

Oversigt over materialet

- **Spillerbriefingen** er en hjælp til din briefing af spillerne ved scenariets start.
- **Oversigten over hele afviklingen** giver dig et overblik i kampens hede.
- **Rollerne** består af en illustration, karakterark og en oversigt over gruppen ved scenariets start.
- Efter 1. akt kan spillerne vælge **background traits** og **special abilities** til deres karakterer.
- Til **mellemscenerne** mellem hvert akt får hver spiller et lille handout til at inspirere fortællingen.
- For at lette formidlingen af Mass Effect universet har vi vedlagt **billeder af lokationer og NPC'er**.
- **Stikordslisten til settingen** i hvert akt opsummerer grundlæggende facts om universet, og kan bruges af spillederen når settingen præsenteres, og af spillerne som reference senere.
- **Missionsbriefingerne** holder styr på plottet, så spillerne kan koncentrere sig om at spille rollespil. Disse kan også bruges af spillederen, når missionen i hver akt skal præsenteres.
- Til brug i 3. akt er der **separate briefinger til mennesker og turians**, indholdet af **en computer terminal** og **to bypass nøgler** der kan desarmere et atomsprænghovede...

Saks og limstift...

De fleste handouts skal bare printes, men nogle enkelte kræver lidt efterbehandling.

Missionsbriefingerne, stikordslisterne til settingen og de separate briefinger i 3. akt skal foldes på midten og limes sammen, sådan at man ender med et handout i A5 med print på begge sider.

Baggrunds traits og special abilities kan bruges både som oversigtsark (som ikke skal klippes) og som handouts til spillerne (som skal klippes ud).

Handouts til **mellemscenerne, computer terminal, bypass nøgler** samt **de tre spor til 2. akt** skal også klippes ud.

Spillerbriefing (varighed ca. 20 minutter)

Denne vejledning er tænkt som en hjælp til din briefing af spillerne, og vi foreslår, at du gennemgår følgende punkter med dem.

- **Tidsplan, præsentationsrunde og forventningsafstemning**

- Læs foromtalen højt for spillerne

- Tidsplan og struktur

*Briefing - 1. akt - **pause** - mellemscener - 2. akt - **pause** - mellemscener - 3. akt
I alt ca. 6 timer (med pauserne). 3. akt er kortere end de to andre.*

- Hvor meget kender spillerne til Mass Effect universet på forhånd?

Dette scenarie foregår ca. 30 år før begivenhederne i computerspillet Mass Effect 1, så gør opmærksom på at karaktererne ikke nødvendigvis har den samme viden som eventuelle spillere.

- Hvad er spillernes forventninger til scenariet?

Det er en god idé at lade spillerne fortælle om deres forventninger til scenariet. Så ved du, om der er noget, du særligt skal lægge vægt på i din briefing, for at deres forventninger kommer til at stemme bedst muligt overens med det scenarie, I skal spille.

- **Genren: Hvad scenariet er (og ikke er)**

Science-fiction (ikke fantasy i rummet)

Vi er i en relativt nær fremtid. Der findes fantastisk teknologi, men der findes ikke magi, "The Force" eller lignende. Ting kan forklares videnskabeligt. Det er en fiktiv men "realistisk" setting. Mennesker er stadig mennesker, selvom gen-terapi, implantater og lignende har forlænget levealderen til 150 år for de heldigste.

Action (ikke investigation)

Scenariet er en rollercoaster, og det må gerne køre i et højt tempo med masser af bulder, brag og biljagter. Der er et bagvedliggende plot og en mening med det hele, men det er ikke meningen at karaktererne skal stoppe op og undersøge hver en sten på deres vej. De er soldater - ikke efterforskere. Plottet skal nok komme til dem.

Drama (ikke melodrama)

Scenariet berører modsætningen mellem pragmatisme og idealisme. Hvilke valg er man parat til at træffe og hvilke valg er de rigtige eller de bedste? Der hvor scenariet gerne må gå lidt ned i tempo, men ikke intensitet, er netop når der opstår interessante dilemmaer som er spændende at udforske. Dramaet handler altså primært om det ydre, nemlig valg, moral og relationen imellem karaktererne. Der er ingen indre monologer i scenariet.

- **Gennemgå settingen vha. handoutet "Settingen i 2157".**

- **Spillerne vælger karakterer**
 - Udlever og præsenter karaktererne, og lad spillerne vælge efter interesse.

- **Gennemgå spilmeknikken vha. karakterarkene og prøv et enkelt eksempel**
 - **Psychological profile** er hints til rollespil - disse har ingen mekanisk effekt.
 - **Traits** og **tags** giver terninger og inspiration til beskrivelser når man skal klare en udfordring.
 - **Special abilities** er særlige færdigheder, som f.eks. kan inddrages i pressede situationer.
 - **Reservepuljen** består af syv ekstra terninger som kan bruges når man vil klare en udfordring særlig godt. Puljen fyldes op efter hver akt.
 - **Conditions** har dramatisk effekt, men ingen mekanisk effekt.
Forklar "Overheated" og "Shields Down".
 - **Udfordringer** skal i sidste ende klares med et slag fra en enkelt spiller.
(trait + tags + op til 2 valgfri tags + terninger fra reservepulje)
 - **Støttehandlinger** fra andre spillere kan gøre udfordringer lettere.

Pas på med ikke at bruge alt for lang tid på at gennemgå spilmeknikken. Spillerne vil få god mulighed for at blive fortrolig med mekanikken i den første scene i 1. akt. Her skal alle spillere først klare en individuel udfordring, og derefter en fælles udfordring med mulighed for støttehandlinger. Brug hellere tiden på at hjælpe spillerne med at forstå mekanikken ved hjælp af den scene.

I er nu klar til at gå igang med første akt. "Operation Tavs Torden".

