

# MASS EFFECT



R E A P   T H E   W H I R L W I N D



*Evil does not wane and die if ignored. It seethes and grows, until finally revealing itself in an explosive manner. The terrorist known as Whirlwind announced itself to Council space by single handedly destroying Archipelago station, killing hundreds of thousands. That is merely the opener of its mad game. Millions of lives are in the balance. There is only one hope to prevent disaster. A team... of the Galaxy's Mightiest Heroes.*

## Plot Synopsis

Section 808 were a splinter group from the Salarian Special Tasks Group (STG). During the Krogan Rebellions, they felt the Spectres were a compromise to Salarian interests, even a threat to the survival of the Salarian people. Drawing on Salarian supremacist opinion, they formed a fanatical group with no morals and access to dangerous weapons technology.

With a Prothean artefact called The Crux, that magnified the potency of mass effects, they created a weapon called The Nexus Predator - a superpowered attack bomber that was undetectable, and in theory, could make Mass Relay distance jumps on its own. During the Krogan rebellions, they were thwarted by the Turian super-soldier, Captain Amercand, who disappeared aboard the Nexus Predator on it's maiden voyage. The Nexus Predator split up during it's maiden voyage, and was lost for centuries. Details about Amercand and Section 808 faded into legend, through time and sealed files. The Crux itself made planet fall onto a primitive world, where for a thousand years it sat at the heart of a great ziggurat.

In 2183, following the near destruction of the Citadel by the reaper Sovereign, the Salarian government opened up a number of its sealed projects, including those of Section 808. Their main work was on a Super-Soldier, Project Whirlwind. Originally an Asari named Lokara Odani, the daughter of Justicar Zorah Odani no less, Lokara was hollowed out at the genetic level and implanted with the useful traits of a dozen species, then fused with an AI, and finally augmented with technology obtained from relics and the collectors. Section 808's greatest success, a biotic cyborg, turned out to be their downfall. In creating such a powerful and adaptive entity, it had little difficulty escaping, not before corrupting Section 808's databanks and removing any reference to the full list of it's powers, and also the Crux.

Following Whirlwind's escape, the dummy corporation Galactech, used by Section 808 as a cover and source of slush funds, was bought out by Stano Tark. Included in this was Section 808's other Super-soldier projects, such as the biotic enhancement made to Wrulk. Just after the buyout, explorer teams for Tark Industries found the crash-site of the Nexus Predator - and the cryogenically frozen body of Captain Amercand.

Whirlwind destroyed Archipelago station after killing Zilo Craan, the joint head of Section 808 - partially to kill Zilo, but also to get the attention of whoever had the rest of Section 808's resources. Whirlwind knows that the Nexus Predator contains the Crux, or at the very least will have some information about where it ended up.

### Continuity

At the Battle of the Citadel, the Destiny Ascension was saved and humanity joined the council as the 4th race. Udina is the human counsellor. Clan Urdnot is led by Wrex. Matters like the Rachni are still unknown.

The year is 2184. Commander John Shepard is missing, presumed dead for a year.

## Characters

**Captain Rojaz Amercand** – Turian super-soldier and hero of the Krogan Rebellions.

**Stano Tark** – Trillionaire. Genius. Scientist. Salarian.

**Zorah Odani** – Asari Justicar with Prothean Hammer

**Wrulk** – Krogan scientist and Monster!

Parker **Spinnermann** - Augmented Human agent

### NPCs

Niko **Cheeld** - Drell Spectre, mentor of Spinnermann.

**Whirlwind**, a Biotic VI Asari cyberid. The former Lokara Odan.

**Part 1 Arrive:** The players gather together, Cheeld briefs them

**Part 2: Assault:** Travel to Atoll station, encounter (and capture) Whirlwind

**Part 3: Ambush:** Whirlwind escapes using secret powers, destroys the wrecked ship after stealing its secrets

**Part 4: Assemble:** Tark's VI reveals the location of the Crux, a Prothean artefact that Whirlwind is after

**Part 5: Avenger:** Fight with Whirlwind at the Ziggurat of the Crux. Epic finale!

**Biotics:** Biotics are strenuous to use. Non-Asari Biotics without a biotic amp cannot use their powers. Any biotic that wants to use their power must spend 1 Willpower to activate it. The biotic will regain these lost Willpower at a rate of 1 per scene, or to full with rest.

Biotic powers are ineffective against shields. Their use on someone with a shield will do 1 damage to their shield, but has no other effect.

**Shields and Barriers:** Treat as extra Health levels.

Shields can be regenerated in combat if you manage to spend a round without getting hit and making an Intelligence + Computers roll, which restores [successes] levels of Shield; shields regenerate to full at the end of a combat scene.

Barrier requires a Resolve + Composure + Barrier roll. Success results in a protective barrier with [successes] levels, to a maximum of the biotic's Resolve + Barrier.

**Medigel:**

Roll Intelligence + Medicine. A success indicates that number of health are restored. Each medigel unit has a single application.

### **Character Special abilities**

Each of the players has a number of special abilities. Here are the main ones for each character.

#### **Captain Amercand's Shield:**

It is immune to Overload or any other tech powers. Any round Amercand has the Shield on him, he can make a Dex + Athletics roll, and reduce any incoming damage by successes rolled, as his shield intercepts the attacks – this applies to melee and ranged attacks, as well as biotics!

#### **Stano Tark's Armour:**

Unlike normal shields, Tark's armour regenerates every round, even without an Int + Computer's roll. If the armour's systems are Hacked or Overloaded (Shields are reduced to 0 and takes subsequent Overload, 1 system will shut down for every success – to bring them back online requires a Manipulation + Computer roll. Due to its size (size 6) it is at -1 to defence in melee combat, and -1 to fine motor control, and -3 to stealth.

#### **Zorah's Hammer:**

**Uru, Hammer of the Protheans:** Uru is more than just a melee weapon, it is a well of Biotic power. While in possession of the Hammer, Zorah does not have to expend WP to use biotics. Furthermore, she has access to Biotic Lightning.

**Nova:** This is a biotic melee attack, made all the more dangerous due to the area affect of the Biotics. The drawback is that the attackers Barrier is reduced to 0 with the strike.

#### **\*NO-ONE IS AS STRONG AS WRULK!:**

Any time Wrulk takes more than 6 damage in one attack, his Blood Rage intensifies. Every time, subtract -1 from each Mental and Social trait, and add 1 to each Physical trait, until both Mental and Social are at 1 (they can never go below this). Wrulk can only end this by defeating his opponent.

#### **"Spinny-sense!"**

Spinnermann has a finely honed intuition. He can make a Wits + Composure reactive roll to detect Ambush or other impending danger (such as something about to blow up), and gets a +5 to Initiative rolls.

# PART I: ARRIVAL

A space station – in the Nimbus Cluster. Sat around are a number of figures.

**Stano Tark.** playboy Salarian. He is the owner of the station.

**Wrulk** – a Krogan of infamy. He has been staying with Tark for some time.

**Captain Amercand** - a Turian Super-soldier of legend. He was recently recovered from cryogenic sleep aboard a wreck that Tark's company found.

**Spinnermann** – a human agent of the Council, who is working for **Cheeld**, a Drell Spectre.

Standing off to one side is **Zorah** – an enigmatic Asari Justicar.

Cheeld will start off proceedings.

*"Gentlemen...and lady. Most of you don't know each other, and frankly, it's probably for the best. You see, people such as yourself...diverse talents such as yourselves...Well, when we put you all together, there tends to be... friction. And normally, the Council likes to avoid friction.*

*But things aren't normal. You may know we've lost a number of my colleagues from the Spectres. Nihilus. Saren. Krosher. Shepard. A combination of the Geth extending their actions, rogue mercenaries and the Terminus Systems on the brink of a war, well, we need people on our side more than ever.*

*Mr Tark has brought quite a number of you together already i see. Normally, as a Spectre, I'd be within my rights to waltz in here and drag Wrulk back to the Council (Pause for a comment)...and Tark, I'm damn sure the Turian's want their war hero back. But given we're working outside the box, lets go with what works for everyone.*

Cheeld turns to Zorah

*"Justicar Zorah has been pursuing the terrorist Whirlwind for over a year now. Gentlemen, I need you to assist her in this pursuit. My protégée, Mr Spinnermann, will be joining you. Try to make him feel welcome."*

If any of them ask what authority Cheeld has to do so, remind them that as a Spectre, he has free reign to do whatever he needs to carry out the Council's will – he could kick Tark out of an airlock of his own ship and not bat an eyelid...though Cheeld does have a reputation for working the long game from behind the scenes.

*"Section 808 are back to work. For those of you who don't know who they are, they were a Salarian Intelligence agency back in the Krogan Rebellions. Then they went all supremacist, and lost the plot. After the good Captain did their leader in, well that was it. Or so we assumed. After the Geth attack on the Citadel last year, well the Salarian government has dusted off a few projects. It's just like they never left. They're even in their old HQ on Immortus, in the Kang Zone, albeit with a few thousand-year-old cobwebs..."*

Cheeld will then bring up a galaxy map, showing the location of the Kang Zone, and then Archipelago station – this was destroyed a few weeks ago, with 250,000 killed in or around it. The owner of the station, once aliases are stripped away, was Zilo Craan, joint head of Section 808. His brother, Milo, was the other joint head, and runs the Atoll station.

