

MASS EFFECT™

STAR WARS SAGA EDITION CAMPAIGN SETTING



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Cover Design - dbgoldberg323

Campaign Setting Layout/Organization - dbgoldberg323

Original Poster – gigerstreak

Contributing Posters – Calamity916, JasonRR, NatanaX, EightImmortals, Toryn Cross, thecommabandit, jonstryder, Thanan, Saurstalk, dbgoldberg323

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MASS EFFECT CAMPAIGN SETTING

GAME RULES

Noble

You may drop Linguist for either Biotic Implants or Tech Specialization.

Scoundrel

You may drop Point Blank Shot for either Biotic Implants or Tech Specialization.

Scout

You may drop Shake it Off for either Biotic Implants or Tech Specialization.

Soldier

You may drop Weapon Proficiency (rifles) and Armor Proficiency (medium) for either Biotic Implants or Tech Specialization.

Weapon Overheating

All weapons overheat on a natural roll of 1, unless noted otherwise. Using autofire increases the chance to over heat by +2. When a weapon overheats, your shot is fired as normal, but you may not fire with that weapon for 1 round.

Note: Weapons in Mass Effect use solid core ammunition that can fire thousands of rounds before being reloaded. You will not need power packs and there is no need to keep track of shots, simply use the overheating rules.

Example weapon overheat chances:

Assault rifle (blaster rifle, blaster carbine): +1

Pistol, heavy (heavy blaster pistol): +2

Shotgun (Blast Cannon): +2

Most heavy weapons: +4

Any weapon on autofire: additional +2 (including using the Burst Fire feat)

Using the Rapid Fire feat: additional +1

For each additional consecutive attack in a round (including attacks of opportunity): additional +1

Force Points

The term "Force points" is replaced with "Tactical points" for this campaign setting, but the two terms are completely interchangeable.

Indoctrination

Indoctrination is the signal or energy field given off by the Reapers (or at least Reaper Vanguard) that causes any organic beings to slowly give in to domination by the Reapers.

All organic beings begin with an Indoctrination Score of 0. For each full day an organic being spends within the range of a Reaper's indoctrination, make an attack roll (1d20 + the Reaper's Charisma modifier + the organic being's Indoctrination Score) against the organic being's Will defense. If the attack hits, increase the organic being's Indoctrination Score by +1. Additionally, if an organic being has an Indoctrination Score equal to half their Wisdom or more, they may only directly disobey the orders of a Reaper by spending a Tactical Point.

When an organic being's Indoctrination Score equals their Wisdom score, they have become completely indoctrinated and will obey all orders given to them by the Reapers if they have at least 1 heroic level. If the organic being has only non-heroic levels, they become mindless drooling husks (Int 1, Wis 1, Cha 1). The organic being may only resist the effects of indoctrination by spending a Destiny Point, this lasts one round.

An organic being can spend one hour and a Tactical Point

fighting off the effect of indoctrination, reducing their Indoctrination Score by -1.

Biotics

Biotics can be very tough on the body, and the video game mechanic that indicates this is the recharge time. Select number of powers you can use once per encounter (or how many you have in that one power), and instead of spending a Tactical point to recover a power you can use a power outside its regular number of times by rolling a Use Biotic check vs. your Fortitude or Will Defense. If you succeed the biotic power manifests normally. If you fail, it still manifests normally but you move -1 step along the condition track.

GETH

Death Throes: When a Geth is 'killed' or destroyed, their memory core quickly degenerates into useless mechanics, much like a computer processor burns up without a heat sink. It is impossible to retrieve a fully intact memory core from a destroyed Geth, but if you act quickly and carefully you can gather some data.

Make a Use Computer check: The result of the check determines the results if any. For every round beyond the first, you take a cumulative -5 penalty to your Use Computer check. You can only make the check once and only one character can make the check, afterwards the memory core becomes inaccessible. You must have an omni-tool to record the data or else it is impossible to retrieve and all information is at GM discretion.

DC 20: You are able to retrieve information related to the minutes before the Geth was destroyed.

DC 25: As DC 20, but you also get access to one memory up to 6 hours prior to the Geth's destruction.

DC 30: As DC 20, but you also get access to one memory up to 12 hours or two memories up to 6 hours each prior to the

Geth's destruction.

DC 35: As DC 20, but you also get access to one memory up to 24 hours or two memories up to 12 hours each, or three memories up to 6 hours each prior to the Geth's destruction.

Geth A.I.

Geth never gain a level bonus to skill checks of any kind. Geth may be trained in skills, gaining the +5 bonus as normal.

When Geth are near one another, they gain a network bonus to all skills equal to the half number rounded down of Geth in the network. A network consists of a Geth being within 10 squares of at least one other Geth.

For example if 6 Geth are walking in a line, each 4 squares from the next, they would gain a +3 network bonus to all skill checks.

NEW RACES

QUARIAN

Three hundred years ago the quarians created the geth, a species of rudimentary AIs, to serve as an efficient source of manual labor. But the geth rebelled against their quarian masters and drove them into exile.

Other species tend to look down on the quarians, seeing them as scavengers and condemning them for unleashing a dangerous synthetic life form on the rest of the galaxy.



Personality: Quarians are creative and inquisitive, but tend to be defensive as they are well aware of how other species view them.

Physical Description: Quarians are generally shorter and of slighter build than humans. Quarian hands consist of a thumb and only two fingers, while their feet have only two large, prominent toes. They dress in a scavenged assortment of materials, hiding their faces behind visors, goggles, or breathing masks. Some believe the quarians are cybernetic, a blend of machine and biology that can survive for a time in the cold vacuum of space. Others believe the quarians are simply so used to living on their substandard, makeshift ships that they never remove their survival suits.

Homeworld: Having no natural world to call home the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.

Languages: The Quarians speak, read, and write Quarian and Basic.

Example Names: Tali'Zorah nar Rayya; First name + "Nar" (Child of) or "Vas" (Crew of) + name of the ship. Immature quarians are still "Nar" and are identified as a child of the colony or ship. Once a quarian has completed their rite of

passage and earned their place on a homeship they use "Vas" instead of "Nar."

Adventurers: When Quarians reach the age of adulthood they are sent on a rite of passage known as the Pilgrimage. They leave the fleet and only return once they have found something of value they can bring back to their people. Due to this culture based quest many Quarians are predisposed to adventuring.

QUARIAN SPECIES TRAITS

Quarians share the following species traits:

Ability Modifiers: +2 Dexterity, +2 Intelligence, -2 Constitution. Quarians are quick and bright, but they suffer from weaker constitutions than other species.

Medium Size: As medium creatures, Quarians have no special bonuses or penalties due to their size.

Speed: Quarians base speed is 6 squares.

Special Equipment: Quarians live aboard sterile starships and thus have developed virtually no natural immune system. Without a protective suit or sterile environment, a Quarian is subject to disease. The first time the Quarian is exposed, and once every hour thereafter, make an attack roll (1d20+3) against the character's Fortitude Defense. If the attack succeeds, the character takes 1d6 points of damage and moves -1 persistent step down the condition track (see Conditions, page 148 of the Saga Edition Core Rulebook). This attack occurs again each day the disease remains untreated. Treating the disease requires a successful DC 20 Treat Injury check. A basic replacement suit costs 2,000 credits (500 on a Quarian vessel), and a year's supply of filters costs 200 credits (50 on a Quarian vessel). Quarian characters begin play with these items at no cost.

Conditional Bonus Feat: Adept with electronics, a Quarian with Mechanics as a trained skill gains Skill Focus (Mechanics) as a bonus feat.

Languages: Basic and Quarian

VOLUS

Confidant Investors, Bankers, and Merchants, this species thrives on its economic base and draws most of its galactic influence from its wealth rather than military power.



Tribal by nature, Volus rarely refer to other species by name, instead identifying them by their homeworld. For example, a volus addressing a human would call him or her "Earth Clan". For a volus to call another being outside their own species by their actual name is a considerable show of respect.

Personality: What they lack in personal bravery, they more than make up for with their cunning and tenacity, often using their expert negotiating skills to get them out of scrapes.

