



The salarians were responsible for advancing the development of the primitive [krogan](#) species to use as soldiers during the [Rachni](#) Wars. They were also behind the creation of the genophage bioweapon the [Turians](#) used to quell the Krogan Rebellions several centuries later.

Salarians are known for their observational capability and non-linear thinking. They have near-photographic memory, giving them additional Skills. **Salarian PCs start their careers with two skills plus an additional skill for every 5 points of Knowledge.** They are constantly experimenting and inventing, and it is generally accepted that they always know more than they're letting on. Due to their heightened metabolism, Salarian PCs heal Life at +5 to Stamina during rest and recovery. They also move at a rate of eight (8) squares per turn during combat (Other species generally move 6).

Languages: Salarian, Galactic + 1 for every 10 points of Knowledge.

## TURIAN

**Aim +5, Intuition +5, Dexterity -5.**



Roughly 1,200 years ago, the [Turians](#) were invited to join the [Citadel Council](#) to fulfill the role of galactic peacekeepers. The turians have the largest fleet in [Citadel Space](#), and they make up the single largest portion of the Council's military forces.

The turian homeworld, [Palaven](#), has a metal-poor core, generating a weak magnetic field and allowing more solar radiation into the atmosphere. To deal with this, most forms of life on Palaven evolved some form of metallic "exoskeleton" to protect themselves, which makes them **resistant to radiation, heat, cold and toxins. (Will saves +10).**

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.

Biotics are uncommon (Turian PCs have a **-5 penalty in Biotics**). While admired for their exacting skills, biotics' motives are not always trusted by the common Turian soldier. **Turians, like Salarians, move eight (8) squares per turn in combat.**

Languages: Turian, Galactic + 1 for every 10 points of Knowledge.

## KROGAN

Strength +10, Stamina +5, Aim -5, Dexterity -5, Charisma -10.



The **Krogan** evolved in a hostile and vicious environment. Until the invention of gunpowder weapons, "eaten by predators" was still the number one cause of krogan fatalities. Afterwards, it was "death by gunshot".

Liberated from the harsh conditions of their homeworld by the Salarians, the quick-breeding krogan experienced an unprecedented population explosion. They began to colonize nearby worlds, even though these worlds were already inhabited. The Krogan Rebellions lasted nearly a century, only ending when the [turians](#) unleashed the genophage, a salarian-developed bioweapon that crushed all krogan resistance.

The krogan evolved in a lethal ecology. Over millions of years, the grim struggle to survive larger predators, virulent disease, and resource scarcity on their homeworld, [Tuchanka](#), turned the lizards into quintessential survivors.

Physically, the krogan are nigh-indestructible, with a tough skin that provides a base of **10 points of protection against every physical attack (+10 A/S Rating)**. Rather than a nervous system, they have an electrically conductive second circulatory system. As a result, a krogan can never be paralyzed, poisoned or catch a disease.

The hump on krogan's back stores water and fats that help the krogan survive lean times. **As a result, a krogan can go without eating or drinking for d10 days before suffering a penalty. Also, Krogan have eyes on the sides of their heads, making Stealth attacks for bonus damage almost impossible.**

**Blood Rage:** Feared throughout the galaxy as nightmarishly violent warriors, the krogan are both aided and hobbled by their legendary "blood rage".

In the grip of that madness, krogan become seemingly invincible, but are merely totally unresponsive to pain. "Blood-enraged" krogan fight regardless of injury level, to the extent that krogan shorn of all four limbs continue gnashing past brain death until total somatic death.

**A Krogan PC in combat that has less than 50% Life can elect to enter into a Blood Rage, doing double damage with melee attacks that CHAIN (see Combat, below) for the remainder of the fight.** However, the player must make a successful Willpower Feat roll to exit the Blood Rage and stop fighting, otherwise the Krogan will continue to attack blindly, striking and even possible killing friendly targets. Allow a new Willpower save every combat round to break the Rage.

[Biotics](#) are rare among the krogan (Krogans have a **-5 penalty in Biotics**). Those that exist are viewed by other Krogans with suspicion and fear. Krogans also develop fewer skills than other species, living only to fight and kill. They gain two skills at character creation like every other species, but then gain additional skills for every **20 points** of Knowledge thereafter.

Languages: Krogan, Galactic +1 for every **20 points** of Knowledge.

## QUARIAN

**Stamina -5, Knowledge +5, Willpower +5, Charisma -5.**



Driven from their home system by the [geth](#) nearly three centuries ago, most [Quarians](#) now live aboard the [Migrant Fleet](#), a flotilla of fifty thousand vessels ranging in size from passenger shuttles to mobile space stations. It would be assumed that a Quarian PC would be in the midst of their "pilgrimage."

Quarian PCs automatically **get the Bypass Security/Hacking power (regardless of class, 5 total), and have a +5 benefit to all Tech skills.**

Languages: Quarian, Galactic, +1 for every 10 points of Knowledge.

### Playable Species Advantages/Disadvantages

<u>Species</u>	<u>Bonuses/Penalties</u>
ASARI	Charisma +5, Willpower +5, Strength -5. +5 Willpower in Biotics, "Embrace Eternity"
DRELL	Dexterity +5, Intuition +5, Stamina -5. +10 to all memory action rolls (Knowledge), more languages
HUMAN	Willpower +5, Charisma +5. One extra power, total of 5.
SALARIAN	Knowledge +5, Stamina +5, Strength -5. Heal Life at +5 to Stamina, more skills, Move 8 squares during combat.
TURIAN	Aim +5, Intuition +5, Dexterity -5. +5 A/S Rating, -5 in Biotics, Will +10 vs. radiation, heat, cold, toxins. Move 8 squares during combat.
KROGAN	Strength +10, Stamina +5, Aim -5, Dexterity -5, Charisma -10. +10 A/S Rating, -5 penalty in Biotics, Blood Rage, fewer skills & languages
QUARIAN	Stamina -5, Knowledge +5, Willpower +5, Charisma -5. Bypass Security/Hacking power, +5 on rolls with all Tech-based powers/skills.

## Languages

Every PC starts out knowing two languages, "Galactic" and their home planet's blended language. Galactic is a common mixture of key phrases and slang of several species' languages from across the galaxy. The second language is a blend from the PCs own particular home planet. For instance, languages on Earth and in the Sol system in the 22nd century have evolved to the point that even humans themselves refer to it as "Human" instead of English, German, Chinese, etc. The same can be said for other home worlds across the galaxy.

Most PCs may choose a new language for every 10 points of Knowledge earned (Drell learn faster, Krogan slower).

## Career Paths

Every PC must choose a CAREER PATH. There are six career paths. **Every path gets access to FOUR (4) Powers**, which the player must choose from the appropriate list during character creation.

The PC, through playing, will earn Advancement points from the GM, which then can be used to level up their powers. Players can also spend points to purchase new powers after character creation (GM's discretion). There are three Power lists: Combat, Biotic and Tech.

**SOLDIER - 4 Combat Powers** - Can use ANY weapon

**ADEPT - 4 Biotic Powers** - Can use ONLY Handguns, Submachine Guns

**ENGINEER - 4 Tech Powers** - Can use only Handguns, Submachine Guns and Sniper Rifles

**VANGUARD - 2 Combat/2 Biotic** - Can use only Handguns, Submachine Guns, Assault Rifles and Heavy Weapons

**SENTINEL - 2 Tech/2 Biotic** - Can use only Handguns, Assault Rifles and Sniper Rifles

**INFILTRATOR - 2 Tech/2 Combat** - Can use only Handguns, Submachine Guns, Shotguns and Heavy Weapons.

**Each POWER has seven (7) levels of proficiency, with a total of 3 sub-powers.** The character gains the first sub-power at Level 1, then a 2nd sub-power at Level 4, and a 3rd and final sub-power at Level 7.

**Players cannot earn more than one power level per gaming session.** Also, the point cost is progressive, i.e. to attain level 2 in Adrenaline Rush, for example, you must spend 2 Advancement points. Then, after the next gaming session, to gain Adrenaline Rush Level 3, you must spend 3 points, then 4 points for Level 4 (which unlocks the 2nd sub-power), 5 points for Level 5, and so on.

**Unlike weapon attacks, Powers usually auto-hit in combat.** However, some powers can be resisted via saving throw, and they cannot be chained (SEE Chain Attacks, later). Also, Powers have a universal one-combat turn "cooldown." Ex: Shepard wins initiative, uses Concussive Shot in his first combat turn. In his next combat turn, he cannot use Concussive Shot - or any other power - until his next (3rd) turn.

