Mass Effect: Descent

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A fangirly adventure for Basic Role-Playing
The adventure is a part of the 20,000 character project

The illustration is from social.bioware.com - there are sev-
eral artists, but I couldn't find a starting point. I suspect
Nelson Housden.

Mass Effect: Descent

Basic Role-Playing

Contents

Mass Effect: Descent   Basic Role-Playing

The Batarians arrived in the middle of the night. The Alliance base on Klensal didn't discover the attack until it was too late, and at that point the majority of miners were already shut away in the slave ship hidden in orbit. Slavers had raided Klensal before, especially since more mining companies had come to the planet hoping that the geological surveys performed were accurate.

In light of the most recent raid and additional scans made in the hunt for material riches that had obviously been fabricated, Captain Wilson was very close to grabbing a shotgun and start shooting the first four-eyes she could get her hands on. Instead, she chose to put together a small but efficient group of soldiers who could perform well under pressure, without asking too many questions.

If her old friend Anderson could do it, so could she.

Caveat Lector!

Mass Effect: Descent is an adventure in the 20.000 character project, and that means that it hasn't been proof read or playtested. Furthermore, as a GM you might want to read it through and add information where you think it might be missing.

Mass Effect: Descent is an adventure for Basic Role-Playing and it's based on the Mass Effect series from BioWare. Mass Effect and Dragon Age are among my favourite games, but only Dragon Age is available as a table top RPG. I've used Basic Role-playing as a basis for this adventure, which means that I also had to add some rules at the end of it. The rules are in addition to the 20.000 characters written for the adventure. However, the same caution should be shown the rules. I haven't playtested it, so it might be a bit unbalanced.

Synopsis

The adventure starts out as a typical Mass Effect mission. The characters included in Captain Wilson's team are tasked with finding the slavers' head-quarters and freeing the miners captured by the Batarians. It's not much more than that, but of course getting there isn't so straightforward.

The characters are transported to Omega where they are meeting a contact named Ish. During their time on Omega, they're drawn into a confrontation with a group of Vorcha who have occupied an apartment building. The characters can choose to help pr move on to Afterlife, where Ish is hanging out, waiting for better days.

Aria T'Loak is also in possession of this information, so the characters can choose to tell Aria about Ish, which should lead to interesting developments for Ish.

Regardless of how the characters acquire the information they'll find out that the Batarians who have been operating on Klensal have their base on Anhur. Slavery is officially banned on Anhur, but the planet still has a reputation for sheltering Batarian slavers.

The information that Aria/ Ish has given the characters is correct, so they don't even have to look for the base. They can just walk right in and free the miners.

It becomes a typical Mass Effect firefight. Many corridors, Varren and Batarians. Once the characters have reached the inner part of the base, they find the slaves. There aren't only miners here. There are also quarians, a badly beaten Asari, a couple of Salarians and a relatively young Krogan. The characters can once again focus on if they want to help only "their own" people or all taken as slaves by the Batarians.

Just as the slaves have been freed, a huge Batarian enters the room. He is bringing his clan troops and proves to be hard to kill. His name is Katrak and he's the leader of the slavers. When Katrak has been defeated, the characters can leave Anhur in MSV Freya, a ship designated to transport the former slaves to civilization. The ship also has a medbay and a doctor for those in need.

If the characters decided to bring all the former slaves, the trip includes Ilium, and Sur'Kesh.

Back on Klensal the mining corporations and the Alliance have decided that Klensal costs more than it brings in. Behind both the mining con and the slavery is a mystical individual called Jaak Wo'Den, but that's a different adventure.

Families are reunited, medals are handed out.

The Introduction to the adventure

The characters have been stationed on Klensal for a couple of months, but have been working in different teams, so the first time they meet us in Captain Wilson's office.

Wilson is a tall, muscular woman with shockingly blue eyes and scars that run across her cheek and ear. A map of lived pain. She's a real tough guy.

In order for the characters to be able to work together, it's useful if they have a set of different skills, so it's a good thing if they're different classes.

Wilson tells them that they have been especially chosen considering their skill sets, and the way they handle themselves in battle. They are about to be given orders that will test both their loyalty to the team and their endurance in the field. Wilson lays it on thick about what's expected of them.

She also tells them that two days ago, a raid happened against a mining colony in the outskirts of an Alliance area on Klensal. The whole colony was abducted by Batarian slavers. The troops in the area were too slow and the Batarians managed to reach the Mass Effect relay and disappeared into the black.

Just a few hours ago, Wilson was informed that there's someone on Omega that might have information about what happened to the miners. The characters are sent out to find this person. He's a Salarian by the name of Ish.

Wilson also says that Omega is a dangerous place, in particular for Alliance military. They should be careful about poking their noses into Aria T'Loak's business.

Passage to Omega is booked on an Alliance frigate, SSV Shanxi. The ship leaves at 06:00 hours tomorrow and the characters need to be onboard before then.

Traveling to Omega

The trip to Omega is relatively uneventful, but it is an opportunity to role-play a bit and let the characters get to know each other better.

Let them have enough time to talk through the mission and interrupt when it feels like a good time to do so.

Once at Omega, the characters will get a subspace message from Wilson. They've been assigned quarters, and Ish is supposedly to be found at or near Afterlife, the heart of Omega.

Sightseeing on Omega

On the way from the characters' apartment to Afterlife, they run into Preitor Gavorn, a Turian Captain who has got his hands full handling a Vorcha incident. A gang of Vorcha has invaded an apartment complex, making a nuisance of themselves to the inhabitants of the area. Gavorn is there to make sure that the Vorcha will pull back and leave the citizens alone.

Preitor Gavorn could use some help. If the characters feel like helping, it's a short map leading them into the apartment complex where they can take care of the Vorcha issue.

This is an excellent opportunity to hand out Paragon and Renegade points. If they help Gavorn, it's a Paragon action, but how they take on the Vorcha can go either way.

The Apartment Complex

This is Omega, so the area is just as worn down as can be expected. All interesting places are marked on the map, as are the enemies and NPCs of the area.

Meeting Ish

When the characters find Ish, he's lounging in Afterlife at one of the tables in the back. He's busy talking to two other Salarians. It seems as if he's brokering a marriage contract between two families.

Ish is clearly busy with completely different things and doesn't seem very interested by the characters. If they insist, Ish asks the two Salarians by his table to return in half an hour or more and then directs his attention to the characters.

"Listen, I'm not interested in talking to you, regardless of what your captain said. The Batarians won't let me get away if I tell you where they are, yes? So I need something to negotiate with. If you can make Callie Winters spill the beans on Aria… Well, I might be interested." Ish refuses to part with any information unless he's given something in return.

The characters have a choice. They can either get the information that Ish

wants or they can approach Aria T'Loak and tell her that Ish is fishing for information on her. Aria also has contacts and can tell the characters that the slavers are running out of a base on Anhur. Getting to see Aria can be a bit tricky unless they've been in contact with her before. If the players helped Preitor Gavorn he'll put in a good word for them.