Physical Description: Their home planet's gravity is 1.5 times that of Earth's, with a high-pressure ammonia-based atmosphere, making their bodies short and almost spherical, and requiring them to wear protective suits in order to function in environments conducive to other species.

Homeworld: Irune

Languages: The Volus speak, read, and write Volus and Basic.

Example Names: Doran, Jahleed, Barla Von

Adventurers: Volus adventure in search of power and wealth or to run away from a bad situation.

VOLUS SPECIES TRAITS

The Volus share the following traits:

Ability Modifiers: +2 Constitution, +2 Intelligence, -2 Strength, -2 Charisma.

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

Speed: Volus base speed is 4 squares.

Persuasive: A Volus may choose to reroll any Persuasion checks, but the result of the reroll must be accepted even if it is worse.

Conditional Bonus Feat: Volus trained in Knowledge (bureaucracy) get Skill Focus [Knowledge (bureaucracy)] for free.

Low-Light Vision: Volus ignore concealment (but not total concealment) from darkness.

Special Equipment: Volus suffer from limitations outside their native atmosphere. Without their special atmospheric suits, a Volus is considered blind (see Total Concealment, pg 157 of the Saga Core Rulebook), begins to suffocate (see Hold Breath, pg 66 of the Saga Core Rule Book) and takes 3d6 damage each round. A replacement suit costs 2,000 credits (1,000 in Volus Space or on the Citadel). Volus characters begin play with these items at no cost. The ammonia tank is poisonous to other species and the increased gravity makes them suffer as if in a high-gravity environment (see High-Gravity Environments, pg 257 of the Saga Core Rulebook).

New Equipment

Volus Atmospheric Suit: A suit that is made to simulate the

gravity and atmosphere of the Volus home world. Treat as a Space Suit of small size (see Space Suit, pg 137 of Saga Core Rulebook). Can be added to armor for 50% of the base cost or 1,000 credits, whichever is more. This modification takes 1 day per 1,000 credits of the armor's new cost at the end of which you must make a DC 20 Mechanics check. Others trained in Mechanics can aid you in this check and if you fail, then the money and time that you spent is lost. You can start over again, but you must pay the cost in time and money again.

Cost: 2,000 credits (1,000 in Volus Space or on the Citadel)

Weight: 11.25 kg

TURIANS

Honorable and brave, the Turians think of the welfare of the group before themselves. Taught from a young age to own every decision they make, only the rare exception will lie about their own actions. This does not mean they won't try to get away with criminal activity, just that they will not lie when directly questioned.



Personality: Turians are taught to have a strong sense of personal accountability, the "turian honor" that other races find remarkable.

Physical Description: Tall and of an avian build, they evolved skin armor to protect them from the radiation of their homeworld. It is common for Turians to wear the facial markings of their home colony.

Homeworld: Palaven

Languages: Turians speak, read, and write Turian and Basic.

Example Names: Garrus Vakarian, Nihlus Kryik, Saren Arterias, Chellick, Septimus.

Adventurers: Turians adventure to improve their skills so they can move up in their hierarchical society and to protect others.

TURIAN SPECIES TRAITS

The Turians share the following traits:

Ability Modifiers: -2 Charisma

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

Speed: Turian base speed is 6 squares.

Authority: As a species accustomed to being in authority, Turians add +1 to any insight bonuses they grant to themselves or other characters.

Courageous Leader: Any ally character within 10 squares of a Turian gains a +1 morale bonus to Will defense (the Turian also benefits from this bonus). Note: this ability is affected by Authority and therefore confers a +2 bonus to Will defense.

Conditional Bonus Feat: Turians trained in Knowledge (tactics) gain Skill Focus [Knowledge (tactics)] for free.

Radiation Resistance: Turians gain +5 species bonus to Fortitude Defense versus Radiation.

JasonRR Variant: Change Radiation Resistance to a +2 species bonus to Fort defense versus radiation. Also, if affected by it, reduce the damage by one die (minimum of one).

ASARI

The first species to come to the Citadel, the Asari originally proposed the formation of the Citadel Council to promote peace and stability in the galaxy.



While technically Asari don't have a sex, they appear as a race of beautiful women. They procreate through a form of parthenogenesis that allows them to attune their nervous system to any species and of any gender. This process may or may not involve physical contact, depending on the individual the Asari is attempting to mate with.

Personality: Asari can live to be over 1,000 years old and have three stages to their life: Maiden, Matron, and Matriarch. In the Maiden stage, Asari seek to go out and learn as much about the galaxy as they can. Military service is also common in this stage. In the Matron stage, Asari seek to mate with interesting partners in order to have daughters of their own. The Matriarch stage grants an Asari great power and influence over other Asari as they will defer to the wisdom of the Matriarchs in times of crisis.

Physical Description: Asari have no body hair and blue skin that grows in hue as they age. They always appear as beautiful women.

Homeworld: Thessia

Languages: Asari speak, read, and write Asari and Basic.

Example Names: Liara T'Soni, Mallene Calis, Nassana, Benezia, Sha'ira.

Adventurers: Depending on what stage they are in their life, an Asari may adventure to learn all that they can, to find

potential mates, or to protect the stability of the galaxy.

ASARI SPECIES TRAITS

Asari share the following traits:

Ability Modifiers: +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution

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

Speed: Asari base speed is 6 squares

Heightened Awareness: An Asari may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Bonus Feat: Strong in the Force.

Mind Meld: An Asari may make a Force Check (or Biotics Check) versus a target's Will Defense. (An Asari automatically succeeds against a willing target.) The process works like telepathy, including the sharing of thoughts and images. An Asari may maintain this meld for an amount of rounds equal to her character level. Each time an Asari uses this ability, she moves a persistent -1 down the condition track until she receives 8 hours of uninterrupted rest. This check may be made untrained.

SALARIANS

The Salarisians were the second species to find the Citadel, and formed the Citadel Council with the Asari.



Consummate spies and assassins, espionage and the element of surprise are all ingrained into their military doctrine.

Due to their fast metabolism, it is rare to see a Salarian live past the age of 40.

Personality: Salarians have a faster than normal metabolism, often appearing jittery. They also possess a keen intellect, rarely forgetting any fact or figure.

Physical Description: Amphibian creatures, Salarians have no hair, long faces, and large, black eyes.

Homeworld: Unknown as of the first game.

Languages: Salarians speak, read, and write Salarian and Basic.

Example Names: Kirrahe, Schells, Chorbán, Anoleis.

Adventurers: Salarians may adventure for many reasons, whether it be trade, excitement, or a secret mission for the STG.

SALARIAN SPECIES TRAITS

Salarians share the following traits:

Ability Modifiers: +2 Intelligence, -2 Strength, -2 Constitution.

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

Speed: Salarian base speed is 6 squares. They have a swim speed of 4 squares.

Breathe Underwater: As amphibious creatures, Salarians can't drown in water.

Expert Swimmer: A Salarian may choose to reroll any Swim check, but the result of the reroll must be accepted even if it is worse. In addition, a Salarian may choose to take 10 on Swim checks even when distracted or threatened.

Low-Light Vision: Salarians ignore concealment (but not total concealment) from darkness.

Conditional Bonus Feat: Salarians are natural spies and investigators. A Salarian with Gather Information as a trained skill gains Skill Focus (Gather Information) as a bonus feat.

High Speed Metabolism: Salarians only require one hour of sleep each day. This does not give them the healing benefits of 8 hours of rest in only one hour, only mitigates the need for 8 hours of sleep. Natural healing still works as normal.

KROGAN

Krogan are powerfully built and hardy, but aren't agile, tend to be impulsive, and have little patience for diplomacy.



All Krogan are infected with a genetic disease called the Genophage, a bioweapon developed by the Salarians and used by the Turians to end the Krogan Rebellions. The Genophage makes only 1 in a 1,000 Krogan births viable and the Krogan species is slowly being wiped from the galaxy.

Personality: The harsh Krogan homeworld conditioned the Krogan psychology for toughness just as it did the body. Krogan have always had a tendency to be selfish, unsympathetic, and blunt. They respect strength and self-reliance and are neither surprised nor offended by treachery. The weak and selfless do not live long. In their culture,

"looking out for number one" is a matter of course.

