

# GUNS ON THE RUN

A

**MASS  
EFFECT™**

**GAME**

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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.
  - **Hanar:** Resembling Earth's jellyfish, hanar use unknown means to float when not in water, “standing” maybe 7 feet tall (mostly tentacle). Hanar are excessively polite when speaking, and they have strong religious beliefs regarding the Protheans, whom they refer to as “the Enkindlers”.
  - **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.
- It is 2184. The players are criminal specialists, Who work for a man named Korden Lynch, paid top dollar and given the toughest jobs.
- Their last job was stealing some of the highly advanced wreckage from Sovereign that crashed into the Citadel. They succeeded, but the technology was semi-sentient and dangerous, and they had to destroy it.
- Combined with the massive collateral damage they caused along the way, the group has been “encouraged” by their boss Lynch to go into hiding for a few months.
- To that end, they've been sent to Omega station in the Terminus Systems, a region of the galaxy where Citadel law's influence is minimal.
- They are to meet with a hanar contact in one of the many bars on Omega who can help them disappear.

## 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).

Their last big job was to steal wreckage that fell from the flagship Sovereign when it was destroyed. As an advanced geth warship even wreckage would be priceless. They blazed a merry trail of destruction through the Citadel, fighting some geth remnant forces, a few C-Sec officers and a small company of Blue Suns mercenaries who were after the same wreckage. Korden Lynch didn't mind the collateral damage so much, seeing as the wreckage would fetch such a huge price. But when some of the stolen hunks of ship suddenly reactivated, killed a whole bunch of Lynch's lieutenants and (when the players destroyed them) destroyed a very large section of the station, Lynch was... Not so happy. And neither was the Citadel Council, who assigned a Spectre agent to hunt down those responsible. The players are as good as dead.

Lynch wasn't so dumb as to waste good talent, but the players were a liability right now and they had to get off the station and out of Citadel space. To that end he's sent them to Omega, in the Terminus Systems. There's a hanar there who specialises in making people disappear from the eyes of the law.

Alas for the players, the Terminus Systems are the home of Blue Suns. Blue Suns are not happy about the players botching a mission worth hundreds of millions of credits. Not long after the players meet the hanar a sniper round takes him out and they're on the run from a huge Blue Suns force intent on taking them alive.

The players will have to fight their way clear of the Blue suns and make it off Omega station to find the contact the hanar mentioned, a volus in the Crescent Nebula named Naza Dal, a wealthy shipping merchant with a side business in trafficking wanted felons. The players will have to make their way to Dal and convince him to help them. That may be tricky, seeing as Dal was visited by the Spectre hunting them, and has agreed to trap them.

If they can get out of Dal's trap they will be able to escape before the Spectre kills them. High speed ship chase through the cityscape of Nos Astra, escape through the mass relay, enjoyable shenanigans.

Tavion isn't licked, though. He's paid up a huge mercenary army to track them down! Unfortunately, they are Eclipse Company, hated rivals of Blue Suns, which are fast approaching from the opposite direction...

The players can hide in an asteroid field while the two armies beat the snot out of each other.

They can then go wherever they want.

**Note: 1:** The Antagonists page also includes stats for the Spectre hunting them down, Tavion Kelarris. The scenario as is doesn't really offer the chance to meet Tavion face to face, but I put him in just in case your game happens to go that way. Ideally he wouldn't die in an encounter, but use some backup plan to escape. Spectres are damned hard to take down.

**2:** On Omega, half the Blue suns troops are batarians. This might have an effect on Harry Nelson, who was a victim of batarian slave raids...

## Opening Scene: "... So a hanar floats into a bar..."

The players arrive on Omega station in the Omega Nebula. It's a dirty, nasty place full of criminals. The de facto ruler of Omega is Aria T'loak, and her word is law. Not that she really enforces much law. If you want to disappear from the galaxy for a while (or longer if you're not careful), Omega is a good place to start. Gangs are everywhere, but they give the players a fairly wide berth. It's a combination of then looking like dangerous professionals and a little word of mouth about what happened at the Citadel.