Callie Winters is one of the few human dancers in Afterlife and she has a dedicated fan base. Callie is a former lover of Arias and she knows a few of the secret passages and spaces in Omega.

Gaining access to these spaces would be a great victory for Aria's enemies, and Callie is vengeful enough to give the information to the players, but she wants money in return for it.

The characters can get information either from Ish or from Aria. The consequences are different depending on who they talk to, but if they need future support from Omega, Aria is the safer bet.

Anhur

From Ish or Aria, the characters find out that the Batarians that have abducted the humans from the mining planet Klensal most likely are working out of Anhur.

Anhur is a garden planet inhabited by humans and Batarians. The planet was also the scene for one of the ugliest trespasses on human rights in the history of humanity. A consortium of corporations and corrupt politicians fearing economical competition from Batarian interests, used slave labor on a human world.

The reaction didn't wait. Activism and violence broke out and soon enough there was a civil war between the Batarian Na'Hesit in favor of keeping the slave labor and the abolitionists who wanted to get rid of it. The Anhur rebellions lasted for two years, between 2176 and 2178. The abolitionists won at the cost of infrastructure. When the characters arrive at Anhur, it's still a planet undergoing reconstruction.

The people are poor despite the relatively resource rich planet. There are only a few space ports and one of them is close to the slavers' headquarters. A whole team of Alliance soldiers arriving is rare, so if the characters won't do anything to hide their arrival or cause a distraction, the slavers know they're coming.

The Slaver HQ on Anhur

Once arrived at Anhur, it's not hard finding the base. Most people in New Memphis (the name of the city) know something strange is happening at the warehouse, but no one will answer what it is.

The warehouse is located in the Apophis district, one of the filthier and most criminal districts in New Memphis. Outside the door of the warehouse there are two guards who will sound the alarm if they see Alliance soldiers closing in.

The characters can sneak in to the warehouse without being discovered, for example by using snipers to take out the guards or by using infiltrator camouflage.

The door is locked and needs to be hacked, the difficulty for hacking is high.
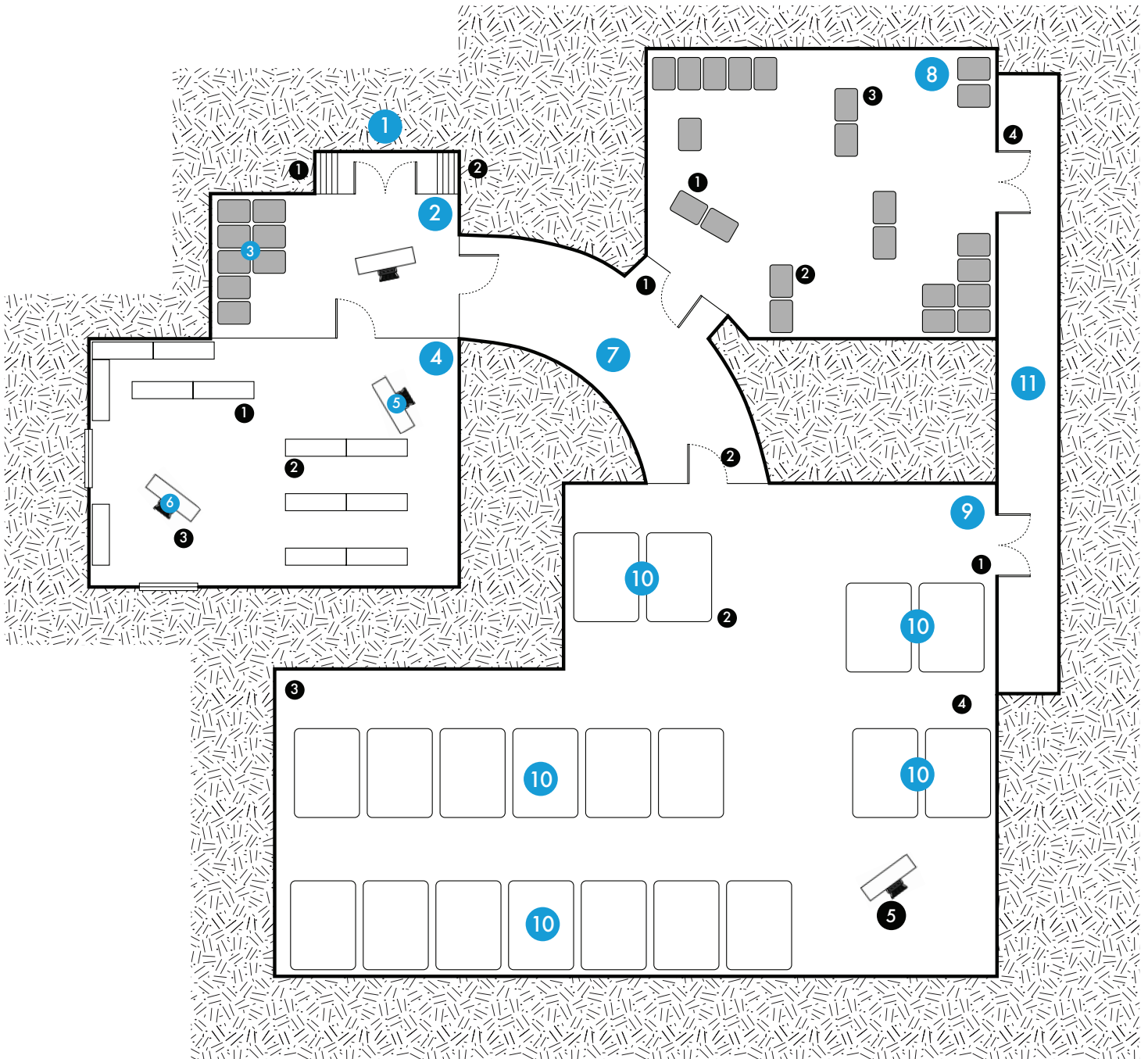
The warehouse

1. Entrance

A broken, badly repaired stair leads down to the entrance. Two Batarian guards are standing outside, smoking and talking. To get in, the characters will have to hack the lock. The lock is a hard difficulty.

2. Reception area

Inside the entrance there's an unmanned reception. In the middle of hte room there is a desk and a chair. At the right, there's a stack of boxes that smell strongly of oil and metal.

There are two doors. One to the left of the desk and one behind it.

3. The boxes

The oil and metal smelling boxes contain weapon mods and a shipment of pistols and sniper rifles from Rosenkov Materials. Use suitable weapons from the weapons table in the rules section.

The characters can switch weapons if they like, but keep in mind they won't be a ble to drag unlimited amounts of weapons around with them.

4. Storage Room

This is a relatively big room. There are metal book cases along the walls and there are two desks in the room. There are also three very surprised Batarians that look to the door when it opens.

If the characters gave themselves away when entering, the Batarians aren't surprised, but in cover when the doors open.

This shouldn't be a problem for the characters.

5. Desk

In the desk there's a name and ID list of all those taken from Klensal, together with notes on their physical health. Some are marked "died during transport".