Physical Description: Large and massive, Krogan have a humanoid lizard shape.

Homeworld: Tuchanka

Languages: Krogan speak, read, and write Krogan and Basic.

Example Names: Urdnot Wrex.

Adventurers: Krogan adventure to find battle and credits. The rare Krogan might be looking for a cure for the Genophage as well.

KROGAN SPECIES TRAITS

Krogan share the following traits:

Ability Modifiers: +4 Strength, +2 Constitution, -2 Dexterity, -2 Wisdom, -2 Charisma.

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

Speed: Krogan base speed is 6 squares.

Extraordinary Recuperation: A Krogan regains hit points at double the normal rate.

Heightened Awareness: A Krogan may choose to reroll any Perception check, but the result of the reroll must be accepted even if it is worse.

Immunity: Krogan are immune to poison.

Bonus Feat: Improved Damage Threshold.

NEW TALENTS

BIOTIC TALENTS

Any character with both the Biotic Potential and Biotic Training feats can select one talent from any of the following trees instead of selecting one from a class' talent tree.

Distortion Talent Tree

Advanced Singularity: As Singularity, except the effect has an increased radius of 5 squares.

Prerequisites: Singularity

Advanced Warp: As Warp, except the target loses DR 2.

Prerequisites: Warp

Master Singularity: As Singularity, except the result of the check needs to equal or exceed 20 to trigger the effect. The effect increases to a radius of 8 squares, and lasts 1d4+2 rounds.

Prerequisites: Singularity, Advanced Singularity

Master Warp: As Warp, except the target loses DR 5.

Prerequisites: Warp, Advanced Warp

Singularity:

You are now able to use the Biotic Singularity

Warp:

You are now able to use the Biotic Warp

Kinetic Fields Talent Tree

Advanced Barrier: As Barrier, except if the check result equals or exceeds 20 you gain base SR 10 instead of SR 5.

Prerequisites: Barrier

Advanced Stasis: As Stasis, except the target is unable to take actions or be damaged for 1d6 rounds.

Prerequisites: Stasis

Barrier

You are now able to use the Biotic Barrier

Master Barrier: As Barrier, except if the check result equals or exceeds 25 you gain base SR 15 instead of SR 5.

Prerequisites: Barrier, Advanced Barrier

Master Stasis: As Stasis, except the target is unable to take actions or be damaged for 1d8 rounds.

Prerequisites: Stasis, Advanced Stasis

Stasis

You are now able to use the Biotic Stasis

Mastery Talent Tree

Biotic Reactions: You have learned to react quickly to danger and use your biotic powers to prevent it. Once per round as a reaction you can choose to use Lift, Stasis or Throw on any target that has moved into a square adjacent to you during their turn. Doing so doubles the cooldown required before you are able to use that talent again, and you cannot use a talent in this instance if its cooldown period is not over.

Prerequisites: Rapid Power

Biotic Savant: You have exceptional control over your biotic powers and increased prowess because of this. You can choose to have the results of all die rolls of biotic powers that deal damage or determine the length of an effect doubled at the expense of 1 extra round of cooldown time.

Inexhaustible Concentration: Your immense powers of concentration allow you to use biotic talents more often. You can halve the cooldown period of a biotic talent (rounded up) at the expense of halving the result of any die roll determining the duration of the talent.

Rapid Power: You can create biotic effects quickly. You can choose to use a biotic talent as a move action (instead of a standard action) at the cost of increasing the cooldown period by one round.

Telekinesis Talent Tree

Advanced Lift: As Lift, except the target is lifted off the ground for 1d6 rounds.

Prerequisites: Lift

Advanced Throw: As Throw, except the target suffers 3d6 damage and is pushed back 2 squares.

Prerequisites: Throw

Lift:

You are now able to use the Biotic Lift

Master Lift: As Lift, except the target is lifted off the ground for 1d8 rounds.

Prerequisites: Lift, Advanced Lift

Master Throw: As Throw, except the target takes 3d6 damage, is pushed back 2 squares and knocked prone.

Prerequisites: Throw, Advanced Throw

Throw:

You are now able to use the Biotic Throw

Biotic Specialization Talent tree:

Biotic Specialization talent tree is available to any person with the use biotics skill

Quick Biotics:

Once per encounter can regain the use of a "spent" biotic powers

Improved quick biotics:

One per encounter can regain the use of 2 "spent" biotic powers

Prerequisites: Quick Biotics, Skill focus (Use Biotics)

Biotic Resistance

Your knowledge and control of biotics better enables you to resist the biotics of other opponents; Against Biotic powers you gain +2 bonus, to defenses and made against opposed rolls

Improved Biotic Resistance

Few can match the dedication and training you have invested in biotics, Your ability to defend against such powers is impressive; Against Biotic powers you gain +5 bonus, to defenses and made against opposed rolls

Bastion

A master of biotics you have focused your powers into defense, seeking to protect and aid your allies; Once per encounter you may use the "Barrier" power and instead grant the bonuses to a number of targets (you may include yourself) equal to your charisma modifier

Prerequisites; Any 2 talents from the Biotics Talent tree, Skill focus (use Biotics), Training from a master in Biotics in this talent, Stasis, Barrier

Improved Bastion

You have further improved you defensive biotic abilities, allowing a more controlled immobilization of your enemies; Once per encounter when you use the "Stasis" power the target may not take any action as per normal however it may still be damaged by you or your team mates. Only normal attack damage may be dealt to the opponent. Although unable to take any actions the opponent does not count as helpless.

Prerequisites; Bastion

Bastion Specialization

Your Control of biotics defense and immobilization is unrivaled. Few can match your ability in this area of biotics and you are an invaluable bastion between your enemies and your team mates; Bastion Specialization allows you to use the Bastion and Improved Bastion talents twice per encounter

Prerequisites; Improved Bastion, 1 week of nothing but uninterrupted Bastion training at the hands of a Bastion Master, Heroic level 9th

NEW FEATS

Shield Surge

You are able to increase the power output on your own shields.

Prerequisite: Tech Specialist feat, Skill Focus (Knowledge (technology)) feat, and Omni-tool

Benefit: If your armor has a SR of 5 or more, increase the shield rating by 5. The shields provided by this feat do not count when determining if your shields fail or not.

Extended A.I. Range

Prerequisite: Geth, Int 13+

Benefit: Increase the range of Geth A.I. to 50 squares.

Special: You may take this feat multiple times, each time you take it, beyond the first, double your current range.

Biotic Training

Benefits: You can now train the skill Use Biotics. You also add to your Biotics suite 1 + your Wisdom score (minimum 1) biotic powers. You can add the same power more than once.

Special: Can take more than once and if your Wis mod increases, add Biotic uses equal to the number of times you have taken this feat.

Tech Specialization

Benefits: Taking this feat allows you to use Tech mines and Tech powers. Make a Use Computer or Mechanics check to activate a mine or power.

Special: You can reduce your chance to overheat when using energy weapons by 1. If a weapon will overheat only on a roll of 1, it can no longer overheat as a result of firing the weapon normally.

Biotic Implants: Replaces Force Sensitivity.

Adrenaline Burst

Prerequisites: Heroic level 1st, trained in Endurance.

Benefit: Once per day, as a swift action, you may choose an ability that has a number of uses per encounter or per day. You regain one spent use of the chosen ability.

Synthetic Fighter

Prerequisites: Heroic level 5th, Adrenaline Burst feat, Biotic Implants feat

Benefit: Reroll attacks against synthetics and keep the second result.

Tech Mine Enhancement I

Benefit: Increase the explosion area of your Tech Mines by 1 square. (Your mines affect a 3x3 square area instead of a 2x2 square area.

Prerequisites: Tech Specialist Feat, Skill Focus (Use Computer) feat.

Tech Mine Enhancement II

Benefit: Change the area of your Tech Mine explosions from a 3x3 area into a cone. You can switch between either shape when setting the mines but doing so is a swift action.