They're here to meet a hanar in a nameless bar in the depths of the station. A few inquiries with the locals (along with either a bribe or a good old threatening!) will give them directions to the bar.

This hanar is a go-to guy for their boss Lynch, and can get them started on disappearing. He floats into the bar with half a dozen burly krogan bodyguards and hovers near a seat before introducing himself.

Hanar are extremely polite, and always refer to themselves in conversation as "this one" or "it". This hanar's name is "Illuminates The Folly Of The Dancers". He will conduct himself exquisitely, even if the players are rude to him (although you should remind them that he does have a lot of armed bodyguards...)

He knows why the players are here, and tells them that in order to truly disappear, they must speak to a volus called Naza Dal, who lives on the planet Illium, in the Crescent Nebula a third of the way across the galaxy. Luckily the Omega mass relay can ferry them directly to the Illium system, with no need for stops along the way where they might run in to Citadel patrols. Naza Dal is expecting them, and has been fully briefed.

A bodyguard hands over a datapad contact details for Naza Dal.

A servant brings over a tray of drinks for everyone, and the hanar insists on a toast to their new lives. Immediately the hanar explodes over the players, and snipers take out his bodyguards. Amid the screaming they can hear gunships outside. If they peek out they'll see a MASSIVE force of Blue Suns Mercs advancing on the bar, far more than they can take. Over their comm channel they hear a batarian Blue Sun say:

**"We know you're in there. You cost us over a billion credits back on the Citadel, you bastards are gonna pay it back one way or another!"**

Their only option is to flee out the back, get off the station.

Give them an encounter with a few Blue Suns as they flee the bar. If they approach anyone they'll learn that Aria T'loak has given Blue suns permission to hunt the players, and her own forces are out looking for them too. They can't stay on Omega.

A stealth roll or two would be good for getting away from patrols on the ground and in the air. None of the encounters should cause them too much trouble, but SHOULD impress upon them just how screwed they are if they don't get off Omega. A couple of gunships can make strafing runs at them. Secretly roll a load of dice, to scare them, but only slight damage, as well as falling masonry, fuel tanks catching fire, crashing cars, that sort of thing.

### **Total enemies:**

4 Blue Suns mercs with one Legionnaire leading them at each encounter.

## Scene 2- "Escape from Omega"

Eventually the players will make it back to where their ship is docked. It's a public docking bay with several docking points in the one room, one side open to deep space, the atmosphere kept in with a mass effect field generated somewhere in the area.

In the docking bay, there are TWO YMIR Battlemechs on standby, with a dozen Blue Suns/Omega Security troops setting up a defensive perimeter. They can overhear the Blue Suns arranging for even more joint backup from the two forces. Reinforcements will be here soon, catching the players between a rock and a hard place.

Frontal assault on them is probably suicide, but a little cunning will make short work of them. Find and disable the generator making the barrier that keeps the air in, sneak onto the ship and use the weapons systems, reprogram the mechs to attack each other, or the mercs... Whatever they like.

Play this one fast and hard, to the players' advantage. They're up against time, have the reinforcements come in just before the original force is disabled, so they can retreat to their gunship while under fire and look cool while doing so.

### **Total enemies:**

- 5 Blue Suns troops
- 1 Blue Suns Legionnaire
- 5 Omega Security troops (Use Blue Suns Troops profile)
- 1 Omega Security Captain (Use Legionnaire profile)
- 2 YMIR Battlemechs

It is worth noting that the YMIR Battlemechs are magnetically attached to the ground, and will not be blown out into space should the barrier be disabled. It was hardly going to be THAT easy...

A dramatically appropriate (read "as many as will fit") group of reinforcements arrives soon after that force is dealt with, but by then the players will have a freaking gunship handy. If you want, throw in a Blue Suns gunship outside as they race through a field of debris and the murky Omega Nebula to get to the mass relay and escape.