The list will help the characters to keep track of those captured and simplify notifying next of kin.

6. Desk

In this desk there are 2750 credits and a message to someone named Katrak who seems to be responsible for the slave trade. Katrak has been sent the message from someone named "cobalt". It's obviously a code name. Judging from the messages, Cobalt is a double agent for the alliance and the Batarian hegemony.

The message states times and places when the alliance is not actively patrolling the mining areas.

7. Corridor

A long and relatively empty corridor. Two Batarian slavers are guarding one door each.

8. Storage room

This is a storage room full of boxes and crates and a bunch of stuff. There's a huge amount of rations in here, probably intended for the prisoners that the Batarians are hoping to turn into slaves.

There are also four Batarian slavers in here. The boxes and crates contain weapon upgrades usable by the characters.

9, 11. The loading docks

This is an alternate entrance that the players can use if they want to avoid a battle before they reach the slaves. The loading dock has two entrances to the warehouse and it isn't as well guarded as the main entrance.

There's a guard on each door, but none is prepared for an attack.

10. Warehouse

The slaves are kept here. Four guards are patrolling the cages, stuffed to the brim by two or three people in each cage. Hushed sobbing and moaning can be heard, now and then interrupted by a yell of pain and the sound of an electric shock when the Batarian guards decide to shock someone.

At the back of the warehouse sits Katrak, the boss of the operation, talking to someone over a comm-link. If the characters sneak in, they'll hear that he plans to get rid of the slaves the following day.

Freeing the slaves

It's almost impossible to free the slaves without a fight. The guards will try to stop the characters from opening the cages at the same time as they try to avoid damaging the "cargo".

The characters will also have to be careful when attacking. All prisoners that die will give them Renegade points, while survivors will grand Paragon points. There's a central door mechanism that needs to be hacked at a medium difficulty in order to open the doors.

This is a medium difficulty roll.

Most likely, the hacking won't occur before Katrak shows up.

The Bossfight

Katrak is a large, angry Batarian who has a problem with humans. He's not ready to let the characters get away with the prisoners. Together with Katrak comes two additional Batarians. Katrak's personal body guard.

Katrak will try to keep his prisoners by sabotaging the door mechanism. If he succeeds, the difficulty to open the cages is much harder. He'll only do that if he can reach the mechanism. Katrak fights to the death. He will not be captured.

The Way Out

When the characters have defeated Katrak and managed to liberate all prisoners, a shuttle is waiting outside the warehouse. The shuttle brings load after load to MSV Freya, a transport ship waiting in one of the Anhur space ports.

It'll take a few hours to free, examine and transport all the prisoners from the storage facility to MSV Freya. This is where the datapad with the prisoner list will come in useful. None of the prisoners have been sold on to other slavers, which should come as a relief.

Back to Klensal

MSV Freya transports the characters and the freed miners back to Klensal where they betrayal that has been revealed will have its consequences. The double agents is revealed to be one of Wilson's closest assistants. He'll get credits, but hardly honor and fame, for his betrayal.

Wilson thanks the characters for their work on Anhur and praises them for a mission well done.

Non-Player Characters

Christina Wilson

Captain 'Stina Wilson or Christina Wilson, which is her full name, is responsible for the safety of the entire planet of Klensal. To help her out, she's got Alliance personnel, but the guards are too few across a too large area.

'Stina is good friends with David Anderson, so when the first raid happens on Klensal. She decides to model her strike team after the Normandy crew (or if the players want - borrowed the actual Normandy crew for her mission).

Wilson is a proud, stubborn and caring captain, with the best interest of her crew in mind. She doesn't like the situation on Klensal at all, she's sent reports at a number of times to the Alliance about the weaknesses she feels are present on Klensal, in particular on the outer mining areas.

Wilson is tall but has a pixie face. In other words, she's cute. Those under her command quickly realize her looks are not connected to her behavior. Tough and fair.

Ish

Ish is a Salarian information broker that often get involved in deals that maybe he shouldn't. But to Ish, the money is the most important. There are

many on Omega prepared to pay for the removal of Aria, so that the moment that is what Ish is mostly interested in.

Katrak Bossk

Katrak is a slaver, a not all too uncommon profession among Batarians, but Katrak is a bit special. He gets his orders directly from the Batarian Hegemony. Katrak gets involved where the Hegemony gets into trouble, lately at Klensal.

Katrak is convinced of his own superiority, and thinks humans only have one use; as slaves. Katrak is driven by idealism and a wish to see the Batarian Hegemony prosper.

STR	16	**CON**	18	**SIZ**	14
POW	12	**DEX**	12	APP	8
EDU	10				

Move: 10
Hit Points: 16
Damage Bonus: +1D6
Armor: 10 point armor
Attacks: Assault Rifle 65%, Grenade (Explosive) 45%
Skills: Artillery 40%, Brawl 50%, Climb 50%, Command 55%, Dodge 45%, First Aid 40%, Grapple 50%, Hide 40%, Jump 35%, Spot 45%, Stealth 40%, Strategy 50%, Throw 50%
Powers: Tech Armor, Disruptor Ammo

Batarian Slaver

STR	2D6+8	CON	2D6+8	SIZ	2D6+6
POW	2D6+6	DEX	2D6+6	APP	2D6
EDU	3D6				

Move: 10
Hit Points: s 29-30
Damage Bonus: s 29
Armor: 8 point armor
Attacks: Assault Rifle 65%, Grenade (Explosive) 40%
Skills: Artillery 30%, Brawl 45%, Climb 50%, Command 25%, Dodge 40%, First Aid 40%, Grapple 50%, Hide 35%, Jump 35%, Spot 45%, Stealth 40%, Strategy 20%, Throw 40%
Powers: None

Aria T'Loak

Aria T'Loak is the undisputed ruler of Omega, a position she takes very seriously. She loves Omega and would never let go of the station of her own will. If Ish's information brokerage is revealed to her, she's grateful enough - even though she would never admit it - to give the characters the information they need.

Aria T'Loak has lived very long and during that time she has gathered both experiences and skills. As she says - Omega has one rule. Nobody fucks with Aria.

Aria also has a very long memory and remembers both those who helped her, and those who worked against her.

Rules

Below follows a set of rules that will make it easier to use the BRP rules for Mass Effect games. None of this has been tested! That means that the rules may be unbalanced.

Paragon and Renegade Points

At certain points in the adventure the characters can use Paragon and Renegade points. These points will allow the characters to persuade, charm or perform other actions that would otherwise not have been possible. Practically, this means that a character using a point will get a success without having to roll for it.

In this adventure, there are opportunities when the game master can give the players Paragon or Renegade points, but often it's about letting yourself be inspired by opportunities and contexts rather than specific moments in the adventure.

The rules for the distribution of points might be a bit fuzzy, but overall, this is what goes:

•   Paragon points are distributed when the characters are acting ethically and morally. They do what's "right" and are selfless, regardless of if it costs them assets, time or contacts.
•   Renegade points are distributed when the players are acting pragmatically. They're more interested in making sure that the mission gets done and are prepared to use almost any means to reach their goals. This does not mean that they're evil, only that they see what's in front of them and act on that.