NEW SKILLS

Biotics

Replace "Use the Force" with "Biotics", but remove the telepathy, search your feelings, and sense surroundings abilities. Also, Biotics is the requirement for using Biotic Powers

BIOTIC POWERS

Barrier

Time: One Move action

Target: You

Make a use biotics check, barrier grants an effect based on the score below

DC10: Gain an additional SR5 (This takes damage first and is lost as soon as 5 damage is sustained. Does not count when determining shield stats of armor)

DC15: Gain an additional SR10 (This takes damage first and is lost as soon as 10 damage is sustained. Does not count when determining shield stats of armor)

DC20: Gain an additional SR15 (This takes damage first and is lost as soon as 15 damage is sustained. Does not count when determining shield stats of armor)

DC25: Gain an additional SR20 (This takes damage first and is lost as soon as 20 damage is sustained. Does not count when determining shield stats of armor)

Special: Barrier lasts until the SR value gained takes damage equal to that value or for 1d6 rounds

Lift: By altering a target's mass you can cause it to float helplessly.

Time: Standard action Target: One target within 6 squares and line of sight

Make a Use Biotics check. If the result of the check equals or exceeds the target's fortitude defense, the target is lifted off the ground helpless for 1d4 rounds. Momentum is conserved in a lift, so the target will continue moving in the direction and speed they were before Lift was applied. In addition, the target is unable to make any move actions to travel in any direction or stop its motion. All targets affected by Lift take a -5 penalty on all ranged attack rolls. When the Lift effect has ceased, the target falls to the ground, suffering 1d4 damage. Cooldown: Once this talent has been used, it cannot be used again for 5 rounds.

Singularity:

Time: Standard Action

Target: One point within 12 squares with a line of sight

Make a Use Biotics check. All Opponents within a 4.5m(3 square) radius must make a strength check, if the use biotics result beats the strength check the opponent will be sucked to the center of the field within 1 round and then proceed to move randomly about the field for the remaining time. While moving opponents may not take any action of any type, however they will take damage normally

Special:

Singularity lasts for 1d4 rounds, Moving one point down the condition track will enable the time of duration to last an additional 1d4 rounds

Stasis

Time: Standard Action

Target: One object or Character

Range: 8 Squares

Make a Use Biotics check. The target makes a Will defense check. If you beat the will defense check then the target is unable to move depending on the amount you beat him by. 1 to 5: Target is unable to take ANY actions or receive any damage for 1d4 rounds

6 to 10: Target is unable to take ANY actions or receive any damage for 1d4+2 rounds

11 to 15: Target is unable to take ANY actions or receive any damage for 1d4+4 rounds

Special:

May opt to move 1 point down the condition track to increase the time period by 1d4 rounds, against targets of a higher or equal level a -5 penalty is applied to the Use Biotics check.

Throw: Using biotics, you can exert a powerful force on an object or creature.

Time: Standard action Target: One target within 6 squares and line of sight

Make a Biotics check. If the result of the check equals or exceeds the target's fortitude defense, the target is knocked back 1 square and suffers 2d6 damage, adding an extra die for every 5 your check exceeds the target's defense by.
Cooldown: Once this talent has been used, it cannot be used again for 4 rounds.

Warp: By altering the mass of a target's armor you can cause it to mitigate less damage.

Time: Standard action Target: One target within 6 squares and line of sight.

Make a Biotics check. If the result of the check equals or exceeds the target's reflex defense, the target loses DR 1 to a minimum of 0 for 1d4 rounds.

Cooldown: Once this talent has been used, it cannot be used again for 5 rounds.

Mass Manipulation: Like Force Disarm.

Rebuke: A Biotic power, this ability only works against other biotic powers and not Tech abilities.

TECH POWERS

Disable Mechanics: Like Force Stun, but it only affects droids or Synthetics.

Electromagnetic Shockwave: The user sends a bolt of EM energy at either a droid, Synthetic, or an electronic device of some kind. Like Force Lightning, but it only affects droids, Synthetics, and electronic devices with a Will Defense, and its damage is considered ion damage (but the targets take full damage instead of half).

Re-Program Mechanics: Like Mind Trick, but it only affects droids, Synthetics, and electronic devices with a Will Defense.

Damage Components: From a distance, a Tech can damage electronic components. This ability only affects droids, Synthetics, and electronic devices of any kind.

Time: Standard Action. **Target:** One droid, Synthetic, or electronic device within 6 squares and within line of sight.

Make a Use Biotics check: Make on roll and compare the result to the target's Will Defense. If the result equals or exceeds the target's Will Defense, it takes 4d6 points of Force damage.

Special: If the target moves 1 or more steps down the condition track, the condition becomes persistent until the target is treated with a DC 20 Mechanics check to repair the damage.

You can spend a Tactical Point to increase the damage by 2d6.

NEW EQUIPMENT

ARMOR

Armor Rules

Armor has the following characteristics: Cost, Weight, armor bonus, equipment bonus, SR, Max Dex, Shield Recharge DC, and Endurance.

Cost, Weight, and Max Dex act exactly the same way they do normally.

Armor bonus is added to your Reflex defense in place of your level.

Equipment bonus is added to your Fortitude defense.

SR is the armor's shield rating. Without the Armored Defense talent, shields on armor can only be restored outside of an encounter, requiring a Mechanics or Use Computer check against the armor's Shield Recharge DC for every 5 SR being restored.

Shield Recharge DC is the DC needed to recharge the armor's SR. Normally this can only be done outside of combat, but if you have the Armored Defense talent, you may use the armor's Endurance skill to make a check once per round, as a free action, against the armor's Shield Recharge DC. If the check equals or exceeds the Shield Recharge DC, the armor automatically restores 5 SR.

Endurance Armor's Endurance skill is used for two things, first is to automatically recharge shields, as noted above. The second use is whenever your shields are bypassed by damage or hit with a 'shield buster' weapon. Make an Endurance check, using the armor's skill, against the total damage. If the check equals or exceeds the damage, the shields react as normal. If the check fails, the shields completely cut out after damage is dealt until you succeed a Mechanics or Use Computer check outside of combat or the armor succeeds its own Endurance check (these are both in the same manner as recharging the shields).

EXAMPLE ARMOR

Standard Military Issue Light Body Armor

Light Armor

Cost: 2,000 credits

Weight: 5 kg

Armor bonus: +0

Equipment bonus: +0

SR: 5

Max Dex: 4

Shield Recharge DC: 15

Endurance: +0

Specter Issue Light Body Armor

Light Armor

Cost: 3,000 credits

Weight: 6 kg

Armor bonus: +1

Equipment bonus: +1

SR: 15

Max Dex: 6

Shield Recharge DC: 15

Endurance: +2

Standard Military Issue Medium Body Armor

Medium Armor

Cost: 2,500 credits

Weight: 10 kg

Armor bonus: +2

Equipment bonus: +2

SR: 5

Max Dex: 4

Shield Recharge DC: 17

Endurance: +2

Specter Issue Medium Body Armor

Medium Armor

Cost: 3,500 credits

Weight: 12 kg

Armor bonus: +2

Equipment bonus: +3

SR: 15

Max Dex: 6

Shield Recharge DC: 17

Endurance: +2

Standard Military Issue Heavy Body Armor

Heavy Armor

Cost: 5,000 credits

Weight: 20 kg

Armor bonus: +3

Equipment bonus: +2

SR: 5

Max Dex: 1

Shield Recharge DC: 20

Endurance: +5

Specter Issue Heavy Body Armor

Heavy Armor

Cost: 7,000 credits

Weight: 25 kg

Armor bonus: +4

Equipment bonus: +3

SR: 15

Max Dex: 2

Shield Recharge DC: 20

Endurance: +5

Quarian Bio-suit

Light Armor

Cost: 4,000 credits

Weight: 5 kg

Armor bonus: +0

Equipment bonus: +2

SR: 10

Max Dex: 6

Shield Recharge DC: 15

Endurance: +2

Krogan Battle Armor

Heavy Armor

Cost: 8,000 credits

Weight: 30 kg

Armor bonus: +6

Equipment bonus: +1

SR: 5

Max Dex: 0

Shield Recharge DC: 20

Endurance: +3

Salarian Stealth Suit

Light Armor

Cost: 7,000 credits

Weight: 3 kg

Armor bonus: +1

Equipment bonus: +0

SR: 10

Max Dex: 5

Shield Recharge DC: 15

Endurance: +1

Special: The stealth suit has a built in white noise emitter.