## Scene 3- "This one knows of a volus on Illium..."

The players narrowly avoided death on Omega. As they fly away they are intercepted by Blue suns gunships. The Blue Suns are PISSED. They get plenty of incoming messages about how a given gunship pilot is going to kill them messily.

Quick space battle here. A couple of piloting rolls from whoever's driving, a few attack rolls from whoever's controlling the guns. If they're feeling a little crazy they can suit up and open the airlock doors to fire a rocket launcher or two at their pursuers (HINT: If the previous games are anything to go by, they most certainly ARE that crazy.)

Regardless, they should be able to zoom off to the mass relay and plot a course for Illium. The mass relay hurls them halfway across the galaxy in a matter of seconds. They have arrived in the Tasale System in the Crescent Nebula. Illium is only a few hundred thousand kilometres away, a simple task in a gunship with an element zero core.

Now they have a little time to relax, they can contact Naza Dal. He is indeed expecting them. Volus speak with deep, slightly breathless voices, speaking short sentences punctuated by a click-hiss as their pressure suits help them breathe. They are about 4 feet tall.

Naza Dal can be found in Illium's capital city Nos Astra. He has extensive shipping interests and according to the datapad the hanar gave them, has a side business in creating new identities for people who don't want to be found.

It's night time in Nos Astra when they arrive. Naza Dal has his own docking area near his offices. The players are greeted by a mech, who is to escort them to Naza Dal's office. They are led into a spacious waiting room with a magnificent view of the city, and told that Naza will be with them shortly. Servitor mechs offer them food and drink while they wait.

Then the lights go down. And the doors clang shut, locked. Over the intercom they hear Naza Dal:

**"I truly regret having to do this. There is a Spectre hunting you. He found me first, and threatened to destroy my business if I did not cooperate in capturing you. If it is any consolation your employer has been refunded. The Spectre will be here soon. Please, do not be difficult. He is a very dangerous man to cross."**

Of course, the players should escape. Options include hacking through the security doors, jury-rigging the servant mechs to blow a hole in the ceiling or floor, breaking the window and climbing outside (High winds!). Whatever they do, they'll end up running for their gunship on the roof. Internal security consists of servitor mechs, nothing they can't handle easily.

Just before the gunship though is a squad of asari commandos. These girls are dangerous. A shootout ensues. Asari commandos are well-armed and armoured, with biotic powers and strong guerilla tactics.

### **Total enemies:**

5 asari commandos.

As the last commando goes down and they board the gunship, they can see a squadron of unmarked ships approaching at speed. The Spectre. They receive a message:

**"I am Tavion Kalarris, Citadel Special Tactics and Recon. Stand down or we will open fire."**

## Scene 4- "With enemies like these..."

The players need to get away from Tavion and his squadron of gunships. If they stay above the skyscrapers they will fire. They're not as tough as the player's ship, but there are 12 of them. Their best bet is to try and lose them in the cityscape before escaping into space.

Queue a high-speed chase through Nos Astra. The city is massive, and the buildings are huge. Think New York but 2-3 Km tall all the way. If the players are creative they can do all sorts of things to lose their pursuers. Shooting down billboards, weaving in and out of traffic, diving down narrow gaps between buildings, playing chicken with massive fuel tankers... Between piloting, the ship's guns and a little cunning from the rest (In previous games the players have opened the doors during a chase to fire out, with the asari levitating EMP grenades straight into the enemy gunship's engines, and stranger things besides!)

I won't bother with stats for the Spectre gunships. This is a dramatic scene, keep the mechanics thin on the ground. A few choice rolls for piloting, guns, biotics and tech use should do "appropriate" damage to the Spectre squadron. Take note of the time while you're here, this is an easy scene to drag out or cut short as the situation demands.

Once they've shaken off Tavion and/or destroyed his gunships, they can flee the planet. Tavion still has a channel open for them though, and lets them know the following, in a rather irate voice:

**"You're only delaying the inevitable! I have a tracking beacon on the hull of your ship and a whole company of Eclipse Mercenaries behind me. We're faster than you. You WILL be caught. You can't escape Citadel justice! Now STAND DOWN AND SURRENDER!"**

True to his word, sensors will be able to pick up a very large number of ships coming up behind them. A quick calculation will confirm that they won't get to the mass relay in time.