Questioned about Whirlwind, Cheeld will reply that it did a number on the base in the Kang zone. However, a lot of the research was done off site, in other parts of the dummy company Section 808 used as cover. This company, Galactech, was recently bought out by Tark Industries. Most of them are here on Tark's station... They are unwitting pawns in Section 808's plans, but would know some details.

Intelligence + Academics on the remaining records, or Persuasion/Manipulation + Intimidate rolls on the scientists will reveal one of the following per roll.

\* Whirlwind is Biotic.

\* Whirlwind has tech powers.

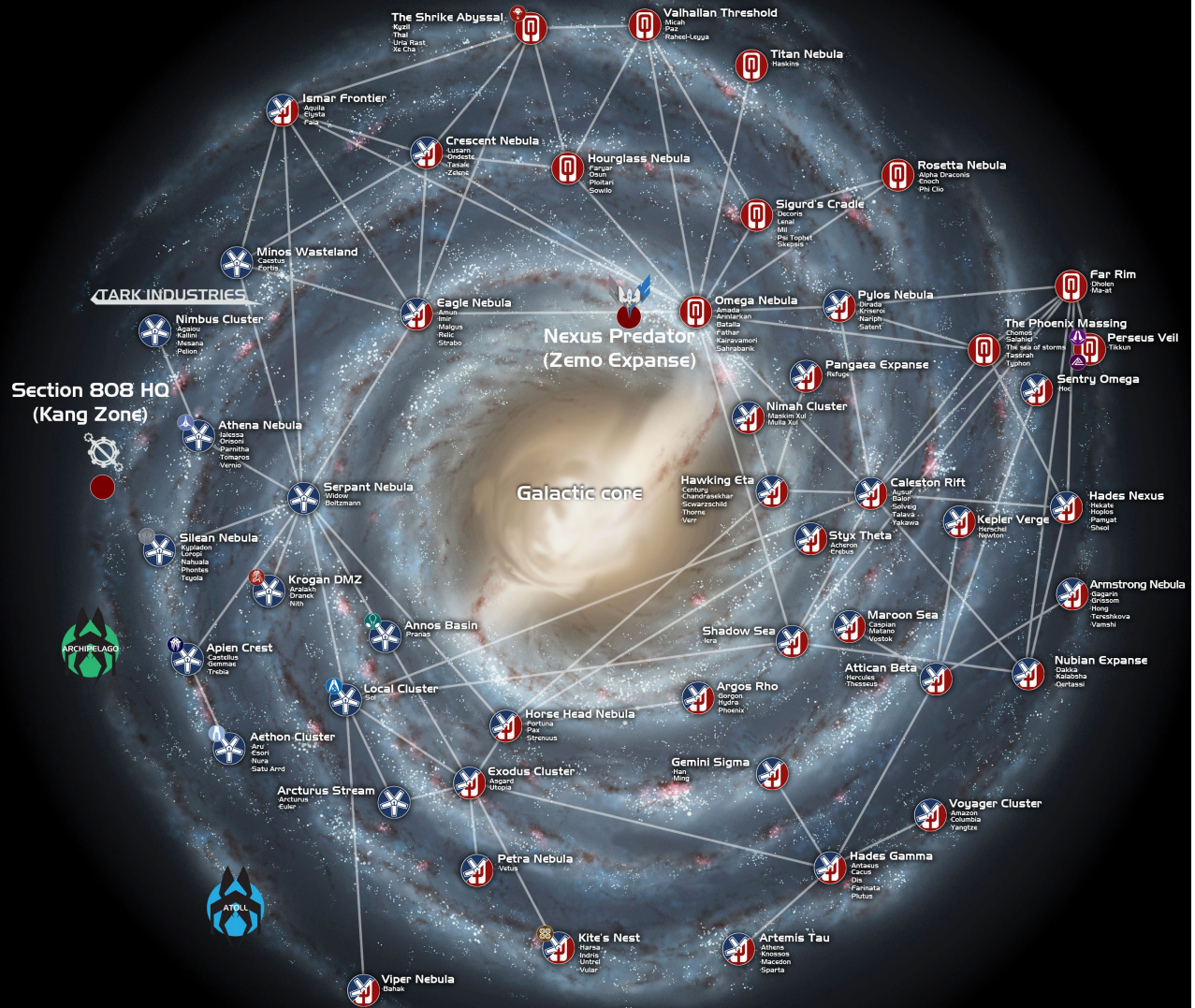
\* Whirlwind's main weakness is insufficient power – it was designed for flexibility, but they were never able to develop a power supply compact enough for full efficiency.

\*Whirlwind is actually a revived Prothean (lie)

Give the players time to prepare for their pursuit., and Cheeld will throw Captain Amercand the command key for his ship, *The Fury* – all he will say is *"Cap...Don't let Tark drive."*

# MASS EFFECT

## GALAXY MAP



Section 808 HQ  
(Kang Zone)

ARCHIPELAGO

ATOLL

- Citadel Space
- Terminus Systems
- Attican Traverse
- Asari homeworld (Thessia)
- Batarian homeworld (Khar'shan)
- Elcor homeworld (Dekuuna)
- Geth homeworld (Rannoch)
- Human homeworld (Earth)
- Krogan homeworld (Tuchanka)
- Quarian homeworld (Rannoch)
- Salarian homeworld (Sur'Kesh)
- Turian homeworld (Palaven)
- Volus homeworld (Iruve)

## PART 2: ASSAULT

The Atoll station, situated in the outer spiral arm of the galaxy and a good distance from the nearest Mass Relay (the Viper Nebula), is a run down hulk of a station, its four docking zones extending from its flat oval body, making it look like a bloated beetle floating in space, surrounded by the flotsam of ships and refuse from Atoll. Unlike the criminal hub that is Omega, Atoll is for lesser criminals to gloat about their good fortunes, bask in the artificial sunlight and star shaped pool-lake, and flaunt tacky wealth. It is all weathered plastic, dull chrome and worn leather, a 'seaside' resort in space.

Atoll lacks a habitation ring; people staying there live out of their ships, coming into the centre dome to indulge themselves. Atoll is divided into 5 sections:

**\*Docking Zones:** Huge corridors that extend kilometres out, for ships or shuttles to dock at. They are spindly and prone to repair, but currently all 4 zones, A-D, are open.

**\*Bars and Brothels:** More tacky than sleazy, they have lots of dull plastic and bright neon, as well as sawdust on the floor to clean up the puke.

**\*Casinos:** There are Quasar machines, more quasar machines, and even more quasar machines. And they are all fixed. The main income of Atoll is the casino, and they milk it for all it's worth. There is a small "VIP" area with roulette.

**\*Fight Pits:** Mostly robot fighting and the odd "Prizefighter", they are never to the death. There are dozens of individual fight pits, with one main arena which holds about 5000 people. It has been quite some time since Atoll hosted a fight that would fill that, so most of the seats are blocked off, the only ones free to take are those directly opposite the vid cameras.

**Milo Craan** is in the fight pits; he has been hiding out ever since his brother (and his station) were wiped out, and has been trying to round up a gang of heavies to keep him safe – not realising that Whirlwind can hack the station's security cams and find him. If the players find him first, he will rant and rave about how he's afraid of nothing. Assuming they leave, there will be the sound of gunfire, and returning they will find Craan's heavy's dead, and Whirlwind, now uncloaked, running Craan through with its omniswords. Assuming the players pursue, Whirlwind will lead them on a merry chase through the Plaza and its crowds.

**\*Plaza:** The main area of Atoll, it is a huge open space, with shops, mostly tacky tourist junk, jewellery, and holiday tech like cameras and display pads. There are hundreds of people here, milling around, pick-pocketing (Wits + composure -3 or Wits + Larceny to detect one at work), or just buying supplies in the overpriced markets. A savannah to tropical theme permeates, with a hot humid atmosphere.

At the centre is a huge pool cum lake, round bar 5 star points that jut out. The Pool itself is mostly shoulder height, 5-6 foot, though the very centre is 20 foot deep and has a mesh of filters that scoop out the worst of the contaminants – this creates a gentle current, not enough to drag a body, but anything free floating will drift to the centre.

If the players are running at speed, have them encounter some rowdy Vorcha, or maybe even a gangster with a Varren (Bite 6 dice) on a chain. If a gunfight breaks out, people will flee in all directions, and a number of gangsters will start shooting wild (shooting 4 dice). They are a side show, especially to Whirlwind.

**\*Station Operations:** This is where the station's crew run things, and where Milo Craan keeps an office – though he is rarely there on the best of days. The access to the station's jury rigged power core is through here; access ports in the other sections have been welded over, but can be breeched with the right know how.

Whirlwind's mercenaries have sneaked into Station Operations through Docking Zone C. They have set up an overloader on the reactors, which will destroy the shoddy core in 15 minutes. Due to Atoll's shaky design, no alarm will go out – have the players find out either by checking in with Station ops security force...or if they show no incentive, have jarVIs, Stano Tark's VI, announce there are some unusual readings coming from the core...and they may wish to investigate.

### **Mercenaries:**

Group of 10 mercenaries; for every 2 health they take, take 1 dice from their shooting pool.