Enemies cannot make Perception checks to notice the

Salarian unless they are able to see the Salarian's position

and not simply hear him.

Turian Tactical Armor
Medium Armor
Cost: 5,500 credits
Weight: 16 kg
Armor bonus: +3
Equipment bonus: +1
SR: 5
Max Dex: 3
Shield Recharge DC: 17
Endurance: +5

EQUIPMENT

Medi-gel Packet

A medi-gel packet contains a standard-sized portion of bioplasm that can cover most common wounds and can be applied easily in emergencies. Once the medi-gel is applied, the area is water-tight, air-tight, sterile and anaesthetized until the medi-gel is removed by subjection to a specific frequency of ultrasound.

Once you use a medi-gel packet, its contents are expended even if your Treat Injury check is not successful. If the damage dealt to the target most recently is less than the target's damage threshold and your check is successful, they are healed normally. If the damage dealt is equal to or exceeds the target's threshold and your check is successful, no damage is healed. Instead, the target moves one step up the condition track that it had lost during the current or most recent encounter.

WEAPONS

OverLoad Mine

Cost: 250 credits
Weight: Same as frag grenade.
Time/DC to Create: 6 hours/15
Area of Effect: 2x2
Effect: When detonated, the overload mine bypasses shields

for 1d6 energy damage and deals 4d6 damage directly to shields only to anyone in the area of effect. Additionally, a hit automatically reduces shields by 5 before damage is dealt.

Sabotage Mine

Cost: 250 credits
Weight: Same as frag grenade.
Time/DC to Create: 6 hours/15
Area of Effect: 2x2
Effect: Sabotage mines deal 4d6 energy damage to anyone in the area of effect. Additionally, a hit causes enemy weapons to overheat and be unusable until the end of your next round.

Shotgun Blast Cannon

Type: Exotic
Cost: 2,000 credits
Damage: 3d8 (special)
Stun Damage: NA
Rate of Fire: Single
Weight: 6 kg
Type: Energy
Availability: Military, Rare

The Shotgun Blast Cannon, colloquially known as the "blaster shotgun," is a devastating close-quarters weapon often issued to Imperial gunners and engineers to aid them in repelling an attack on their positions. It fires multiple individual blaster shots in a spread with a single pull of the trigger. At very close ranges, all of these shots will usually hit the same target (with devastating results), and at larger ranges, the spread of the shots deals damage to multiple targets.

The blast cannon is very difficult to use properly, so the wielder takes a –5 penalty on his attack roll if he does not have the Exotic Weapon Proficiency (blast cannon) feat. Although the blast cannon has the same range as a pistol, its wielder does not take penalties on the attack roll due to

range. Instead, apply range penalties on damage. Against an adjacent target, the blast cannon does an extra 1d8 points of damage due to having so many blaster shots concentrated in such a small space.

In addition, because this weapon produces a spread of multiple individual blaster shots, it functions as a splash weapon (1-square radius) whenever it is used against a nonadjacent target. (See Splash Weapons, Saga Edition rulebook, page 155.)

A blast cannon requires a power pack to operate. After 5 shots, the power pack must be replaced.

ITEM UPGRADES

ARMOR UPGRADES

Armor can be customized with only one upgrade at a time unless expressly indicated. Doing so requires a DC 30 Mechanics check of which you can take 10 or 20. Once the armor and upgrade are combined, they are impossible to separate. Armor upgrades cost 1,000 credits, and are up to GM discretion to increase/decrease these costs and availabilities. GM Note: It is suggested that if Armor Upgrades are introduced into the campaign that enemies deal an additional number of points of damage equal to their CL.

Ablative Coating

Ablative coating is designed to chip away when impacted, redirecting the energy of incoming projectiles away from the body. The user subtracts 1 from the armor bonus granted and gains DR 2 from piercing damage.

Armor Plating

Hardened ceramic plates can be applied to body armor suits, increasing their effectiveness. The user adds 1 to the armor bonus granted but takes an additional -1 to Dexterity-related skill checks.

Combat Exoskeleton

This prototype armor upgrade combines mechanical augmentation, element zero microcores and firewall technology to give the wearer brute strength, resistance to weapons force and resistance to biotic and tech attacks. The user gains DR 2, +1 to their armor bonus, +2 to strength, -2 to Dexterity-related skill checks.

Energized Plating

A prototype upgrade designed specifically for heavy combat use, it provides maximum protection for the user. The user gains DR 4/sonic.

Energized Weave

A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both biotic and tech attacks. Advanced models also optimize recharge times on kinetic barriers. The user gains DR 2 against any biotic or tech attack.

Exoskeleton

Mechanical augmentation increases the force of rifle butts and other melee attacks. The increased mass of the mechanized suit also provides protection against high physics weapons and biotic attacks such as Lift or Throw. The user gains a +4 to their strength, a -4 to dexterity-related skill checks, and reduces their speed by 1 square.

First Aid Interface

Microprocessors wired into a combat suit can monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process. Any treat injury checks made on the user gain a +4 bonus and when using their Second Wind, the user gains an additional number of hit points equal to their level.

Hardened Weave

A complex filament network of element zero microcores combined with advanced firewall technology provides protection against both Biotic and Tech attacks. The user gains DR 3 and +1 to their armor bonus against any biotic or tech attack.

Kinetic Buffer

Metabolic Enhancers monitor the wearer's vital systems and release genetically engineered stimulants to maximize combat prowess and athletic ability. The user gains a +1 to attack rolls and increases their speed +1 square.

Kinetic Exoskeleton

This prototype armor upgrade combines multiple technologies to improve shield regeneration and maximize the wearer's physical abilities and athletic prowess. The user gains a +1 to attack rolls, increases their speed +1 square, and may recharge any personal shields by 5 more points than normal.

Medical Exoskeleton

A prototype upgrade combining numerous advanced medical technologies to monitor and regulate all vital systems, maximizing healing and minimizing recovery times for the user. The user regains twice as many hit points when resting and when using their Second Wind they gain an additional number of hit points equal to their level.

Medical Interface

Specialized microprocessors wired into a combat suit monitor vital functions and release small, localized doses of medi-gel to accelerate the healing process. This interface also provides resistance to toxic attacks. Any treat injury checks made on the user gain a +4 bonus and when using their Second Wind, the user gains an additional number of hit points equal to their level. Also, the user gains a +5 to their Fortitude defense to resist poison.

Motorized Joints

Mechanical augmentation increases the brute strength of the wearer, allowing them to deliver powerful blows when rifle butting or pistol whipping opponents. The user gains a +2 to their Strength.

Shield Battery

To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier. The user gains SR5/sonic against energy damage. Additionally, this Shield reduction does not decrease if the damage taken equals or exceeds the Shield reduction value.

Shield Interface

Advanced VI systems monitor incoming enemy fire to redirect its own energy to vulnerable points, maximizing the effectiveness of a suit's kinetic barrier shields. Any armor with a shield rating (including suits of armor with only one upgrade already installed) only takes normal damage from critical hits.

Shield Modulator

To generate kinetic barriers, combat suits rely on capacitors to store energy from a generator. The greater the capacitor storage, the more potent the barrier. Any armor with a shield rating (including suits of armor with only one upgrade already installed) increases their shield rating by 5.

Shield Regenerator

A secondary power source increases the rate at which a combat suit's kinetic barrier capacitors can be replenished. Whenever the user recharges the suit's shields, they can recharge an additional 5 shield points each time.

Shock Absorbers

Installing micro-gravimetric emitters into a combat suit artificially increases mass, providing protection against concussive force delivered by explosives, high impact ammo and biotic attacks such as Lift or Throw. The user gains DR 5/energy.

Stimulant Pack

Armor equipped with stim packs releases targeted shots of adrenaline to speed up recovery and recharge times. The user gains a +2 to Perception, +1 to their speed, and regains 5 extra hit points when using their Second Wind.

Toxic Seals

Specially-sealed body armor provides increased protection against radiation, gases, and a host of other toxins. The user gains DR5 against poison and radiation only.