Straight after Tavion's little speech though, they get ANOTHER message, this time from their old pals the Blue Suns:

**"A-HA! Found you! You didn't think you could escape, did you? You cost us too much money to just let you go! We have an entire company about to come through the relay! You're screwed. You can't outrun OR outgun us! You're SCREWED"**

An easy Intelligence+Politics or Streetwise roll will reveal to anyone who doesn't know that Eclipse and Blue suns hate each other. It will also reveal that there's an asteroid belt between Illium and the relay that they'll be able to hide in before either side catches up. If they land on a big enough rock they can get out and find and disable the tracking beacon Tavion attached!

Let them sit back and watch the fireworks. After an hour or so of combat, both sides will disengage and the way will be clear for them to escape.

What they do next is up to them. Do they go back to Naza Dal and "convince" him to help out like he should have? Do they go on the run without help?

Up to them. If you have time, make up an encounter or two for them. If not, well, the Spectre's dead, Blue Suns are dead, the battle just sparked off a major political shitstorm and nobody's looking to kill the players right now. **VICTORY!**

# ANTAGONISTS:

## Blue Suns Mercenaries (Or generic security, if necessary):

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.

**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:** 2

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

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

**Abilities:** None

**Weapons:** ONE of the following!

**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.

**Legionnaire/Captain:** 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 2, Cryo Blast 2

**Weapons:** BOTH of the following!

**SMG:**

**Dam:** 3            **Capacity:** 30    **Notes:** Poor vs. Armour. Armour is +1 against SMG fire. Semi and full auto fire supported. -1 to hit at "long" range.

**Shotgun:**

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

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

**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!

## Tavion Kalarris, Citadel Special Tactics and Recon:

Elite agent of the Citadel Council, with advanced training and equipment, extralegal authority, and no moral qualms about doing whatever is necessary to achieve his objectives.

INT: 4      STR:3      PRE: 3  
WIT: 4      DEX: 4      MAN: 3  
RES: 4      STA: 3      COM: 4  
Size: 5  
Health: 8  
Shields: 8  
Defense: 4 (+5 armour)

### Skills:

Academics	2	Athletics	4	Animal Handling	1
Computers	3	Brawl(fists)	4	Empathy (lies)	2
Crafts	2	Drive	3	Expression	2
Investigation	4	Firearms	4	Intimidation	3
Medicine	2	Larceny	2	Persuasion	3
Occult	3	Stealth	3	Socialise	2
Politics	2	Survival	3	Streetwise	2
Science	3	Weaponry	4	Subterfuge	2

**Abilities:** Overload 2, Cryo Blast 3, Incinerate 2

### Weapons: ALL of the following!

#### Spectre Pistol:

Dam: 4      Capacity: 30      **Notes:** Special ammo negates the usual drawbacks of a pistol.

#### Spectre Shotgun:

Dam: 4      Capacity: 8      **Notes:** Special ammo negates the usual drawbacks of a shotgun  
Spectre Shotguns have 8 again to damage.  
Useless beyond “medium” range.

### Other notes:

#### Special Tactics and Recon:

Tavion is a Spectre. He can go anywhere, do anything, and answers only to the Citadel Council. His mission is to bring back the players (who were responsible for massive civilian casualties back on the Citadel) preferably alive, but dead will do if alive becomes too much hassle.

#### Eclipse Mercenaries:

Tavion has a whole company of mercenaries at his disposal, from Eclipse Company. If you need to use them, use the Blue Suns template, but give the Troops Overload 2 and the captain Overload 3 and the Barrier 3.



## 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? Omega and Illium both have VERY relaxed trading laws. You can find almost anything, for the right price...

Players each have 1,000 credits on them, more if they choose to loot the bodies of whoever they kill. Be generous with loot on corpses, 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 penalty to all rolls equal to damage dealt, due to numbing cold, for 1 round. If the penalty beats the target's Stamina, 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:

Somewhere it all went horribly wrong...