Character Creation

To create characters in Mass Effect you need the Basic Role-Playing rules. This section helps you make a soldier or Biotic to play Descent.

Human

Roll 2D6+6 for each ability or use 36 points to distribute among the abilities.

Asari

Roll 2D6+6 on all abilities except POW and EDU, they use 2D6+8, or 36 points to distribute among the abilities, POW and EDU have +2 basic.

Batarian

2D6+6 on all abilities except CON and STR, they use 2D6+8, or 36 points to distribute among the abilities, CON and STR have +2 basic.

Krogan

2D6+6 on all abilities except SIZ and STR, they use 2D6+8, or 36 points to distribute among the abilities, SIZ and STR have +2 basic.

Quarian

2D6+6 on all abilities except CON that use 2D6, INT and DEX 2D6+8, or 36 points to distribute on the abilities. A Quarian can have a max of 12 in CON and get +2 in basic on INT and DEX.

If a Quarian's environmental suit is damaged, the character gets an automatic disease. Environmental suits have a minimum of 10 armor.

Salarian

2D6+6 on all abilities except CON that uses 2D6, or 36 points to distribute among the abilities. A Salarian can have a max of 12 in CON. A Salarian gets 2D6+8 in INT and EDU or a +2 basic.

Turian

2D6+6 on all abilities except DEX and STR that uses 2D6+8, or 36 points to distribute on the abilities. DEX and STR has a +2 basic.

Turians have a natural armour that works just as an adaptive mesh without encumberment.

Classes
Adept

Adepts are trained to use biotics. Adepts have a 10% basic on four Biotic Powers that belong to the class.

Engineer

Engineers are specialists in tech. An engineer has a 20% on the skill Technical Skill and 10% on two of the Technical Powers that belong to the class.

Infiltrator

Infiltrators are specialists in stealth. Infiltrators has a basic 10% on three Biotic Powers belonging to the class and 10% basic on Sniper Guns.

Sentinel

Sentinels are trained in using Biotic and Technical Powers. Sentinels have a 10% basic on two Tech Powers and two Biotic Powers belonging to the class.

Soldier

Soldiers have exceptional health and endurance. They're also stronger than "normal" people. A soldier gets one extra point in STR, CON and SIZ.

Vanguards

Vanguards are trained in using biotic powers. Vanguards have a basic 10% in three Biotic Powers that belong to the class, and a 10% basic skill in shotguns.

Powers

All classes have their own set of powers and start at an Epic level. All powers work like magic from a rules perspective.

- One power on an epic power level
- One power on a heroic level and one on a normal level
- Three powers on a normal level

Biotic Powers

Barrier

Classes: Adept, Soldier, Vanguard, Sentinel
Range: personal

Reinforce armor with this biotic field. Detonate the field to throw enemies that stand close by. Reduce damage. A person using barrier will always act last in the round, regardless of DEX.

Level 1
Armour: 1D6
Explosion damage: 1D6
Explosion radius: 3 meter

Level 2
Armour: 1D6 +1
Explosion damage: 1D6
Explosion radius: 3 m

Level 3
Armour: 2D6
Explosion damage: 1D6+2
Explosion radius: 4.5 m

Level 4
Armour: 2D6 +1
Explosion damage: 2D6
Explosion radius: 4.5 m

Level 5
Armour: 2D6+2
Explosion damage: 2D6+2
Explosion radius: 4.5 m

Level 6
Armour: 3D6
Explosion damage: 3D6
Explosion radius: 5 m

Biotic Charge

Classes: Vanguard

The reach is equal to speed x durability. The character doesn't have to move the whole stretch.

Biotic Charge allows the character to charge into a target while he or she is surrounded by a Biotic Barrier. While the power is active, the character is invulnerable.

Level 1
Damage: 2D6
Speed: 22 m/s
Duration: 1 second

Level 2
Damage: 2D6+2
Speed: 23 m/s
Duration: 2 seconder

Level 3
Damage: 3D6
Speed: 25 m/s
Duration: 2 seconder

Level 4
Damage: 3D6+2
Speed: 26 m/s
Duration: 2 seconder

Level 5
Damage: 3D6+3
Speed: 27 m/s
Duration: 3 seconder

Level 6
Damage:3D6+4
Speed: 33 m/s
Duration: 4 seconder

Biotic Mastery

Classes: Adept
Range: personal

Biotic Mastery increases the character's Powers with 5% for each rank. There are 6 levels.

Dark Channel
Classes: Adept, Engineer, Infiltrator
Range: Visual

Dark Channel causes damage over time

Level 1
Damage over time: 4
Duration: 5 rounds

Level 2
Damage over time: 5
Duration: 6 rounds

Level 3
Damage over time: 6
Duration: 7 rounds

Level 4
Damage over time: 7
Duration: 8 rounds

Level 5
Damage over time: 8
Duration: 9 rounds

Level 6
Damage over time: 10
Duration: 10 rounds
1D6 victims are caught

Dominate
Classes: Adept, Engineer, Infiltrator
Range: Visual

The characters can take over another person and make sure that the enemy has a hard time differentiating between friend and enemy.

Level 1
Duration: 10 rounds

Level 2
Duration: 12 rounds

Level 3
Duration: 17 rounds

Level 4
Duration: 20 rounds

Level 5
Duration: 22 rounds
Damage over time: 1D6

Level 6
Duration: 25 rounds
Damage over time: 2D6

Flare
Classes: Adept, Soldier, Vanguard, Infiltrator
Range: Visual

Focus and use the entire reserve of biotic energy to detonate an arc that damages all enemies within the radius of explosion.

Level 1
Explosion damage: 1D6
Radius: 6 meter

Level 2
Explosion damage: 1D6+2
Radius: 6 meter

Level 3
Explosion damage: 2D6
Radius: 7 meter

Level 4
Explosion damage: 2D6+2
Radius: 7 meter

Level 5
Explosion damage: 3D6
Radius: 8 meter

Level 6
Explosion damage: 3D6+2
Radius: 10 meter

Lash

Classes: Adept, Vanguard
Range: Same as an ordinary whip, long

The characters can use Lash as a whip and pull enemies toward himself/ herself at the same time as this damages the enemy.

Lash uses the rules for entangle on page 196 in the basic rules. The biotic using Lash automatically succeeds to entangle their victim. The damage is also automatic.

Level 1
Weapon damage: 1D3 -1
Explosion damage: 1D6

Level 2
Weapon damage: 1D3 -1
Explosion damage: 1D6 +1

Level 3
Weapon damage: 1D3 -1
Explosion damage: 2D6

Level 4
Weapon damage: 1D3
Explosion damage: 2D6 + 1

Level 5
Weapon damage: 1D3
Explosion damage: 2D6 + 2

Level 6
Weapon damage: 1D3 +1
Explosion damage: 3D6

Nova

Classes: Vanguard
Range: personal

Barrier needs to be activated in order for Nova to work. Nova reinforces the explosion, pushes back the enemy and throws them up in the air. Mechanically, Nova causes a knockback effect on the enemy. See page 197, basic rules.

