

# DON'T FEAR THE REAPER

A

**MASS  
EFFECT™**

**GAME**

by Ciarán "Sarky" O'Brien

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# Crash Course in Mass Effect for the GM

The Mass Effect setting is “Space Opera”. Multiple alien races mostly getting along, a fairly optimistic outlook despite occasional setbacks. Think a cross between Star Trek and Babylon 5, with a bit of grit thrown in to stop it being too sickly sweet...

## Setting in a nutshell:

- **Main races:**
  - **Asari:** Oldest surviving space-faring race. First to discover the Citadel. Blue-skinned, all-“female” humanoid race with the ability to join their nervous system with any species via touch, enabling reproduction, mind-reading and the like. Average lifespan is over 1,000 years.
  - **Salarians:** Amphibious, slender humanoids. Second to find the Citadel. Established the citadel Council with the asari. Very fast metabolism and minds, making them short-lived intellectual prodigies (average lifespan is about 40 years). They developed the genophage used to end the Krogan Rebellions.
  - **Turians:** Militaristic reptilian humanoids with metallic skin (protects them from the radiation of their homeworld's sun) and a distinct flange harmonic to their voices. Largest military fleet in the galaxy. They deployed the genophage that ended the Krogan Rebellions.
  - **Krogan:** Once a Council race, until the Krogan Rebellions forced the near-sterilisation of their race by the genophage. Massive reptilian humanoids, very strong and resilient. Faced with extinction, most are fatalistic and enjoy little else but fighting.
  - **Batarians:** Four-eyed humanoids. Once a Council race, until human colonial competition and disgust at their tradition of slavery resulted in them shutting down their Citadel embassy. Mostly isolationist, those encountered are usually slavers, mercenaries or terrorists.
  - **Quarians:** Humanoids. Once a council race. They created the geth as machine labour, but they became sentient and drove the quarians from their homeworlds, for which the Council took away their embassy. Now they wander the galaxy in a Migrant Fleet, seen as vagrants by most. No immune system forces them to wear environmental suits their whole lives. As a result almost nobody knows just what they look like.
  - **Geth:** Artificial Intelligences created by quarians, which then turned on their creators and drove them from their home worlds. Most encountered are uploaded into humanoid combat frames, though multi-limbed tank constructs have been seen. Until the attack on Eden Prime, no geth had been seen outside their holdings in the quarians' old empire (the Perseus Veil) in centuries.
  - **Keepers:** An odd little race of multi-limbed creatures, about the size of a large dog. They are unique to the Citadel and were there when the asari first discovered it. They don't speak or interact with other races at all. All they do is maintain the Citadel, carry out repairs, occasionally moving furniture or building/dismantling things according to some pattern. Violence against the Keepers or interfering with them in any way is punished harshly by Citadel Law.

## Short history of recent events:

- Humanity is new to the galaxy. They encountered the turians in 2157, there was a brief war as humanity was trying to explore mass relays that were forbidden under galactic law, and when the Council intervened humanity was introduced to the galactic community. It is now 2183.
- Most technology is based on the “mass effect” of Element Zero (aka “Eezo”), which can raise or lower the mass of an area of space when treated correctly.
- Most people believe an extinct race, the Protheans, created the mass relays which allow instant travel between distant stars, and the Citadel. The Protheans became extinct about 50,000 years ago. Nobody knows why.
- The Citadel is a massive space station, home to over 13 million people before the geth attack. Almost every race and culture is represented there. It serves as the galaxy's political and cultural nexus. Most civilisations have an embassy there.
- In early 2183, the geth attacked the human colony Eden Prime, setting in motion a chain of events that culminated in the Battle For The Citadel.
- The Battle For The Citadel: A rogue Citadel Council operative (Special Tactics and Reconnaissance, or “Spectre”), the turian Saren Arterius, led an army of geth in an attack on the station, backed up by his massive dreadnought flagship Sovereign. Thanks to the human Commander Shepherd and allies, Saren and his invasion were stopped. Sovereign was destroyed, raining wreckage crashing into all areas of the Citadel.
- It is now late 2183. Commander Shepherd has left to pursue geth remnant forces in human space. Shepherd's allies have either joined the Commander's crew or gone their separate ways.
- The Citadel's police force, C-Sec, is still understaffed after the geth invasion. Large sections of the Citadel are still heavily damaged from Sovereign's destruction. Salvage and repair teams occasionally find geth remnants, making repair work slow and dangerous.
- Criminal groups on the station have become bolder, as C-Sec are spread too thin to respond effectively. Illegal activity is flourishing. Private collectors and shady corporate interests want the wreckage of Sovereign for study, and pay great sums of money to anyone willing to risk the quarantines and contravening Citadel law to acquire them.
- The bar called Chora's Den in the Wards of the Citadel has always been a haven of illegal activity. It is currently managed by a human named Korden Lynch. It is rumoured he works for an immensely powerful information dealer called the shadow Broker.
- The players are Korden Lynch's top specialists, paid top dollar and given the toughest jobs. So far they haven't disappointed.

## Summary of System:

This game uses the new World of Darkness system, with some slight variations. People familiar with nWoD should check the bits on shields and special powers on pages 7-8.

Characters have a certain number of dots in an attribute and a skill.

**Basic Rolls:** Players roll a number of D10s equal to the number of dots in both the relevant attribute and relevant skill. Each die that comes up 8 or higher counts as a success. If a 10 (0 on most D10) is rolled, it explodes (it counts as a success and is rolled again, potentially adding 2 or even more successes) The more successes, the better the task was performed. 1 success is usually enough for simple tasks. More difficult tasks require more successes. Eg. Lifting a car would require 7 or 8 successes, impossible for all but the strongest characters.

Apply penalties to the number of dice rolled if the task being attempted is complicated by outside factors. So lifting a car while caught in a crossfire might cause a -3 penalty due to distraction and fear of getting shot (while they'd still need 7+successes!). Similar for being poisoned, terrified, suffering a broken limb etc.

In combat the amount of dice rolled is reduced by the Defense stat of the opponent, usually no more than 4-5, although faster or tougher opponents might have a higher Defense. Defense is listed on the character sheet of the players, and the stats section of each antagonist.

**Contested rolls:** Both parties roll the relevant dice pool (less penalties!), the highest number of successes wins.

Characters also have a **Willpower** stat. A point of willpower can be spent before any roll to:

Add a single automatic success to the roll

Add three dice to the roll

Willpower recovers completely after a good night's uninterrupted sleep.

Willpower is also rolled to avoid mental influences. For example if the players are threatened by a 5-tonne battledroid suddenly appearing and attacking, call for a willpower roll. Anyone who fails to get successes takes -3 to all their rolls while the droid is active. REMEMBER: Spending willpower means you have less dice for willpower rolls!

## Combat:

**Initiative:** Everyone rolls a D10 and adds their Initiative (Dex+Composure) to the result. Go in descending order.

**Surprise:** If anyone is caught by surprise they can make a Wits+Composure roll to catch it in time. If no successes are rolled, the person is cannot act in the first round and has NO Defense for that round apart from his armour.

**Attacking:** **Close combat:**  
Strength+Brawl for unarmed, Strength+Melee for armed.  
**Ranged combat:**  
Dex+Firearms for guns, Dex+Athletics for thrown weapons.

In either case, the Damage rating of the weapon used is added to the dice rolled unless otherwise noted (See Rocket Launchers!). For Close Combat, the target's Defense and Armour ratings are subtracted from the dice pool, so a player would roll 5 less dice if trying to hit an enemy with Defense 3 and Armour 2.

Targets of Ranged attacks do NOT apply their Defense as a penalty to the attack roll. They must look for other ways to avoid being hit, such as finding cover or diving to the ground prone, which presents its own problems...