Oversigt over hele afviklingen

Spillerbriefing

Første akt - Operation Tavs Torden

- 1.0 - Indflyvning til Shanxi (Briefing)
- 1.1 - Crash and Burn
- 1.2 - Der er noget råddent ved stedet her...
- 1.3 - Alle knækker før eller senere
- 1.4 - Heltene fra Shanxi

XP! Alle vælger baggrunds trait, special ability og fire nye tags.

Pause

Mellemscener

- A.1 - Tatoveringen
- A.2 - Talen
- A.3 - Journalisten
- A.4 - Exceptionel
- A.5 - Den rette motivation

Andet akt - Operation Sagte Skridt

- 2.0 - Under cover (Briefing)
- 2.1 - Præsidiat
 - 2.2 - Pete Haskins
 - 2.3 - Klinikken
 - 2.4 - Konkurrenterne
- 2.5 - Hangar P32

XP! Alle vælger fire nye tags.

(Palatina vælger baggrundstrait, special ability og otte nye tags)

Pause

Mellemscener

- B.1 - I gode venners lag
- B.2 - Afsked
- B.3 - Journalisten 2
- B.4 - Hemmeligheder og løgne
- B.5 - Helvedeshunden
- B.6 - Stilhed før stormen

Tredje akt - Operation Stille Hav

- 3.0 - At sone gamle synder (Briefing)
- 3.1 - Et sidste måltid
- 3.2 - Minestationen
- 3.3 - Nedstigning til sonden
- 3.4 - Et turian standoff
- 3.5 - Epilog



Alliance Navy Spec-Ops Unit



Lieutenant Robert Kowalski

Tactical Specialist

- Coordinates the unit with detached elegance
- Nurses his military career and strives for influence
- Rarely goes against his subordinates
- A real ladies man



Gunnery Chief Tara O'Reilly

Assault Specialist

- Charges headlong with total contempt for death
- Delivers close combat punches
- Drinks people under and trashes the rest
- Desk generals gets her piss boiling



Corporal Clearance Hoffer

Heavy Weapons Specialist

- In charge of grenade launcher, explosives and hand grenades
- Is a showcase of willpower and integrity
- Dreams of returning home
- A real stickler for the letter of the law



Corporal Eric Scharf

Infiltrator

- Delivers precision fire from a distance
- Scouts out terrain and anticipates ambushes
- Is never still for more than two minutes
- Capable of stating cold facts and hard truths



Specialist Lucia Maria Hidalgo

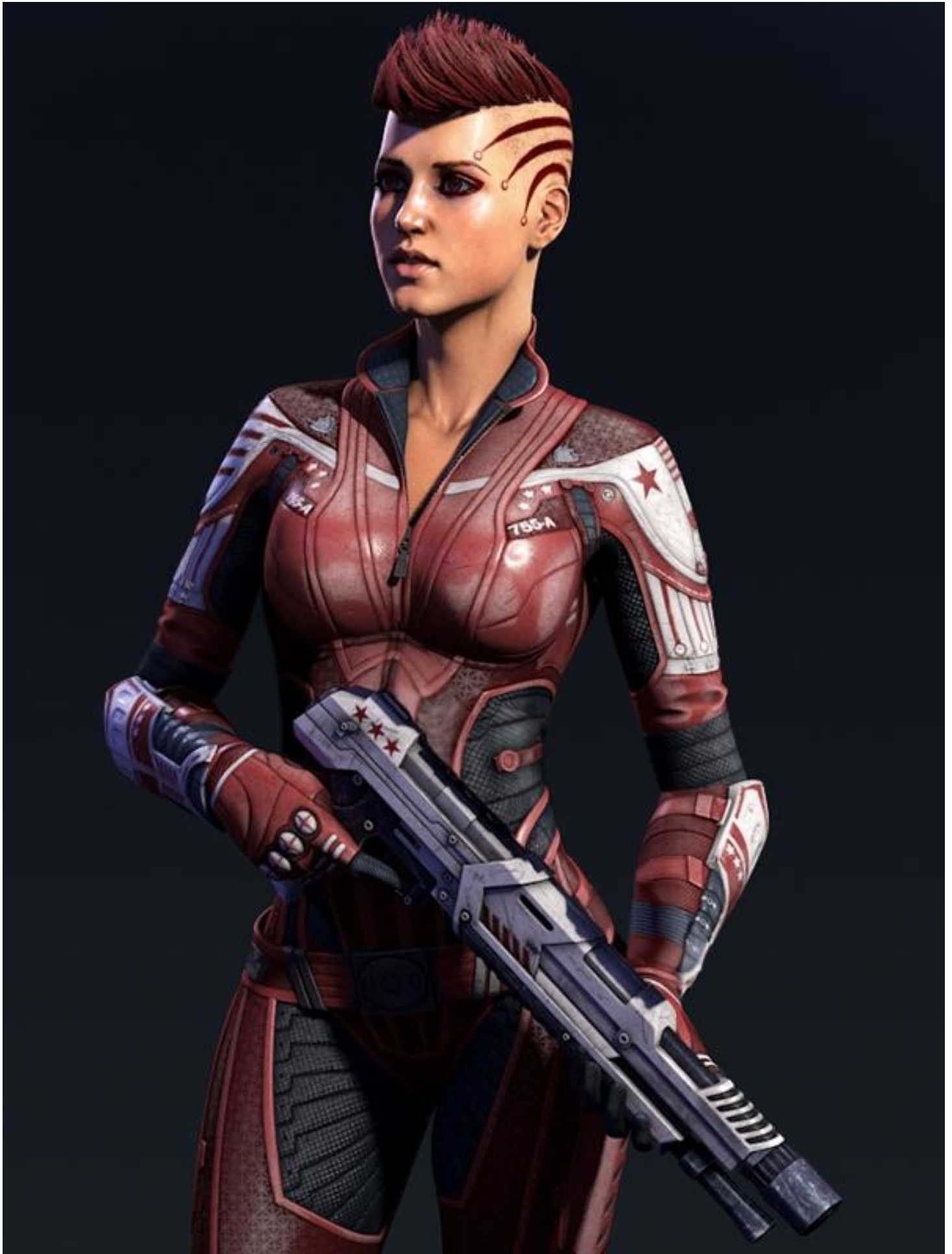
Combat Engineer

- Hacks, decrypts... and always finds a way
- Functions as the unit's combat medic
- Almost fearless – though without much military training
- A fountain of curiosness and high spirits