### **Total Health: 20**

**Shooting:** 10 dice (assault rifles)

**Smoke Grenade:** 8 dice, reduces visibility at point of impact by successes. Lasts 1d5 rounds.

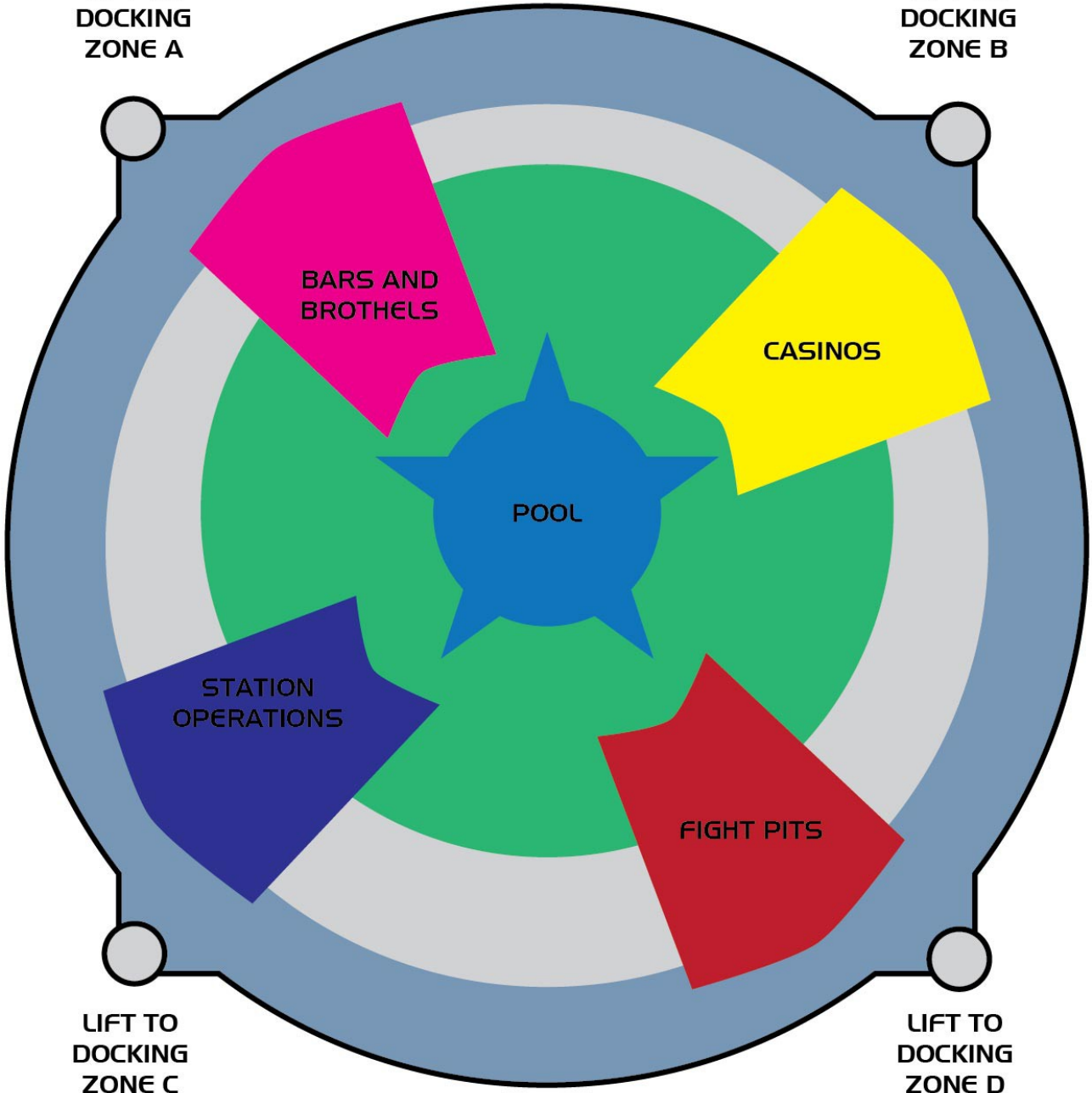
Cracking the Overloaders requires 5 successes on Int + Computers to extend explosion to 1 hour...but Atoll is a disaster waiting to happen. A Hack AI roll will allow the players to set off the station's alarms, and let people escape in time.

Whirlwind will fight hard, but if beaten, will allow itself to be captured...which is all part of its plan...



LIFT TO  
DOCKING  
ZONE A

LIFT TO  
DOCKING  
ZONE B



LIFT TO  
DOCKING  
ZONE C

LIFT TO  
DOCKING  
ZONE D

# PART 3: AMBUSH

after the players capture Whirlwind, Cheeld will contact them from Tark's station, and get them to return – The Council wants to put Whirlwind on trial, and also he wants his cool ship back.

The only cell available for now is Containment Lab 4 – it is shielded and has jammers to prevent communication and hacking.

Let the players argue over what to do – Zorah should have no interest in the council's dealings, Tark and Wrulk should be curious about learning more, and Spinnermann and Captain Amercand supporting Cheeld.

They are interrupted by jarVIs, saying that the station's reactors have gone into overload. If asked why it didn't say anything sooner, jarVIs announces something is hacking the main station VI, and it is forced to shut down in order to maintain its programming core. Whirlwind has used its Indoctrinate power on the station VI, and sent out a homing signal to call its mercenaries to it. Now they're here, the station is locking down, giving it time to find the Nexus Predator.

With the station VIs down, the doors require manual override – at each junction! (mention that Tark is known for not wanting to associate with the riff-raff, hence all the doors...)

Just at the Reactor core area, the cause of the problem becomes clear– mercenaries! They have boarded through the shuttle hatch, disabled the VI core...and made jarVIs to shut down. The mercenaries are planting explosives and using devices to cause the reactors to overload, just like on Archipelago and Atoll. Cracking the Overloaders requires 10 successes on Int + Computers. If not stopped, the reactors will blow in 1 hour.

Another group of mercenaries are in the Crew Habitation area. The crew are being herded in by the mercenaries, especially one big mean merc. He will be making loud threats about making an example to one of the crew just as players arrive.

During the fight, Cheeld will be heading for the Crew Habitation area. He will assist in taking down the mercenaries but will be hit in the back by a remaining mercenary, injuring him for the duration.

Having hacked the VI core and found the Nexus Predator's data, Whirlwind's next goal is destroying that ship and any evidence of its purpose. When the players arrive in the recovery bay, the mercenaries will be planting explosives aboard. They will intercept the player characters, making sure to take a bullet for Whirlwind (they are indoctrinated by Whirlwind's powers, and are willing slaves). Whirlwind will keep moving until the Nexus Predator is destroyed. Then, or if cornered, Whirlwind will use one of Tark's Thanix cutter on the outer hull of the station or the recovery bay doors, cutting open a hole to escape into the vacuum, and using biotics to push itself into a waiting Mercenary shuttle. If the player characters are in the area, mass effect fields will not kick in to contain the vacuum – the VIs are still disabled. A barrier or omniwebbing, or good old fashioned climbing will allow a character to get either to the VI core room, or hanger control, to trigger an emergency mass effect field and contain the vacuum.

Whirlwind will have enough time to escape before the players can get to the Fury, making the jump to FTL...

## **Big Bad Merc (Crew Habitation area)**

**Melee:** 8

**Shooting 6:** (incendiary rounds, +1 damage to armour, if does 5+ successes, target catches fire and takes 3 damage per round)

**Health:** 8

## **Mercenaries: 1 group in Reactor core area, 1 in Crew Habitation Area, 1 in Recovery Bay.**

Groups are of 10 mercenaries; for every 2 health they take, take 1 dice from their shooting pool.