**Other factors:** **Aiming:**  
+1 to attack roll. Takes 1 turn. Maximum bonus is +3.  
**All-out Attack:**  
+2 with close combat attacks; Player loses Defense until his next turn.  
**Autofire:**  
Short burst: Uses 3 shots at ONE target. +1 to attack roll.  
Medium burst: Uses 10 shots at up to 3 targets, +2 to each attack roll, but -1 per roll for every target above the first.  
Full auto: Uses 20 shots at any number of targets. +3 to each attack roll, but -1 for every target above the first.  
**Cover/Going prone:**  
Prone targets are -2 to hit. Cover gives -1 for barely concealed targets, up to -3 for substantially concealed targets. Targets fully behind cover get extra armour depending on the substance. A wooden door might add 1 to armour, where a foot of concrete might add 4-5 Armour. GM's discretion.

**Dealing Damage:** Once the appropriate bonuses and penalties are resolved, the remaining dice are rolled. If the penalties would reduce the dice pool to 0 or less, the player still gets to roll a single "chance" die. Any successes are damage, and subtracted from the target's shields or health.

**Shields:** Players and some enemies have "kinetic barriers", or shields. These act like extra health levels against ranged attack. Unless otherwise stated by a special kind of attack, damage is always subtracted from shields first. Once depleted, health levels may then be reduced. 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.

## **Biotics Explained:**

The term biotics refers to powers that are accessed and augmented by using bio-amps, or users thereof. The effects are produced through biological manipulation of dark energy, through controlling the electrical impulses of the nervous system to create mass effect fields from Element Zero nodules in the biotic's body. Only Asari are natural biotics, all other species must undergo exposure to Element Zero, usually while still young or in the womb, which more often than not results in terminal cancer instead of biotic ability. The various powers available range from knocking adversaries over to lifting them helplessly into the air, creating barriers impervious to enemy fire, or even unleashing small gravitational vortices that draw in enemies and environmental debris.

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.

### **Throw/Pull:**

The biotic rolls Resolve + Composure and adds a number of automatic successes equal to the rating of the power used. The target difficulty is the Size of the target (5 for most humanoids, although smaller areas may be targeted for lower difficulty, for example using Push on an arm to throw the target's aim off, or Pulling off the armour plating of an YMIR battlemech)

If the successes rolled = target's Size, the target is knocked prone. Each extra success moves the target [Resolve] yards in the appropriate direction.

These powers do negligible actual damage, but clever use can send enemies flying off rooftops or slamming into walls or dangerous hazards. They also knock their targets prone.

### **Levitate:**

The biotic rolls Resolve+Composure and adds a number of automatic successes equal to their Levitate. Target difficulty is equal to the Size of the object being lifted. For each success over the target's Size, the target spends 1 round lifted off the ground, unable to move or attack.

Levitate can be used on the user to "fly". 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. While it can be used on allies, it's much harder to control. Roll as if targeting an enemy. Successes above the ally's Size add to their own Athletics for the purposes of jumping, or subtract from falling damage.

### **Warp:**

The biotic rolls Resolve + Composure. This is a ranged attack, and normal penalties/bonuses apply. Armour soak is halved, rounding up, for [dots in Warp] rounds. If the target has no armour, it deals lethal damage equal to [dots in Warp].

Warp is particularly effective against biotic barriers. When Warp hits a target with a barrier, it removes [successesx2] levels of the barrier.

### **Barrier:**

The biotic rolls Resolve + Composure, adding their Barrier in automatic successes. Success results in a protective barrier with [successes] levels, to a maximum of the biotic's Resolve + Barrier.

## Tech Powers Explained:

Tech powers are accessed through a character's omni-tool. Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and manufacturing fabricator. They are often implanted into the forearm where a holographic display allows a user to control them. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment from a distance. Most people use them as a combination of PDA, communicator, remote control for household appliances etc. But more specialised and advanced models can be obtained which allow all manner of effects, such as overloading shielding systems, advanced decryption algorithms, or even firing supercooled or superheated sub-atomic particles at enemies.

Most tech powers are ineffective against shields and biotic barriers. Using a tech power on a target with a shield or biotic barrier will remove 1 level of the barrier, with no further effect.

Overload works on shields, but not biotic barriers.

### Overload:

Roll Manipulation + Computers + Overload against target's Defense, 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.

### Incinerate:

Roll Manipulation + Computers + Incinerate against target's Defense as a ranged attack. Success removes [dots in Incinerate] armour soak from target first, then attacks health. If more successes than target's Stamina are rolled in a single use of this power, target catches fire and takes damage over time. Organic targets are liable to panic.

### Cryo Blast:

Roll Manipulation + Computers + Cryo Blast against target's Defense as a ranged attack. Success snap freezes the target for [dots in Cryo Blast] rounds. Frozen targets are immobile. They have no defense and armour soak is halved rounding down as the intense cold makes it brittle.

### Hack AI:

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.

Note: This power is only used in combat. Use Intelligence + Computers for hacking outside of combat situations.

### Tactical Cloak:

Roll Manipulation+Computers+Tactical Cloak. Successes render the user invisible to the visual and technological scanning for [Tactical Cloak] rounds. If the user attacks while using Tactical Cloak, they add [Tactical Cloak] dice to their roll, as surprise attack damage.



## Game Synopsis:

The players are professional criminals. They do bad things for money. Industrial espionage, racketeering, extortion, assassination, you name it. Their boss is Korden Lynch, a human. He took over the bar Chora's Den after the previous owner, Fist, disappeared (something involving Commander Shepherd and a massive shootout, details are sparse).

Lynch has information on some of the sites where large bits of Sovereign crashed on the citadel. In two of these areas, Keepers have been acting strangely, so clearly something in the crash site is responsible, and any technology that could affect or control Keepers would offer a huge amount of influence on the Citadel. So Lynch wants the team to infiltrate these areas, find whatever's causing the Keepers to act funny, and secure it for extraction.

Between encounters they can visit some shady dealers to restock on ammo and grenades and the like, but items are scarce and prices are high. Plenty of opportunity for roleplaying or a couple of encounters if they're speeding along through the game.

The encounter in Tayseri Ward will be in a sealed off district by a big concert hall, quarantined by C-Sec due to loss of atmosphere. The team will be set upon by geth remnants who gathered around the wreckage of Sovereign here and made a sort of shrine out of it. Dangerous but desperate, they'll fight to the last, and the piece of Sovereign can be recovered by one of Lynch's dropships.

The Zakera Ward encounter is trickier. A mercenary group got there first and their ship escaped, although the team will be able to track it down in some manner (after they deal with rearguard and a battledroid!). They'll have to talk (or blast!) their way into the secure warehouse where the piece of Sovereign is to be unloaded, and steal the transport gunship holding it as reinforcements pour in. They'll then have to shake the angry mercs off their trail, most likely shoot down a few gunships.

Once they're clear, they can head to the dropoff point indicated by Lynch, where his lieutenants are waiting. The only problem is that once united, the two Pieces of Sovereign unite and melt all the lieutenants into a hulking great techno-zombie monstrosity! A violent escape ensues, amid very large explosions (and more innocent deaths of course), and they win the game! Huzzah! Except for the really angry crime boss and police forces and mercenaries out looking to kill them...

## Opening Scene- Chora's Den:

The team gets a call from Lynch- He has a job for them, high risk, high pay. Chora's Den is a dark seedy bar in the lower Wards. Its patrons either don't want to be disturbed (and violently protest if they are) or are there on business of a disreputable nature. Human and asari dancers are strutting their stuff in cages above the bar or in semi-private booths.

Lynch's office is out back, past some burly turian guards (and, for the more observant, a well-concealed gun turret). Lynch himself is a smartly dressed man, short slick black hair, thin serious glasses. He moves and speaks in a manner that, while polite and civilised, clearly indicates he is in charge, and used to getting his way.

He fills the players in on the details of the job:

- Wreckage from Sovereign is worth a fortune.
- He has reports suggesting two of the bigger crash sites have the Keepers acting strangely- Sealing off the wreckage, deliberately getting in the way of people to stop them getting close.
- He believes whatever landed there is powerful and valuable, and his employers want it.
- The players are to get into those two sites and find out what's making the Keepers misbehave, and then secure the site so one of Lynch's transport ships can pick it up.
- One site is in Tayseri Ward near the remains of the Dilinaga Concert Hall, the other is in Zakera Ward, near the Presidium, in a currently defunct section of the docks.
- The site in Zakera Ward is cordoned off by a heavy C-Sec presence, so the team should avoid it until later- Lynch is working on a distraction to draw C-Sec away, and will signal them when the distraction is triggered.
- The Tayseri crash site was heavily damaged, and the area has no atmosphere, so they'll need to pick up some breathing gear.
- Lynch's employers WANT the artifacts responsible for abnormal Keeper behaviour. He really doesn't care what the players do to acquire them, as long as they get away with it.