Level 1
Explosion damage: 1D6 +1
Explosion radius: 3 m

Level 2
Explosion damage: 1D6+2
Explosion radius: 3 m

Level 3
Explosion damage: 2D6
Explosion radius: 4.5 m

Level 4
Explosion damage: 2D6+2
Explosion radius: 4.5 m

Level 5
Explosion damage: 3D6
Explosion radius: 4.5 m

Level 6
Explosion damage: 3D6+1
Explosion radius: 5 m

Pull

Classes: Adept, Vanguard
Range: Visual

This power pulls an enemy towards the character and gets them to loose their footing. Pull results in an immediate knock back effect. The enemy will fail their ability throw automatically and falls to the ground after Pull stops working.

Level 1
Duration: 3 rounds

Level 2
Duration: 4 rounds

Level 4
Duration: 6 rounds
Or 2 enemies/4 rounds

Level 5
Duration: 7 rounds
Or 2 enemies/ 5 rounds

Level 3
Duration: 5 rounds

Level 6
Duration: 8 rounds
Or 3 enemies/ 6 rounds

Reave

Classes: Adept, Engineer, Vanguard, Sentinel
Range: Visual

Reduces the HP of the victim with a certain amount of points, restores health in the one using the power and increases armour on the caste while the power is active.

Level 1
HP decrease: 4
HP regain: 2
Armour bonus: 1D3

Level 4
HP decrease: 7
HP regain: 4
Armour bonus: 1D4+2

Level 2
HP decrease: 5
HP regain: 3
Armour bonus: 1D4

Level 5
HP decrease: 8
HP regain: 4
Armour bonus: 1D6

Level 3
HP decrease: 6
HP regain: 3
Armour bonus: 1D4+1

Level 6
HP decrease: 9
HP regain: 5
Armour bonus: 1D6+1

Shockwave

Classes: Adept, Vanguard
Range: Visual

A row of biotic explosions that create a shockwave toppling and damaging enemies that get in the way.

Level 1
Radius: 1 m
Range from start: 5 m
Damage: 1D3

Level 4
Radius: 1,5 m
Range from start: 10 m
Damage: 1D4

Level 2
Radius: 1 m
Range from start: 7 m
Damage: 1D3

Level 5
Radius: 2 m
Range from start: 11 m
Damage: 1D4

Level 3
Radius: 1,5 m
Range from start: 9 m
Damage: 1D3

Level 6
Radius: 2 m
Range from start: 12 m
Damage: 1D4

Slam

Classes: Adept, Soldier, Engineer, Vanguard, Sentinel, Infiltrator
Range: Visual

Massive damage with a biotic body slam that lifts the enemy and then slams them with force into the ground.

Level 1
Damage: 2D6
No. of enemies: 1

Level 4
Damage: 4D6
No. of enemies: 2

Level 2
Damage: 3D6
No. of enemies: 1

Level 5
Damage: 5D6
No. of enemies: 2

Level 3
Damage: 4D6
No. of enemies: 1

Level 6
Damage: 6D6
No. of enemies: 2

Singularity

Classes: Adept
Range: Visual

Singularity creates a force field of dark energy that traps the enemy that are close to or runs into the field.

Level 1
Radius: 1,5 m
Duration: 4 rounds

Level 4
Radius: 1,8 m
Duration: 6 rounds

Level 2
Radius: 1,5 m
Duration: 5 rounds

Level 5
Radius: 2 m
Duration: 7 rounds

Level 3
Radius: 1,8 m
Duration: 5 rounds

Level 6
Radius: 2 m
Duration: 8 rounds

Stasis

Classes: Adept, Sentinel, Infiltrator
Range: Visual

Stops an enemy by creating a mass effect field around him or her.

Level 1
Duration: 3 rounds

Level 4
Duration: 10 rounds
Reduces armour by 1D4+2

Level 2
Duration: 5 rounds

Level 5
Duration: 12 rounds
Reduces armour by 1D6

Level 3
Duration: 8 rounds
Reduces armour by 1D4

Level 6
Duration: 15 rounds
Reduces armour by 1D6+2

Throw

Classes: Adept, Sentinel
Range: Visual

Throw tosses an enemy through the air by biotic power. Throw results in a knockback

Level 1
Distance: 6 m
Height: 2 m

Level 4
Distance: 10 m
Height: 2,5
Or 2 enemies 6 m, 2 m

Level 2
Distance: 8 m
Height: 2 m

Level 3
Distance: 8 m
Height: 2,5 m

Level 5
Distance: 12
Height: 3 m
Or 2 enemies 8 m, 2 m

Level 6
Distance: 15 m
Height: 3,5 m
Or 3 enemies 8 m, 2 m

Warp

Classes: Adept, Sentinel
Range: Visual

The enemy that is attacked can't heal damage, and their armor is weakened. You can't avoid damage from Warp.

Level 1
Armour damage: 1D6
Weapon damage: 1D6+1
Duration: 4 rounds

Level 2
Armour damage: 1D6
Weapon damage: 1D6+2
Duration: 5 rounds

Level 3
Armour damage: 1D8
Weapon damage: 2D6
Duration: 6 rounds

Level 4
Armour damage: 1D8
Weapon damage: 2D6
Duration: 7 rounds

Level 5
Armour damage: 1D10
Weapon damage: 2D6+1
Duration: 8 rounds

Level 6
Armour damage: 1D10
Weapon damage: 2D6+1
Duration: 10 rounds

Weapon Powers

Adrenaline Rush

Classes: Soldier
Range: personal

Adrenaline Rush slows down time and lets the player perform extra actions. Adrenaline Rush will allow the character to act once it's been activated.

Level 1
Actions: 1
Damage bonus: 1D2

Level 2
Actions: 2
Damage bonus: 1D2

Level 3
Actions: 2
Damage bonus: 1D3

Level 4
Actions: 3
Damage bonus: 1D3

Level 5
Actions: 3
Damage bonus: 1D4

Level 6
Actions: 4
Damage bonus: 1D4

Armor-Piercing Ammo

Classes: Soldier, Engineer, Sentinel, Infiltrator
Range: Weapon range

Armour Piercing Ammo breaks through armour and increases weapon damage.

Level 1
Armour damage: +10%
Weapon damage: +10%
Armour efficiency: -20%

Level 2
Armour damage: +10%
Weapon damage: +10%
Armour efficiency: -30%

Level 3
Armour damage: +10%
Weapon damage: +10%
Armour efficiency: -40%

Level 4
Armour damage: +20%
Weapon damage: +20%
Armour efficiency: -40%

Level 5
Armour damage: +20%
Weapon damage: +20%
Armour efficiency: -50%

Level 6
Armour damage: +20%
Weapon damage: +20%
Armour efficiency: -20%

Assault Mastery
Classes: Vanguard
Range: personal

Assault mastery increases the characters powers with 5% for each rank. There are 6 levels

Carnage
Classes: Vanguard
Range: Weapon range

Carnage increases the weapon damage and affect more than one enemy. Carnage is also very efficient against armour.