**Total Health: 20**

**Shooting:** 10 dice (assault rifles)

**Smoke Grenade:** 8 dice, reduces visibility at point of impact by successes. Lasts 1d5 rounds.

## **Heavy gun team: 1 in Recovery Bay**

2 men per team

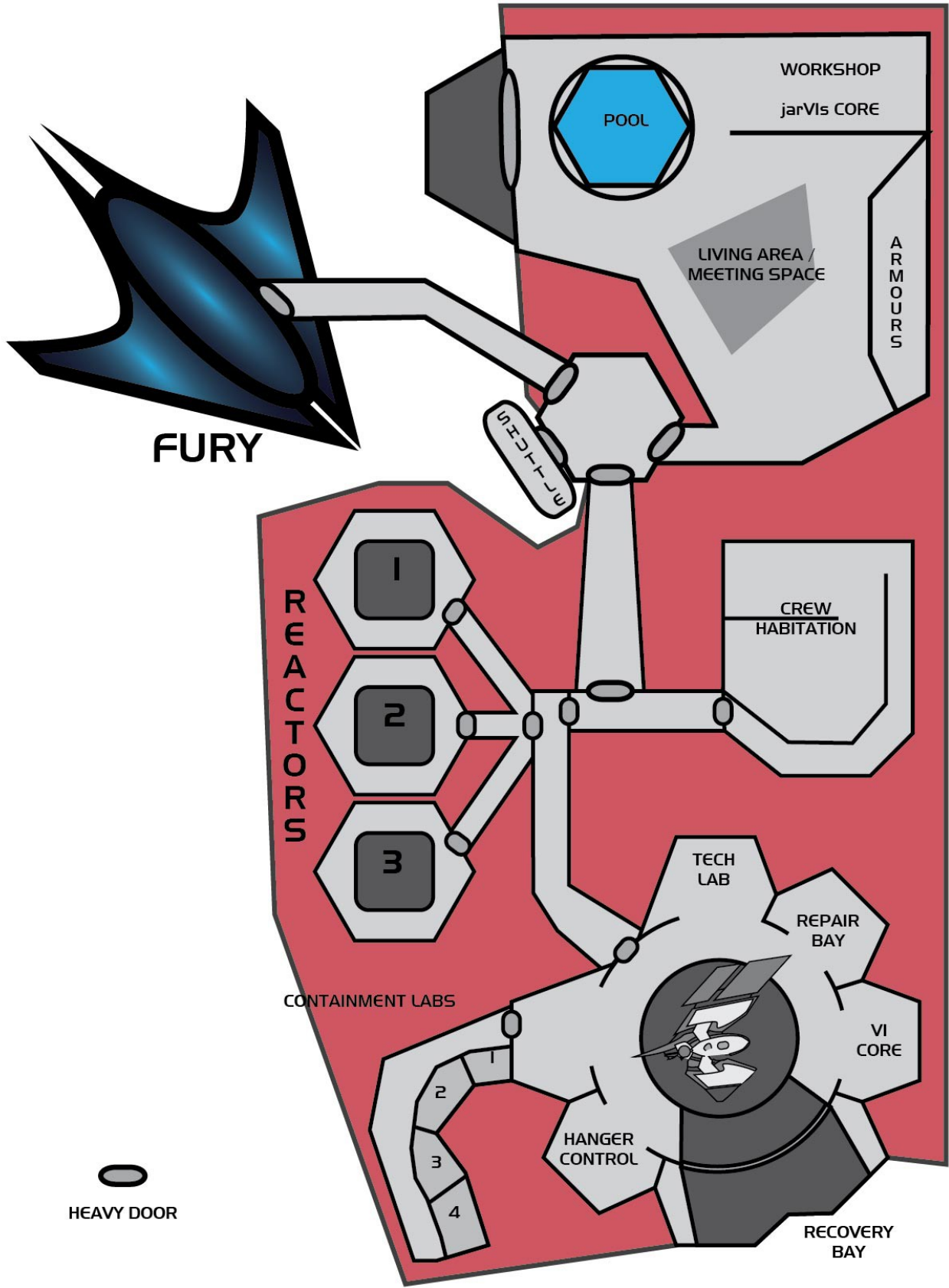
**Health** 4, with shield of 10

**Shooting:** 15 dice (spray)



# TARK INDUSTRIES

RECOVERY DEPOT NIMBUS CLUSTER



## PART 4: ASSEMBLE

Whirlwind will have enough time to escape before the players can get to the Fury, leaving the players without a lead. At this point...jarVIs comes back on line. JarVIs will ask, in it's own snarky fashion, if everyone is alright. As soon as those pleasantries are out of the way, jarVIs will reveal that by shutting down during the attack, it managed to preserve some of the station VIs cache. Not everything, but some important information. It is still working on one thing, but displays the first piece of information.

\* **The Nexus Predator blueprint:** Embedded in what remained of the Nexus Predator's VI core was a blueprint for its design. Most of it is pretty standard, but the thing that should get their attention is "Crux". Any Intelligence + Computers / Investigation rolls for this term in the Section 808 databases indicate there is no reference whatsoever, to even the word – in fact, it looks like every reference has been deliberately removed.

As the players finish this, jarVIs announces it has recovered the main part of the VI core of the Nexus Predator; though the original was destroyed with the ship, jarVIs was able to recover enough of it from the cache to run it.

\* **VECTOR:** A distorted green insect-like figure (a Prothean) appears. In a garbled and crackled voice, it says (if you feel up for doing Javik's accent, kudos!)

*"This is flight navigation Virtual Intelligence Vector. Having been integrated into the primitive spacecraft of the Salarian Eight Oh Eight, I am able to KSSSSHHHHHHHTTT... ERROR ERROR....KSSH HHST..*

*...having based on Prothean design, the primitive Salarian Eight Oh Eight have constructed a crude but functional copy of the Infinite Distance Stealth Bomber, which was developed in the war against the KSSSSHHHHHHHTTT... ERROR ERROR....KSSH HHST..*

*...without the Crux, the bomber is no more than any stealth craft. The Crux's geometric magnification effect allows unparalleled enhancement to Mass Effect fields. With proper co-ordination, it is possible it could be used to make jumps on a scale only possible by Mass Relays. However, this is currently only speculation, as tests KSSSSHHHHHHHTTT... ERROR ERROR....KSSH HHST..*

*WARNING SYSTEM RUNTIME FAILURE IMMINANT. PREPARING EMERGENCY BACKUP OF LAST TELEMETRY. Datestamp...localising...1400 solar cycles before current period. Relaying stellar cartography... RUNTIME FAILURE....KSSSSHHHHHHHTTT... ERROR ERROR....KSSH HHST..*

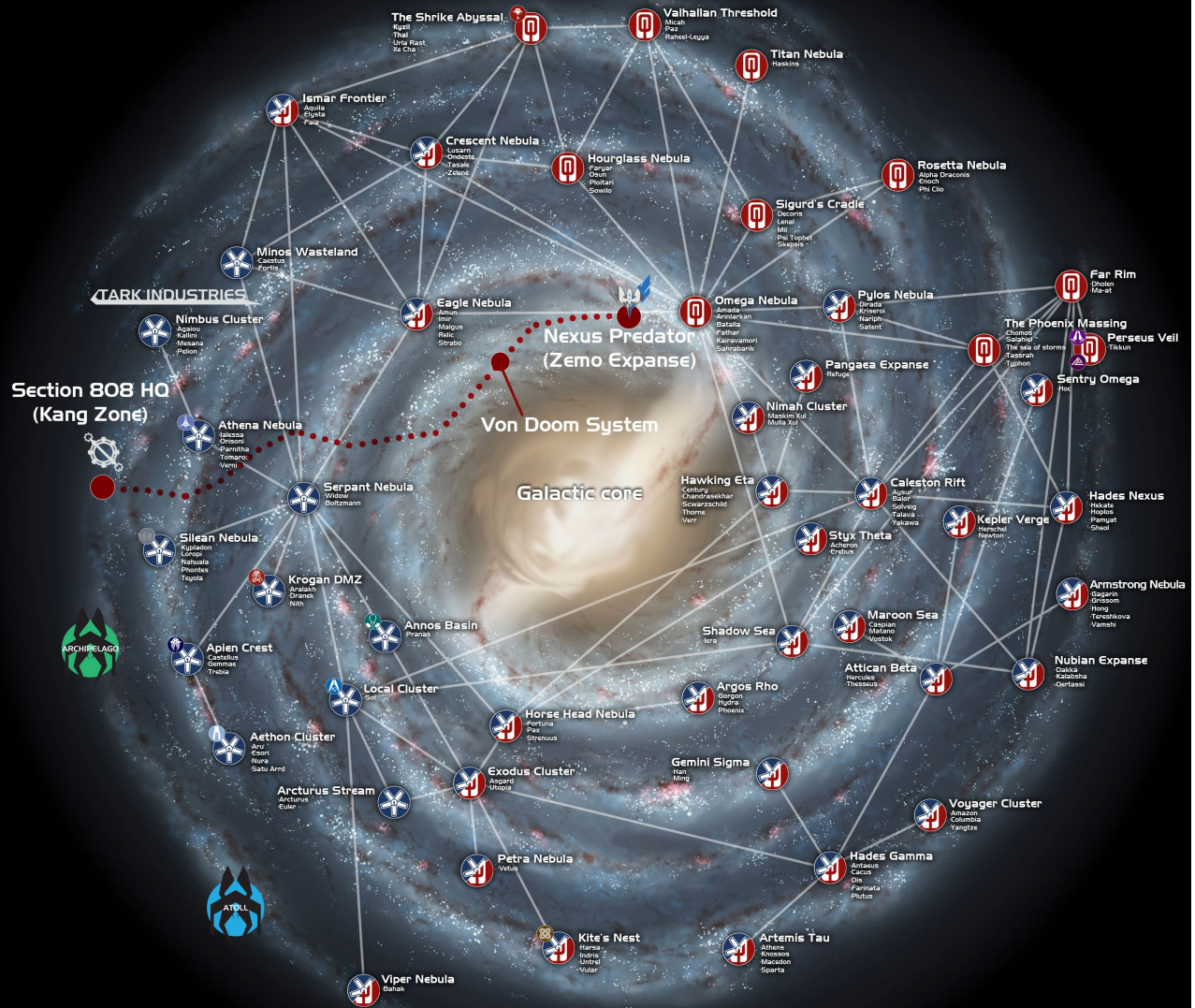
and blinks out. However, a moment later, jarVIs speaks again, mentioning it has been able to convert the telemetry (2<sup>nd</sup> map) into a usable format. Overlaying it on current Galactic, it reveals the path of the Nexus Predator, and from power levels, the point where the Crux's signature disappeared from the ship, as it broke up – a system quite close to the Galactic core called Von Doom, named for the Volus explorer who found it. An obscure system, it has 1 habitable planet that records indicate is populated by a primitive people, though Von Doom's notes do mention a sizeable structure on the planet that warranted future exploration.

Give the players time to kit up, and then head out. Cheeld is too injured to go with them, but of course offers them the Fury. This time, there's no mention of bringing it back unscratched. All he says as he flings the keys to one of the players - "Reap the Whirlwind".