Lieutenant Kowalski



Gunnery Chief O'Reilly



Corporal Hoffer



Corporal Scharf



Specialist Hidalgo



Sergeant Kuros



Major Palatina



Background Traits - alle vælger et efter 1. akt

Disse repræsenterer hvad din karakter lavede før militæret, eller hvad karakteren har lavet i tiden mellem 1. og 2. akt.
(Experimental Biotic Training kan ikke vælges, men udleveres af spilleleder under særlige omstændigheder.)

Spacer

Home among the stars, Exploration, Navigation, Pilot, Zero gravity training, Diminished sense of privacy, Alien worlds, [At ease in the dark], [Religious beliefs], ["No one can hear you scream..."]

Drill Sergeant

Terrifying facial expression, All seeing eyes, Stare into submission, Enforcing discipline, Exemplary marine, Commanding presence, [Tougher than the rest], [Louder than the rest], ["Haul ass!"]

Born in the slums

Shady contacts, Streetwise, Illegal drugs, Getaways, Roguish charm, Dirty tricks, Breaking and entering, [Honor among thieves], [True desperation], [Hiding anything anywhere]

Black Ops

Lying about the past, Hard choices, Soft targets, Attractive scars, Urban warfare, Sinister mercenary contacts, [Sincere remorse], [Stone cold], [Plausible deniability]

Groomed for power

Political contacts, Wealthy, Etiquette, Firm handshake, At home in the bureaucracy, Cutting through red tape, [Socializing], [Good judge of character], [Backroom deals]

Private Security

Industrial insights, Security systems, Patience, Standing guard, Smelling trouble, Bribes, Corporations, Dirty secrets, [Vigilance], [Know when to quit], [Faking authority]

Hero of Shianxi

Famous among many, Popular among some, Always in the right place, Memorable, Begging favors, Accustomed to interviews, [Punching reporters], [Shaping public opinion], [Setting a good example]

Backwater Colonial

Disrespect for central authority, Prefab, Hanging out with locals, Frontier worlds, Mining gear, Improvised repairs, Jury-rigging [Troublemaker], [Endurance], [Moral compass]

Just drove a taxi before

People person, Talk about anything, Impressive cursing, Good sense of direction, Rush hour traffic, Follow that car, X3M anti gravity speeder, [Serene], [Road rage], [Hotwire anything]

Experimental Biotic Training

Terrible headaches, Neurological implants, When life is at stake, Biotic barrier, Lifting, Throwing, [Long distance], [Heavy impact], [Dismantling matter at the subatomic level]

Generelle Special Abilities

Du skal enten vælge den der allerede står på dit karakterark, eller en af disse.

Marksmanship

En gang per Akt må du slå alle de terninger om som du vil, på et slag der involverer at skyde med et våben.

Heavy skin weave

Du må undgå at tage en condition som følge af fysisk overlast. Kan bruges en gang per akt.

Shield Boost

En gang per akt må du slå alle de terninger om som du vil, på et slag der involverer dine shields beskyttende effekt eller det at genoprette shields hos andre eller dig selv.

First Aid

En gang per akt, må du slå alle de terninger om som du vil, på et slag der involverer fysisk eller psykisk førstehjælp.

Buddy

Du vælger en buddy blandt medlemmerne af jeres enhed. Når du hjælper og beskytter din buddy må du, en gang per akt, slå alle de terninger om som du vil.

Rival

Du vælger en rival blandt medlemmerne af jeres enhed. Når du har muligheden for at bevise at du kan udføre en handling bedre end din rival, må du slå alle de terninger om som du vil. Kan bruges en gang per akt.

Mellemscener 2157-2161

HANDOUT: Interval scene A.1

The Tattoo

You pass a newly established tattoo parlour. You're drunk, and the other soldiers at the shop encourage you to get an anti-Turian tattoo. What do you say to them? Do you get a tattoo?

SCENE: After the funeral feast of your fallen comrade - a few days after Shanxis liberation. The GM plays the other soldiers.

Let the scene last 3-4 minutes

HANDOUT: Interval scene A.2

The Academy Speech

On the first anniversary of the Battle of Shanxi you are invited to give a speech to military academy recruits to shed some light on the events that took place during the fighting. You must observe professional secrecy with regard to their specific mission, but are free to share your impressions of how turians act during war, the experience of coming face to face with aliens, the feeling of losing friends, etc.

SET THE SCENE: Make a short speech for the academy recruits (or choose a key excerpt from the speech you make).

Let the scene last 3-4 minutes

HANDOUT: Interval scene A.3

The Reporter

There's an upcoming election for the Alliance parliament. You are at or near an election rally for the *Terra Firma Party*. Terra Firma is running with a clear agenda of not engaging in military cooperation with any other races. You are greeted by a reporter who wants to ask you questions about why you are present at the election meeting (even if you just happened to come) on your views on Terra Firma and on your military past.

SCENE: At a well-attended election rally - one and a half years after the negotiated peace agreement with the Turians. The GM plays the reporter.

HANDOUT: Interval scene A.4

Exceptional

You have been summoned to a meeting with your Company's captain - Davis. You have shown biotic potential, and on behalf of the Alliance, Davis will offer you to be part of a formal biotic training program.