WEAPON UPGRADES

Weapons can be customized with only one upgrade at a time unless expressly indicated. Doing so requires a DC 30 Mechanics check of which you can take 10 or 20. Once the weapon and upgrade are combined, they are impossible to separate. Weapon upgrades cost 800 credits, and are up to GM discretion to increase/decrease these costs and availabilities. GM Note: It is suggested that if Weapon Upgrades are introduced into the campaign that enemies increase their Reflex Defense by one half of their CL (rounded down). (Don't apply this if you already have applied this due to using Grenade Upgrades.)

Combat Optics

An advanced VI package maximizes effectiveness of combat radar while reducing kickback for improved weapon stability. The user gains a +2 to Perception to notice hidden enemies, and a +1 to attack rolls made with this weapon.

Combat Sensor/Scanner

Some enemies - especially Geth Hoppers - use jamming technology to block your weapon radar. The combat scanner upgrade improves detection levels, making these enemies

visible. The user gains a +4 to Perception to notice hidden enemies.

Frictionless Materials

Frictionless materials give rounds more power at impact while minimizing weapon overheating. Highly recommended for shotguns. The weapon gains a +2 to damage rolls with this weapon and a -1 to overheating with this weapon.

Heat Sink

Absorbs and dissipates the heat typically generated when firing. The weapon gains a -2 to overheating with this weapon.

High Caliber Barrel

Fires larger rounds for more damage. However, the rate of fire is slowed and the weapon will overheat more quickly. The weapon deals +2 damage on a hit, but also gains a +2 to overheating.

Improved Sighting

Increases maximum accuracy. This weapon ignores penalties for firing at long range.

Kinetic Coil

Kinetic Coils improve stability by reducing kickback and increase projectile acceleration for extra damage.

Note: Kinetic Coil shares the same stats as Frictionless Materials, but varies where "Heat Damping" is changed to "Weapon Stability." Both used in conjunction on higher level weapons can create a chain gun effect, letting the user hold down the trigger without fear of losing accuracy, or overheating. It is also the advanced version of Kinetic Stabilizer.

The weapon gains a +2 to damage rolls, -3 to overheating, and a +1 to attack rolls.

Kinetic Stabilizer

Advanced VI functionality reduces weapon kickback to improve accuracy. The weapon gains a +1 to attack rolls and can be combined with the Recoil Dampener.

Rail Extension

Modifies the length of the barrel to increase damage. However, this also increases weapon overheating. The weapon gains a +2 to damage rolls and a +1 to overheating.

Recoil Dampener

Reduces Kickback to improve accuracy. The weapon gains a +1 to attack rolls, and can be combined with the Kinetic Stabilizer.

Scram Rail

This prototype upgrade greatly increases damage, but it also causes your weapon to overheat faster. The weapon deals +1 die of damage and gains +3 to overheat.

GRENADE UPGRADES

Grenades can be customized with only one upgrade at a time unless expressly indicated. Doing so requires a DC 30 Mechanics check of which you can take 10 or 20. Once the grenade and upgrade are combined, they are impossible to separate. Grenade upgrades cost 300 credits per grenade, and are up to GM discretion to increase/decrease these costs and availabilities. GM Note: It is suggested that if Grenade Upgrades are introduced into the campaign that enemies increase their Reflex Defense by one-half of their CL (rounded down). (Don't apply this if you already have applied this due to using Weapon Upgrades.)

Cryo Explosive

Cryo-upgraded grenades contain a small Bose-Einstein condensate, a mass of super-cooled subatomic particles. When detonated, they are capable of snap-freezing nearby targets. Any targets that take full damage from the grenade have their speed reduced to 1 until the beginning of their next turn.

Fusion Explosive

Fusion Explosives contain a small amount of radioactive polonium that is dispersed on detonation. Victims caught in the blast experience varying degrees of radiation poisoning. Any targets that take full damage from the grenade take an additional 1d6 points of radiation damage.

High Explosive

High Explosive grenades are modified to maximize their blast radius and impact. Increase the radius of the grenade upgraded by 1 square and any targets that take full damage from the grenade take an additional 1d4 points of damage.

Incendiary Explosive

Incendiary Explosive releases a thermal paste on detonation that clings to - and burns through - virtually all known substances. After the grenade's normal damage has been added up, if the total number equals or exceeds the target's damage threshold then the grenade deals an additional 2d6 points of fire damage.

AMMO UPGRADES

Ammunition can be customized with only one upgrade at a time unless expressly indicated. Doing so requires a DC 30 Mechanics check of which you can take 10 or 20. This upgrade can be applied to one whole clip/pack/cell at a time. Once the ammo and upgrade are combined, they are

impossible to separate. Ammo upgrades cost 500 credits per clip/pack/cell, and are up to GM discretion to increase/decrease these costs and availabilities. GM Note: It is suggested that if Ammo Upgrades are introduced into the campaign that enemies are given an additional number of hit points equal to their CL plus 5.

Anti-Organic Ammunition:

Anti-Personnel Rounds

Designed to shred flesh and other organic matter, these rounds are particularly effective against living targets. The weapon firing this ammunition deals an additional +2 points of damage on a hit, but deals no damage if fired at a droid or other non-organic substance.

Shredder Rounds

Designed to shear apart on impact for maximum damage, these rounds are particularly effective against living targets. The weapon firing this ammunition deals an additional +4 points of damage on a hit, but deals no damage if fired at a droid or other non-organic substance.

Anti-Armor/Synthetic Ammunition:

Armor Piercing Rounds

Specifically designed to puncture metal, these rounds are particularly effective against synthetic targets. The weapon ignores 2 points of an armor's Damage Reduction.

Tungsten Rounds

Tungsten rounds are typically smaller projectiles fired at higher speeds to increase penetrating power. The weapon ignores 5 points of an armor's Damage Reduction.

Toxic Ammunition:

Chemical Rounds

Popular with pirates, criminals and mercenaries, these rounds are coated with a highly toxic compound. The weapon deals an additional 2 points of poison damage.

Polonium Rounds

This upgrade stamps a miniscule amount of radioactive polonium into every round fired, effectively poisoning enemy targets. It also prevents enemy regeneration. The weapon deals an additional 1d4+1 points of radiation damage, and the target cannot regenerate the radiation damage.

Cold Ammunition:

Cryo Rounds

Cooling lasers collapse ammunition into small Bose-Einstein condensate - a mass of super-cooled subatomic particles - capable of snap-freezing impacted objects. If the weapon deals damage equal to the target's Damage Threshold, they are immobilized for one round (they can only take a swift action).

Snowblind Rounds

Snowblind Rounds inflict massive damage and destabilize enemies, reducing their accuracy. The weapon deals an additional 1d6 of cold damage and the target(s) receive a -2 to attack rolls for one round.

Shield Piercing Ammunition:

Phasic Rounds

Instead of projectiles, upgraded weapons release charge particle bolts that can bypass kinetic barrier shields. However, the actual damage done to the target is typically less than what's done by a standard round. If the target has a shield rating or damage reduction, this weapon ignores it. However,

the weapon deals one less die of damage (to a minimum of one) in that case only.

Proton Rounds

Instead of projectiles, upgraded weapons release energized protons capable of bypassing kinetic barrier shields. However, the actual damage inflicted on the target is typically less than that of a standard round. If the target has a shield rating or damage reduction, this weapon ignores it. However, the weapon deals -5 damage in that case only.

Burning Ammunition:

Incendiary Rounds

Incendiary rounds consist of a thermite paste which clings to, and burns through, nearly any known substance. The weapon ignores 2 points of Damage Reduction.

Inferno Rounds

Inferno rounds are incredibly powerful rounds that can melt or burn through virtually all known substances. This damages enemies and weakens their accuracy. The weapon ignores 3 points of Damage Reduction, and the target receives a -2 to attack rolls for one round.

High Impact Ammunition:

Hammerhead Rounds

Hammerhead ammunition, also called squash projectiles, is designed to flatten on impact, increasing the amount of physical force transferred to the target. The weapon deals an additional 1d6 of bludgeoning damage.