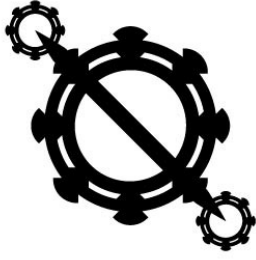
As they jump to the Von Doom system, they see a standard system, with gas giants and one viable planet. A scan reveals the structure mentioned – a ziggurat, and that the Crux's Mass Effect signature lead right there...

# MASS EFFECT

## GALAXY MAP



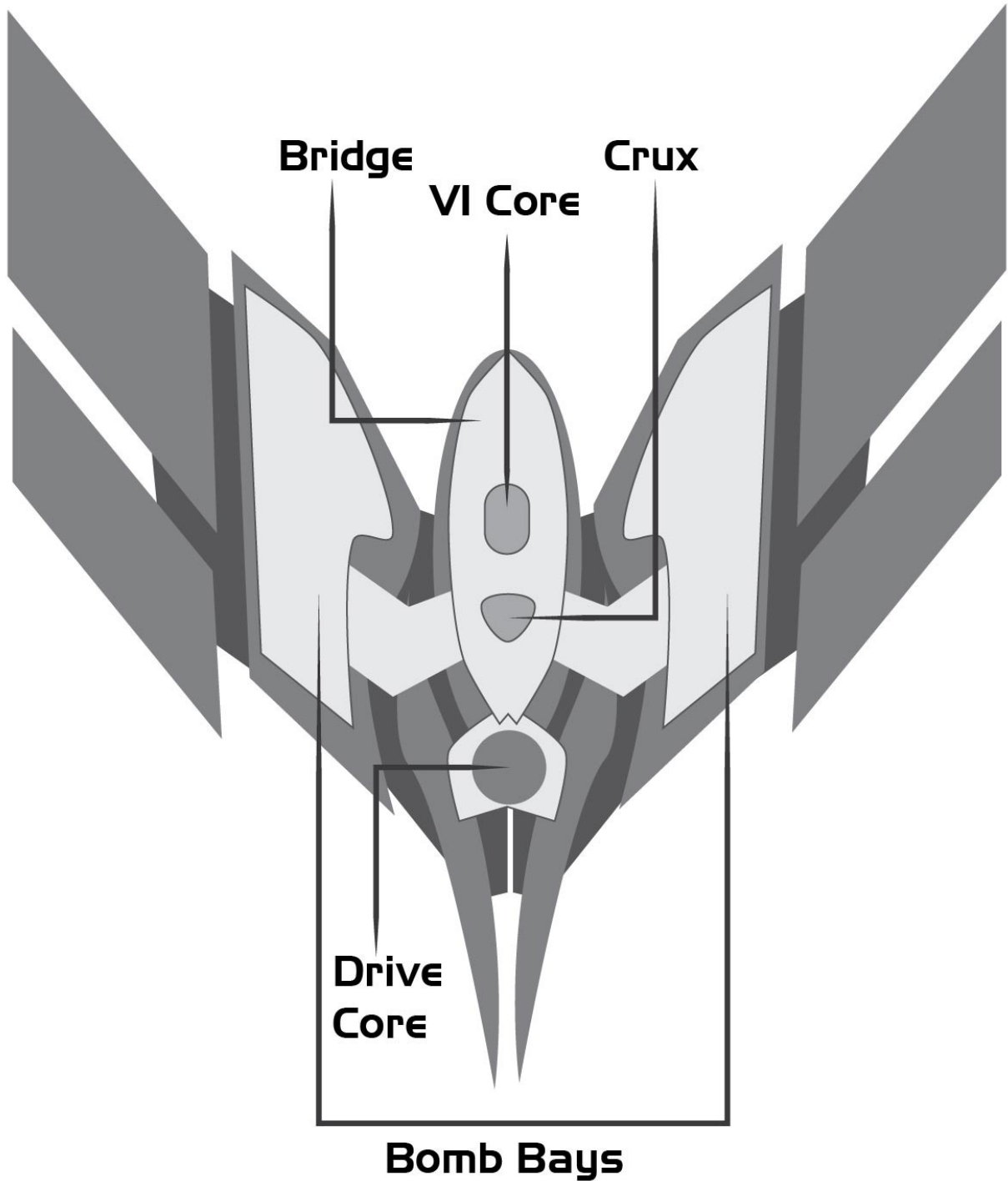
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- Asari homeworld (Thessia)
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# **SECTION 808:**

**CLASSIFIED: SALARIAN EYES ONLY**  
**CODE NAME: NEXUS PREDATOR**

Advanced Reclaimed Technology Project: Infinite Distance Stealth Bomber Prototype



# PART 5: AVENGE

The Fury lands silently near the Ziggurat, the only major feature on the planet. As the players move from the ship to the ziggurat, they can see the mercenaries shuttles, and a few other transports. There are guards, but the bulk of the forces are in the Ziggurat already.

As the players approach, they can see why this made such a good landing area – the remains of a primitive city was here, levelled to make a landing field. Getting closer, anyone with academics 3 or Occult will see the ziggurat is engraved with extensive hieroglyphics. They tell a story of an ancient star that fell from the sky, and around which the people of this world built the ziggurat to house and protect it. The city existed to man the watch on the Ziggurat, and now the Mercenaries have wiped out the entire city, possibly the entire civilisation.

Inside the Ziggurat, there is one entrance ramp, which spread out into a web of narrow paths, all of which loom above a great chasm. At the end of the main entrance ramp, the Mercenaries' Atlas battle mech is stationed, standing guard - it is too big and heavy to move along the walkways. It is possible to sneak past the Mech, but if spotted or the players open fire, the Mech and the mercenaries will start shooting. The mercenaries will spread out, trying to stall the PCs so Whirlwind can make it to the main altar, and open it.

The walkways would be wide enough for 2 people to walk side by side comfortably, but they are dotted with statues and other cover. As long as they have no competition, anyone can run along the walkways, which are dry and stable. However rocket fire will destroy the walkways; every time the Mech or heavy gun squad miss with their guns, roll 1d10; on a 1-2, it obliterates a chunk of walkway near the target. If the player has to fight, a strength + brawl/melee, or dex + larceny... or straight up Push roll will allow the player to get past. It takes 5 rounds to get from one end of the Ziggurat to the other on foot...or less if using biotics or flight, but this does make for a better target!

## **Mercenaries: 4 groups**

Groups are of 10 mercenaries; for every 2 health they take, take 1 dice from their shooting pool.

### **Total Health: 20**

**Shooting:** 10 dice (assault rifles)

**Smoke Grenade:** 8 dice, reduces visibility at point of impact by successes. Lasts 1d5 rounds.

## **Heavy gun team: 2 teams**

2 men per team

**Health** 4, with shield of 10

**Shooting:** 15 dice (spray)

## **Atlas Mech** (size 10)

**Armour:** 15 / 7 on windscreen.

**Mass accelerator cannon:** 15 dice

**Rocket launcher:** 6 dice, does successes + 5 damage

**Melee Claw:** 15 dice

**Smoke Grenade:** 8 dice, reduces visibility at point of impact by successes. Lasts 1d5 rounds.

Whirlwind is on its way to the altar plinth, a free standing hexagonal surface. Getting onto the plinth requires either biotics, flight or a jump roll to make it. On the plinth, Whirlwind will try open the tomb. Either Whirlwind will get it open, or engage a player in a fight – remember, Whirlwind is omnidextrous, so might just cheat and use it's feet.