SCENE: In Davis' office - two years after the negotiated peace agreement with the Turians. The GM plays Davis.

Consider: What is your reaction? Do you accept?

[In that case, replace your newly elected **background trait** with background trait: Experimental Biotic Training]

Let the scene last 3-4 minutes

HANDOUT: Interval scene A.5

The Right Motivation

You have been hired to train the first human biotics. One of your trainees have great potential but have not yet managed to make even the simplest telekinesis. It is as if there is a mental block that you have to push him beyond. How do you do it? By threatening your trainees life? By breaking your trainees psyche? By feigning an emergency where another co-trainee appears to be in a life threatening situation? By putting yourself in a life threatening situation?

SET THE STAGE: Devise a short scene that ends when your trainee experiences his or hers first breakthrough. The scene takes place in the human biotic-training facilities, but where exactly in the facilities it takes place is up to you. Your trainee is one of the other characters - if he / she agreed to biotic training. Otherwise your trainee is played by the GM.

Let the scene last 3-4 minutes

Mellemscener 2161-2162

HANDOUT: Interval scene B.1

In the Company of Friends

After completing the mission, you all celebrate it in a bar. You are extraordinarily drunk, thrashes around, and tells the rest of the group some truths or some of your innermost thoughts.

SCENE: In a bar on the Citadel - shortly after completing the mission. The GM finishes the scene.

Let the scene last 3-4 minutes.

HANDOUT: Interval scene B.2

Farewell

You have received orders that you will be immediately transferred to another branch of the Alliance military, and that you are out of active combat service as of now. Where are you being transferred to? Is it a promotion to a desk job on the admiralty board, an exciting position as a researcher or an expert at the military academy, a comfortable position for old veterans ...or maybe a demotion?

Do you accept the order or choose to completely leave the military? Whatever you choose, your time together with your current unit is at an end, but you get the chance to say goodbye to them in this scene.

SET THE STAGE: Where are we? Who of the others are present? What are you telling them about your future? What are your parting words?

Let the scene last 3-4 minutes.

[You will receive a new character after this scene.]

HANDOUT: Interval scene B.3

The Reporter - 2

Finally, mankind has been allowed to open an embassy on the Citadel. You are present at the opening.

SET THE SCENE: A myriad of representatives from the various races are present at the opening. Describe the cheerful mood of the reception - especially the jovial tone between the races.

... Then a reporter approaches you. The GM plays the journalist.

Let the scene last 3-4 minutes.

HANDOUT: Interval scene B.4

Secrets and Lies

STORYTELLING SCENE:

Choose one of the other characters, and tell him / her the following story. You sit at the Citadel, a few months after the affair with the slave traders. Feel free to make small additions to the story:

You were recently on a mission in search of a spy. She had stolen a quantum computer with classified material from Alliance headquarters.

You and the rest of your intelligence team had chased her for several weeks. You had tracked her to a factory, where titanium alloyed spaceship parts were bathed in acid - in large large open containers.

You were alone when you found her. The spy. The traitor. She was already dead. The quantum computer was gone. Her head was partially dissolved: The wound in the head was shaped like the three-fingered hand of a turians...

But the worst thing ... You knew her and her family from long ago, before the military. You cared much for her. What did you do with the body? What did you tell the rest of the intelligence unit?

Let the scene last 3-4 minutes.

HANDOUT: Interval scene B.5

The Hounds of Hell

You are approached by an elegantly dressed, but anonymous person who tries to enlist you as an agent of Cerberus, a secret and pro-human organization.

SET THE SCENE: Describe the place where you are, when the Cerberus representative contacts you. Are we at a dinner for veterans of Shanxi? In a sleazy bar? At a cocktail party with the top of society? The GM plays the representative.

Consider: What is your reaction to his proposal?

Let the scene last 3-4 minutes.

HANDOUT: Interval scene B.6

The Calm before the Storm

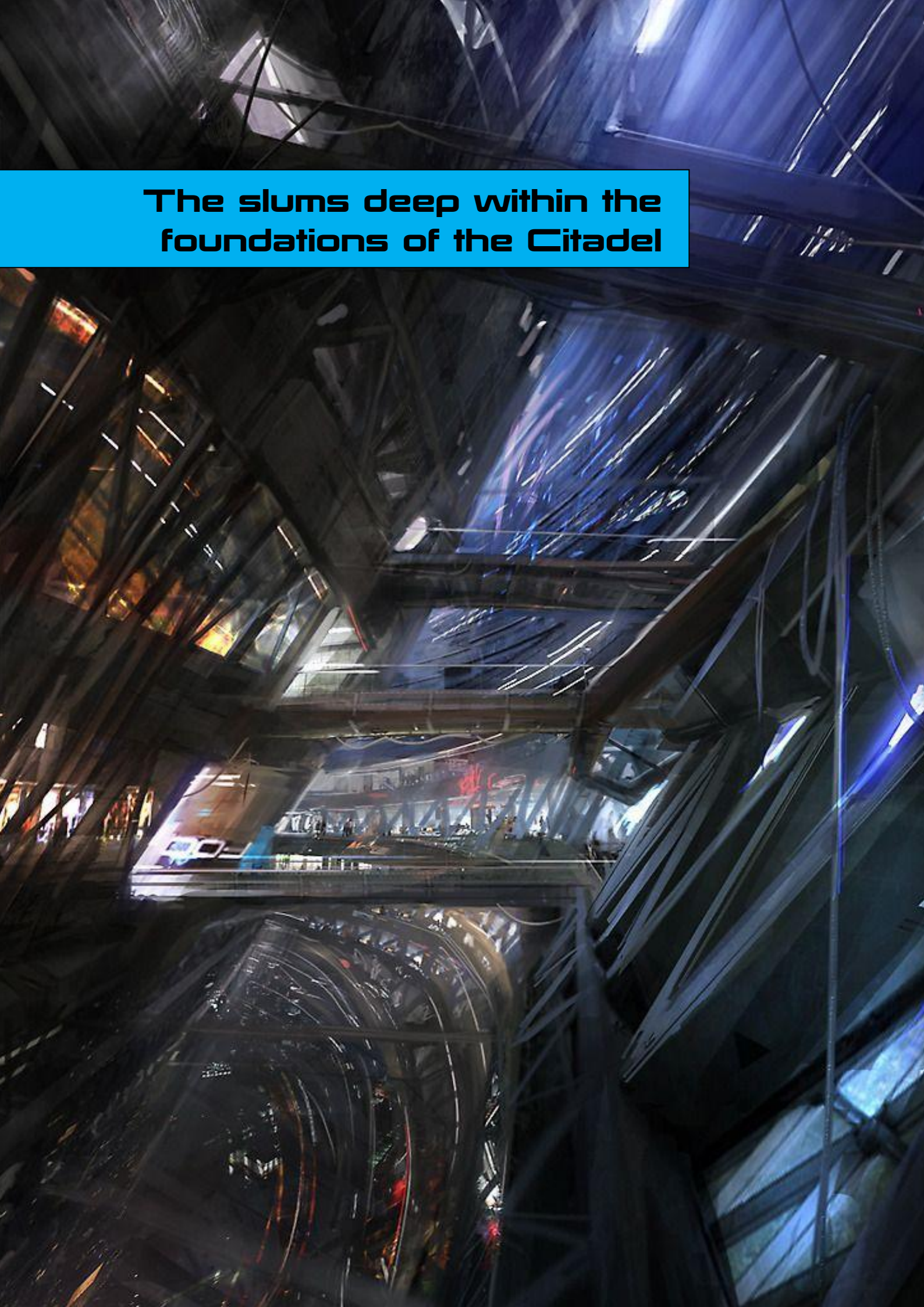
You, Valeria Palatina, coincidentally meets General Mithradex at an official dinner party on Taetrus - it is the fifth anniversary of the ceasefire in Shanxi.