Sledgehammer Rounds

Sledgehammer Rounds hit with incredible force, often knocking opponents completely off their feet. They are great

for attacking a charging target, because the force of the rounds hitting the target can cause knock them to the ground. Sledgehammer Rounds are also coated with polonium to induce radiation sickness in targets, as well as prevent enemy regeneration. The tradeoff is they increase weapon overheating. The weapon deals an additional 1d6 points of damage to a target that has charged in its previous turn. Whenever an enemy takes damage from this weapon that equals or exceeds its Damage Threshold, they are knocked prone. The weapon also normally deals an additional 1d4+1 points of radiation damage, and the target cannot regenerate the radiation damage. Furthermore, the weapon receives an additional +2 to overheating.

Explosive Ammunition:

High Explosive Rounds

Designed to detonate on impact, high explosive rounds have one major drawback: a massive increase in weapon overheating. The weapon deals an additional die of damage, but receives a +3 to overheating.

Anti-Biotic/Tech Ammunition:

Radioactive Rounds

These rounds are stamped with a minuscule amount of radioactive material, inducing low levels of radiation sickness in targets. The weapon deals an additional 1d4+1 points of radiation damage.

VEHICLES AND STARSHIPS



M35 MAKO HUGE GROUND VEHICLE (WHEELED) CL 8

Init +7; Senses Perception +6
Defense Ref 16 (flat-footed 13), Fort 23; +5 armor
hp 180; DR 15; SR 15; Threshold 33
Ranged heavy laser cannon +4 (see below)
Ranged repeating blaster cannon +4 (see below)
Speed 10 squares (max. velocity 300 km/h)
Fighting space 6x3; Cover total (crew)
Base Atk +2; Grp +25
Atk Options autofire (repeating blaster cannon)
Abilities Str 36, Dex 16, Con --, Int 14
Skills Initiative +7, Mechanics +6, Perception +6, Pilot +7
Crew 2 (skilled); Passengers 7

Cargo 1 ton; Consumables 1 week; Carried Craft none
Availability Military; Cost not available for sale

Heavy laser cannon (gunner)

Atk +4, Dmg 6d10x2, 2-square splash

Repeating blaster cannon (gunner)

Atk +4 (-1 autofire), Dmg 2d10x2

Repulser Jump: Unlike most wheeled vehicles the Mako is outfitted with a repulser jets. This allows the pilot to make the Mako jump, and slow descents from falls. It allows a jump maneuver where a Pilot check is made as a Jump check. The thrusters don't allow actual flight but allows safe falls from as high up as 1 kilometer, but the thrusters can't be

fired again for 5 minutes. Jumping is per the Jump skill, the DC for the jump rolls is halved due to the thrusters.

The M35 Mako infantry fighting vehicle was designed for the System Alliance's frigates. Though the interior is cramped, an M35 is small enough to be carried in the cargo bay and easily deployed on virtually any world.

With its turreted heavy laser cannon and coaxially-mounted repeating blaster cannon, the Mako can provide a fire team with weapon support as well as mobility. Since Alliance marines may be required to fight on any world, the Mako is environmentally-sealed and equipped with microthrusters for use on low-gravity planetoids (allowing it to fly up to its speed once every other round).



SSV NORMANDY (SR-1)
SYSTEMS ALLIANCE PROTOTYPE
LIGHT CORVETTE CL 17

Colossal (frigate) Corvette

Init +6; Perception +17 (12 +5 sensor enhancement package)

Defense Ref 18 (flat-footed 13), Fort 33; +13 armor, Vehicular Combat

hp 300; DR 15; SR 45; Threshold 123

Speed fly 16 squares (max. velocity 1,050 km/h), fly 6 squares (starship scale)

Ranged double laser cannons +15 (see below)

Ranged Medium Armor- piercing concussion missiles +10 (see below)

Fighting Space 1 square (starship scale); Cover total

Base Atk +10; Grp +47

Abilities Str 58, Dex 20, Con --, Int 16

Skills Initiative +6, Mechanics +12, Perception +12, Pilot +6,

Use Computer +12

Crew 20 (Ace); Passengers 50

Cargo 1000 tons; Consumables 6 months; Carried Craft 1 Mako (Huge Ground Vehicle)

Payload 16 armor-piercing concussion missiles

Hyperdrive x2 (backup x8), navicomputer

Availability Military; Cost not available for sale

Double laser cannons (2 gunners)

Atk +15, Dmg 5d10x2

Medium Armor-piercing concussion missiles (2 gunners)

Atk +10, Dmg 9d10x2 (Ignores first 10 DR or SR)

The Normandy is a prototype starship, developed by the human Systems Alliance with the assistance of the Citadel Council. It is optimized for scouting and reconnaissance missions in unstable regions, using state-of-the-art stealth technology and an enhanced sensor suite. Another component of the stealth system is the Normandy's

revolutionary Tantalus drive, a massive Sublight drive twice the standard size which stores and recycles drive emissions to provide a near-impossible to detect ship signature (The Normandy is considered to have concealment, and may attempt a Stealth check to sneak. Remember to apply the -5 penalty to notice a target that has concealment when making checks to notice a stealthed ship. Noticing the Normandy negates it's concealment but you do not add a ships intelligence modifier to its attack roll when attacking the Normandy.)

HEROES, VILLAINS, AND ENEMIES

JACK "JOKER" MOREAU CL7

Medium Human male nonheroic 4, scoundrel 3, ace pilot 3

Tactical 6

Init +12; Senses Perception +12

Languages English

Defenses Ref 22 (flat-footed 20),

Fort 16, Will 19; Vehicular

Evasion, Vehicle Dodge

hp 16; Threshold 16

Weakness Vrolik syndrome

Speed 6 squares

Melee unarmed +5 (1d4+2)

Ranged by weapon +8

Base Atk +6; Grp +8

Special Actions Knack

Starship Maneuvers Known (Pilot +17): Ackbar slash, afterburn, attack pattern delta, evasive action, counter, Segnor's loop, skim the surface, snap roll, Wotan weave

Abilities Str 9, Dex 15, Con 6, Int 15, Wis 14, Cha 11

Special Qualities vehicle dodge +1

Talents Spacehound, Knack, Vehicular Evasion, Juke

Feats Weapon Proficiency (simple, pistols), Skill Training (Use Computer), Vehicular Combat, Skill Focus (Pilot), Starship Tactics (3)

Skills Initiative +12, Perception +12, Pilot +17, Use Computer +12

Possessions Alliance Military uniform, blue cap

Vrolik syndrome This rare disease causes Joker to have a permanent -2 Strength and -4 Constitution. In addition, Vrolik syndrome does not allow Joker to make run or charge actions.



CREEPER CL 2

Medium Beast 4

Tactical 2

Init +2; Senses Perception -4

Languages None

Defenses Ref 14 (flat-footed 12), Fort 10, Will 10

hp 31; Threshold 15

Speed 8 squares

Melee Slam +6 (1d4+5)

Base Atk +3; Grp +6

Special Actions Vomit

Abilities Str 17, Dex 15, Con 14, Int 2, Wis, 2, Cha 12

Special Qualities Natural Armor +2, Darkvision, Improved Mobility

Feats: Weapon Finesse, Improved Damage Threshold

Improved Mobility +2 Speed

Vomit: Can throw up once per encounter upon a designated target, producing noxious fumes. 1d20 +5 vs. target's Fortitude Defense. If made the target is -1 persistent step on the condition track, and target is stunned for 1 round. Wearing breathing gear will block the effects. If roll fails then target is only stunned for 1 round. If attack roll misses then PC suffers no ill effects.



GETH HOPPER CL 4

Medium Geth Nonheroic 6 Scout 2

Tactical 6

Init +5; Senses Perception +7

Languages Basic, Geth

Defenses Ref 23 (flat-footed 21), Fort 13, Will 13

hp 40; Threshold 14

Speed 8 squares, Climb 6 squares

Melee Slam +15 (2d8+3)

Base Atk +2; Grp +5

Abilities Str 14, Dex 14, Con 14, Int 11, Wis 14, Cha 2

Special Qualities Death Throes, Geth A.I., Natural Armor +10,

A.I. Targeting, Hopper Mobility

Skills: Initiative +7, Jump +5, Perception +12, Stealth +12,

Use Computer +5

Feats: Armor Proficiency (Light, Medium), Weapon

Proficiency (Simple, Pistols, Rifles), Skill Focus (Perception, Stealth)

Talents: Hidden Movement

A.I. Targeting: Geth get a +10 to their main attack due to their inherent combat programming.