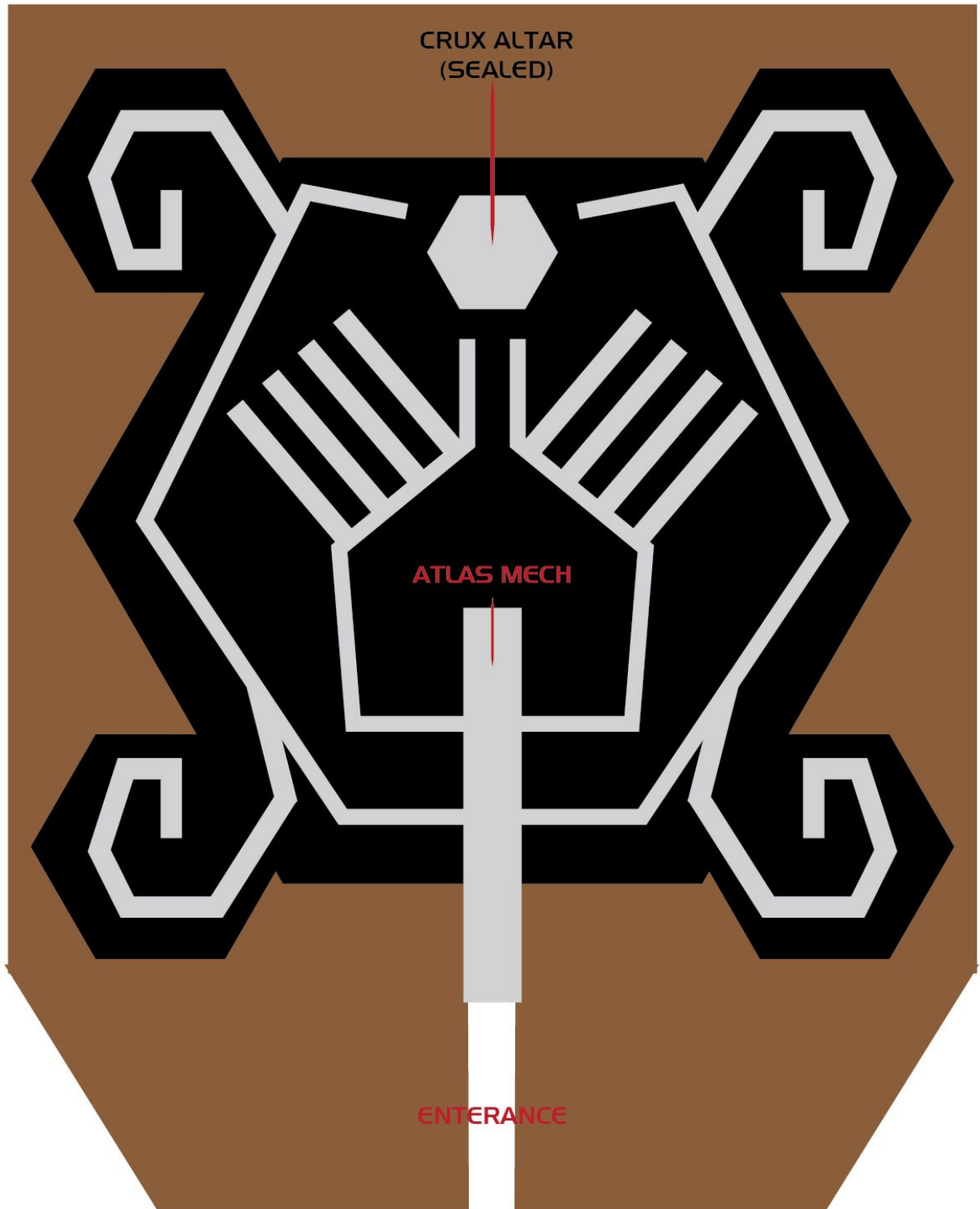
As Whirlwind grabs the Crux, its powers magnify a thousand fold. It easily flings back the players as they get close – have dex + athletics rolls to stay on level ground! Yet, its too much power...Attempting to Warp the players, Whirlwind's systems overload...creating a massive Mass Effect field in a tiny space...an artificial black hole. Whirlwind scream in its harsh mechanical voice, but is stuck, held tight by the field it created. It should be obvious it's time to make a daring escape. Have Dex + Athletics roll to escape along the narrow walkways. Each player will need to succeed at 5 to get past on foot.

As Whirlwind's power reaches critical mass, the ziggurat gets pulled down on itself, imploding, and crunching up into a ball, then no bigger than a pinhead. The dark sphere continues to pull all towards it... until suddenly there is a high pitched bang and flash, and it finally completely self destructs. There is no remains of Whirlwind or the Ziggurat...bar the crater where it once stood.

The players have defeated Whirlwind...and sent a message to all evil doers...they are the Galaxy's Mightiest Heroes!

**EXCELSIOR!**

# VON DOOM ZIGGURAT



# WHIRLWIND (Villain)

## Lost daughter turned killing machine

Like most young Asari in the Maiden stage, Lokara Odani wandered, indulged and engaged in several stupid adventures, even more so since her mother became a justicar before Lokara was even 100. She got involved with Section 808, at first as a willing participant in the research...until Lokara's biotic skill and knowledge of technology gave the joint heads of Section 808, Zilo and Milo Craan an idea. They had been trying to add powers to existing soldiers. Instead, they decided to merely improve on what they had available.

Lokara was hollowed out, at the genetic level. What was left was merely the biotic potential and genetic flexibility of an asari, upgraded with alien traits, an onboard VI, and enhanced Tech powers. It didn't take long for Whirlwind to break free, destroy the facility and corrupt records of its abilities. But aware of its weaknesses, especially its need for more Dark Energy, it has been searching for Section 808s lost Prothean relic, the Crux. With it, Whirlwind would be unstoppable.

Whirlwind looks like a humanoid wearing a suit of metallic grey armour. This is in fact Whirlwind's outer layer, and what remains within is not pretty, a mess of genetically tortured tissue and experimental tech.

Intelligence 3  
Wits 5  
Resolve 3

Strength 3  
Dex 5  
Stamina 3

Presence 1  
Manipulation 4  
Composure 3

**Health: 8**

**Willpower: 6**

**Armour: 7**

**Shield: 5 or Barrier: 8**

### Mental

Computer (Hack, Vis) 4  
Medicine 2  
Science (Explosive) 4

### Physical

Athletics 5  
Brawl 4  
Drive (fly) 3  
Firearms 1  
Larceny (escape) 4  
Stealth 5  
Weaponry (Omniswords) 4

### Social

Intimidation (silent and creepy) 3  
Persuasion (Indoctrinate) 4  
Streetwise 3

### MERITS:

**Universal Soldier 5:** Whirlwind is designed to be flexible, and so has a range of powers. The limitation is that Whirlwind's dark energy reserves only allow up to 5 dice, spread out over all powers. There is no wait time between changing powers, but Whirlwind can only make 2 attacks per round. Biotic powers are marked (B), tech (T)

\* **Throw / Pull (B):** Resolve + Composure + Throw /Pull; successes equal to the Size of the target (5 for most humanoids, although smaller areas may be targeted for lower difficulty. Does no damage.

\* **Warp (B):** Resolve + Composure + Warp. This is a ranged attack, and normal penalties/bonuses apply. Warp is particularly effective against biotic barriers. When Warp hits a target with a barrier, it removes [successesx2] levels of the barrier.

\***Barrier (B):** Roll Resolve + Composure + Barrier, maximum barrier is Resolve + Barrier

\***Levitate (B):** Resolve + Composure + Levitate; A biotic who uses Levitate takes no falling damage, and can multiply their jumping distance by the number of dots they possess in the skill. 5 successes allows upwards travel.

\***Indoctrinate (B):** Manipulation + Persuasion + Indoctrinate vs targets will. Allows Whirlwind to dominate the mind of another, turning them into a willing pawn. Requires physical contact.

\* **Back up shield (T):** Intelligence + Computers roll + Back Up Shield, which restores [successes] levels of Shield.

\* **Combat VI (T):** Roll Dex + Firearms + Combat VI for enhanced ranged combat, or Combat VI as a bonus to notice.

\* **Enhance Physique (T):** 3 points raises a stat by +1, 3 by +2, 5 by +3.

\* **Hack AI (T):** Manipulation + Computers + Hack AI - Target's Size. Can be used to dominate VI and other computer systems. Does not require physical contact.

\* **Medigel Weave (T):** Int + Medicine + medigel, regenerates successes as health.

\* **Overload (T):** Manipulation + Computers + Overload against target's Defence. Success removes [dots in Overload] levels of target's shield

\* **Tactical Cloak (T):** Roll Wits + Stealth + Tactical Cloak, successes reduce attack or spot rolls

**Fighting Finesse:** Whirlwind uses Dex, not strength, for melee and weapon attacks

**Combat Style: Group fighting 5:** Whirlwind can fight up to 5 people concurrently and does not lose any defence dice for doing so. However each attacker must be in melee range to apply.

**Omnidextrous:** Whirlwind isn't just ambidextrous, but has prehensile feet too. These can be used for combat or fine manipulation. However it only gets a maximum of 2 attacks per round.

**EQUIPMENT: Omniswords X 2:** 4 L damage.

**Assault Rifle:** 4L damage, 30 round thermal sink.

# CAPTAIN AMERCAND

## Turian Super-Soldier

"Hero of the Krogan Rebellions" is what the Vids said back in the day. Everyone's seen the image of him punching Overlord Kredak. And yet, Captain Rojaz Amercand is a Turian of humble beginnings. An orphan on a Turian colony in the Apien Crest, near the Krogan DMZ, Amercand was small and sickly. Unlike some of his contemporaries who grew up with a loathing for the expanding empire of the Krogan, Amercand was not interested in going to war just to win the Turians a space on the Council. He didn't even hate Krogan. He did it to try help end a war that had thousands of innocents getting killed daily. Yet, too ill to get into the Turian military, he volunteered for a scientific experiment. A joint effort of the Salarian Special Task Group (STG) and Turian Intelligence, it would turn otherwise unsuitable candidates into super-soldiers. After his successful enhancement, a treacherous Salarian killed the lead scientist, the sole expert in the process. The assassin, a member of Section 808, a rogue Salarian intelligence unit turned supremacist movement, as they feared uplifting other races only undermined the Salarian's position. Most of Amercand's actions during the Krogan rebellions actually were against Section 808, and their numerous machines of destruction. Sometimes he fought Krogan in the unwitting employ of 808. Eventually he tracked the leader of Section 808, Sal Ruk, to his secret base in the Terminus Systems, where he found their most nefarious weapon yet – a bomber with limitless range and stealth. Amercand managed to hijack the bomber mid flight and in the fight with Sal Ruk, the bomber jumped to FTL, wildly off course and crashing, presumably killing Ruk. Amercand, due to his super-soldier physiology, entered a cryogenic sleep... waking up 1400 years later in 2185. Amercand has yet to hear about the Genophage...