He'll open up to some Q&A for the players, volunteering the following information if someone is smart enough to ask for it:

- Other groups likely know about the sites too, so time is not on their side.
- C-Sec are an obvious threat, especially if they see crime being committed, but their response times are very low of late with the chaos and limited staff. If they are encountered they'll be well-armed and armoured with a lot of backup to call on.
- Mercenary groups are active on the Citadel. The most powerful is Blue suns, mostly human/turian, with mech backup likely. They're not very welcome in Citadel Space, but their reputation is clean enough to avoid being outlawed, so they have much more leeway than the others.
- There are still occasional sightings of geth on the Citadel. It's possible they're protecting some of the wreckage, hoping for a way off the station. They are well armed and exist in several configurations adapted for stealth, assault and close combat.
- If Lynch can't send a transport, he'll forward the team coordinates to the dropoff point. The team will then steal the wreckage artifact and bring it to the dropoff.

Once everyone's satisfied, Lynch hands them the coordinates for both sites and tells them to kit up and get out there. Armed as they are, Lynch provides them a car to take them to their first site. As time is important, and the Tayseri Ward site is nearest and least guarded, it is the best choice.

# Tayseri Ward: BLAST DEFECTS

The Keepers have erected a large wall (about 20m high) around the Dilinaga Concert Hall and some of the ruined commercial district surrounding it. The only way in is to climb (Dex or Strength+Athletics) or to drop in from above. Nobody is aware that a sizeable force of geth remnants is in the area, building an escape vessel from scrap and planning on bringing the artifact with them as a religious relic.

If they go in via the car they are easily spotted by the geth, and a well-placed rocket hits the car and forces a crash land into the Dilinaga Concert Hall. The whole geth force then surrounds the building and makes its way in. Clever players will be able to gain the advantage by taking cover and hacking into the Concert Hall's visual effects and lighting systems to create distractions. The hall is huge, with rows of seats, multiple balconies, and plenty of fallen masonry for cover for both sides.

If they climb over the wall there's a chance they won't be noticed by the geth in there: Make a Wits+Composure roll for the team of 4 Geth Stalkers- Lithe, fast geth with stealth technology and powerful sniping lasers built into their head. Add a bonus if the players are being obvious, or penalties if they're being stealthy. If the geth notice them they notify the main geth force by the artifact and set up an ambush for the players at a crossroads. If the players are able to notice them (Players can roll Wits+Composure, but the geth are using Tactical Cloak) before the ambush, it's a great chance to take out a powerful section of the geth force without confronting the heavier troops.

Once the ambush is done, the remaining geth will be dug in around the artifact in the ruins of a small building in a market area, and will fight to the last. Lots of pillars to shelter behind, rocks to levitate, cars to explode, roofs to collapse, that sort of thing.

## **Total enemies (See Antagonists page 16):**

4 Geth Stalkers, 10 Geth Troops, 1 Geth Destroyer

If they're doing really well, feel free to adjust the numbers against them. Another Destroyer bursting out from behind a wall would be cause for concern!

If you're feeling nice, throw them an ammo mod or two- Phasic or anti-personnel are appropriate.

## **Once the geth are destroyed:**

- They'll notice that a message arrived during the fight. It's from Lynch. The distraction to draw C-Sec away from the Zakera Ward quarantine cordon has begun, and he estimates it will remain effective for about 60 minutes. Vehicle travel to Zakera will take 15, so they have a little time...
- The team can radio Lynch's go-to guys and a transport will whisk in, load the artifact (some kind of defunct A.I. Core, impossibly complex to even the salarian or quarian, with odd protrusions on it, perhaps transmitters. Not working, in any case) and zoom off.
- There is, of course, no room for the players on the transport. They'll have to make their own way to the Zakera Ward site. If they lost the car, then they'll have to improvise pretty quickly...

## **Things that happened in the playtest:**

- Dar Killick created a distraction by hacking a car's electronics, loading it with explosives and remotely piloting it to smash into the geth.
- Teela used her Levitate biotics on herself to leap off a building and descend into the fight safely, kicking a geth off its feet in the process. A particularly good Levitate roll also allowed her to lift a large boulder and drop it on a geth, crushing it.
- Karok picked up a geth and used it as a weapon to beat up more geth.

# Zakera Ward: PASS, COLLECT

Getting past the C-Sec cordon is quite easy once Lynch's distraction is triggered- Players can clearly see quite a number of buildings maybe 2-3 kilometers further down the Ward on fire, some still exploding. Clearly these artifacts are worth a little collateral damage!

As players arrive at the crash site they see a group of Blue Suns mercenaries loading a piece of alien tech onto a transport ( a very generic one, there are thousands in each Ward like it), amid a pile of dead Keepers. The loading door shuts and it takes off. The remaining mercenaries provide covering fire to help it escape.

The players have to think fast:

- Dar Killick could hack the transport's systems to emit a certain signal, making it trackable.
- The team can chase after it, over and through the industrial terrain, swinging cranes, moving containers, etc.
- The team could try shooting it down. This would require anti-vehicle weapons (Firing one of those WILL alert C-Sec!), which they don't really have.

Whatever happens, they'll need to deal with the mercs attacking them on the ground.

## **Total enemies (See Antagonists page 17-18):**

4 Blue suns Troops  
1 Blue Suns Officer  
6 LOKI mechs

Throw them some more loot here if you like. Anything from the shopping list works, Blue Suns are well-equipped.

The Blue Suns are professional fighters. The LOKI mechs will advance steadily towards the players, laying suppressive fire to keep the players in cover and draw fire away from the Blue Suns, who try to flank and catch the players in a crossfire. Make sure the players know they're dealing with clever and dangerous enemies.

Ideally they won't be able to bring the transport down or catch up with it. But let them track it- Maybe they damaged it enough to make it emit a trail of smoke, or any number of possibilities. The trail leads to a "residential" area of the Zakera Ward- Where the workers live. The trail disappears here somewhere, so the transport must be nearby. There are numerous warehouses and businesses capable of holding the transport, but all are securely guarded. The team will have to go looking for information.

If, somehow, they manage to damage the ship enough to force it to land, make sure it lands far away enough for a Blue Suns response team to recover the artifact. There'll be a lot of people present at the crash site, who can direct the team in the direction the recovery truck headed.

Things that happened in the playtest:

- The players dealt with the rearguard force very easily, so I had the transport drop an YMIR battlemech on them. That gave them a nice challenge, as well as some nasty injuries!
- The players didn't damage the transport, but they managed to hack into C-Sec security cameras to track it and give them a rough idea of where it went. Blue Suns of course had equipment to interfere with video feeds so the landing site could be any of a dozen heavily guarded warehouses...

# Tracking Blue Suns: MAP RECHECKED

Whether they followed or forced the transport to crash, this is where the players end up, a cross between residential and warehouse district, full of surly dockland workers. The transport (or the truck used to recover it if that was shot down) could be in any of a dozen highly secure warehouses.

Streetwise players can ask around, hit the bars and pick up a little info. If there's time, a quick barfight wouldn't go amiss. One of the bar patrons will end up being a Blue Sun off duty. Seduction, intimidation, following him or some such will reveal the warehouse containing the transport and the artifact.

The warehouse is huge and crawling with dozens of Blue Suns. The artifact is being transferred to a Blue Suns gunship for transport off the station. They don't have much time.

There area lot of Blue Suns troops, but lots of cover. Large containers, massive shelves, low lighting... The team should have little trouble getting to the arifact.

**When the fight breaks out, see Blue Suns stats on pages 17-18. There are a LOT of troops throughout the warehouse!**

Allow for plenty of loot. Hell, have the Blue Suns using shiny ammo mods and EMP grnades themselves, this is a biggy!