To appreciate the heights of virtue, one must wallow in the depths of depravity. That is the mantra you've been living by for the last hundred years. You've tried it all- exotic dancer, bartender, concubine, scholar, assassin... Occasionally at the same time. When Korden Lynch offered you work as an assassin, you jumped at the chance, and it made you quite wealthy. At least, until your last job.

You'd always assumed being virtuous again was just a matter of stopping on the path and turning back. Now, you're not so sure. Recent events have resulted in a LOT of depravity. Those lofty peaks of virtue are looking very far away indeed, and... Well... If you're totally honest with yourself, you have to admit that you kinda *enjoy it*.

Some people are called to be heroes, to stand above the common masses, rise to every challenge, soldier on, bloodied but unbroken, inspire others to new heights of glory. Maybe your calling is to be a black-hearted killer. A *stylish* black-hearted killer, yes but a killer nonetheless. Oh well. All life is one in the end. You might as well enjoy it. And you always seem to enjoy it more when working with this crew...

## 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 Quarrians, 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:

You can't go home now. Not after what you did.

What started out as a Pilgrimige, a coming of age, turned into the realisation that some of the quarians who never came home *just didn't want to return*. One thing led to another, and suddenly you were working for Korden Lynch on the Citadel. Infiltration, hacking, extreme long range assassination, you developed a real flair for it.

You should have known that last job was too good to be true. Nothing good comes of stealing geth technology. It turned on you all, and a lot of people died as a result. You don't feel TERRIBLY guilty about it, but it did make life very awkward. And if the Migrant Fleet ever found out you had a hand in the disaster... No. You have a new family now. They're strange, borderline psychotic at times and extremely dangerous, but they're the closest to kin you have now.

## 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:

Out of the bloody frying pan.

Lynch had you by the balls. Even just a hint that your family might have survived the batarian slave raids made you his loyal servant. You've fixed up his wounded lackeys, stolen and cheated and killed for him, in the hopes that his word was true and he could find and free your wife Jenny, and daughters Alice and Jessica.

Now you might never know. That last job went seriously bad. Thousands must have died. Accidental, unintentional deaths, yes, but does that really make it ok? You'd do anything to get your family back. You have nothing left to lose.

Well, maybe your crew. True, they're dangerous scum, but they're YOUR dangerous scum.

## 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 pussying 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:

This really isn't all that surprising.

Well, having part of a geth ship come alive, squish a dozen men around it into a skeleton to try and walk its way off the Citadel was pretty surprising. The consequences of destroying it were plain enough to see. Killed a lot of people. Made a lot more angry. Some of those angry people have power. You're krogan, you'll never run from a fight. But You're not stupid. A Spectre and a mercenary corporation all hunting you ain't no fight.

So yes, there ain't no shame in running. It comes down to survival. And that's what krogan do better than any race in the galaxy. Having the old crew around helps. They're not krogan, but... Well they've survived almost as much as you have, so they're close enough. They may as well be kin. If you stick together, you'll keep on surviving. No matter the odds.

## 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:**

The reactivation of sovereigns AI cores was... Unexpected. More unexpected was its ability to produce powerful mass effect fields. Nearly killed us. Instead, we destroyed it. Should have made us heroes. Yes, destroying it killed thousands in the blast, but left unchecked it would have killed many times more. Moralistic Citadel Security doesn't like to see it that way.

Options afterwards were obviously limited. Lynch was angry. We were wanted throughout Citadel Space. No real choice but to go on the run. Heading to Omega now. Dangerous place, hive of scum and villainy. Oh well. Will at least be interesting. Always is.