**Players can purchase additional Powers beyond the starting set, but only after at least one Power has reached Level 7.** Powers cost five (5) Advancement Points (Paragon or Renegade) to purchase after character creation.

## **Powers**

### **COMBAT**

**(Soldiers, Vanguard & Infiltrators)**

Adrenaline Rush Concussive Shot Carnage Frag Grenades Inferno Grenades Cryo Grenades Sticky Grenades Marksman Fortification Unity
--

**BIOTIC (Adepts, Vanguard & Sentinels)**

Singularity Warp Shockwave Stasis Throw Biotic Charge Barrier Dominate Biotic Grenade Nova
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## TECH (Engineer, Sentinel, Infiltrator)

Overload/Neural Shock  
Bypass Security/Hack AI  
Combat Drone  
Advanced Medi-Gel  
Tech Armor  
Decoy  
Cryo Blast  
Incinerate  
Energy Drain  
Tactical Cloak

## Power Descriptions

Combat List

### **Adrenaline Rush.**

The ability to slow down time on the battlefield. Heightened senses and reaction time.

Level 1: The PC will automatically win initiative for the following d10 rounds, going first in combat.

Level 4: Win initiative, plus movement on the battlefield is doubled for d10 rounds (normal  $6 \times 2 = 12$  squares per combat turn)

Level 7: For d10 rounds, PC has a +5 to Melee and Aim.



## **Concussive Shot.**

A blast from equipped projectile weapon that knocks enemies prone, forcing them to lose their next combat turn. Roll for normal weapon damage. No saving throw.

Level 1: Auto-hit, one enemy knocked down, target is pushed one square back.

Level 4: Up to two adjacent enemies knocked down, pushed up to two squares back. Auto-hit, both take normal weapon damage.

Level 7: Up to three adjacent enemies knocked down, pushed up to three squares back. Auto-hit, all three targets take normal weapon damage.

## **Carnage.**

A lethal attack from the currently readied projectile weapon that auto-hits but does not chain.

Level 1: +20 damage

Level 4: +40 damage

Level 7: +60 damage



## **Frag Grenades.**

Grenades do automatic damage to everything within the target square(s), but the player must choose the square(s) and make a single AIM roll to hit the chosen square(s). The maximum distance thrown is 4 squares + 1 for every 10 points of Strength. PCs can also carry only a limited number of grenades at one time.

Level 1: Can carry a maximum of two (2) grenades, damage is 40 points, Area of Effect is 2 squares.

Level 4: Can carry three (3) grenades, damage 60, AoE is 2x2, or 4 total squares.

Level 7: Can carry four (4) grenades, damage 80, AoE 3x3, or 9 squares.

The damage is not distributed between the targets, each target takes full posted damage.

## **Cryo Grenades**

Grenades do automatic damage to everything within the target square(s), but the player must choose the square(s) and make a single AIM roll to hit the chosen square(s). The maximum distance thrown is  $4 + 1$  for every 10 points of Strength. PCs can also carry only a limited number of grenades at one time.

Enemies always take full damage, but are allowed a Willpower saving throw to prevent the Cyro effect.

Level 1: Can carry a maximum of two (2) grenades, damage is 20 points, Area of Effect is 2 squares. Cyro effect: Targets move at 1/2 speed (3 squares).

Level 4: Can carry three (3) grenades, damage 40, AoE is 2x2, or 4 total squares. Cryo effect: 1/2 speed, plus 50% chance targets are frozen solid, and can be killed on the following combat turn. Enemy allowed to make saving throw to avoid freezing.

Level 7: Can carry four (4) grenades, damage 60, AoE 3x3, or 9 squares. Cryo effect: All targets frozen solid, can be automatically killed in next combat turn. Saving throw allowed.

The damage is not distributed between the targets, each target takes full posted damage.



## **Inferno Grenades**

Grenades do automatic damage to everything within the target square(s), but the player must choose the square(s) and make a single AIM roll to hit the chosen square(s). The maximum distance thrown is  $4 + 1$  for every 10 points of Strength. PCs can also carry only a limited number of grenades at one time.

Enemies always take full damage, but are allowed a Willpower saving throw to prevent the Incendiary effect.

Level 1: Can carry a maximum of two (2) grenades, damage is 30 points, Area of Effect is 2 squares. Incendiary effect: Targets lose turn putting out the flames, panicking. Willpower saving throw negates the effect.

Level 4: Can carry three (3) grenades, damage 50, AoE is 2x2, or 4 total squares. Incend effect: Targets lose turn putting out flames. Willpower saving throw negates the effect. Failed save means 15 additional damage.

Level 7: Can carry four (4) grenades, damage 70, AoE 3x3, or 9 squares. Incend effect: Targets lose turn putting out flames. Willpower saving throw negates the effect. Failed save means 30 additional damage.

The damage is not distributed between the targets, each target takes full posted damage.

## **Sticky Grenades**

Grenades do automatic damage to everything within the target square(s), but the player must choose the square(s) and make a single AIM roll to drop the grenade into the chosen square(s). The maximum distance thrown is  $4 + 1$  for every 10 points of Strength. PCs can carry only a limited number of grenades at one time.

Sticky Grenades will adhere to a mobile target, and the player can remotely control when the grenade will go off.

Level 1: Can carry a maximum of two (2) grenades, damage is 20 points, Area of Effect is 2 squares.

Level 4: Can carry three (3) grenades, damage 40, AoE is 2x2, or 4 total squares.

Level 7: Can carry four (4) grenades, damage 60, AoE 3x3, or 9 squares.

The damage is not distributed between the targets, each target in range takes full posted damage.

## **Marskman**

Using this power temporarily increases the AIM of the PC or an adjacent teammate in an adjacent square for the following combat turn.

Level 1: +20 AIM

Level 4: +40 AIM

Level 7: +60 AIM

## **Fortification**

Using this power adds to the PCs current Shields until the fight is over.

Level 1: Current shields double (x2)

Level 4: Current shields triple (x3)

Level 7: Current shields quadruple (x4)



## **Unity**

All PCs can use Medi-Gel on the battlefield to heal teammates in the adjacent square. The amount of Life healed is determined by the quality of the Medi-Gel itself. Unity allows the PC to heal a teammate anywhere on the battlefield, from any distance.

Level 1: Base Medi-Gel

Level 4: Base doubled (x2)

Level 7: 100% heal, regardless of Medi-Gel strength

## **Biotic Descriptions**

### **Singularity**

This biotic power creates a pin-sized black hole in a square of the PCs choosing, immobilizing all who enter, causing them to lose their combat turn. Enemies must

make a successful Strength saving throw each round to break free of the gravitation pull, losing turns until free.

Level 1: One square.

Level 4: Two adjacent squares, -10 to saving throw.

Level 7: Three adjacent squares, -20 to saving throw, PC can also choose to Detonate the Singularity, doing damage to all in range equal to the PCs Willpower score.



### **Warp.**

This power does automatic damage to a single target, plus makes targets more vulnerable to damage at higher levels. Saving throw can negate the vulnerability, but not the damage.

Level 1: Range: 8 squares, Damage = PCs Willpower score

Level 4: Range: 12, Dmg: Will+10, all damage +10 for rest of fight

Level 7: Range: 16, Dmg: Will+20, all damage +20 for rest of fight

### **Shockwave.**

A wave of damaging biotic energy that emits from the PC in a line, doing auto damage to everything in every square of the wave's path. The wave completely ignores obstacles and cover, doing damage to targets even out of the player's sight. No saving throw.

Level 1: Range: 6 squares, Damage: equal to PC Willpower score.

Level 4: Range: 8 squares, Dmg: Willpower +10

Level 7: Range: 12 squares, Dmg: Willpower +20





### **Stasis.**

This power causes paralysis in one target. The PC must see the target on the battlefield. The target is allowed a single Willpower saving throw. Failure means the target is "frozen" in place and defenseless for d10 rounds. Targets trapped in stasis are not automatically hit, but they lose their Defender's Agility modifier when attacked in combat.

Level 1: Range: 6 squares.

Level 4: Range: 8 squares, Willpower save at -10.

Level 7: Range: 12 squares, Will -20.

### **Throw.**

A biotic power similar to a massive invisible hand that strikes the target, pushing them away from the PC. Damage below is only applied if the target(s) are thrown into solid objects, i.e. walls, vehicles, etc. Targets can be thrown off cliffs or the ledge of a building, resulting in instant death (GM discretion). Willpower saving throw does not negate damage, but cuts the number of squares thrown in half.