Then things get interesting- Two massive crates in the warehouse burst open, revealing YMIR battlemechs, slowly but steadily advancing on the players! They best think fast and shoot faster!

However they deal with the battlemechs, when destroyed they go into meltdown mode- If Blue Suns can't have it, nobody will! There's no time to move the artifact to another ship, they'll have to fly it out. Allow them a narrow escape from the fusion reactors of two battlemechs blowing up and taking the warehouse's supplies of ammo with it!

And that's when the C-Sec gunships show up...

**What's the cargo?**

It appears to be another impossibly complex AI core, as badly damaged as the first, without the protrusions.

**Things that happened in the playtest:**

- Teela seduced a Blue Suns merc, convincing him to let her in to the warehouse for a bit of action. She sneakily transmitted the access codes to the team, allowing Enur'Saia to sneak in and set up a sniper nest. The others then barged their way in, Teela shot her plaything in the head, and Enur killed anyone who poked their head up to try and stop the players getting to the Blue Suns gunship the artifact had been transported to.
- In another playtest, the players ambushed an off-duty Blue Suns Troop and downloaded the warehouse location, layout and access codes from his omni-tool.
- When the YMIR battlemechs showed up, they were easily dealt with because the team had gotten to the gunship and trained all the weapons on them!

# Escaping C-Sec: MASS REDIRECT

If you're low on time, then forget stats and health levels and make it dramatic. The chase starts with 2 C-Sec gunships arriving on the devastation the players just caused, and giving chase. Zakera Ward is full of warehouses, heavy traffic of large transport vehicles, stacks of freight containers, cranes, and all that good stuff you might see in a Star Wars chase scene.

The pilot can make fancy flying rolls to outwit C-Sec (with a copilot on the lovely minigun!), or they can lower the exit ramp round the back and everyone else can shoot back. All sorts of fun stuff can happen here, allow for some creativity.

You can go with a pair of by-the-stats C-Sec gunships, or if it's been that type of game (or you're just short on time) forget the letter of the rules in favour of a big chase with lots of enemies, loads of explosions and C-Sec transport vehicles carrying a squad of officers jumping over to the gunship and trying to force it to land, or attacking the players! It's nearly end game, have some fun!

Korden Lynch will refuse to give coordinates for the dropoff zone until the pursuers are dealt with. Once they're gone, he'll redirect them to the correct site.

**See Antagonists page for gunship stats.**

## Things that happened in the playtest:

- Teela levitated EMP grenades over to the gunships, making them crashland.
- There was debate as to whether Teela levitate herself (or someone else like Karok! They won't see that coming!) out onto an enemy cockpit and shoot the pilot, leaping back in before it crashes. They were too scared of dying though...
- Dar Killick hacked into their flight computers and steered them off course, into other vehicles, bridges and such.

## Final Scene- MASS DISSECT:

Once they've gotten away from C-Sec, the players will want to drop off their precious cargo. Korden Lynch will, over a secure channel, direct them to the warehouse they're keeping the first artifact in.

They fly there in their shiny new gunship, the hangar doors open up, and Lynche's henchmen greet them and do all that back-slappy congratulations on a job well done, and they contact Lynch to confirm the job is done. The players will be happy to know that their funds will be transferred soon.

That's as far as they get, because once the second artifact is unloaded, they both burst into life, arcing with electricity and mass effect fields, and zoom off towards each other, colliding in a clang. Huge mass effect fields grab nearby henchmen and draw them screaming towards the device, cutting them open, remoulding flesh, lacing muscles with nanotechnology, combining them all into a hideous living frame with the AI core at the centre.

In a fractured, metallic voice, it roars:

**“I...I...SOV-OVER-RREIGNN-NN...”**

As one might expect, this will require a willpower roll...

I'm not including stats for this thing. It's as big as three YMIR battlemechs, crazy strong, crackles with energy, and possesses dramatically appropriate biotic and tech powers. It's slow moving so the players can keep out of range fairly easily. If they're unlucky enough to be hit, it breaks their shields completely and knocks off a health level or two as they crash into scenery with the knockback.

The abomination will try and smack the players about no end, and if they're dramatically getting the upper hand, will use its biotics to bring the warehouse down on top of them.

The gunship should remain mostly unscathed, so they can clamber back in and use its weapons to destroy the thing. It will of course go into meltdown, and there'll be a race to outrun the fireball explosion.

That's it, game over. Lynch will be rather upset. C-Sec will be out in force looking for the people who blazed a trail of destruction and murder across the Citadel.

But they DID get paid. It might be a good idea to take a holiday for a few months...

Hooray for everyone. There'll be a sequel in a couple of months at Itzacon. Come along, it'll be awesome. My game won't be too bad either.

# ANTAGONISTS:

## Geth:

The geth are a race of networked artificial intelligences that reside beyond the Perseus Veil. The geth were created by the quarians, as laborers and tools of war. When the geth became sentient and began to question their masters, the quarians attempted to exterminate them. The geth won the resulting war, and reduced the quarians to a race of nomads.

**Geth Stalkers:** Slight but agile geth with great speed and stealth. Typically ambush and distraction roles

**INT:** 2            **STR:**2            **PRE:** 2  
**WIT:** 4            **DEX:** 5            **MAN:** 2  
**RES:** 2            **STA:** 2            **COM:** 2

**Size:** 5

**Health:** 4

**Shields:** 4

**Defense:** 4 (no armour)

**Skills:** Investigation 3, Athletics 4, Firearms 3, Larceny 3, Stealth 4, Weaponry 1

**Abilities:** Overload, Tactical Cloak

**Weapons:**

**Sniper rifle:** (Implanted in head, cannot be salvaged after death)

**Dam:** 5            **Capacity (5)**    **Notes:** Sniper rifles have 8 again to damage and half armour soak, rounding down. User **MUST** spend a turn aiming, or the shot takes a -3 penalty.

**Geth Troops:** Most common geth seen. Basic arms and armour

**INT:** 2            **STR:**3            **PRE:** 2  
**WIT:** 3            **DEX:** 3            **MAN:** 2  
**RES:** 2            **STA:** 3            **COM:** 2

**Size:** 5

**Health:** 7

**Shields:** 7

**Defense:** 3 (+3 armour)

**Skills:** Investigation 3, Athletics 3, Firearms 3, Larceny 3, Weaponry 1

**Abilities:** None

**Weapons:**

**Assault rifle:**

**Dam:** 4            **Capacity:** 30    **Notes:** Poor vs. Armour. Armour is +1 against assault rifle fire. Semi and full auto fire supported.

**Geth Hunter:** Larger geth with stealth ability, tends to flank and engage at short range

**INT:** 2            **STR:**2            **PRE:** 2  
**WIT:** 3            **DEX:** 5            **MAN:** 2  
**RES:** 2            **STA:** 4            **COM:** 2

**Size:** 7

**Health:** 8

**Shields:** 8

**Defense:** 3 (+4 armour)

**Skills:** Investigation 3, Athletics 4, Firearms 3, Larceny 3, Stealth 4, Weaponry 1

**Abilities:** Tactical Cloak

**Weapons:**

**Shotgun:**

**Dam:** 4            **Capacity:** 8    **Notes:** Poor vs. Armour. Armour is +1 against Shotgun fire. Shotguns have 9 again to damage.



## Blue Suns Mercenaries:

The Blue Suns are a "private security organization", in reality a mercenary outfit, operating in the Skyllian Verge. The Blue Suns have a reputation for being both discreet and ruthlessly efficient, and as such charge a sizeable fee. They are well-equipped, well-trained, and usually operate with mech support (LOKI and YMIR mechs are common). While batarians are common in the group, Only humans and turians are found in Citadel Space.

**Blue Suns Troop:** Most common Blue Suns soldier. Professional soldiers, well-versed in tactics.

**INT:** 3            **STR:**3            **PRE:** 3  
**WIT:** 3            **DEX:** 3            **MAN:** 3  
**RES:** 3            **STA:** 3            **COM:** 3

**Size:** 5

**Health:** 7

**Shields:** 7

**Defense:** 3 (+4 armour)

**Skills:** Computer 2, Investigation 2, Athletics 3 Brawl 2, Drive 2, Firearms 3, Stealth 2, Weaponry 2, Intimidation 1

**Abilities:** None

**Weapons:**

**Assault rifle:**

**Dam:** 4            **Capacity:** 30            **Notes:** Poor vs. Armour. Armour is +1 against assault rifle fire. Semi and full auto fire supported.