SCENE: You're standing on the balcony as the general approaches. You've had a couple of glasses, and appreciate the sudden opportunity to unburden your heart to an older officer in a more informal setting than what usually characterizes the military. The GM plays the general.

Consider: What do you want to say to the general? You know him only by reputation, but know that he is famous for being somewhat of a hardliner against humans ..

Let the scene last 3-4 minutes.

The slums deep within the foundations of the Citadel





Turian Recon Scout



Turian Agent

De tre spor til brug i 2. akt. (Tre separate handouts):



Pete Haskins

- Informant
- Ex-marine, now mercenary
- Meet with him at the Zakera Ward market



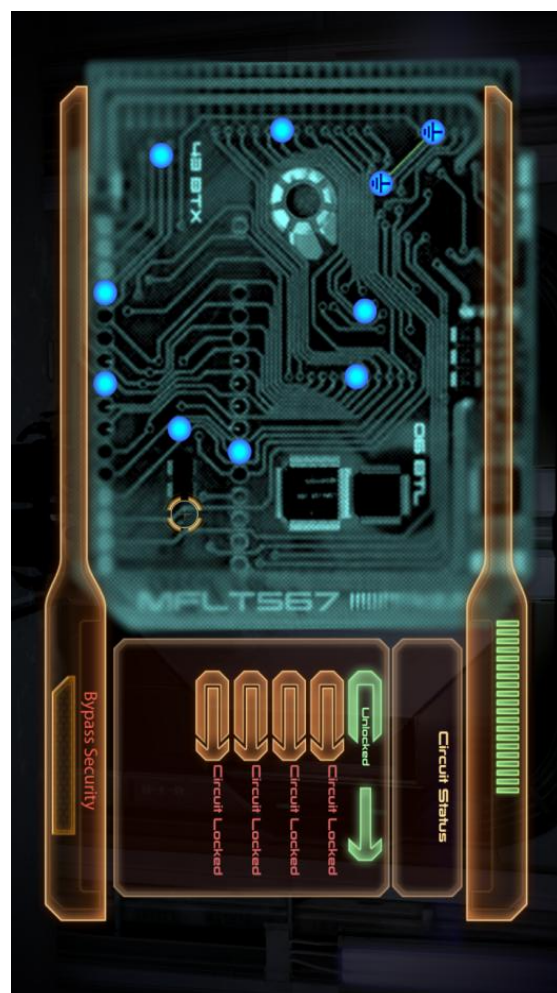
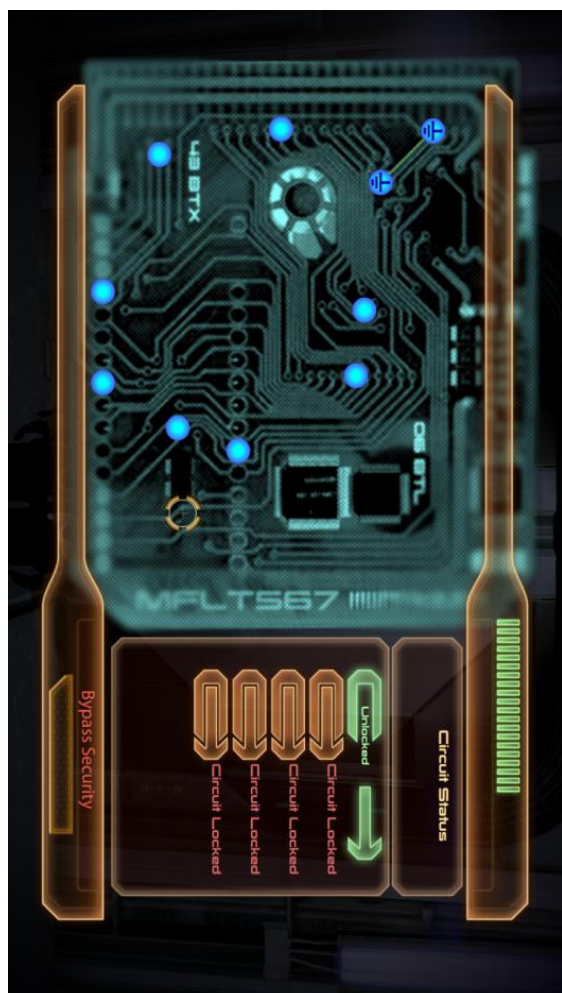
The clinic