Level 1
Damage: 12
Radius: 1 m

Level 2
Damage: 12
Radius: 1,5 m

Level 3
Damage: 14
Radius: 1,5 m

Level 4
Damage: 14
Radius: 2 m

Level 5
Damage: 16
Radius: 2 m

Level 6
Damage: 16
Radius: 2,5 m

Cluster Grenade
Classes: Adept
Range: Throw

Works as a concussion grenade in the basic rules, page 267. Damage level updates based on level. Cluster Grenade also lifts the people within the radius.

Level 1
Damage: 1D3
Radius: 4 m
Duration, lift: 2 rounds

Level 4
Damage: 1D4+2
Radius: 6 m
Duration, lift: 5 rounds

Level 2
Damage: 1D4
Radius: 5 m
Duration, lift: 3 rounds

Level 5
Damage: 1D6
Radius: 6 m
Duration, lift: 6 rounds

Level 3
Damage: 1D4+1
Radius: 6 m
Duration, lift: 4 rounds

Level 6
Damage: 1D6+6
Radius: 8 m
Duration, lift: 8 rounds

Combat Drone
Classes: Engineer
Range: Visual

The character can activate a combat drone that attacks the enemies that the player directs it to.

Level 1
Abilites

STR	2D6	(6)	INT	4	4
CON	2D6	(6)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 12
Hit points: 4
Damage Bonus: -1D6
Armor: 8
Attacks: Stun 35% Damage 1D6, Block 40%

Level 2
Damage Bonus: -1D4
Armor: 10
Attacks: Stun 40% Damage 1D6+2, Block 40%

Level 3
Damage Bonus: 0
Armor: 12
Attacks: Stun 45% Damage 2D6, Block 40%

Level 4
Damage Bonus: 1D3
Armor: 15
Attacks: Stun 50% Damage 1D6+6, Block 40%

Level 5
Damage Bonus: 1D4
Armor: 15
Attacks: Stun 50% Damage 3D6, Block 45%

Level 6
Damage Bonus: 1D6
Armor: 15
Attacks: Stun 55% Damage 3D6+6, Block 50%

Combat Mastery

Classes: Soldier
Range: personal

Combat Mastery increases the character's Powers with 5% for each rank. There are 6 levels.

Concussive Shot

Classes: Soldier
Range: Weapon range

Concussive shot causes a Knockback effect on the ones it hits. See page 225 in the basic rules.

Level 1
Power: 1 m
Damage: 1D3 + Weapon damage

Level 2
Power: 1 m
Damage: 1D4 + Weapon damage

Level 3
Power: 1,5 m
Damage: 1D4 + Weapon damage

Level 4
Power: 1,5 m
Damage: 1D6 + Weapon damage

Level 5
Power: 2 m
Damage: 1D6+2 + Weapon damage

Level 6
Power: 2 m
Damage: 2D6 + Weapon damage

Cryo Ammo

Classes: Soldier, Vanguard, Infiltrator
Range: Weapon range

Cryo Ammo causes damage and reduces movement

Level 1
Movement loss: -1
Armour Damage: 1D2
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
10% chance that the victim freezes for 1D8 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 2
Movement loss: -1
Armour Damage: 1D3
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
15% chance that the victim freezes for 1D10 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 3
Movement loss: -1
Armour Damage: 1D3
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
15% chance that the victim freezes for 1D12 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 4
Movement loss: -1
Armour Damage: 1D4
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
20% chance that the victim freezes for 1D12 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 5
Movement loss: -1
Armour Damage: 1D4
3x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
25% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 6
Movement loss: -2
Armour Damage: 1D4
4x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
25% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Cryo Blast
Classes: Engineer, Sentinel
Range: Visual

Cryo Blast causes damage, destroys armor and reduces movement speed.

Level 1
Movement loss: -1
Armour Damage: 1D3
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
25% chance that the victim freezes for 1D10 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 2
Movement loss: -2
Armour Damage: 1D4
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
30% chance that the victim freezes for 1D12 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 3
Movement loss: -2
Armour Damage: 1D6
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
35% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 4
Movement loss: -3
Armour Damage: 1D6
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
40% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 5
Movement loss: -3
Armour Damage: 1D8
2x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
45% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Level 6
Movement loss: -3
Armour Damage: 1D6+4
4x fatigue point loss per round (using the alternate Fatigue system in the basic rules)
50% chance that the victim freezes for 1D20 rounds. A hit while the victim is frozen causes immediate critical damage.

Decoy
Classes: Infiltrator
Range: Visual

Distract the opponent with a decoy.

Level 1
Duration: 6 rounds
Decoy shields: 2D6
Hit points: 4

Level 2
Duration: 7 rounds
Decoy shields: 2D6
Hit points: 6

Level 3
Duration: 8 rounds
Decoy shields: 2D6
Hit points: 6

Level 4
Duration: 10 rounds
Decoy shields: 2D6
Hit points: 8

Level 5
Duration: 10 rounds
Decoy shields: 3D6
Hit points: 8

Level 6
Duration: 12 rounds
Decoy shields: 2D6+6
Hit points: 10

Defense Drone
Classes: Vanguard, Infiltrator
Range: Visual

The character can release a Drone protecting the character.

Level 1
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)

SIZ	3	3	DEX	2D6	(6)

Move: 8

Hit points: 8

Damage Bonus: -1D6

Armor: 30

Attacks: Stun 35% Damage 1D10

Duration: 20 rounds

Radius: 5 m

Level 2
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 8

Hit points: 8

Damage Bonus: -1D6

Armor: 30

Attacks: Stun 40% Damage 1D10

Duration: 25 rounds

Radius: 5 m

Level 3
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 8

Hit points: 8

Damage Bonus: -1D4

Armor: 30

Attacks: Stun 40% Damage 1D10+2

Duration: 30 rounds

Radius: 5 m

Level 4
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 8

Hit points: 8

Damage Bonus: -1D3

Armor: 30

Attacks: Stun 45% Damage 1D10+2

Duration: 40 rounds

Radius: 6 m

Level 5
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 8

Hit points: 8

Damage Bonus: -1D2

Armor: 35

Attacks: Stun 50% Damage 1D10+4

Duration: 45 rounds

Radius: 8 m

Level 6
Abilites

STR	1D6	(3)	INT	4	4
CON	3D6	(12)	POW	2D6	(6)
SIZ	3	3	DEX	2D6	(6)

Move: 8
Hit points: 10
Damage Bonus: 0
Armor: 40
Attacks: Stun 50% Damage 1D10+6
Duration: 50 rounds
Radius: 10 m

Defense Matrix

Classes: Adept, Soldier, Engineer, Vanguard, Sentinel, Infiltrator
Range: personal

Reinforce armour and turn off the armour to restore shields

Level 1
Damage reduction: 15%
Shields restored: 30%

Level 4
Damage reduction: 40%
Shields restored: 60%

Level 2
Damage reduction: 20%
Shields restored: 40%

Level 5
Damage reduction: 45%
Shields restored: 80%

Level 3
Damage reduction: 30%
Shields restored: 50%

Level 6
Damage reduction: 50%
Shields restored: 100%

Disruptor Ammo

Classes: Soldier, Infiltrator
Range: Weapon range

Takes down the enemies' shields and increases the damage bonus. The enemies can also become shocked by the ammo. In that case the ability to act is disabled for 1D10 rounds.