**Shotgun:**

**Dam:** 4            **Capacity:** 8            **Notes:** Poor vs. Armour. Armour is +1 against Shotgun fire. Shotguns have 9 again to damage.

**Blue Suns Legionnaire:** Elite troops, usually commanding small operations. Versatile and dangerous.

**INT:** 4            **STR:**3            **PRE:** 3  
**WIT:** 4            **DEX:** 4            **MAN:** 3  
**RES:** 3            **STA:** 3            **COM:** 3

**Size:** 5

**Health:** 7

**Shields:** 7

**Defense:** 4 (+4 armour)

**Skills:** Computer 3, Investigation 3, Athletics 4 Brawl 3, Drive 2, Firearms 4, Stealth 2, Weaponry 2, Intimidation 3

**Abilities:** Overload, Cryo Blast

**Weapons:**

**SMG:**

**Dam:** 3            **Capacity:** 30            **Notes:** Poor vs. Armour. Armour is +1 against SMG fire. Semi and full auto fire supported.

**Shotgun:**

**Dam:** 4            **Capacity:** 8            **Notes:** Poor vs. Armour. Armour is +1 against Shotgun fire. Shotguns have 9 again to damage.

**LOKI Mechs:** Human-sized mechs, lightly armed and armoured.

**INT:** 0            **STR:** 3            **PRE:** 0  
**WIT:** 0            **DEX:** 2            **MAN:** 0  
**RES:** 0            **STA:** 4            **COM:** 0

**Size:** 5

**Health:** 5

**Shields:** 0

**Defense:** 2 (+2 armour)

**Skills:** Firearms 3

**Abilities:** None

**Weapons:**

**Pistol:**

**Dam:** 3            **Capacity:** 8            **Notes:** Poor vs. Shields and Barriers. Half damage, rounding up.

**YMIR Battlemech:** 12-foot tall human-shaped weapons platforms, heavily armed and armoured. Their only tactic is to advance while firing, occasionally stopping to fire a rocket.

**INT:** 0            **STR:** 7            **PRE:** 0  
**WIT:** 0            **DEX:** 2            **MAN:** 0  
**RES:** 0            **STA:** 6            **COM:** 0

**Size:** 9

**Health:** 15

**Shields:** 20

**Defense:** 2 (+7 armour)

**Skills:** Firearms 4

**Abilities:** Upon death, YMIR mechs trigger a self-destruct sequence, with an explosion powerful enough to bring down some buildings. Players should be given just about enough time to get out of the danger zone.

**Weapons:**

**Twin-linked Mass Accelerator Cannons:**

**Dam:** 5            **Capacity:** N/A            **Notes:** 8 again to damage. Often fired to pin enemies in cover as it advances.

**Rocket Launcher:**

**Dam:** 6\*            **Capacity:** N/A            **Notes:** \*Damage is not applied to attack roll! Instead it is added as automatic damage on a successful hit!

**Blue Suns Transport Ship:** Encountered in Zakera Ward. Fast, well-armoured, but no weapons.

**WIT:** 4            **DEX:** 4            **COM:** 4  
**Size:** 25            **Durability:** 5            **Structure:** 30  
**Skills:** Drive 4

**Abilities:** The transports has electronic countermeasures that impose a -3 penalty to anyone firing at it. They also render the ship very hard to track via technological means.

**Weapons:** None

## Citadel Security (C-Sec)(Just in case they come up):

Citadel Security Services (C-Sec) handles law enforcement on the Citadel. It is a volunteer police service answering to the Citadel Council. Before the Battle For The citadel there were over 200,000 C-Sec constables operating throughout the station, maintaining public order in the densely populated station, as well as providing pirate suppression, customs enforcement, and search-and-rescue throughout the Citadel and surrounding space. Roughly half of them died in the geth invasion, and so crime is currently thriving.

**C-Sec Officer:** Most common C-Sec. Experienced and resourceful.

**INT:** 3            **STR:**3            **PRE:** 3  
**WIT:** 3            **DEX:** 3            **MAN:** 3  
**RES:** 3            **STA:** 3            **COM:** 3

**Size:** 5

**Health:** 7

**Shields:** 4

**Defense:** 3 (+3 armour)

**Skills:** Computer 2, Investigation 2, Athletics 3 Brawl 2, Drive 2, Firearms 3, Stealth 2, Weaponry 2, Intimidation 1

**Abilities:** Can call for backup in the form of more Officers, who arrive in D10+4 rounds, or within 5 minutes outside of combat. Takes 2 rounds to activate.

**Weapons:**

**Pistol:**

**Dam:** 3            **Capacity:** 8            **Notes:** Poor vs. Shields and Barriers. Half damage, rounding up.

**C-Sec Special Response:** Officers who deal with hostage situations, bombs, and heavily armed criminals. Armed with military-grade weaponry.

**INT:** 3            **STR:**3            **PRE:** 3  
**WIT:** 4            **DEX:** 4            **MAN:** 3  
**RES:** 3            **STA:** 4            **COM:** 4

**Size:** 5

**Health:** 9

**Shields:** 7

**Defense:** 4 (+4 armour)

**Skills:** Computer 3, Investigation 3, Athletics 3 Brawl 3, Drive 3, Firearms 3, Stealth 2, Weaponry 3, Intimidation 3

**Abilities:** Can call for backup in the form of more Officers, who arrive in D5+4 rounds, or within 2 minutes outside of combat. Takes 2 rounds to activate.

**Weapons:**

**Assault rifle:**

**Dam:** 4            **Capacity:** 30            **Notes:** Poor vs. Armour. Armour is +1 against assault rifle fire. Semi and full auto fire supported.

**Shotgun:**

**Dam:** 4            **Capacity:** 8            **Notes:** Poor vs. Armour. Armour is +1 against Shotgun fire. Shotguns have 9 again to damage.

**C-Sec Gunship:** C-Sec Patrol division. Normally serves "coast guard" functions, such as search and rescue, piracy suppression, and interdiction of illegally transported materials. Fast and manoeuvrable

**WIT:** 4            **DEX:** 4            **COM:** 4  
**Size:** 20            **Durability:** 4            **Structure:** 25  
**Skills:** Drive 4, Firearms 4

**Weapons:**

**Twin-linked Mass Accelerator Cannons:**

**Dam:** 5            **Capacity:** N/A            **Notes:** 8 again to damage. Often fired to pin enemies in cover as it advances.

**Rocket Launcher:**

**Dam:** 6\*            **Capacity:** N/A            **Notes:** \*Damage is not applied to attack roll! Instead it is added as automatic damage on a successful hit!

## Going to the Shops: CASH EFFECT

If the players are zipping through the scenario, why not give them a visit to the markets to buy some shiny things that'll make shooting and blowing things up much easier? Have Korden Lynch call them and say there's a delay with the Zakera Ward distraction or something, so they have another hour to go buy stuff.

Players each have 2,000 credits on them, more if they choose to loot the bodies of non-geth (or loot abandoned areas or sell looted geth weapons). Be generous, but remember that this is all black market stuff, so prices are high and dangerous people will notice them buying a lot of stuff.

### **Medigel: 700c per dose**

Instantaneously heals [Intelligence + Medicine] health levels. Using in combat is a full action. Quarrians heal half that amount rounding down, due to their weak immune systems.

### **Frag grenade: 1,000c**

3 yard blast radius, anything caught within takes damage: Roll 4 damage, and add 4 automatic successes. Armour reduces damage taken, but Defense is useless.

### **EMP grenade: 4,000c**

3 yard blast radius, any electronic devices (omni-tools, scanners, civilian vehicles etc) caught within cease to function for a scene. Defense is useless.

**Shield Damage:** Roll 4 damage, and add 4 automatic successes. Lose that many Shield points.

Once without shields, geth and other synthetics take damage from EMP grenades like a frag grenade, except armour soak is halved, rounding down.