Level 1: One target, Damage equal to PCs Willpower, thrown 4 squares.

Level 4: Two adjacent targets, Dmg: Willpower+10, thrown 6 squares.

Level 7: Three adjacent targets, Dmg: Willpower+20, thrown 9 squares.

### **Biotic Charge.**

This power can only be used when the PC has a melee weapon equipped. The PC charges forward his normal 6 squares of movement but at a blinding pace, phasing through solid objects, automatically striking the intended target.

Level 1: Normal melee weapon damage +20 damage.

Level 4: +40 damage.

Level 7: +60 damage.



### **Barrier/Biotic Sphere.**

This power creates a energy field around the PC, augmenting his or her shields for the duration of the fight. At higher levels, the barrier becomes a biotic sphere that extends outward like a bubble and moves with the PC, giving teammates protection if they stay inside the sphere. The player can perform other functions while Barrier is active, but cannot use any other powers.

Level 1: PC only, add PCs Willpower score to Shields for duration of fight.

Level 4: 2x2 (4 squares).

Level 7: 3x3 (9 squares).

### **Dominate.**

An Ardat-Yakshi power that allows the PC to control the actions of one organic target on the battlefield. The controlled target will not commit suicide, but will do just about anything else, including fight and kill his own teammates. Willpower saving throw resists the effect. Does not work on synthetics.

Level 1: Control d10 rounds.

Level 4: Control d10 rounds, Willpower save at -10.

Level 7: Control for the entire fight, Willpower save at -20.

### **Biotic Grenade.**

Very different from traditional grenades, this biotic power allows for an unlimited supply and can be "thrown" every other turn, if desired. Biotic grenades auto hit, but the targets can make a save vs. Willpower to take 1/2 damage. Multiple targets do not necessarily need to be in adjacent squares.

Level 1: Two (2) targets, damage equal to PCs Willpower score

Level 4: Three (3) targets, damage Willpower +10

Level 7: Three (3) targets, damage Willpower +20

## **Nova.**

This power allows the player to completely drain their PCs shields and explode outward, doing auto damage in every adjacent square. No saving throw. Drained shields fully regenerate the next combat round, like normal.

Level 1: Damage equal to Willpower score + Shields score

Level 4: Willpower score + Shields + 20

Level 7: Willpower score + Shields + 40



## **Tech Descriptions**

### **Overload/Neural Shock.**

At level 1, the player chooses either Overload (synthetics) or Neural Shock (organics). At Level 7, both options unlock. This tech power does automatic damage equal to the PCs Knowledge score. At higher levels, it affects more targets simultaneously. In addition, the target must make a successful Willpower save, or lose a combat turn. A Willpower save is allowed, but it does not negate the damage.

Level 1: One target, Damage = Knowledge score, failed Will save = lose turn

Level 4: Two targets, Will save at -10.

Level 7: Three targets, Will save at -20, both powers unlocks.

### **Bypass Security/Hack AI**

This tech power allows the PC to crack encrypted codes, open computerized locks and barriers, and send viruses into a Combat Drone or a single synthetic, causing it to be sabotaged by the player. PCs must make a successful Base 40 Knowledge roll to successfully hack systems. Synthetic enemies are entitled to a

Willpower save to resist, otherwise they are controlled by the player. Similar to the Dominate power, but applies only to synthetics.

Level 1: Knowledge +20 with Bypass checks, synthetic controlled for d10 rounds.

Level 4: Knowledge +40, Willpower save at -10.

Level 7: Knowledge +60, Willpower save -20, controlled for entire fight.

### **Combat Drone.**

The tech is able to assemble a mobile drone that will follow the PC in an adjacent square and fire energy blasts at enemies until destroyed.

Level 1: Weapons Systems & Targeting = PCs Knowledge score, Hull=Know x2.

Level 4: Weap & Targeting = Knowledge x2, Hull = Know x4.

Level 7: Same as Level 4, with Chain Attacks.

### **Advanced Medi-Gel.**

This power enhances the potency of Medi-Gel.

Level 1: Medi-Gel x2, adjacent only

Level 4: Unity, i.e. can heal anyone on the battlefield, at any distance.

Level 7: Medi-Gel x3.

### **Tech Armor.**

This power uses technology to enhance the PCs A/S Rating for the duration of the fight. The player can also choose to detonate the shields, doing auto damage to all targets in every adjacent square. When the player Detonates, all shields are down until the following combat round.

Level 1: Add PCs Knowledge score to A/S Rating. Detonate Damage = Knowledge score only.

Level 4: Both Knowledge +20

Level 7: Both Knowledge +40

### **Decoy.**

This tech power creates a holographic image of the PC that remains in a single square of the player's choice, drawing the attention of enemies while it is active. The Decoy cannot be destroyed, and enemies do not automatically attack the Decoy, it is instead an additional target in the battlefield that enemies may randomly attack, determined by the GM.

Level 1: Decoy lasts three (3) combat turns. It does not attack.

Level 4: Four turns, doing a shock attack equal to PCs Knowledge to one adjacent enemy.

Level 7: Five turns, shock, PC can Detonate the Decoy, doing Knowledge damage in every adjacent square.

### **Cryo Blast.**

This tech power unleashes a remote controlled capsule filled with liquid nitrogen that automatically hits its target(s), doing auto damage with no saving throw. However, targets can make a Stamina saving throw to resist the Cryo effects.

Level 1: One target, damage equal to PCs Knowledge score. Cryo effect: Targets move at 1/2 speed for remainder of fight (3 squares).

Level 4: Two squares, adjacent to each other, first square adjacent to PC. Dmg: Knowledge +20, Cryo effect: 1/2 speed, plus 50% chance targets are frozen solid, and can be killed on the following combat turn. Enemy allowed to make saving throw to avoid freezing.

Level 7: Three squares, see above. Dmg: Knowledge +40, Cryo effect: All targets frozen solid, can be automatically killed in next combat turn. Saving throw allowed.

### **Incinerate.**

This tech power unleashes a remote-controlled capsule of flammable liquid that automatically hits its target(s), doing automatic damage with no saving throw. However, targets can make a Willpower saving throw to resist the Incendiary effects.

Level 1: One target, damage equal to PCs Knowledge score. Incendiary effect: Target loses one turn putting out the flames, panicking. Willpower saving throw negates the effect.

Level 4: Two squares, adjacent to each other, first square adjacent to PC. Dmg: Knowledge +20, Incendiary effect: Targets lose one turn putting out flames. Willpower saving throw negates the effect. Failed save means 20 additional damage in the following round.

Level 7: Three squares, see above. Dmg: Knowledge +40, Incendiary effect: Targets lose turn putting out flames. Willpower saving throw negates the effect. Failed save means 40 additional damage in the following round.

### **Energy Drain.**

A tech power that sends an airborne nanobyte to invade and infect one organic enemy, doing damage to the target and simultaneously healing the PC for an equal amount. There is no saving throw.

Level 1: Damage/Healing equal to PCs Knowledge score.

Level 4: Knowledge +10

Level 7: Knowledge +20

### **Tactical Cloak**

Using reflective technology, this power allows the PC to become "invisible" to enemies on the battlefield. While invisible, the PC cannot use any other power or the cloak turns off.

Level 1: PC can perform any action and remain hidden, except attack. If the PC attacks, the cloak disables instantly. Duration: d10 rounds.

Level 4: PC can attack while cloaked and stay invisible. Enemies are allowed to make an Intuition roll to locate the PC, however. Even if found, attacks are at a -5 Melee/Aim disadvantage. d10 rounds.

Level 7: Same as Level 4, -10 Aim/Melee, invisible for the entire fight.

## **SKILLS**

Upon character creation, PCs can choose **two (2) skills** from the list below, plus one additional skill for every 10 points of Knowledge. Krogans focus on combat and not much else, developing fewer skills than other species. They get two starting skills, plus one additional skill for every 20 points of Knowledge. Salarians learn skills faster than all other species, getting an additional skill with every 5 Knowledge.

**Almost all skills relate to a specific Attribute score. When the PC attempts to perform an action that is directly related to a chosen skill, the difficulty of the action becomes "EASY" (no modifier, GM's discretion) for the purpose of the action roll (See ATTRIBUTE ACTION ROLLS, later).**

PCs can gain new skills only by increasing their Knowledge score.