Hopper Mobility: Geth Hoppers are designed for extreme maneuverability and this lends a bit more momentum to their slam attack. Geth Hoppers deal 2d8 unarmed damage instead of 1d4, move +2 squares, and can climb 6 squares.



GETH TROOPER CL 4

Medium Geth Nonheroic 6 Soldier 2

Tactical 6

Init +5; Senses Perception +7

Languages Basic, Geth

Defenses Ref 21 (flat-footed 21), Fort 13, Will 13

hp 40; Threshold 14

Speed 6 squares

Melee Unarmed +3 (1d4+2)

Ranged Blaster Rifle +13 (3d8+1)

Base Atk +2; Grp +4

Abilities Str 12, Dex 10, Con 14, Int 11, Wis 14, Cha 2

Special Qualities Death Throes, Geth A.I., Natural Armor +10,

A.I. Targeting

Skills: Initiative +5, Jump +5, Perception +12, Use Computer +10

Feats: Armor Proficiency (Light, Medium), Weapon

Proficiency (Simple, Pistols, Rifles), Skill Focus (Perception, Use Computer)

Talents: Devastating Attack

A.I. Targeting: Geth get a +10 to their main attack due to their inherent combat programming.



GETH COLOSSUS CL 8

Huge Geth Soldier 8

Tactical 9

Init +X; Senses Perception +X

Languages Basic, Geth

Defenses Ref 32 (flat-footed 32), Fort 22, Will 18

hp 110; Threshold 22 SR 20

Speed 3 squares

Melee Slam +1 6 (1d4+8)

Ranged Built-In Blaster Cannon +23 (3d12+6)

Base Atk +8; Grp +16

Attack Space: 3x3

Abilities Str 18, Dex 10, Con 18, Int 10, Wis 10, Cha 2

Special Qualities Death Throes, Geth A.I., Natural Armor +10, A.I. Targeting

Skills: Initiative +5, Knowledge (Tactics) +5, Perception +5

Feats: Armor Proficiency (Light, Medium), Weapon Proficiency (Simple, Pistols, Rifles), Weapon Focus (Heavy Weapons), Double Attack, Burst Fire, Rapid Shot

Talents: Devastating Attack, Indomitable, Penetrating Attack, Weapon Specialization

A.I. Targeting: Geth get a +10 to their main attack due to their inherent combat programming.



TWI'LEK CLONE CL 6

Medium Twi'lek Soldier 6

Tactical 8

Init +11; Senses Perception +4

Languages Twi'lek

Defenses Ref 23 (flat-footed 20), Fort 20, Will 18

hp 50; Threshold 20

Speed 6 squares

Melee Unarmed +9 (1d10+3)

Base Atk +6; Grp +6

Abilities Str 10, Dex 16, Con 14, Int 10, Wis 12, Cha 15

Special Qualities Deceptive, Low-Light Vision

Skills: Endurance +10, Initiative +11, Use the Force +10

Feats: Armor Prof. (Light, Medium); Weapon Prof. (Pistols, Rifles, Simple); Force Sensitive; Weapon Finesse; Martial Arts 1/2/3; Force Training (2)

Talents: Expert Grappler; Unbalance Opponent; Damage Reduction 10

Force Powers: (Use the Force +10); Force Slam (2), Force Thrust (2)

Imperfect Clone: Not a perfect clone of the Twi'lek it was cloned from, it's armor is not actually armor but a cheap replica and offers no extra protection. Also only one of these clones can be active at a time, and the Tactical points in each clone are shared, although Force powers are recovered. Hit Dice is like that of a Noble/Scoundrel instead of that for a Soldier.

THORIAN CL 20

Huge Intelligent Beast 20

Tactical 15

Init +10; Senses Perception +13

Languages None

Defenses Ref 25 (flat-footed 25), Fort 31, Will 23

hp 323; Threshold 41 DR 5

Speed 6 squares (Immobile)

Melee Tentacle Slam +24 (1d8+18) and

Melee Tentacle Slam +24 (1d8+18) and
Melee Tentacle Slam +24 (1d8+18) and
Melee Tentacle Slam +24 (1d8+18)

Base Atk +20; Grp +29

Abilities Str 29, Dex 0, Con 33, Int 11, Wis 16, Cha 14
Special Qualities +10 Natural Armor; Slam attack x4 (4
tentacles w/2sqr reach); Darkvision; Intelligent Creature (+4
intelligence, may add ½ its level to its Defenses)

Skills: Climb +29, Survival
+18, Use the Force +22
(+30 with nerve clusters)

Feats: Skill Training
(Survival, Use the Force);
Skill Focus (Use the Force,
Climb); Pin; Throw

Imperfect Cloning: The
Thorian can generate a
clone of a single type of
creature that it has
absorbed at a rate of 1 per
5 rounds, but no more
than one at a time. It has
full control over the clone

as a thrall. This clone possesses skills and stats of heroic
levels but is half the level of the target absorbed. The clone
though does suffer from a weaker body and rolls uses the
Noble/Scoundrels Hit Points. Clothing and even armor can be
generated, but armor offers no actual protection and is more
of an aesthetic thing.

Creeper Generation: The Thorian can generate 1 Creeper + its
CON bonus every 10 minutes. They are completely under the
Thorian's control like the Imperfect Clone. They are clones as
well, but are basic in build and structure and are not as
versatile as the Imperfect Clone.

Spores: The Thorian can fill a 10x10sqr area with its spores as
a full-round action, 1/day. Anyone not wearing protective
breathing apparatuses will inhale the spores unless they do

not breathe. Upon being inhaled there is no immediate effect.
But after 10 minutes the spores start to work, making a 1d20
+10 attack roll vs. the targets Fort Defense first. If successful,
another attack roll is made against the targets Will Defense
every time the Thorian issues a command. The person can still
try to refuse with an Endurance roll vs. the roll the Thorian
made against their will. If successful the thrall takes 2d4
damage from pain (double the damage if the roll vs. Will

defense also exceeds
the targets Damage
Threshold, and move
them -1 step on the
condition track), but
won't follow the
command. If the
Fort roll succeeds
then another roll is
made every round of
exposure, other wise
the person manages
to avoid being
infected. If the roll
against the targets
Will defense fails

then the Thorian can't issue a command on that target. The
spores linger in the affected area for 1d6+1 minutes.

Force Shield: The Thorian can generate a protective shield
around its body using the Force. It gains an SR equal to its
Use the Force roll. It regenerates the Force Field by making a
new Use the Force roll, using the higher roll. This is a move
action to generate & move action to maintain. It affects only
itself.

Regeneration: The Thorian heals 10 HP every round. It can
re-grow tentacles in 1d6 rounds, but can only re-grow nerve
clusters in 1d10+2 days.

Damage Reduction: DR 5

Ageless: The Thorian does not suffer the effects of aging,
both positive & negative. It can live for centuries.



Nerve Clusters: The Thorian has extended roots out that contain sensitive nerve clusters away from its body. Each grants it a +2 to its Use the Force rolls. They have 30 HP, but are Reflex Def 5 to hit. HP lost from these nerve clusters transfers to the Thorian as well, past its DR. There are 4 total. Each one destroyed reduces its regeneration by -2, and it's Use the Force Roll by -2. It recovers the persistent step after its re-grown the nerve cluster, or after a period of time has passed where its nerve clusters would have re-grown, but it chooses to be mobile again.

Immobile: Due to its growth patterns over the centuries, the Thorian is not mobile. Its Dexterity is reduced to 0, but it is still capable of moving its appendages. It effectively has a DEX of 8 when throwing things or if it becomes mobile. Becoming mobile takes a full-round action and moves the Thorian -1 persistent step on the condition track as it must detach its nerve clusters (loosing the bonuses from it, but not gaining the normal penalties). Additionally its immobility reduces its Reflex Defense by half (round up). It can shift around and move in a small capacity, but it is still anchored in place, unless it releases itself. Once it's mobile it can move at 6 squares, and regain the use of its normal DEX. It occupies a 3x3 square area.