### **Ammunition modifications:**

These plug into most projectile weapons and modify the properties of the shot. They do not last forever, and need periodic replacement. Thanks to embedded copyright protection, they cannot be repaired.

### **Incendiary ammo: 5,000c**

If a shot causes damage, the target is set on fire, and takes 1L damage per round until extinguished.

### **Cryo ammo: 5,000c**

If a shot causes damage, target takes a -1 penalty to all rolls due to numbing cold. This stacks with further damaging hits, up to the target's Stamina, after which he is immobilised for 1 round and armour is halved, as per the Cryo Blast tech power.

### **Phasic ammo: 7,000c**

A successful hit only deals 1 damage to Shields, while the rest passes through as if the shield didn't exist. If target has no shield, the weapon deals 1 less damage.

### **Shredder ammo: 5,000c**

Shots with this weapon gain 9 again on synthetic targets (or 8 again if they already have it), but LOSE all "roll again" properties against organics. If the weapon already has 8 again, the shooter can now re-roll any 7s on the attack roll, although only 8+ still counts as a success.

### **Anti-personnel ammo: 5,000c**

Shots with this weapon gain 9 again on organic targets (or 8 again if they already have it), but LOSE all "roll again" properties against synthetics. If the weapon already has 8 again, the shooter can now re-roll any 7s on the attack roll, although only 8+ still counts as a success.

## Teela, asari biotic assassin:

Oh, the life of an Asari can be sweet. Just about every sentient race finds you attractive, your unique ability to meld your nervous system with a mate can let you see their secrets, their weaknesses... And the natural biotic talents that result from such nervous control make you far deadlier than your slight blue form suggests.

Asari go through 3 life phases. Maidens are driven by curiosity and the thrill of exploration (of the galaxy, of themselves or others, it's all the same). Mothers settle down and start families (or trade empires. Or mercenary companies.) Matriarchs, at several hundred years of age, tend more towards politics and contemplation. Right now you're a Maiden and loving it. Between working as a mercenary, trader, exotic dancer, thief and stranger professions, you've got a good feel for most alien cultures, their minds, strengths and weaknesses. Currently you are exploring that last part as a killer for hire, and Korden Lynch is making it very much worth your while. Hey, to truly appreciate the heights of virtue you have to see the depths of depravity, right..? Many asari have gone down this road before. Yes, it's a tricky path, but the enlightenment from seeing all shades of vice and virtue are hard to pass up. You've been working for Lynch for a few years now. He's a smart one. Rich, powerful, pretty much untouchable by Citadel Security. You have a team for the bigger jobs. A bunch of misfits, but they know their stuff, and you can trust them to have your back when it really matters. You've made a name for yourselves in the right circles. Not to mention a pile of cash. Another few years and you might have enough to buy a small ship and try the more sedate life of a trader...

## Other characters:

**Dar Killick, the salarian:** His genius is sometimes annoying. It will get him into trouble some day when he discovers something he really shouldn't have. And without his tech, a Salarian bleeds more easily than most. It'd be regrettable if I were the one hired to kill him when the time comes. Still, I'm sure he'd appreciate the humour of it before the knife slid home...

**Gatatog Karok, the krogan:** Even for a Krogan, he's angry. A lot of people mistake him for being stupid. It's always their last mistake. There's a big difference between being dumb and just not being complicated. And about the only thing in the galaxy more dangerous than a big angry Krogan is a big angry Krogan *with a plan*. If I ever decide to have kids, he'd be an interesting mate...

**Enur'Saia, the quarian:** Oh, he's a shifty one. Sneaky, cunning, and a damn fine shot with that rifle of his. Still, nobody likes Quarians, what with their vagrant shady ways, and that whole business where they accidentally created the most dangerous race of A.I.s to threaten the galaxy. Combine that with his race's frankly embarrassing vulnerability to common diseases and he's glad he has a team to watch his back, even if he doesn't want to admit it.

**Harry Nelson, the human:** He worries too much. He's a good medic, so maybe the whole respect-for-life thing gets in the way of the things we sometimes have to do. The job doesn't normally suit his type, but he fits in pretty well. He's seen Batarian atrocities, probably firsthand judging by the way he looks when he hears any mention of them in the news. When your back's against the wall, it's amazing what you find you're capable of.

## Enur'Saia, quarian Infiltrator:

As a child on the Migrant Fleet, you saw all the adolescents leave on their Pilgrimage. Most of them came back with something valuable- Coordinates for a mineral-rich moon, information on the Geth, a new ship... And they were welcomed back as adults. You assumed (and none of the adults decided to correct you) that anyone who didn't come back from the Pilgrimage had died somewhere along the way. It took until it was your own turn to realise that some Quarians might not want to come home.

This galaxy is truly amazing. There are so many cultures, so many incredible sights on countless worlds. Oh, and dislike of Quarians. 300 years ago your people made a huge mistake with the Geth, who destroyed most of your civilisation and drove you from your worlds. It seems the rest of the galaxy hasn't forgotten, and a lot of people hate Quarians on sight. Being a clever sort, you reasoned that not being seen would keep everyone happy. That way, the food vendor didn't have to yell and throw things, and you could still buy that meal, just leaving the money on the stall. The constant abuse however meant it wasn't long before you stopped paying. Racist bastard deserved a bit of theft, right?

Humans have a phrase: "slippery slope". You were so sure you'd find something valuable for the Fleet and end your Pilgrimage at the start, but within months you were stealing from various cultures. An unfortunate scuffle on Omega left you with blood on your hands less than a year later. A chance meeting with another Quarian who had decided to ignore the Pilgrimage and the cramped, duty-filled life of the Migrant Fleet left you angry with your peoples' expectations of you. Spite and fear and loneliness and desperation fed off one another, and somewhere along the line you ended up a professional criminal, a thief and assassin for a Human named Korden Lynch.

It's not a bad life, really. Lynch pays very well, the team he put together are competent, and don't judge you. Still, sometimes you wonder what your family would think if they could see you now. Would they be proud? Would they understand? Ah, maybe some day you'll go home and see...

## Other characters:

**Dar Killick, the salarian:** A technical genius in most respects, but nobody beats a Quarian at manipulating A.I.s. He's very logical and doesn't speak much, and that's not very endearing, but he's dependable and possessed of a dry sense of geek-humour once you get to know him.

**Gatatog Karok, the krogan:** Mother always warned me about Krogan. She told stories of the old Warlords who made killing and battle an artform. If the Salarians and Turians hadn't nearly destroyed them all with the genophage, Karok might have been one of them. Big, mean, and clever enough to appear stupid. Great to go drinking with, but don't expect him to carry you home when you pass out.

**Teela, the asari:** She looks cute, but I've seen her crush a man's skull *with her brain* for grabbing her ass. I don't think she's evil, exactly, but she does seem eager to experience the darker side of the job. Living a thousand or so years must give them an odd perspective on life...

**Harry Nelson, the human:** Ah, Harry. Another victim of circumstance, I can empathise with that. He's had it rough, with the Batarians and losing his family and all. No, it's not common knowledge, but to a Quarian most computer files aren't secure. And yes, if he knew I hacked his diary he'd beat me to death with my own leg, doctor or no...

## Harry Nelson, human medic:

It's a big nasty galaxy out there. You were one of the bright-eyed hopefuls who left Earth for the colonies of the Skyllian Verge, confident the First Contact War with the Turians (they just call it "The Relay 314 Incident") was just an unfortunate misunderstanding, and the galaxy wasn't all that bad.

The Batarians ruined everything. Slavers and practically terrorists, they destroyed your home and took your family. You were left for dead. By the time the Alliance Fleet could respond, the Batarians were long gone. Your wife, Jenny, and daughters Alice and Jessica, either dead or slaves in some awful corner of Batarian space. The Verge had nothing to keep you any more. A refugee, the Alliance offered you and a few other survivors transport elsewhere.

Some went back to earth. The rest found themselves on the citadel. One or two got into debt with the wrong crowd. Of those, just you were "lucky" enough to have skills the mob was looking for. This Korden Lynch was slick, well-connected, and knew exactly how to win you over- He had some friends who knew some people in Batarian space connected with the slave trade. He could make some calls, track down and find your family, maybe even set them free- IF you worked for him fixing up his wounded thugs and criminal agents. How could you say no to a chance at getting your family back?