Intelligence 3

Wits 5

Resolve 5

**Health:** 10

**Mental**

Academics (Tactics) 3

Computer 2

Investigation 3

Strength 5

Dex 5

Stamina 5

**Willpower:** 10

**Armour:** 4

**Physical**

Athletics (Throw) 5

Brawl 5

Drive 3

Firearms 2

Survival 5

Weaponry (Shield) 5

Presence 5

Manipulation 2

Composure 5

**Shields:** Special

**Social**

Animal ken 2

Expression (art) 2

Persuasion (Epic Speech) 4

### MERITS:

\***When Captain Amercand throws his mighty shield:** Amercand's shield is a unique and unreproducible item, a perpetual mass effect field. It is immune to Overload or any other tech powers. The shield has a dice rating of 5.

- **Defence:** any round Amercand has the Shield on him, he can make a Dex + Athletics + Shield roll, and reduce any incoming damage by successes rolled, as his shield intercepts the attacks – this applies to melee and ranged attacks, as well as biotics!

- **Attack:** Amercand can use it in melee or ranged combat; it is a +5 melee weapon, that does bashing damage; doing more than the targets size in 1 attack knocks the target out. If he throws the shield, it will return to him at the end of the next round, even if he moves during those rounds.

\***Assemble! (5):** Captain Amercand is a natural leader and a brilliant tactician. At the start of a combat scene, roll Wits + Academics(Tactics) + Assemble: Every success is a bonus dice pool that can be shared with one or more of the other characters each round, as long as they are doing an action that is part of one of Amercand's plans. as long as the other character is in radio contact and Amercand gives the go ahead to a new action, the bonus applies.

\***Perfect Physical Specimen:** Amercand never suffers unskilled penalties for physical, and only -1 on unskilled mental rolls. He also is immune to poisons and drugs, and heals 1 L automatically at the end of every scene.

\***Radiation resistant:** A Turian's metallic skin grants +2 to resistance rolls against radiation.

\* **Code of honour (5 points):** Even for a Turian, Amercand has a very strong sense of honour. In combat, he is selfless and will put his team-mates before himself, give enemies the chance to surrender when possible, and use non lethal weapons, mainly his shield, over guns – he will take a life when absolutely necessary, but will try to avoid it where possible. Outside of combat, he is unerring polite and considerate. If Amercand is doing something that he considers moral and right, he gets a +5 bonus to Willpower rolls to resist coercion or mental effects.

\* **Dextro amino acid DNA:** Non-Quarian or Turian food normally poisonous to Turians. To Amercand, they have no effect, but provide no sustenance.

### EQUIPMENT:

**Pistol (3L)** 15 shot heat sink

**Equipment Belt (+3 dice tools)**



# STANO TARK

Trillionaire. Genius. Scientist. Salarian.

Some men are born to brilliance. Tark considers brilliance dull. He is transcendently *superluminious*. And his successes are not to be sniffed at. In his short 18 years he has turned his parent's company into a galactic player in ship building, weapons tech, armour design, shield development and VI functionality. Tark is not a household name, but that's because, despite the name "Tark Industries", what Tark's company actually does is sell tech to the companies that do all the tedious manufacturing. This in no small amount is due to Tark's own genius and out of the box thinking. Salarians aren't driven by sexual urges, but Tark is about the only Salarian who might make someone think otherwise, given his playboy demeanour and flippant charm.

Tark was initially kept at arms reach by the Salarian Intelligence agency, the Special Task Group (STG), after the attack on the Citadel. Despite being at the bleeding edge of the tech curve, his personal unpredictability and tendency not to play well with others meant they didn't want to share their dirty secrets with him.

Tark, slightly offended, decided to set up 2 new departments – Recovery, and Acquisitions. Acquisitions went around buying up companies that had some promising leads, or more likely, shell companies from the STG and other intelligence organisations, and snatching up their toys before the spies could nab them. Most recent of these was Galactech, which turned out was the cover for a side project making super-soldiers...and run by a nasty bunch of Salarian supremacists called Section 808. One of these super-soldiers was Wrulk.

The other department, Recovery, found something very interesting...from old STG files and information gathered from 808's records, it is none other than the Nexus Predator, a prototype super-bomber. And on board... the ORIGINAL Turian Super-soldier. No wonder the Council want to talk to Tark now...

Intelligence 7

Wits 4

Resolve 4

**Health: 7**

**Mental**

Computer (Hack, VIs) 6

Crafts (Improvised Tech) 4

Politics (Industry) 3

Science (Mass Effects) 6

Strength 2 / 6 in armour

Dex 3

Stamina 2

**Willpower: 7**

**Armour: 10**

**Physical**

Brawl 0 / 3 in armour

Drive 4 / 7 in armour

Firearms 2 / 5 in armour

Larceny 3

Presence 4

Manipulation 4

Composure 3

**Shields: 5 / special**

**Social**

Persuasion (Fast talk) 5

Socialise (Loveable drunk) 4

Subterfuge (misdirect) 4

## MERITS:

**Armour:** Tark's armour is an unparalleled technological masterpiece, one so complex only he can utilise it properly.

Strength 6

5 shields

+3 to Brawl, Drive, and Firearms

Unlike normal shields, Tark's armour regenerates every round, even without an Int + Computer's roll.

If the armour's systems are Hacked or Overloaded (Shields are reduced to 0 and takes subsequent Overload, 1 system will shut down for every success – to bring them back online requires a Manipulation + Computer roll.

Due to its size (size 6) it is at -1 to defence in melee combat, and -1 to fine motor control, and -3 to stealth.

Onboard weapons

+3 to Hacking

Flight (Dex + drive + 3 to dodge)

+ 4 Investigation (counts as skilled)

anti-missile countermeasures (+3)

+ 3 Medicine for Medigel rolls

**Hack AI (4):** Roll Manipulation + Computers + Hack AI – Target's Size. The target will attack its former allies instead for a number of rounds equal to successes rolled. Use Intelligence + Computers for hacking outside of combat.

**Overload (5):** Roll Manipulation + Computers + Overload against target's Defence, as a ranged attack. Success removes [dots in Overload] levels of target's shield. Once shields are down, Overload has no further effect on organics. Successful use on synthetics without shields removes health levels at the same rate as shields.

**Stinking Rich:** Tark has more money than sense. If he is in a situation where spending money can solve the problem, he just needs to make a Presence + Socialise roll to succeed in throwing money at the problem. He can also get anything legal whenever needed.

**Eidetic Memory:** Salarians have near-perfect recollection of facts, people, places, names.

Hyperactive metabolism: Salarians only need 1 hour of sleep a day, and process thoughts and emotions far quicker than other races. To sustain their metabolism they must eat regularly. Where a human can happily function with 3-4 hours between meals, the Salarian equivalent would be about an hour.

## EQUIPMENT:

**Mass Repulsors (X2):** 2 L, unlimited heat sink

**Chest Mass Repulsor (X1):** 5 L, or 10L and automatically knocks out all shields, and 1d5 abilities for 1d5 rounds.

**Thanix Cutter:** Dex + Firearms, does 5 additional automatic successes damage, 1 use only.

# ZORAH

## Asari Justicar and wielder of the Prothean Lightning

Justicars are generally revered in Asari culture, as roaming selfless guardians of law and peace throughout Asari space. Part warrior, part monk, they are distant figures, both terrifying and reassuring. Zorah Odani is more the former.

Once a scholar of Prothean lore, Zorah eventually became obsessed with the ideal of their law, of the concept of embodied justice. Over many centuries, Zorah turned from from academic to zealot. Having burned all her academic bridges, at the age of 750 she became a Justicar. She had long alienated her friends and family, especially her one daughter, Lokara. Between hunting criminals and searching for Prothean legends, she became distracted and arrogant. Upon finding a Prothean artefact, the hammer Uru, she claimed it as her own weapon of justice. In theory, doing so was a breach of the Code, as Prothean technology should have been handed to the Council for study. Zorah chooses not to see it that way, and no-one has questioned that, or dared to.

Despite her hubris, Zorah realised that her daughter, barely 200 years old, had gone missing around 2183. The trail lead to a company called Galactech, and... monstrous experiments. Zorah has come to the conclusion that the terrorist Whirlwind is what's left of Lokara, though she will not admit this to anyone, bar those who prove themselves her equal. Zorah wishes to inflict justice on whoever murdered her daughter, and if possible redeem her daughter... for all her fanaticism, Lokara is still Zorah's soft spot.

Intelligence 3

Wits 4

Resolve 5

**Health: 9**

### Mental

Academics (Asari Law) 5

Investigation 4

Medicine 2

Occult (Prothean) 4

Strength 3

Dex 3

Stamina 4

**Willpower: 10**

**Armour: 3**

### Physical

Athletics 4

Brawl 3

Firearms 2

Survival 4

Weaponry (Uru) 5

Presence 4

Manipulation 3

Composure 5

**Barrier: 8**

### Social

Empathy (Detect lies) 3

Intimidation (Fanatic) 4

Persuasion 3

### MERITS:

**Biotics:** Biotics are strenuous to use. Non-Asari Biotics without a biotic amp cannot use their powers. Any biotic that wants to use their power must spend 1 Willpower to activate it. The biotic will regain these lost Willpower at a rate of 1 per scene, or to full with rest.

\* **Levitate 3:** Resolve + Composure + Levitate; A biotic who uses Levitate takes no falling damage, and can multiply their jumping distance by the number of dots they possess in the skill. 5 successes allows upwards travel.