## **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:** 3      **DEX:** 4      **MAN:** 3  
**RES:** 4      **STA:** 2      **COM:** 4

**Size:** 5  
**Initiative:** 7  
**Health:** 6  
**Shields:** 6  
**Defense:** 3 (+3 armour)  
**Willpower:** 8

### Skills:

#### Mental (-3 unskilled)

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

#### Physical (-1 unskilled)

Athletics 4  
Brawl(fists) 4  
Drive 2  
Firearms 3  
Larceny 0  
Stealth 1  
Survival 1  
Weaponry 2

#### Social (-1 unskilled)

Animal Handling 0  
Empathy (lies) 3  
Expression 3  
Intimidation 0  
Persuasion (seduction)4  
Socialise 2  
Streetwise 2  
Subterfuge 1

### 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:** 4      **Pull:** 3      **Warp:** 3      **Levitate:** 3

#### 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: 4L

**Notes:** Spend 1 willpower to channel a biotic power through a successful strike instead of dealing damage.

## Enur'Saia, Quarian Infiltrator:

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

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

### Skills:

#### Mental (-3 unskilled)

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

#### Physical (-1 unskilled)

Athletics 3  
Brawl 0  
Drive 2  
Firearms(Sniping) 4  
Larceny(Security)4  
Stealth 4  
Survival 1  
Weaponry 2

#### Social (-1 unskilled)

Animal Handling 0  
Empathy (lies) 1  
Expression 0  
Intimidation 1  
Persuasion 0  
Socialise 1  
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:** 3    **Hack A.I.:** 4    **Tactical Cloak:** 4

#### Equipment:

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

#### Weapons:

##### Upgraded Sniper rifle:

Dam: 5            Capacity (5)    **Notes:** 8 again to damage and half armour  
soak, rounding down. -3 penalty to hit unless aimed first.  
**Preysight scope:** Can track targets behind doors/crates etc.

##### Silenced Pistol:

Dam: 3            Capacity: 8    **Notes:** Poor vs. Shields and Barriers. Half damage against them,  
rounding up.  
**Silencer:** Detecting shot requires 3 successes on Wits+Compusure roll.



## Harry Nelson, Human Medic:

**INT:** 3      **STR:**3      **PRE:** 2  
**WIT:** 3      **DEX:** 4      **MAN:** 2  
**RES:** 4      **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(medical)2  
Investigation (autopsy) 3  
Medicine(field) 5  
Occult 0  
Politics 0  
Science 2

#### Physical (-1 unskilled)

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

#### Social (-1 unskilled)

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

### Abilities:

**Ambidextrous:** No off-hand penalties

#### Equipment:

5 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.

##### Upgraded SMG:

Dam: 4      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:** 15  
**Shields:** 7  
**Defense:** 2 (+5 armour)  
**Willpower:** 5

### 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.

**Incendiary Ammo:** A shot causing damage sets the target on fire, it takes 1L damage per round until extinguished.

##### Shotgun:

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

**Kinetic punch ammo:** On dealing damage, target rolls Stamina or is knocked back a number of metres equal to damage dealt.

## Dar Killick, Salarian Techie:

**INT:** 5                    **STR:** 2                    **PRE:** 1  
**WIT:** 4                    **DEX:** 3                    **MAN:** 4  
**RES:** 3                    **STA:** 2                    **COM:** 3

**Size:** 5

**Initiative:** 6

**Health:** 6

**Shields:** 7

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

**Willpower:** 6

### Skills:

#### Mental (-3 unskilled)

Academics 3  
Computers 2  
Crafts(Mechtronics) 4  
Investigation 4  
Medicine 1  
Occult 0  
Politics 2  
Science 5

#### Physical (-1 unskilled)

Athletics 2  
Brawl 1  
Drive 2  
Firearms 2  
Larceny 1  
Stealth 2  
Survival 1  
Weaponry 1

#### Social (-1 unskilled)

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

**Mechtronics:** Specialisation of Craft skill. Mechtronics is the ability to jury-rig working devices by clobbering together disparate pieces of equipment, eg. Overloading a personal shield generator to make a grenade, making the rocket launcher off a YMIR mech suitable for humanoid use, etc.

#### Tech Powers:

**Overload:** 2    **Incinerate:** 4    **Cryoblast:** 3

#### 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.

**Phasic ammo:** 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.

##### SMG:

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