That was a couple of years ago. You haven't given up hope with your family, but you are more resigned to your new life. You don't particularly like nature of Lynch's "business", but your experiences with the Batarians have taught you that you have to do what it takes to survive. And Lynch's pay gives you a better quality of life on the Citadel than some backwater colony next door to a bunch of slavers. The team you're working in now, they're professionals. You wish they didn't enjoy the cruder side of the job sometimes, but in fairness, you've seen worse.

## Other characters:

**Dar Killick, the salarian:** The brightest light burns quickest. They only live about 40 years, so they cram as much in as they can. Dar is a wizard at mechnronics, almost an artist. But he's damned hard to relate to. If he was a Human he'd be some combination of autism and OCD, but apparently all Salarians are like this...

**Gatatog Karok, the krogan:** Just like all the warrior races the old sci-fi shows were about, but without the pussyng around and biting social commentary. Karok's built for fighting and winning, and I've seen him do a lot of both. I'm bloody glad he's on your side. And while he doesn't gush praise or sappy sentiment, I know he respects my ability to patch him up when he's taken some nasty hits.

**Teela, the asari:** It's a strange species that can reconcile doing such horrible things with personal development. Teela is deadly, and has no qualms about doing nasty things to other people. And yet she sees it all as a step on the road to enlightenment or something. Is there no black and white with Asari?

**Enur'Saia, the quarian:** I don't get him. He says he's turned his back on his family and he's making his own path. I can respect the Independence thing, but you don't buy the rest. He must miss them.

## Gatatog Karok, krogan warrior:

No other race is as tough, or mean as the Krogan. Citadel Space was losing the Rachni Wars when The Salarians uplifted your people to a spacefaring race. With their high breeding rate and amazing resilience, the Krogan were perfect- They carried the war right to the Rachni homeworlds and wiped out the whole species. Freed from Tuchanka after victory though, Krogan continued settling worlds, even pushing out the original colonists with sheer numbers. The Krogan Rebellion was bloody and glorious. It says a lot about how bad the other races were faring that the Salarians and Turians developed and used the genophage.

The genophage was a brutal retroviral weapon that destroyed Krogan fertility rates, so maybe one in a thousand pregnancies resulted in a living child. Most Krogan have similar feelings about it- Hatred for the Turians and Salarians who inflicted this plague. A certain fatalism from the belief the your species is on the way to extinction. You certainly saw little point in anything but fighting, making you both very dangerous and very well-paid in criminal circles. Korden Lynch might be a soft human, but he gets you good jobs and he pays well. And the team he assembled for you is competent in areas you lack. They are worthy allies.

You met one Krogan recently who gave you pause for thought. Right after the Geth invasion, one of the people responsible for stopping Saren. Wrex kicked your ass. No shame in losing to a better fighter. He didn't kill you though. He told you he was heading back to Tuchanka, to remind the Krogan who they were. At gunpoint, if necessary. Something about his drive and ambition left you feeling something you haven't felt in over a century. Hope. Maybe you'll look him up sometime. Most other races assume because you're violent and blunt, you're also stupid. Suits you fine. Overconfident opponents make bigger mistakes when surprised. You're no scientist, no, but fighting takes smarts too. A smart fighter can take on superior numbers and win. Of course, it helps when you're built like a siege engine and screaming loud enough to make a Hanar squirt ink.

## Other Characters:

**Dar Killick, the salarian:** I don't hate individual Salarians for the genophage. That's naive and dumb. Still, he's soft and not much use in a straight fight. And of course his race DID invent the genophage... Right now though, he's still damned useful, and worth respect for his admittedly great talent with technology. Killing him would weaken the group, and that would be stupid.

**Teela, the asari:** What she lacks in brawn she makes up in speed and biotics. And when she fights, I can't help but admire the brutal efficiency. She'd make a worthy opponent, if it came down to it. It'd be a shame to kill her though, she's fun to have around. Fights break out a lot more often.

**Enur'Saia, the quarian:** He doesn't seem to care that the rest of the galaxy dislikes his kind. I can respect that. The sneaking and skill with a ranged weapon, I can respect that too. But he lies to himself, tries to pretend he doesn't miss his folks. That's stupid. If he doesn't come to terms with it somehow, it's a distraction that'll get some of us killed. If it comes to that, I'll make damn sure he dies for it.

**Harry Nelson, the human:** He's handy to have around. Not much this guy couldn't patch up. He's been through a lot and probably lost more, but he's still fighting. A very Krogan sentiment. I can respect his strong morals too, as long as they don't get in the way of the job.



## **Dar Killick, salarian techie:**

Newborn Salarians imprint psychologically on those present in their early days. Your birth was... Troublesome. You were born on a colony world on the edge of the Salarian Union, and the negotiations leading up to the breeding rights of your parents were a nightmare. So much so that at several points your mother's chambers were disturbed far too often by angry parties. As a result, you never imprinted particularly strongly on any one figure. Without that link of respect and obedience, it was next to impossible for your elders to manipulate you via the normal channels. This left you rather uncaring of some Salarian traditions. While you completely understand the rule of law and its importance in keeping a society stable, you don't really see it applying to everyone equally. Other species are bizarrely sentimental or adhere to similar codes as if they were the most important thing in the galaxy. It isn't logical. If you can exploit a game's rules to win, then why not do so? If someone hides their secrets behind a wall of security that is almost transparent, they can't expect people not to see them.

It is perhaps unsurprising then that by the age of 10 you were a wanted cyber-criminal on your homeworld. Flight was the most sensible option. Why stay and be caught if you could continue elsewhere? And if you kept your operations low key and stealthy, the chances of becoming wanted again were very low. Especially if you could find a patron to keep the law off your back. So when you eventually landed on the Citadel at the age of 15, and Korden Lynch's security systems were actually good at keeping you out of his files, you offered your services to him. He pays well and gives you jobs with interesting technical challenges- Hacking C-Sec servers, analysing encrypted data, planting false evidence in the mainframes of corporations who anger Lynch or his employers. You often work in a multi-species team for larger jobs which require brute force, or diplomacy and friendliness, traits you do not possess in abundance. It's a very satisfactory arrangement that has made you all significant profits.

You're 20 now, maybe halfway through your expected lifespan. No regrets worth the name. It would be nice to leave your mark on the galaxy though. Publish a paper. Make some kind of massive breakthrough in one of the sciences. We'll see.

## **Other Characters:**

**Gatatog Karok, the krogan:** Big. Strong. Resilient. Cunning fighter. Resistant to manipulation however, cleverer than he looks. Doesn't much like me, but recognises my skills and what they add to the group. Best keep on his good side, if he has one.

**Teela, the asari:** Strong biotic. Dangerous. Strange personal goals, deliberately being the villain to later appreciate being the hero more fully. Philosophical debate with her is very invigorating. Vast lifespan gives her culture a very long-term view of things.

**Enur'Saia, the quarian:** Excellent infiltrator and sniper. Knowledge of artificial intelligence is astounding. Could learn much from him, if he cared to talk about it. Quarian immune system is similarly fascinating. Too risky to infect him for study though. Far more useful alive.

**Harry Nelson, the human:** Good doctor, very good knowledge of multispecies anatomy and physiology. Would be useful in assassination, but moral qualms about the more unpleasant aspects of the job can cause hesitation. Best leave such tasks to the others. Misses his family. Emotional attachment causes him unnecessary stress, but also provides a focus. Curious balance.