### **SKILLS LIST**

Agriculture - Knowledge  
Artist - Intuition  
Antique Firearms - Knowledge or Aim  
acting - Charisma  
autopsy - Knowledge  
Acrobatics - Dexterity  
alchemy - Knowledge  
Animal Handling - Intuition  
Bartender - Charisma  
Bargain/Negotiation - Charisma  
blindfighting - Intuition  
breath control - Stamina  
bribery - Charisma  
camouflage - Dexterity



cartography, i.e. mapmaking - Knowledge  
Climbing, rock - Dexterity  
courtesan (seduction) - Charisma  
Culinary Arts - Knowledge  
Criminal Sciences & Forensics - Knowledge  
Criminal Investigation - Intuition  
dancing - Dexterity  
detect lies - Intuition  
Disguise - Charisma  
Demolition/Defuse Explosives - Knowledge  
Escape Artist/Contortionist - Dexterity  
Endurance - Stamina  
Encryption - Knowledge  
Forgery - Knowledge  
familiarity (subject) - Knowledge  
fast-draw - Aim  
First Aid/Battlefield Medic - Knowledge  
gambling - Intuition  
hunting (type) - Intuition  
History & Lore (pick culture) - Knowledge  
Interrogation, Advanced Techniques - Intuition  
Intimidation - Intuition  
juggling/sideshow - Dexterity  
linguistics - Knowledge  
Learn Weapon (choice)  
lip reading - Intuition  
lying - Charisma  
musical instrument - Knowledge or Dexterity  
Navigation, Space - Intuition  
Navigation, Land - Intuition  
Medical Doctor/Surgeon - Knowledge  
Martial Arts - Melee  
persuasion - Charisma  
Pickpocket - Dexterity  
Pilot - Dexterity  
Pilot, Antique Aircraft - Dexterity or Knowledge  
public speaking - Charisma  
Repair, Computers - Knowledge  
Repair/Upgrade, Armor - Knowledge  
Repair/Upgrade, Weapons - Knowledge  
Repair/Upgrade, Ships - Knowledge  
Riding - Dexterity  
Resist Domination - Willpower  
Resist Indoctrination - Willpower  
Sleight of Hand - Dexterity  
Stealth - Dexterity

sign language - Knowledge  
singing - Charisma  
stand-up comedy - Charisma  
speed swimming - Dexterity  
speed running - Dexterity  
Tracking - Intuition  
Tightrope Walking - Dexterity  
ventriloquism - Charisma  
voice mimicry - Charisma  
Wilderness Survival - Knowledge

## Starting Equipment

Most player characters (PCs) will begin their careers with the following:

<p><b>M-3 Predator Handgun</b> <b>M-8 Avenger Assault Rifle*</b> <b>Alliance Armor</b> (Full Suit, A/S Rating: 10) <b>Omni-Tool</b> (with Omni-Blade) Three (3) Medi-Gels (10+d100 each) One Randomly Generated Item 250 credits</p>
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The following items below are campaign items and are shared by the PC group (GM's discretion).

<p><b>"Normandy-Class" ship</b> with an assorted NPC crew <b>"Mako-Class" ground recon ship</b> (50/50 chance) 500 credit salary per gaming session (per player).</p>
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\*Only Soldiers, Vanguard and Sentinels begin with the M-8 Avenger.

## EQUIPMENT SLOTS

**Every character has seven (7) "slots" on their character sheet that can be filled with technology to augment and/or enhance their character.** At character creation, most of these slots will be empty.

1) **FULL SUIT.** Every PC has a full suit of armor that provides protection against attacks, and in some cases boost attribute scores. It is assumed that each armor suit has a base protective value that improves a PCs Armor/Shield (A/S) Rating. The individual armor pieces below, i.e. Chest, Shoulders, etc. can be worn together with the suit, and the benefits combine.

The basic standard-issue **Alliance Armor** has no bonuses to ability scores, but has a base ARMOR/SHIELD RATING of 10.

2) **HEAD.**

3) **CHEST.**

4) **SHOULDERS.**

5) **LEGS.**

6,7) **Two (2) OMNI-TOOL Slots.**

During gaming sessions, players may find items, purchase and/or earn mission rewards that are useable and fit into the above slots, improving their PCs stats.

## **ARMOR/SHIELD (A/S) RATING**

Every PC (and most NPCs and enemies) has a Armor/Shield Rating. This is the combined protective value of all of the character's readied equipment. This combined value should be recorded on their character sheet.

**In any given combat round, all incoming damage is first absorbed by the A/S Rating. Once the A/S Rating is completely drained to zero, only then is damage subtracted directly from the PC's LIFE score.** Once the player's Life score drops to zero, he or she is dying.

At the beginning of each new combat round, a damaged character's A/S Rating always regenerates back up to 100% capacity.



## PROJECTILE WEAPONS

A large majority of combat in this game involves projectile weapons. Players use their **AIM** score to determine hits and misses. Damage below does not include weapon upgrades and/or custom rounds, i.e. Incendiary rounds, Cryo rounds, etc.

With Pistols, Submachine Guns, Assault Rifles & Shotguns, the PC continues to attack until he or she misses. **This is called a CHAIN ATTACK.** The attack turn does not end until the player fails a hit roll.

It is assumed that these weapons have unlimited ammo, and that a miss in combat means that the weapon's thermal clip has "overheated" and needs one round to "cool down." While the weapon is cooling down, a play can use a Power or a different weapon in the meantime.

### HEAVY PISTOLS

<u>Item</u>	<u>Damage</u>	<u>Range</u>	<u>Cost</u>
M-3 Predator	20+d10	8	Alliance Standard



The Predator (above) is the standard issue Alliance firearm and is **not compatible with upgrades and/or custom rounds.** All other handguns below are fully upgradeable.

M-5 Phalanx	22+d10	8	500 credits
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M-6 Carnifex      24+d10      10      1,000cr



M-77 Paladin      24+2d10      10      3,000cr



## SUBMACHINE GUNS

Item      Damage      Range      Cost  
M-4 Shuriken      30+d10      6      1,200cr



M-9 Temptest      32+d10      6      2,000cr



M-12 Locust      34+d10      6      3,000cr



M-7 Hurricane      34+2d10      6      5,000cr



## ASSUALT RIFLES

<u>Item</u>	<u>Damage</u>	<u>Range</u>	<u>Cost</u>
M-8 Avenger	30+d10	12	Alliance Std



The Avenger is standard-issue and **does not integrate with upgrades and/or specialty rounds**. All other Assault Rifles below are fully upgradeable.



M-15 Vindicator      40+d10      12      2,500cr



M-55 Argus      42+d10      12      3,000cr



**M 55**

M-96 Matlock      44+d10      12      3,500cr



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M-96 Matlock  
Freddy O'Neil

M-7 Valkyrie      44+2d10      12      5,000cr



## SHOTGUNS

Item	Damage	Range	Cost
M-22 Eviscerator	40+d10	4	3,000cr



M-23 Katana	40+2d10	4	4,000cr
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M-27 Scimitar	50+d10	4	5,000cr
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M-300 Claymore    50+2d10    4    7,500cr



**Sniper Rifles and Heavy Weapons CANNOT perform Chain Attacks**, i.e. they fire ONCE per combat turn. The only exception is when an enemy is stunned on an attack roll of 25 or less, allowing for an "Attack of Opportunity" (see COMBAT, below). Both Sniper Rifles and Heavy Weapons are fully upgradeable.

Custom rounds, however, can modify sniper rifles, but not Heavy Weapons.

## SNIPER RIFLES

Item	Damage	Range	Cost
M-29 Incisor	75+d10	18	5,000cr



M-97 Viper	75+2d10	18	7,500cr
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M-92 Mantis      75+2d10      24      15,000cr



M-98 Widow      100+d10      32      25,000cr



## HEAVY WEAPONS

Item	Damage	Range & AoE	Cost
ML-77 Missile Launcher	100+d10	8, 2 sq. radius	50,000



M-100 Grenade Launcher 125+d10 8, 2 sq. radius 75,000



M-451 Firestorm 150+d10 4, 2x2 100,000



M-490 Blackstorm 175+d10 6, 3 sq. radius 150,000



M-622 Avalanche

200+d10

6, 3 sq. radius

200,000



Arc Projector

250+d10

8, 3x3

500,000



M-920 Cain

300+d10

6, 3x3

1 million



## Custom Rounds

Custom rounds can be found or purchased, and they are usually designed to fit a specific weapon class. Once a custom upgrade is installed on the weapon, it is a permanent until uninstalled. With weapons, only one upgrade can be used at a time.