\* **Barrier 3:** Roll Resolve + Composure + Barrier. Success results in a protective barrier with levels equal to successes, to a maximum of the biotic's Resolve + Barrier.

\* **Nova 4: Roll** Strength + Brawl / Weaponry + Nova: This is a biotic melee attack, made all the more potent due to the area affect of the Biotics. The drawback is that the attackers Barrier is reduced to 0 with the strike.

\* **Biotic Lightning (with hammer only) 4:** Resolve + Composure + Lightning: This costs 1 WP per usage, and does L damage.

**Alluring and compatible:** Asari have an exotic magnetism along with a figure that is pleasing to the observer, regardless of species. They gain 9 again on social rolls involving seduction and charm.

**Status: Justicar – Asari 4 / Council 2:** As a Justicar, Zorah automatically demands the respect of Asari, and to a limited degree, all Council races. She gains +4 to all social roles made to Asari, or +2 to Turians and Salarians

**Justicar Oath(5 points):** Justicars swear oaths called the Oaths of Subsumation. These pledge protection of the innocent, the punishment of the guilty, and defence of common law and the norms of Asari society. A specific oath, the Third Oath of Subsumation, binds absolute loyalty to the target of the pledge. This overrides the dictates of even the Justicar Code.

**Uru, Hammer of the Protheans:** Uru is more than just a melee weapon, it is a well of Biotic power. While in possession of the Hammer, Zorah does not have to expend WP to use biotics. Furthermore, she has access to Biotic Lightning (see above).

### EQUIPMENT:

Uru Hammer: 5 B as a melee weapon

# WRULK

## Krogan Scientist turned Monster

Not many would hire a Krogan, especially as a scientific researcher. Yet Wrulk is well read in the area of biotics, hard working, and easily controlled by Section 808, a rogue Salarian intelligence agency. Researching super-soldiers., Wrulk got the opportunity and resources to research enhancing regular soldiers with weapons grade Minagen X, aka Red Dust. Section 808 were focused on a drug that would have no effect on Krogan, rendering it useless to them. During a test, a system surge caused a number of subjects to be overloaded with the drug. Wrulk, being immune to the drug, as well as the lowest ranking researcher, was sent in to deal with the problem. Soaked in purified Red Dust and bombarded with Dark Energy, Wrulk was transformed. Instead of normal Biotic powers, his natural Krogan Blood Rage, normally suppressed in 'civilised' company, went into overdrive. Wrulk absorbed the entire supply of the Eezo drug into his body and destroyed the facility. Since then, Section 808 have been trying to recover Wrulk.

Recently, having gone to ground for over a year, Section 808 found him, and catching him unawares, managed to capture him using sedatives. Just as the Section 808 agents were returning to base, the new owner of Galactech, the dummy company the project was using as cover, arrived – Stano Tark. He had been deliberately buying up intelligence agency dummy companies, and the Section 808 agents had to beat a hasty retreat, without their prize of Wrulk. Since then, Wrulk has been hiding out with Tark.

Intelligence 3

Wits 3

Resolve 4

**Health:** 13 (Size 6, + 3)

### Mental

Academics (Biotic Theory) 4

Computer 3

Medicine (Biotics) 3

Science (Dark Energy) 4

Strength 5

Dex 3

Stamina 4

**Willpower:** 5    **Armour:** 6 (1 natural + 5)

### Physical

Athletics 4

Brawl (SMASH!) 3 / 5

Drive 1

Firearms 2

Survival 4

Weaponry (Improvised) 3 / 5

Presence 4

Manipulation 1

Composure 3

**Barrier:** 7

### Social

Animal Ken 2

Intimidation (Be Krogan) 3

Socialise 3

Streetwise (Biotic drugs) 2

### MERITS:

**WRULK SMASH! 5:** Wrulk has a Biotic Blood Rage even more powerful than normal Krogan. Unlike rare Krogan biotic Battlemasters, Wrulk is all about property damage and swinging his enemies around like a rag doll. Also, he has no access to his powers unless in Biotic Blood Rage; he does not possess a Biotic amp.

His Blood rage occurs either at will, or when he fails a resolve + composure roll. To end blood rage, he needs to roll current willpower. Entering Blood Rage is a free action.

While active, it grants +2 to Brawl and Weaponry, but -2 to all other skills, and allows Wrulk to ignore wound penalties. In addition to these normal Blood rage qualities, he gains the following abilities

\***Regeneration:** Downgrades 5 health of damage per round; Agg turns to Lethal, Lethal to Bashing, Bashing disappears.

\***Monstrous Strength:** Whenever Wrulk hits, he smashes – when he makes a successful strength roll, he adds his Smash! rating of 5 to the roll as AUTOMATIC successes.

\***Barrier 3:** Roll Resolve + Composure + Barrier every round Wrulk is in Blood Rage. He gains back barrier rating, up to his Resolve + Barrier rating.

\***Radiate Rage!** Roll Wrulk's current barrier rating as a pool. Anyone in physical contact with Wrulk at that time (such as being grappled) takes that as damage as Wrulk radiates destructive dark energy.

\***NO-ONE IS AS STRONG AS WRULK!** Any time Wrulk takes more than 6 damage in one attack, his Blood Rage intensifies. Every time, subtract -1 from each Mental and Social trait, and add 1 to each Physical trait, until both Mental and Social are at 1 (they can never go below this). Wrulk can only end this by defeating his opponent.

**And Angry About It:** Krogans suffer -1 on social interactions with anyone who hasn't proven themselves in their eyes. This increases to -2 against Turians and Salarians, thanks to their development and deployment of the genophage. Team mates are exempt from the penalty at the start of the game, as part of the Krogan's chosen "clan", although if they push their luck around him such exemptions might not last long.

### EQUIPMENT:

Shotgun: 4 L, 8's again, 6 shots per heatsink.

# SPINNERMANN

Does everything that a Spinner can

Parker Spinnermann is of the first generation to grow up with knowledge of the Council and alien races as a day-to-day fact. And he loves it. He went to college just to get a job on the citadel, and through he worked long hours and in numerous menial jobs, always revelled in the fact he was in *space* meeting *aliens*! Some took his exuberance as childish nativity, but that's part of Spinnermann's charm – people assume he's a dumb kid whose always cracking jokes, when he's actually a brilliant analyst and up and coming operative. He's still a bit young, and seen as too immature, for the Spectres... for now... but Niko Cheeld, a Drell Spectre (I know!) saw Spinnermann's potential and began training him, and using him on less important missions.

Since then, Spinnermann has been the one who cracked the Section 808 case. Back in the days of the Krogan Rebellion, they were a Salarian splinter intelligence agency with supremacist leanings. After numerous failed super-soldiers and doomsday weapons, they were shut down. Following on from the Geth Dreadnought attack on the Citadel (Spinnermann is smart but Cheeld has kept the secret about Sovereign's true nature from him), the various Citadel races opened up numerous defunct projects, desperate for new weapons ideas. The reactivated Section 808 focused on super-soldiers, such as a Biotic Krogan monster called Wrulk and Whirlwind. Details of the latter are scant, and Spinnermann thinks deliberately destroyed, but Whirlwind appears to be some kind of "Universal Solider" with extremely flexible abilities. And quite likely crazy. It took Whirlwind blowing up a space station for people to take Spinnermann's theory seriously...

Intelligence 3

Wits 5

Resolve 3

**Health: 8**

**Mental**

Crafts 3

Computers 4

Investigation (Patterns) 3

Politics (Council) 3

Strength 3

Dex 5

Stamina 3

**Willpower: 6**

**Armour: 3**

**Physical**

Athletics (web-swing!) 4

Brawl 3

Firearms 3

Larceny 3

Stealth 4

Presence 3

Manipulation 3

Composure 3

**Shield: 5**

**Social**

Animal Ken 2

Empathy (common sense) 3

Persuasion (Witty pun) 3

Socialise e 2

Streetwise 3

Subterfuge 2

## MERITS:

**"Spinny-sense!" 5:** Spinnermann has a finely honed intuition. He can make a Wits + Composure reactive roll to detect Ambush or other impending danger (such as something about to blow up), and gets a +5 to Initiative rolls.

**Omniweb 5:** Spinnermann's Omnitools can manufacture almost limitless amounts of nanofibre webbing. Combined with mass effect fields, he can create a number of effects:

\***Web-grab:** Roll Dex + Firearms + Omniweb to hit, Strength + Omniweb to move. Requires successes equal to size to move, but can target a part of a person or an object, as long as the target area can be moved without moving the main mass (ie, an Arm, or a lever)

\***Web-Swing:** Roll Dex + Athletics + Omniweb. Can move Successes X 10 metres in any direction per round using this power.

\***Web-Em-Up:** Roll Dex + Larceny + Omniweb vs – targets Dex. If succeeds, ties up opponent for rounds equal to successes. Targets can try to break the webbing with 5 successes on a strength + athletics roll.

**Wallcrawling:** Spinnermann's suit allows him to stick to walls. If he has a surface large enough to walk on, he can move on it at normal speed.

**Tactical Cloak 3:** Roll Wits + Stealth + Tactical Cloak, successes reduce attack or spot rolls against Spinnermann.

**Ambidextrous:** No off hand penalty.

**Direction Sense:** Does not get lost or confused when upside down.

## EQUIPMENT:

+3 Omnitool