## Teela, Asari Biotic Assassin:

**INT:** 3            **STR:**2            **PRE:** 3  
**WIT:** 2            **DEX:** 3            **MAN:** 2  
**RES:** 3            **STA:** 2            **COM:** 4

**Size:** 5  
**Initiative:** 7  
**Health:** 6  
**Shields:** 6  
**Defense:** 2 (+3 armour)  
**Willpower:** 7

### Skills:

#### Mental (-3 unskilled)

Academics 2  
Computers 0  
Crafts 1  
Investigation 1  
Medicine 0  
Occult 3  
Politics 2  
Science 1

#### Physical (-1 unskilled)

Athletics 3  
Brawl(fists) 3  
Drive 2  
Firearms 2  
Larceny 0  
Stealth 1  
Survival 0  
Weaponry 2

#### Social (-1 unskilled)

Animal Handling 0  
Empathy (lies) 2  
Expression 1  
Intimidation 0  
Persuasion (seduction)2  
Socialise 2  
Streetwise 1  
Subterfuge 0

### Abilities:

**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.

#### Biotics:

**Push:** 3            **Pull:** 2            **Warp:** 3            **Levitate:** 2

#### Equipment:

1 Medigel dose (Instantly heals [Intelligence + Medicine] health levels on target.)

#### Weapons:

##### Pistol:

Dam: 3            Capacity: 8            **Notes:** Poor vs. Shields and Barriers. Half damage against them, rounding up.

#### Kinetic Gauntlets:

Dam: 3L            **Notes:** Mass effect field reduces target's armour by 1. Uses Brawl skill.

## Enur'Saia, Quarian Infiltrator:

**INT:** 2            **STR:**2            **PRE:** 2  
**WIT:** 3            **DEX:** 4            **MAN:** 2  
**RES:** 2            **STA:** 2            **COM:** 2

**Size:** 5  
**Initiative:** 8  
**Health:** 7  
**Shields:** 4  
**Defense:** 3 (+2 armour)  
**Willpower:** 4

### Skills:

#### Mental (-3 unskilled)

Academics 1  
Computers(AI) 4  
Crafts 1  
Investigation 1  
Medicine 0  
Occult 0  
Politics 0  
Science 2

#### Physical (-1 unskilled)

Athletics 1  
Brawl 0  
Drive 1  
Firearms(Sniping) 3  
Larceny(Security)4  
Stealth 3  
Survival 1  
Weaponry 1

#### Social (-1 unskilled)

Animal Handling 0  
Empathy (lies) 1  
Expression 0  
Intimidation 0  
Persuasion 0  
Socialise 0  
Streetwise 2  
Subterfuge 1

### Abilities:

**Natural Mechtronics Experts:** All non-social rolls involving knowledge or use of technology/mechanics can use the higher of Wits and Intelligence, and such rolls all gain the "9 again" rule.

**Weak Immune System:** Medigel heals half the normal amount rounding down.

**Dextro amino acid DNA:** Non-Quarian or -Turian food or flesh or bodily fluid is fatally poisonous.

#### Tech Powers:

**Overload:** 2    **Hack A.I.:** 3    **Tactical Cloak:** 3

#### Equipment:

1 Medigel dose (Instantly heals [Intelligence + Medicine] health levels on target.)

#### Weapons:

##### Sniper rifle:

Dam: 5            Capacity (5)    **Notes:** 8 again to damage and half armour  
soak, rounding down. -3 penalty to hit unless aimed first.

##### Pistol:

Dam: 3            Capacity: 8    **Notes:** Poor vs. Shields and Barriers. Half damage against them,  
rounding up.

## Harry Nelson, Human Medic:

**INT:** 3      **STR:**2      **PRE:** 2  
**WIT:** 3      **DEX:** 3      **MAN:** 2  
**RES:** 3      **STA:** 2      **COM:** 3

**Size:** 5  
**Initiative:** 6  
**Health:** 7  
**Shields:** 7  
**Defense:** 3 (+3 armour)  
**Willpower:** 6

### Skills:

#### Mental (-3 unskilled)

Academics 1  
Computers 1  
Crafts 1  
Investigation (autopsy) 3  
Medicine(field) 4  
Occult 0  
Politics 0  
Science 2

#### Physical (-1 unskilled)

Athletics 2  
Brawl 1  
Drive 1  
Firearms(SMG) 2  
Larceny 1  
Stealth 0  
Survival 1  
Weaponry 1

#### Social (-1 unskilled)

Animal Handling 0  
Empathy 2  
Expression 0  
Intimidation 0  
Persuasion 1  
Socialise 1  
Streetwise 1  
Subterfuge 2

### Abilities:

**Ambidextrous:** No off-hand penalties

#### Equipment:

4 Medigel doses (Instantly heals [Intelligence + Medicine] health levels on target.)

#### Weapons:

##### Pistol:

Dam: 3      Capacity: 8      **Notes:** Poor vs. Shields and Barriers. Half damage against them, rounding up.

##### SMG:

Dam: 3      Capacity: 30      **Notes:** Poor vs. Armour. Armour is +1 against SMG fire. Semi and full auto fire supported.

## Gatatog Karok, Krogan Thug:

**INT:** 2            **STR:** 4            **PRE:** 3  
**WIT:** 2            **DEX:** 2            **MAN:** 2  
**RES:** 3            **STA:** 4            **COM:** 2

**Size:** 6  
**Initiative:** 4  
**Health:** 13  
**Shields:** 7  
**Defense:** 2 (+5 armour)  
**Willpower:** 3

### Skills:

#### Mental (-3 unskilled)

Academics 0  
Computers 1  
Crafts 2  
Investigation 0  
Medicine 1  
Occult 1  
Politics 1  
Science 1

#### Physical (-1 unskilled)

Athletics 2  
Brawl(Grappling) 4  
Drive 1  
Firearms 2  
Larceny 0  
Stealth 1  
Survival 2  
Weaponry(Improvised) 4

#### Social (-1 unskilled)

Animal Handling 0  
Empathy 0  
Expression 0  
Intimidation(Physical threats) 3  
Persuasion 0  
Socialise 0  
Streetwise 2  
Subterfuge 0

### Abilities:

**Blood Rage:** Free action. It lasts for the duration of the fight or until the Krogan successfully calms down. While active, the krogan ignores wound penalties, and Brawl, Firearms and Weaponry are +1, but all other skills are -2. Snapping out of it requires a Willpower roll. Failure means they stay in the fight, or shoot to kill instead of taking prisoners.

#### Weapons:

##### Assault rifle:

Dam: 4            Capacity: 30    **Notes:** Poor vs. Armour. Armour is +1 against assault rifle fire.  
Semi and full auto fire supported.

##### Shotgun:

Dam: 4            Capacity: 8    **Notes:** Poor vs. Armour. Armour is +1 against Shotgun fire.  
Shotguns have 9 again to damage.

## Dar Killick, Salarian Techie:

**INT:** 4      **STR:** 2      **PRE:** 1  
**WIT:** 4      **DEX:** 2      **MAN:** 3  
**RES:** 2      **STA:** 1      **COM:** 3

**Size:** 5  
**Initiative:** 6  
**Health:** 6  
**Shields:** 7  
**Defense:** 2 (+4 armour)  
**Willpower:** 5

### Skills:

Mental (-3 unskilled)		Physical (-1 unskilled)		Social (-1 unskilled)	
Academics	2	Athletics	1	Animal Handling	0
Computers(Hacking)	2	Brawl	0	Empathy	1
Crafts(Jury Rigging)	2	Drive	1	Expression	1
Investigation	3	Firearms	1	Intimidation	0
Medicine	1	Larceny	0	Persuasion	2
Occult	0	Stealth	1	Socialise	1
Politics	1	Survival	0	Streetwise	1
Science	4	Weaponry	0	Subterfuge	1

### Abilities:

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

**Hyperactive metabolism:** Salarians only need 1 hour of sleep a day, and process thoughts and emotions far quicker than other races. As a result they only live to about 40.

**Encyclopaedic Knowledge:** You know a bit about everything. You can roll Wits+Intelligence when confronted with something new to remember something relevant from a show/paper/news bulletin

### Tech Powers:

**Overload:** 2    **Incinerate:** 3    **Cryoblast:** 2

### Equipment:

1 Medigel dose (Instantly heals [Intelligence + Medicine] health levels on target.)

### Weapons:

#### Pistol:

Dam: 3      Capacity: 8      **Notes:** Poor vs. Shields and Barriers. Half damage against them, rounding up.

#### SMG:

Dam: 3      Capacity: 30      **Notes:** Poor vs. Armour. Armour is +1 against SMG fire. Semi and full auto fire supported.