<b>Incendiary Rounds/Omni-Blade</b>			
Type	Dmg Bonus	Cost	Effect
Class I	None	500cr	Targets must make Will save or lose turn
Class II	+5	1,000cr	Will save at -10
Class III	+10	2,000cr	Will at -20
<b>Armor-Piercing Rounds/Omni-Blade</b>			
Class I	None	1,000cr	All damage ignores A/S Rating
Class II	+5	2,000	" "
Class III	+10	4,000	" "
<b>Cryo Rounds/Omni-Blade</b>			
Class I	None	500cr	Targets movement slowed 1/2
Class II	+5	1,000	50% chance targets will freeze solid, Stamina saving throw to resist
Class III	+10	2,000	All targets freeze solid, Stamina -10 save to resist.

## Melee Weapons

Chain attacks do not usually apply with melee (close-combat) weapons. The player attacks one adjacent target, once per combat round.

Use the Melee score (not AIM) to determine hits and misses. Damage is heavily influenced by the PCs Strength score. Usually, if the attacker rolls a 25 or less, the target is stunned, allowing for an "attack of opportunity," a 2nd attack roll with the same weapon against the same target.

Weapon	Damage	Cost
Unarmed (hands, feet)	Base Strength	N/A
Tungsten Knuckles	Strength+5	100 credits
Police Baton (blunt)	Strength+d10	200
Katana, sword (sharp)	Strength+2d10	500
Omni-Blade (energy)	Strength x2	N/A (Omni-Tool)

## Omni-Tool

Every PC possesses an Omni-Tool, and it has multiple purposes. In addition to being a sub-space quantum communicator, it has **two (2) empty slots for upgrades** to either boost attributes or to enhance the damage potential of the



Omni-Blade. **Every Omni-Tool has an Omni-Blade, a melee weapon that does Strength x2 damage in combat** to a single target in an adjacent square.

Unlike in the Mass Effect video games, having an Omni-Tool does not automatically grant a player the ability to Bypass Computer Systems. In this game, you must choose a Tech-based Career Path, and then pick the Bypass Systems Power.

## ATTRIBUTE ACTION ROLLS

using the Base 40 System. How it works...

**Step #1:** "I want my character to [do something cool] ..."

**Step #2:** The GM decides which attribute this action falls under.

**Step #3:** 40 + Attribute Score = percent chance of success. The GM then decides the difficulty of this particular action:

**EASY: No modifier.**  
**INTERMEDIATE: -20%**  
**HARD: -40%**  
**IMPOSSIBLE: -60%**

**NOTE:** If the PC has a SKILL that directly relates to the action, the difficulty is usually "EASY" (GM's discretion).

**Step #4:** The player rolls d100. If the result is LOWER than or equal to the above number, the PC succeeds. Higher means failure.

**Step#5:** If the player failed the roll, does he or she wish to spend LUCK points to make the roll succeed, point-for-point?

<u>Attribute</u>	<u>Examples of Activity</u>
MELEE	Close-combat hand-held or unarmed attacks. Omni-Blade.
AIM	Throwing and shooting projectile weapons during combat, any other non-combat actions that involve distance accuracy.
DEXTERITY	Defense during combat, non-combat actions involving balance and agility.
STRENGTH	Lifting, breaking, bending, breaking free from a wrestling hold, damage with melee weapons.

STAMINA	Resisting toxins, holding your breath, long-distance swimming or sprinting, speed of natural healing, death checks.
KNOWLEDGE	Retained information, hints for logic puzzles. Tech powers.
INTUITION	Avoiding a surprise, initiative rolls, noticing hidden or hard-to-notice objects, judging the power of enemies, sensory hints.
WILLPOWER	Resisting biotic attacks, indoctrination and/or judging mental fortitude. Biotic Powers.
CHARISMA	Negotiation, bargaining, persuasion, encounter reactions, and basic physical attractiveness.

## Saving Throws

Player Characters (PCs) that are looking to resist the effects of powers must make a successful roll using the Base 40 system. Take the attribute that applies, add 40, then make a d100 roll. If the roll is lower than the number needed, the PC has "made his or her saving throw," or resisted the effects, fully or partially, depending on the power itself.

**The "Heroic" Player Advantage:** However, when Non-Player Characters (NPCs) and/or enemies make saving throws, they usually do NOT use the Base 40... they must make the save using their unmodified attribute score, making it more difficult to resist. Of course, there may be exceptions to this rule, GM's discretion.



# COMBAT

## The STEPS:

### STEP #1: INITIATIVE, i.e. who goes first?

The GM and *one designated player* for the entire party rolls a d100 to determine initiative. If the GM rolls higher, the enemy goes first. If the designated player rolls higher, then the players go first, in the order that they decide amongst themselves.

Optional Initiative Rule: Compare the highest INTUITION score of both sides. The team with the higher Intuition score gets a +10 bonus to the d100 roll.

### STEP #2: When it is your turn, you may choose to:

- a) "Chain" attack with an appropriate projectile weapon
- b) Make a melee attack
- c) Use a Power
- d) Use a Medi-Gel to heal yourself or someone else
- e) Delay your turn to the end of the round and go last
- f) Give up your attack and do something non-combat related

#### a) CHAIN ATTACK (PC Heroic Advantage)

Using certain firearms, a PC will "chain" attacks together, i.e. make repeated attack rolls until the PC misses. A miss means that the weapon has "overheated" and requires one combat round to "cool down." The player may equip and use a different weapon in the next round, if desired. Enemies and Non-Player Characters (NPCs) cannot chain attack, only players.

The following weapons that qualify for Chain Attacks are:

Pistols

Submachine Guns

Assault Rifles

Shotguns

Unarmed attacks (hands, feet only) from a PC with the Martial Arts skill

To determine a hit or miss in combat, use the Base 40 System:

$$\begin{aligned} &\text{Base 40\% chance to hit} + \\ &\text{Attacker's AIM (or Melee) score} - \\ &\text{Defender's DEXTERITY score} \\ &= \\ &\% \text{ chance to hit.} \end{aligned}$$

**Roll d100. If the result is lower than the above number, the attack hit.**

**On a hit, roll for damage. If chain attack, keep attacking until a miss.**

**Miss = firearm "overheated" and is unusable in the next combat turn.**

**Play can switch to a different firearm and attack with it in the next combat round, if desired.**

### **b) Melee Attack**

Melee attacks do not chain. However, a powerful or well-placed melee attack can cause the target to be stunned, allowing for an "attack of opportunity" (AoO) against the same opponent, with the same weapon. On an AoO, roll a second time to hit. After that, the combat turn is over. Melee Attacks can also result in double normal weapon damage, and "kill shots."

Melee attacks also use the Base 40 rule:

**Base 40% chance to hit +  
Attacker's MELEE (or Aim) score -  
Defender's DEXTERITY score  
=  
% chance to hit.**

**Roll d100. If the result is lower than the above number, the attack hit.  
On hit, roll for damage.**

**For Melee Attacks:**

**IF THE ATTACK ROLL IS 25 OR LESS =  
Stunned, AoO. Roll to hit again.**

**IF THE ATTACK ROLL IS 10 OR LESS =  
AoO or DOUBLE DAMAGE, player choice.**

**IF THE ATTACK ROLL IS A 01 = "KILL shot." Target must make a successful STAMINA saving throw, w/o the Base 40, or die. If save is successful, refer to the 10 or less Rule above.**

Sniper Rifles and Heavy Weapons do NOT qualify for chain attacks, and therefore also fall under the Melee Attack rule.

**OPTIONAL RULE: On an attack roll of 01, the attack ALWAYS hits. Conversely, on an attack roll of 100, the attack ALWAYS misses.**

**c) Use a Power.**

Every PC has powers depending on their Career Path, and may be used during combat. Most Powers hit automatically, but some effects can be resisted by successful saving throws.

All Powers have a universal one-round "cooldown," and therefore powers, in general, cannot be used two combat turns in a row.

**Example: Commander Shepard uses Carnage in the 1st combat round. In the 2nd round, he cannot use Carnage again - or ANY other Power - but he may attack or perform any other non-combat action. Then, in Round 3, the cooldown is over and he may use all of his Powers again.**

**ARMOR/SHIELD (A/S) RATING**

Every PC (and mostly all NPCs and enemies) has a Armor/Shield Rating. This is the combined protective value of all of the character's readied equipment.

**In any given combat round, all incoming damage is first absorbed by the A/S Rating. Once the A/S is completely drained to zero in that round, only then is damage subtracted from the PC's LIFE score. Once the player's Life score drops to zero, he or she is dying.**

At the beginning of each new combat round, the A/S Rating regenerates back up to 100%.