- Funding pirates via shady money transfers
- Find out who the donor is, or who receives the money
- The clinic is located in the Upper Wards



Batarian slavers

- Competitors to the human slavers
- A rough and tough bunch, but may know something
- They have an enclave deep down in the Citadel slums



Setting in 2157 (Act one)

Earth in the 22nd century: Burdened by overpopulation and pollution despite technological advances. The world's population still live divided into nation-states - though with a high degree of interstate cooperation.

Element Zero (" Eezo "): A revolutionary new chemical element that allows the manipulation of other elements - the so-called "Mass Effect". The discovery of Eezo in 2148 has enabled faster-than-light space travel.

Mass Relays: Huge transit stations of ancient design. These relays are capable of sending ships from one solar system to another in an instant. The first time mankind encountered a mass relay was near Pluto in 2149.

The Systems Alliance: Since 2149 humanity's supreme authority in space. It represents humanity's interests in the galaxy, and is supported by all major countries on Earth.

Shanxi: A planet in the outer part of human spheres of interest. A colony has been established on the planet and is home to nearly a million people. Shanxi is currently being occupied by turians.

Turians: The first intelligent species that humanity has encountered in the galaxy.



Omni Tool: A multipurpose diagnostic and manufacturing tool as well as a computer used for a variety of civilian and battlefield tasks, such as hacking, decryption, navigation, medical treatment and repairs. Omni Tools are invisible until activated, then they appear as an orange hologram around the left hand and forearm.

Setting in 2161 (Act two)

The Citadel: A gigantic space station, where the Citadel Council resides. The Citadel serves as a kind of informal capital of the galaxy.

The Citadel Council: This council regulates relations between races and ensure stability. Three races have seats on the Council: Turians, Salarians and Asari. Most other races have ambassadors who negotiate with the council on their behalf.

C-Sec: Citadel Security - Citadel police and investigation unit.

Anita Goyle: High representative on the Citadel for The Systems Alliance. Mankind has not earned the right to an official embassy yet.

Extranet: The galaxy's giant digital network.

Batarrians: One of the galaxy's races. Batarrians are despised by most other races since they are notoriously known for all sorts of criminal activities, including piracy and slave trade.



Setting in 2162 (Act three)

Taetrus: An ocean-covered planet inhabited by 7 million Turians. An asteroid field is located near the planet.

Asteroid X422: A massive rock. There is no atmosphere and only a weak gravitational field on the asteroid. A Salarian mining company has established a mining station on the asteroid's surface.

General Attalus Mithradex: A turian general from Taetrus.



Taetrus: An ocean-covered planet inhabited by 7 million Turians. An asteroid field is located near the planet.

Briefing: Operation "Silent Thunder"

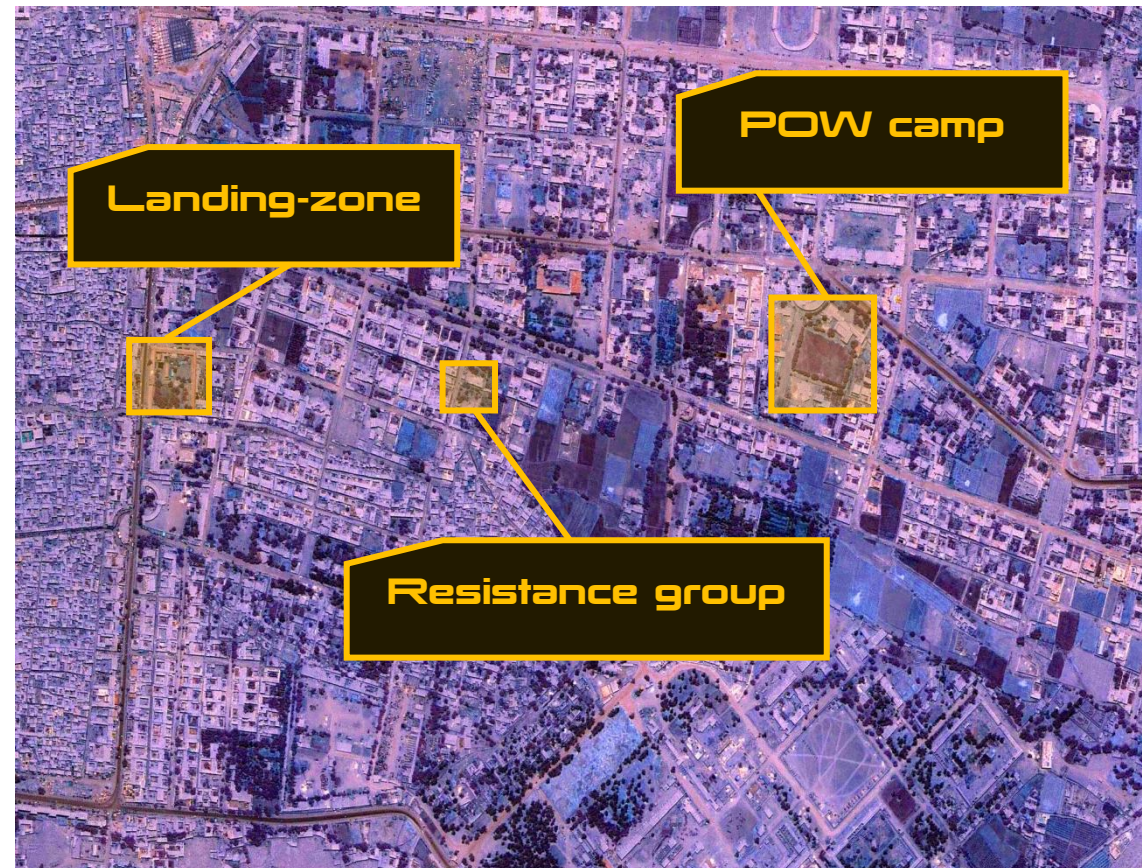
Background:

- A group of human scientists was working on activating a Mass Relay near Shanxi.
- Their spaceships were attacked and nearly destroyed by an unknown enemy.
- The enemy then attacked and occupied the colony of Shanxi
- The Systems Alliance has launched a counter-offensive to recapture the colony.
- Local resistance groups reports that the enemy is an intelligent, humanoid race who call themselves *turians*.
- The enemy has an unknown weapon which apparently spreads terror among the locals.

Briefing: Operation "Silent Thunder"

The mission:

- **Connect with local resistance group**
- **Enter the POW camp**
- **Obtain data on secret weapon**



Briefing: Operation "Gentle steps"

Background:

- Human pirates have captured 23 turian trade vessels
- The crews have been sold as slaves
- Traditional military operations has not identified the perpetrators
- The ship Vetruius was hijacked recently and the surveillance video was leaked by the pirates themselves.
- Mankind's reputation deteriorate daily due to the activities of these slave traders
- For political reasons, it is essential that the slavers are stopped by human agents - rather than C-sec or turian agents.

Briefing: Operation "Gentle steps"

The mission:

- **Find the slaver's hiding place on the Citadel**
- **Stop the slavers before C-sec**



Briefing: Operation "Calm Sea"

Background:

- A Systems Alliance probe armed with a nuclear warhead is hidden in the canyons on the asteroid X422.
- If the nuclear warhead detonates inside the asteroid it will initiate a meteor storm that will wipe out millions of turians on the planet Taetrus.
- A Salarian mining company has recently established a mining station on the planet. It is only a matter of time before they find the probe.
- If someone interferes with the probe's computer without the necessary bypass keys the warhead will arm itself automatically and detonate after a few minutes.
- Most of the military command among both humans and turians are unaware of the probe 's existence.
- There are hardliners in both camps, who just waits for an excuse to restart the old conflict.

Briefing: Operation "Calm Sea"

The Mission:

- **Access the mining station on the asteroid X422**
- **Pacify Salarian mining personel**
- **Locate the probe in the nearby ravine**
- **Disarm nuclear warhead using two bypass keys**
- **Dispose any evidence on the probe's existence**

Top priority:

- **Avoid a nuclear warhead detonation on X422.**

The Systems Alliance – *Classified briefing*

Top priorities:

- Prevent any information about the other nuclear armed probes from spreading.
- Prevent the quantum computer from falling into the hands of turians.

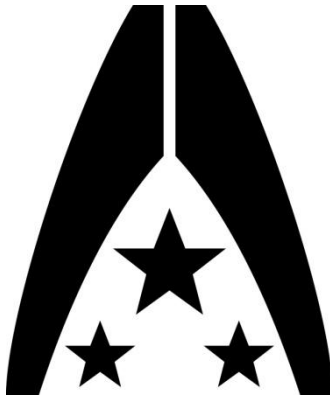
All other priorities are secondary.

Besides the one probe we informed The Turian Hierarchy about, there are - at this moment - another 17 nuclear armed probes in Turian-controlled space.

Despite the improved relations between our two races, the Systems Alliance President has decided that it is not in humanity's interest to share this knowledge with the turians at this time.

An encrypted quantum computer with information on the location of the probes has disappeared from the Alliance's headquarters. The traitor who stole the computer has been murdered - probably by a Turian biotic.

If the computer is located in connection with this mission, you must prevent it from falling into turian hands - at all costs.



The Turian Hierarchy – *Confidential orders*

Top priority:

- **Maintain Turian military reputation**
- **Any unauthorized interference from rebellious elements in the Turian military shall be kept secret.**

All other priorities are secondary.

A few days before The Systems Alliance contacted us about this mission, general Attalus Mithradex sought “leave-on-absence” from the military. The General then traveled to Taetrus where his family and clan resides. Furthermore, our intelligence services have observed several of Mithradex’s former subordinates at Taetrus.

If General Mithradex tries to influence the mission, it is vital that Turian military reputation and unity is maintained. We can not afford to appear weak and divided. Any indication of openly rebellious individuals within the military must be kept hidden from the public and from the The Systems Alliance.



Information from Cerberus!

Our recommendation to you:

- **Prevent any information about the other probes from spreading.**
- **Detonate the nuclear warhead inside the asteroid.**



The encrypted quantum computer was stolen from one of our agents, who recently smuggled the computer out of Alliance's headquarters.

We suspect the Turian general Attalus Mithradex of being behind - and of operating on his own: The official turian authorities seems to be unaware of his actions and plans.

We fear that the General will leak information about the nuclear armed probes on the public Extranet in order to harm humanity's reputation.

If the nuclear warhead detonated on asteroid X422, significant parts of Turian leadership would suspect the salarians to have placed the bomb under the guise of being a mining operation. A deterioration of relations between turians and salarians is in humanity's best interests and will be of immense value in the future.

There is a countdown device on the warhead that will allow yourself to escape in time.

Make the choices that will be in humanity's best interest!