Level 1
Damage bonus:10%
Shield and barrier damage: 1D6
Chance to shock: 10%

Level 4
Damage bonus: 20%
Shield and barrier damage: 1D6+6
Chance to shock: 25%

Level 2
Damage bonus:15%
Shield and barrier damage: 1D6
Chance to shock: 15%

Level 5
Damage bonus: 20%
Shield and barrier damage: 3D6
Chance to shock: 30%

Level 3
Damage bonus:15%
Shield and barrier damage: 2D6
Chance to shock: 20%

Level 6
Damage bonus: 25%
Shield and barrier damage: 2D6+6
Chance to shock: 35%

Energy Drain

Classes: Adept, Soldier, Vanguard, Infiltrator
Range: Visual

Hit an enemy with an energy pulse to neutralize barriers and shields

Level 1
Shield and barrier damage: 1D6
Weapon damage: +1D2

Level 4
Shield and barrier damage: 1D6+6
Weapon damage: +1D6

Level 2
Shield and barrier damage: 1D6+2
Weapon damage: +1D3

Level 5
Shield and barrier damage: 3D6
Weapon damage: +1D8

Level 3
Shield and barrier damage: 2D6
Weapon damage: +1D4

Level 6
Shield and barrier damage: 2D6+6
Weapon damage: +1D10

Fitness

Classes: Adept, Soldier, Engineer, Vanguard, Sentinel, Infiltrator
Range: personal

Fitness increases the character's damage bonus and hit points, without affecting abilities. See p. 29 for the Damage Modifier table and p. 29 - 30 for hit points.

Level 1
Hit point bonus: +1
Damage bonus:One step up in the damage modifier table

Level 2
Hit point bonus: +1 (+ tidigare Leveler)
Damage bonus:One step up in the damage modifier table

Level 3
Hit point bonus: +1 (+ tidigare Leveler)
Damage bonus:One step up in the damage modifier table

Level 4
Hit point bonus: +1 (+ tidigare Leveler)
Damage bonus:One step up in the damage modifier table

Level 5
Hit point bonus: +1 (+ tidigare Leveler)
Damage bonus:One step up in the damage modifier table

Level 6
Hit point bonus: +1 (+ tidigare Leveler)
Damage bonus:One step up in the damage modifier table

Frag Grenade

Classes: Soldier
Range: Throw

Works as a Shrapnel Grenade in the basic rules, p. 267. Special damage - impaling.

Level 1
Damage: 2D6
Radius: 4 m
Hit Points: 8

Level 2
Damage: 2D6+2
Radius: 4 m
Hit Points: 8

Level 3
Damage: 3D6
Radius: 4 m
Hit Points: 8

Level 4
Damage: 2D6+6
Radius: 4 m
Hit Points: 8

Level 5
Damage: 4D6
Radius: 4 m
Hit Points: 8

Level 6
Damage: 3D6+6
Radius: 4 m
Hit Points: 8

Fortification

Classes: Soldier, Engineer, Vanguard, Sentinel
Range: personal

Increase Melee damage for every additional level.

Level 1
Damage increase: +1D4

Level 2
Damage increase: +1D4+2

Level 3
Damage increase: +1D6

Level 4
Damage increase: +1D6+2

Level 5
Damage increase: +1D6+3

Level 6
Damage increase: +1D6+4

Inferno Grenade

Classes: Engineer, Vanguard, Sentinel, Infiltrator
Range: Throw

Works as a phosphorous grenade in the basic rules p 267. The grenade creates smoke in a limited radius that makes it impossible to see. See the rules for darkness in the basic rules on p 220. They also create heat, see rules for heat on page 223.

Level 1
Damage: 1D6
Radius: 10m

Level 2
Damage: 1D6+2
Radius: 12 m

Level 3
Damage: 1D6+4
Radius: 15 m

Level 4
Damage: 2D6
Radius: 18 m

Level 5
Damage: 2D6+2
Radius: 20 m

Level 6
Damage: 2D6+4
Radius: 24 m

Incendiary Ammo

Classes: Soldier, Vanguard
Range: Weapon range

Incendiary Ammo creates heat, see rules for heat and warmth on page 223, basic rules.

Level 1
Burn damage: 1 HP/ round
Duration: 2 rounds

Level 2
Burn damage: 1D6 HP/ round
Duration: 2 rounds

Level 3
Burn damage: 2D6 HP/ round
Duration: 2 rounds

Level 4
Burn damage: 3D6 HP/ round
Duration: 3 rounds

Level 5
Burn damage: 4D6 HP/ round
Duration: 3 rounds

Level 6
Burn damage: 5D6 HP/ round
Duration: 3 rounds

Incinerate
Classes: Engineer, Infiltrator
Range: Visual

Burn and create panic in your opponents. See rules for Sanity in chapter 10 in the basic rules. 1D4 SAN is appropriate since it's about panic. The damage levels on Incinerate are high, but so are burns in the basic rules. It might be worth testing this power carefully.

Level 1
Burn damage: 5D6
Chance to panic: 20%

Level 2
Burn damage: 6D6
Chance to panic: 30%

Level 3
Burn damage: 7D6
Chance to panic: 35%

Level 4
Burn damage: 8D6
Chance to panic: 40%

Level 5
Burn damage: 9D6
Chance to panic: 45%

Level 6
Burn damage: 10D6
Chance to panic: 50%

Lift Grenade
Classes: Sentinel
Range: Throw

Lift Grenade lifts the enemies into the air and make them an easy target for the characters. Lift Grenade creates a Knockback effect when the enemy lands.

Level 1
Damage: 1D6
Radius: 2,5 m
Duration: 4 rounds

Level 2
Damage: 1D6+2
Radius: 3 m
Duration: 5 rounds

Level 3
Damage: 1D6+2
Radius: 5 m
Duration: 6 rounds

Level 4
Damage: 2D6
Radius: 6 m
Duration: 8 rounds

Level 5
Damage: 1D6+6
Radius: 8 m
Duration: 10 rounds

Level 6
Damage: 1D6+6
Radius: 8 m
Duration: 12 rounds

Marksman

Classes: Soldier, Engineer, Sentinel, Infiltrator
Range: personal

Marksman increases the firing rate and precision for a marksman while it's active.