## **MOVING AND ATTACKING on a Floor Grid ...**

Normally, most PCs and enemies can move 6 squares per turn, unless otherwise indicated.

### **SPRINTING & Melee Attacks**

If the player has used all 6 squares of movement, the player can still sprint forward to melee attack a target. However, the PCs temporarily loses 10 points of Melee for every extra square of movement before the attack, for the purposes of the attack roll. If Melee is reduced to zero or negative numbers, the player cannot attack or sprint the additional squares.

A PC cannot sprint and then use a projectile weapon.

### **THROWN WEAPONS/ITEMS**

The maximum range is a base of 4 squares + 1 for every 10 points of Strength.

A player can make his normal movement (6 squares) and then throw or shoot... but he cannot sprint and shoot (mentioned above). Obviously, you must have a clear path and line of sight to your target.

## **LUCK**

Every PC has a commodity called Luck, and the starting Luck Point total come during character creation, from the combined total of your PCs Knowledge, Intuition, Willpower, and Charisma attribute scores, or KIWC.

PCs can spend their Luck to fix unsuccessful rolls, point-for-point. If you fail a roll, you simply tell the GM that you wish to use your "Luck" to change the outcome. Once Luck has been used to alter the outcome of a roll, the points are used and gone for good - they don't replenish by resting, like Life does.

After character creation, the only way to accumulate Luck Points is to spend Advancement Points to refill the pool. There is no limit to the total number of Luck Points a player can have. This process of earning Luck is explained in greater detail later.

Players can use their Luck to not only alter their own rolls, but they can affect the poor rolls of teammates, or even undo successful enemy attacks.

### **ENEMIES USING LUCK.**

Unlike PCs that can use their LUCK to influence just about any unsuccessful roll or situation, **the GM can only use enemy Luck to avoid death.**



### **The LIFE score & PC Death**

**If a player is reduced to *exactly* zero Life, he or she is merely unconscious, needing d10 combat turns to regain consciousness naturally.** The PC, however, is now defenseless and can be killed fairly easily.

**If a player is reduced to negative Life, he or she is unconscious and dying.** A dying PC will lose 5 additional Life Points every turn. If the player's Life score reaches a negative number greater than the PC's Stamina score, he or she dies.

When dying in the middle of a battle, a friendly NPC or teammate can use their combat turn to administer a Medi-Gel of any strength to prevent death and cause the dying PC to regain consciousness. **If the helpful teammate does not have a spare Medi-Gel, then he or she must have either the First Aid or the Medical Doctor Skill to stop the PC from dying.** However, if the PC is alone, or his companions fall or flee during the fight, then the PC dies.

If a single attack brings the LIFE score of a PC into negative numbers greater than the PCs Stamina score, he or she dies instantly. Time to create a new character.

### **FINAL ACTION Roll.**

Upon request, A PC that is reduced to zero or negative health can make a **Willpower save (no Base 40) to make one final action before falling unconscious.** For instance, an extra attack or the use of a power is more than reasonable.

However, if the damage from a single attack is more than enough to kill the player instantly, then a final action is impossible.



## HEALING AND REST

A character heals a number of Life points **equal to his Stamina score** after every 6 hours of continuous, uninterrupted rest. Salarians get a species +5 bonus.

## ADVANCEMENT POINTS

**STEP #1:** After the completion of a typical game session – usually 3-4 hours of actual game time – **each player will either roll a d10, or decline the roll and take 5 points.** On a roll of a "0", keep the 10 and roll again, adding the sums of the rolls together.

**STEP #2:** The GM should also **award 2-5 additional points** to players for accomplishing a variety of tasks... such as:

Victory in each battle Creative role-playing suggestion or action Rolling a 01 on a d100 Solving a difficult puzzle/riddle Decision deserving merit
---

**STEP #3:** Add the Points from Step #1 and #2 together.

**STEP #4:** Take the number from STEP #3 and use it TWICE. Use the number once to boost the scores of your ATTRIBUTES, point-for-point, and then use the same number again to improve your POWERS. Any points not used are placed into the Luck Pool (see below).

You are NOT dividing the number from Step #3, you are using the full value in two separate areas on your character sheet.

**STEP #5:** You may save some or all of your points from Step #4 for your LUCK Pool. **For every single point from Step #4 that is put into your Luck Pool, you create five (5) Luck Points.**

Once points are placed into the LUCK Pool, they cannot be taken out and used to improve attributes or powers. It's a one-way-trip.

Your PCs LIFE score is always a reflection of M+A+D+S+S, thus an increase in any of those five corresponding attribute scores will also increase the PCs Life. This does NOT apply to K+I+W+C and LUCK. The points in the Luck Pool is a game currency that increases and decreases as the game is played.

## Advancement Points: Paragon or Renegade?

At the end of each gaming session, the GM will also determine how many of the Advancement Points that were earned also qualify as either Paragon (for good/honorable RPG decisions) or Renegade (ruthless/selfish RPG decisions) behavior.

It is possible that some Advancement Points earned are neutral and thus do not fit into either category. These neutral points are simply ignored for the purposes of the perks mentioned below.

A separate tally for both Paragon and Renegade should be kept on player's character sheet, noting a total of how many of each a player earns during their character's career. The higher the tally becomes in each category unlocks specific Paragon and Renegade special perks, explained in detail below.

A PC can acquire perks from BOTH Paragon and Renegade simultaneously.

### PARAGON PERKS

#### Score

25 or more

#### Perk

**PERSUADE.** The PC gets a +10 to his Charisma when trying to influence others.

50 or more

**LEADERSHIP.** Once per gaming session, the PC can "rally the troops." All players and NPCs in the group get a +10 to a random MADSS attribute (and +10 to LIFE) for an entire fight.

75 or more

**REINFORCEMENTS.** Once per gaming session, the PC can request a standard Normandy-Class ship with a full crew and weapon payload to assist in whatever capacity needed, GM's discretion. Takes d10 combat rounds to arrive.



## RENEGADE PERKS

25 or more

**INTIMIDATE.** The PC gets a +10 to his Charisma when bullying others.

50 or more

**INSTILL FEAR.** Once per gaming session, the PC can instill fear in his enemies. All targets lose -10 from a random MADSS attribute (and -10 Life) for an entire fight.

75 or more

**DOMINATE** organic targets at will. Similar to the biotic power of the same name. To resist, target must make a Willpower saving throw at -10. A Dominated target will do anything the PC says, including fight and kill his own teammates, but will not commit suicide.

## PARAGON and RENEGADE

100 or more

**UNLIMITED RESOURCES.** The PC now has achieved the ultimate reputation and has the financial might of the galaxy behind him (or her). Perhaps the PC is now the head of a multi-trillion credit corporation? Or has become a member of the Council? It is up to the player and the GM to work together to create a logical

explanation for all this newfound wealth within the confines of the current campaign. In game terms, the PC can summon a Dreadnought-class ship at will, and amass an entire fleet of ships within d10 days. A PC with a 100 has the financial backing to purchase a small planet, if necessary.

Possible NPC in-game examples: Aria T'Loak, Councilor Udina, the Illusive Man, the Shadow Broker.



# Purchasable Items

The prices below apply when visiting vendors on heavily-populated planets. When using a Requisition Officer aboard a Normandy-Class ship, add 10% to the cost below. A player can tailor-make the item to preferred specs, within the posted guidelines.

Used items can be resold to the correct vendor/manufacturer for up to 50% of the original selling price, but will only get 25% from the Requisition Officer.

Determine the manufacturer/vendor of an item by rolling on the chart below.

## Roll Manufacturer

- 01-09 Aldrin Labs
- 10-19 Ariake Technologies
- 20-29 Armax Arsenal
- 30-39 Armali Council
- 40 Batarian State Arms
- 41-49 Devlon Industries
- 50-59 Elanus Risk Control
- 60-69 Elkoss Combine
- 70 Geth Armory
- 71-75 Hahne-Kedar
- 76-79 Haliat Armory
- 80-84 Jormangund Armory
- 85-88 Kassa Fabrication
- 89-92 Rosenkov Materials
- 93-96 Serrice Council
- 97-99 Sirta Foundation
- 00 Spectre Requisitions

Med-Gel	Healing Potency	Credits
Class I	20 Life	100
Class II	40	200
Class III	60	400
Class IV	80	800
Class V	100	1,500

Full Suit	A/S Rating	Credits	Bonuses
Class I	5	N/A	None
Class II	10	1,500	+5 one MADSS
Class III	15	3,000	+5 one MADSS
Class IV	20	10,000	+5 two MADSS*
Class V	25	25,000	+5 two MADSS or A/S rating*

<b>Head</b>	<b>A/S Rating</b>	<b>Credits</b>	<b>Bonuses</b>
I	2	750	None
II	4	1,500	+5 one MADSS
III	6	3,000	+5 one MADSS
Class IV	8	8,000	+5 TWO MADSS*
Class V	10	15,000	+5 TWO MADSS or A/S rating*

<b>Shoulders</b>	<b>A/S Rating</b>	<b>Credits</b>	<b>Bonuses</b>
I	2	750	None
II	4	2,000	+5 one MADSS
III	6	4,000	+5 one MADSS
Class IV	8	8,000	+5 TWO MADSS*
Class V	10	15,000	+5 TWO MADSS or A/S rating*

<b>Chest</b>	<b>A/S Rating</b>	<b>Credits</b>	<b>Bonuses</b>
I	2	1,500	None
II	4	3,000	+5 one MADSS
III	6	6,000	+5 one MADSS
Class IV	8	12,000	+5 two MADSS*
Class V	10	20,000	+5 two MADSS or A/S rating*

<b>Legs</b>	<b>A/S Rating</b>	<b>Credits</b>	<b>Bonuses</b>
I	2	750	None
II	4	2,000	+5 one MADSS
III	6	4,000	+5 one MADSS
Class IV	8	8,000	+5 two MADSS*
Class V	10	15,000	+5 two MADSS or A/S rating*

\*Must pick SEPARATE attributes to boost, cannot stack or combine bonuses.

<b>Omni-Tool Upgrade</b>	<b>Cost</b>	<b>Bonuses</b>
I	1,000	+5 one MADSS
II	3,000	+5 one MADSS, +5 A/S rating
III	6,000	+5 two MADSS, +5 A/S rating*
Class IV	12,000	+5 two MADSS, +10 A/S rating*
Class V	25,000	+5 THREE MADSS, +10 A/S rating*

<b>Omni-Blade Upgrade</b>	<b>Cost</b>	<b>Bonus</b>
I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage

**Handgun Upgrade**

I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage

**SMG Upgrade**

I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage

**Assault Rifle Upgrade**

I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage

**Shotgun Upgrade**

I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage

**Sniper Rifle Upgrade**

I	3,000	+5 to hit only
II	6,000	+5 to damage only
III	9,000	+5 to hit and +5 damage
Class IV	12,000	+10 to hit and +5 damage
Class V	20,000	+10 to hit and +10 damage
Chain Upgrade	50,000	Becomes a chain attack weapon

**Heavy Weapon Upgrade**

I	5,000	+5 to hit only
II	10,000	+10 to damage only
III	20,000	+5 to hit and +10 damage
Class IV	40,000	+10 to hit and +20 damage
Class V	60,000	+10 to hit and +40 damage
Chain Upgrade	100,000	Becomes a chain attack weapon

**Mako-class Upgrades**

I	10,000	+5 one MADSS
II	25,000	+5 one MADSS, +5 A/S rating
III	50,000	+5 two MADSS, +5 A/S rating*
Class IV	100,000	+5 two MADSS, +10 A/S rating*
Class V	200,000	+5 THREE MADSS, +10 A/S rating*

Mako-Class ships have TWO (2) Upgrade slots.

**Normandy-Class Upgrades**

I	50,000	+5 one MADSS
II	100,000	+5 one MADSS, +5 A/S rating
III	200,000	+5 two MADSS, +5 A/S rating*
Class IV	400,000	+5 two MADSS, +10 A/S rating*
Class V	800,000	+5 THREE MADSS, +10 A/S rating*

Normandy-Class ships have FOUR (4) Upgrade slots.

**Incendiary Rounds/Incendiary Omni-Blade Upgrade**

Type	Dmg Bonus	Cost	Effect
Class I	None	500cr	Targets must make Will save or lose turn
Class II	+5	1,000cr	Will save at -10
Class III	+10	2,000cr	Will at -20

**Armor-Piercing Rounds/Armor-Piercing Omni-Blade Upgrade**

Class I	None	1,000cr	All damage ignores A/S Rating
Class II	+5	2,000	" "
Class III	+10	4,000	" "

**Cryo Rounds/Cryo Omni-Blade Upgrade**

Class I	None	500cr	Targets movement slowed 1/2
Class II	+5	1,000	50% chance targets will freeze solid, Stamina saving throw to resist
Class III	+10	2,000	All targets freeze solid, Stamina -10 save to resist.





## SCANNING PLANETS

There are four minerals that are in heavy demand throughout the galaxy for a wide variety of uses, and these minerals can be found by using a Normandy-class ship to scan planets. They are:

**Palladium**  
**Iridium**  
**Platinum**  
**Element Zero**

Element Zero, or "eezo," is extremely rare. Palladium is common. Iridium and platinum are in between. In addition to finding pre-determined items and/or credits placed into the game purposely by the GM, scanning planets is a really good way for players to earn revenue on their own.

Use the chart below whenever scanning a planet. Scanning does not require "probes" and can be repeated as often as desired until an "anomaly" (hidden location) is found, or the scanning is somehow interrupted (Random Encounter or GM's discretion), or the planet is "depleted." PCs may return and re-scan a depleted planet for minerals in future gaming sessions.

<b>Roll</b>	<b>Mineral/Item</b>	<b>Units</b>	<b>Selling Price</b>
01-50	Palladium	d100	x2 credits
51-66	Iridium	d100	x5 credits
67-79	Platinum	d100	x10 credits
80-84	Eezo	d100	x100 credits
85-99	<b>"Depleted"</b>	N/A	N/A
00	Random Item	N/A	Varies

To get the full value from the sale of minerals, you must visit a major planet with vendors. Selling minerals through a Requisition Officer will cause a 10% drop-off in posted profit.



## Ships & Ship Combat

There are three (3) standard ship types:

**MAKO-class**

**NORMANDY-class**

**DREADNAUGHT- class**

In an standard campaign, the PC group might share a Normandy-class ship, and perhaps also share a Mako-class transport for land exploration & reconnaissance (GM's discretion). Players can also purchase ships, if they have the necessary credits.

**In combat, damage between ships and individuals increase and decrease in multiples of 10**, meaning a hand-held weapon firing on a ship does 1/10th listed damage, rounded up. However, when a ship fires on an individual, it does damage x10.

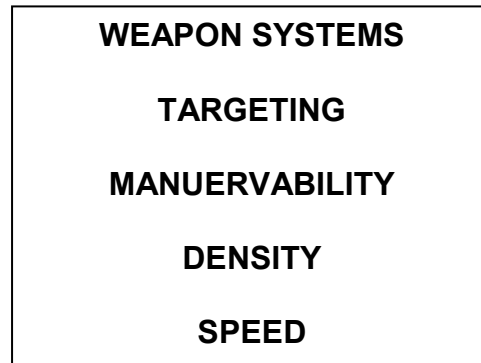
This multiplier-of-10 rule also applies to the ship's A/S Rating.

Example: An Alliance soldier fires an M92 Mantis Sniper Rifle at a Mako. He hits, and the Sniper Rifle does  $75+d10$  damage. The d10 roll was a 7, so the total damage is 82. If the soldier was firing at another person on the battlefield, the damage would be 82. This Mako's A/S Rating is 4, which against a Sniper Rifle, becomes a 40. Therefore, the adjusted total damage would be reduced to 42 ( $82 - 40 = 42$ ). However, the Mako would take only 4 points of actual HULL damage ( $42/10 = 4.2$ , or 4) from the Sniper Rifle.

The damage caused by a ship to an individual is very different:

Now, the Mako fires back at the soldier with its cannon. The ship's WEAPONS SYSTEMS determines the damage, and the Mako has a WS score of 6. If the Mako had been firing at another ship, the damage would be six points. However, against a person, the damage inflicted would become 60 points ( $6 \times 10 = 60$ .) In this case, assuming the soldier has an A/S Rating of, for instance, 20, the damage taken from the cannon would be 40 points.

**Every ship has five (5) basic attributes, each with a score.** Ships do not earn experience or Advancement Points like PCs, and can only increase through the finding and/or purchasing of Ship Upgrades:



**Weapon Systems** is the damage a ship inflicts in combat.

**Targeting** is the ability of the ships' computers to hit in combat (like Aim).

**Maneuverability** is similar to Agility, and used to determine hits and misses.

Every ship also has an **A/S Rating** and a **HULL** score. Hull is exactly like a PCs Life score. This is the ship's ability to withstand damage, and it is the combined total of the five attributes above. When a ship's Hull reaches zero... BOOM.