Level 1
Duration: 1 round
Increased firing rate: 1 in addition to weapon capacity
Increased precision: + 5% to the skill roll

Level 2
Duration: 2 rounds
Increased firing rate: 1 in addition to weapon capacity
Increased precision: + 5% to the skill roll

Level 3
Duration: 2 rounds
Increased firing rate: 2 in addition to weapon capacity
Increased precision: + 5% to the skill roll

Level 4
Duration: 2 rounds
Increased firing rate: 2 in addition to weapon capacity
Increased precision: + 10% to the skill roll

Level 5
Duration: 2 rounds
Increased firing rate: 2 in addition to weapon capacity
Increased precision: + 15% to the skill roll

Level 6
Duration: 2 rounds
Increased firing rate: 2 in addition to weapon capacity
Increased precision: + 20% to the skill roll

Operational Mastery

Classes: Infiltrator
Range: personal

Operational Mastery increases the character's Powers with 5% per rank. There are 6 ranks.

Overload

Classes: Engineer, Sentinel
Range: Visual

Overload works as an electro magnetic pulse that take out weapons, shields and synthetic enemies. It doesn't work as efficiently against organic enemies. Starts at level 1 on level 3, before that, no effect).

Level 1
Shield and barrier damage: 5D6
Weapon overload: 1 round

Level 4
Shield and barrier damage: 8D6
Weapon overload: 4 rounds

Level 2
Shield and barrier damage: 6D6
Weapon overload: 2 rounds

Level 3
Shield and barrier damage: 7D6
Weapon overload: 3 rounds

Level 5
Shield and barrier damage: 9D6
Weapon overload: 5 rounds

Level 6
Shield and barrier damage: 10D6
Weapon overload: 6 rounds

Proximity Mine
Classes: Soldier
Range: Throw

Works as an Antipersonnel Mine in the basic rules, p 267. The radius is determined by level. Proximity Mines has a knockback effect.

Level 1
Damage: 1D6+2
Radius: 2 m

Level 2
Damage: 2D6
Radius: 3 m

Level 3
Damage: 1D6+6
Radius: 4 m

Level 4
Damage: 3D6
Radius: 4 m

Level 5
Damage: 2D6+6
Radius: 5 m

Level 6
Damage: 4D6
Radius: 5 m

Sabotage
Classes: Engineer, Infiltrator
Range: Visual

Sabotage consists of an electro magnetic pulse and is used to hack synthetic enemies and disable weapons. Won't work on organic enemies.

Level 1
Hack Duration: 2 rounds
Weapon overload: 1 round

Level 2
Hack Duration: 3 rounds
Weapon overload: 1 rounds

Level 3
Hack Duration: 3 rounds
Weapon overload: 2 rounds

Level 4
Hack Duration: 4 rounds
Weapon overload: 2 rounds

Level 5
Hack Duration: 6 rounds
Weapon overload: 3 rounds

Level 6
Hack Duration: 8 rounds
Weapon overload: 4 rounds

Sentry Turret
Classes: Engineer
Range: Visual

An Engineer can activate this weapon to lay down suppressive fire in an area.

Level 1
Damage: 1D6
Shields: 10
Hit points: 1

Level 2
Damage: 1D6+2
Shields: 14
Hit points: 1

Level 3
Damage: 2D6
Shields: 16
Hit points: 1

Level 4
Damage: 1D6+6
Shields: 18
Hit points: 2

Level 5
Damage: 3D6
Shields: 20
Hit points: 2
Special: Armor-Piercing Ammo or Cryo Ammo, see armor-piercing and cryo ammo for more information.

Level 6
Damage: 2D6+6
Shields: 20
Hit points: 2
Special: Rocket launcher or flamethrower. See 249 and 255 for flamethrower and 267 in the basic rules for rocket launcher.

Sticky Grenade
Classes: Infiltrator
Range: Throw

Works as the Explosive Grenade in the basic rules p 267. It sticks to the intended victim and the explosion damages enemies close by.

Level 1
Damage: 1D6
Radius: 4 m

Level 4
Damage: 1D6+6
Radius: 4 m

Level 2
Damage: 1D6+2
Radius: 4 m

Level 5
Damage: 3D6
Radius: 4 m

Level 3
Damage: 2D6
Radius: 4 m

Level 6
Damage: 2D6+6
Radius: 4 m

Tactical Cloak
Classes: Infiltrator
Range: personal

Tactical Cloak makes the character invisible until the durability is over or the character takes damage. While the character is invisible, the damage bonus increases a level.

Level 1
Duration: 5 rounds

Level 4
Duration: 8 rounds

Level 2
Duration: 6 rounds

Level 5
Duration: 9 rounds

Level 3
Duration: 7 rounds

Level 6
Duration: 10 rounds

Tech Armor

Classes: Sentinel
Range: personal

Tech Armor creates an extra layer of armour that, when destroyed sends out an energy pulse. It has a knockback effect. Tech Armour lasts until it is destroyed by weapon

Level 1
Armour: 5 AP
Energy pulse radius: 6 m
Energy pulse damage: 1D6

Level 2
Armour: 5 AP
Energy pulse radius: 10 m
Energy pulse damage: 1D6

Level 3
Armour: 8 AP
Energy pulse radius: 12 m
Energy pulse damage: 2D6

Level 4
Armour: 10 AP
Energy pulse radius: 14 m
Energy pulse damage: 1D6+6

Level 5
Armour: 12 AP
Energy pulse radius: 16 m
Energy pulse damage: 3D6

Level 6
Armour: 15 AP
Energy pulse radius: 18 m
Energy pulse damage: 2D6+6

Tech Mastery

Classes: Engineer
Range: personal

Tech Mastery increases the character's Powers by 5% for each level. There are 6 levels.

Warp Ammo

Classes: Adept, Soldier, Engineer, Vanguard, Sentinel
Range: Weapon range

The ammo damages armour and barriers.

Level 1
Barrier damage: 1D2
Armour damage: 1D2
Weapon damage: 1D3

Level 2
Barrier damage: 1D3
Armour damage: 1D3
Weapon damage: 1D4

Level 3
Barrier damage: 1D3
Armour damage: 1D4
Weapon damage: 1D6

Level 4
Barrier damage: 1D4
Armour damage: 1D6
Weapon damage: 1D6+2

Level 5
Barrier damage: 1D6
Armour damage: 1D6
Weapon damage: 2D6

Level 6
Barrier damage: 1D2
Armour damage: 1D8
Weapon damage: 2D6+2

Mass Effect: Descent

The Batarians arrived in the middle of the night. The Alliance base on Klensal didn't discover the attack until it was too late, and at that point the majority of miners were already shut away in the slave ship hidden in orbit. Slavers had raided Klensal before, especially since more mining companies had come to the planet hoping that the geological surveys performed were accurate.

In light of the most recent raid and additional scans made in the hunt for material riches that had obviously been fabricated, Captain Wilson was very close to grabbing a shotgun and start shooting the first four-eyes she could get her hands on. Instead, she chose to put together a small but efficient group of soldiers who could perform well under pressure, without asking too many questions.

If her old friend Anderson could do it, so could she.