Combat between ships is resolved in much the same way as traditional combat. After initiative is determined:

<p style="text-align: center;"><b>Base 40% chance to hit +</b> <b>Attacker's TARGETING score -</b> <b>Defender's MANUERVABILITY</b> <b>score</b> <b>=</b> <b>% chance to hit.</b></p>
---



**Standard MAKO-class.**

Cost: 750,000 - 1 million credits.

WEAPON SYSTEMS: 5-10

TARGETING: 5-10

MANUERVABILITY: 5-10

DENSITY: 5-10

SPEED: 5-10

A/S Rating: 4-6

HULL: 25-50

Two (2) slots for Ship Upgrades

If the Alliance issues a MAKO-class transport to the PCs, roll d10 and distribute the points as desired.



**Standard NORMANDY-class.**

Cost: 3-5 million credits.

WEAPON SYSTEMS: 25-30

TARGETING: 25-30

MANUERVABILITY: 25-30

DENSITY: 25-30

SPEED: 25-30

A/S Rating: 20-25

HULL: 125-150

Four (4) Slots for Ship Upgrades

Roll 2d10 and distribute the points as desired.



**Standard Dreadnaught-class.**

Cost: 300-500 million credits.

WEAPON SYSTEMS: 100+

TARGETING: 100+

MANUERVABILITY: 20+

DENSITY: 100+

SPEED: 100+

Eight (8) Slots for Ship Upgrades

A/S Rating: 50-75

HULL: 420+

## Random Item Generator

During game sessions, players will often make Intuition rolls upon entering new areas, hoping to find items that will improve their character (GM's discretion). These rolls are usually made without the Base 40 modifier. The GM may have created pre-made items to give to players during a campaign, or he may use the Generator below to randomly create an item. Follow the steps to determine the item's specifications.

Items from this chart have a tendency to be slightly better than standard Purchasable Items. It is assumed that these are unique "experimental" versions that have not yet been released to the general public.

### STEP 1: What kind of an item is it?

01-10 Medi-Gel (roll d100 to determine Med-Gel's effectiveness)

11-25 Full Suit

26-35 Head

36-45 Chest

46-55 Shoulders

56-65 Legs

66-75 Omni-Tool

76-84 Ship Upgrade

85 Handgun Upgrade

86 SMG Upgrade

87 Assault Rifle Upgrade

88 Shotgun Upgrade

89 Sniper Rifle Upgrade

90 Heavy Weapon Upgrade

91 Omni-Blade Upgrade

92 Inferno Rounds

93 Armor-Piercing Rounds

94 Cryo Rounds

95 Handgun\*

96 Submachine Gun\*

97 Assault Rifle\*

98 Shotgun\*

99 Sniper Rifle\*

00 Heavy Weapon\*

\*Weapons found are always the base model with no upgrades or stat boosts.

### STEP 2: Did you find a PROJECTILE WEAPON? If so, roll on the appropriate chart below. If not, skip to Step 3.

#### Handgun

01-66 M-5 Phalanx

67-90 M-6 Carnifex



91-00 M-77 Paladin

**Submachine Gun (SMG)**

01-49 M-4 Shuriken

50-66 M-9 Tempest

67-90 M-12 Locust

91-00 M-7 Hurricane

**Assault Rifle**

01-49 M-15 Vindicator

50-66 M-55 Argus

67-90 M-96 Matlock

91-00 M-7 Valkyrie

**Shotgun**

01-49 M-22 Eviserator

50-66 M-23 Katana

67-90 M-27 Scimitar

91-00 M-300 Claymore

**Sniper Rifle**

01-49 M-29 Incisor

50-66 M-97 Viper

67-90 M-92 Mantis

91-00 M-98 Widow

**Heavy Weapon**

01-25 ML-77 Missile Launcher

26-40 M-100 Grenade Launcher

41-59 M-451 Firestorm

60-74 M-490 Blackstorm

75-90 M-622 Avalanche

91-99 Arc Projector

00 M-920 Cain

**STEP 3: Did you find CUSTOM ROUNDS, i.e. Inferno, Cryo, Armor-Piercing? If so, roll on the chart below to determine what gun class they fit. If not, skip to STEP 4.**

**Custom Rounds**

01-30 Handgun

31-49 SMG

50-79 Assault Rifle

80-89 Shotgun

90-00 Sniper Rifle

**STEP 4: Did you find an UPGRADE FOR A WEAPON? If so, roll on the chart below. If not, skip to STEP 5.**

**Weapon Upgrade**

01-50	+5 to hit
51-70	+5 to damage
71-80	+5 to hit and +5 damage
81-90	+10 to hit
91-99	+10 damage
00	+10 to hit and +10 damage

**STEP 5: Did you find a SLOT PIECE or SHIP UPGRADE? If so, roll d10 to determine its base ARMOR/SHIELD (A/S) RATING boost. Then, go to STEP 6. If not, skip to STEP 8.**

**STEP 6: What is the Class, i.e. power level, of the item found?**

01-66	<b>Class I:</b> +d10 one random ability
67-85	<b>Class II:</b> +d10 two random abilities
86-90	<b>Class III:</b> +d10 one random ability and +d10 A/S Rating
91-99	<b>Class IV:</b> +d10 two random abilities and +d10 A/S Rating
00	<b>Class V:</b> +d10 two abilities, player choice and +d10 A/S Rating

**STEP 7: Does your slot piece or ship upgrade have a boost to ability scores? If so, use the chart below to determine which ability(s) gets the boost. If not, skip to STEP 8.**

01-20	<b>Melee/Weapons Systems</b>
21-40	<b>Aim/Targeting Systems</b>
41-60	<b>Dexterity/Maneuverability</b>
61-80	<b>Strength/Speed</b>
81-00	<b>Stamina/Density</b>

**STEP 8: Which manufacturer made the item?**

01-09	Aldrin Labs
10-19	Ariake Technologies
20-29	Armax Arsenal
30-39	Ar mali Council
40	Batarian State Arms
41-49	Devlon Industries
50-59	Elanus Risk Control
60-69	Elkoss Combine
70	Geth Armory
71-75	Hahne-Kedar

76-79 Haliat Armory  
80-84 Jormangund Armory  
85-88 Kassa Fabrication  
89-92 Rosenkov Materials  
93-96 Serrice Council  
97-99 Sirta Foundation  
00 Spectre Requisitions

**Done. You can use the item, or give it away (or sell it) to a teammate or NPC, or you can sell it if you find a vendor that makes the item for the full retail price (or a Requisitions Officer, but at a 10% loss).**



## Mass Effect d100 and Base 40 RPG. (2012)

This is a not-for-profit experiment, not to be sold or resold to or by any individual and/or entity, created by fans of tabletop RPGs and the Mass Effect universe. Use this product at your own risk! A very special thanks goes out to Bioware for creating such an amazing franchise!

Robbin Christopher Ramos  
Executive Producer, Playtesting

Robert DelGardo  
Associate Producer, Proofreading, Playtesting

Thank you for reading!

Name	Species & Gender
------	------------------

ATTRIBUTE	SCORE	<b>LIFE</b> (M+A+D+S+S)	Career Path		
Melee:	_____		Luck Pool	credits	
Aim:	_____				
Dexterity:	_____				
STRENGTH:	_____				
Stamina:	_____				
Knowledge:	_____				
INTUITION:	_____				
Willpower:	_____				
CHARISMA:	_____				

A/S Rating

Skills	Species/Career Path Bonuses & Penalties
--------	---

POWERS

1. \_\_\_\_\_ Level \_\_\_\_\_

2. \_\_\_\_\_ Level \_\_\_\_\_

3. \_\_\_\_\_ Level \_\_\_\_\_

4. \_\_\_\_\_ Level \_\_\_\_\_

# Equipment Slots



Full Suit

Head

Chest

Shoulders

Legs

Omni-Tool:

Items, Weapons & Upgrades

Omni-Tool:

Paragon	Renegade
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Notes

SHIP Name	Ship Class
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<u>ATTRIBUTE</u>	<u>SCORE</u>	HULL	A/S Rating
Weapon Systems:	_____		
Targeting:	_____		
Maneuverability:	_____		
Density:	_____		
Speed:	_____		

SHIP UPGRADES, Notes

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_