Final approach to Shanxi





**Rendezvous with
local resistance**



**View of the Citadel
from Zodiac Club**



**The Presidium: envoys and embassies
Special permit required for access**

780

Zakera Ward Market: a favorite meetingplace for humans on the Citadel





**A nice and quiet section
of the Upper Wards**

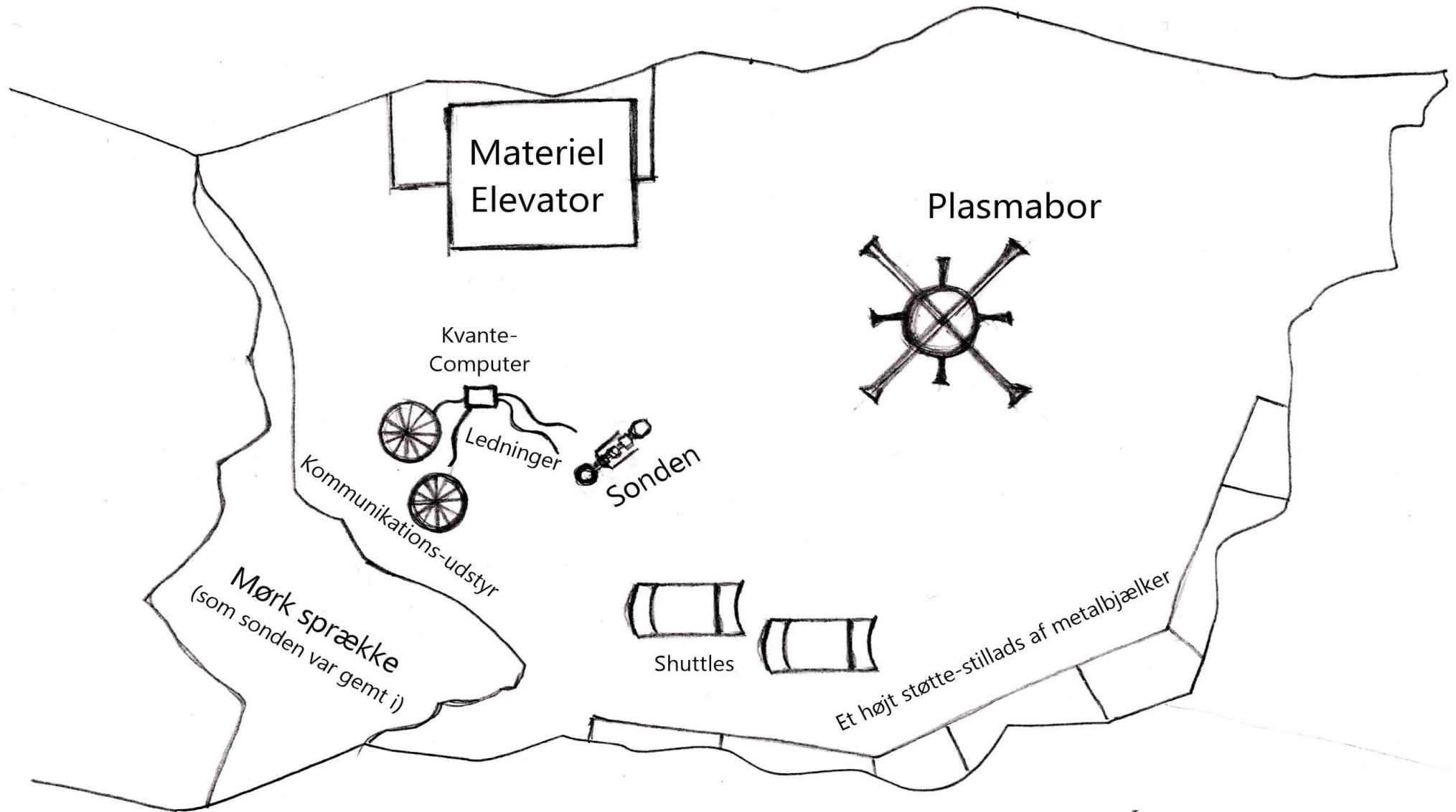
A futuristic hangar with a blue forcefield and various mechanical structures. The scene is dimly lit with blue light emanating from the forcefield. In the foreground, there are several mechanical arms and platforms. In the background, there are more mechanical structures and a large window or opening. The overall atmosphere is cold and empty.

**Hangar P32: behind the forcefield
is only cold and empty space**



Mining station on asteroid X422

Dig site 3





General Attalus Mithradex

flax



Turian Biotic

Lieutenant Robert Kowalski, Tactical Specialist

Psychological Profile:

Ambitious

"A promising young officer" – that's what the papers said. You plan to be more than that. *Promising...* such a weak word. Everyone thought that you were going to be a politician. But politicians hesitate when confronted with the galaxy – trapped by red tape, bound by compromise, hunted by the press. No, you chose a military career among the stars. In this position, results can be made. In this position, real changes can be created.

Sly and cunning

You tap the mood among your subordinates before taking action. You hide your own motives and pin your opponents against each other – whether on the battlefield or in the mess hall.

Charming

Yelling and burly military jargon are both inelegant, but necessary tools in some situations. You've always preferred to have your will with a few well-chosen words, an accommodating expression, a calming hand on the shoulder or a twinkle in the eye.

Conditions

- Tired
- Angry
- Weapon Overheated
- Wounded
- Frightened
- Shields Down
- Dead?
- Hopeless
- Other:



Traits+Tags

More than meets the eye

Surprising strength, Quick on your feet, Agile dancer, Faster than expected, Martial arts, Never a pushover, [Show-off], [Team work], [Not so easily broken]

Charming socialite

Silver tongued, Ladies' man, Handsome, Manipulating, Sense motivations, Flattery, Sex appeal, [Bluff], [Trustworthy], [Knowing what buttons to push], [Working the crowd]

Alliance officer

First aid, M5 Lancer assault rifle, Survival, Discipline, Leadership, Issue orders, [Veteran], [Inspiring confidence]

Tactical specialist

Suppressive fire, Outflank, Take cover, Awake and alert, Battlefield awareness, Gut feeling, Combat reflexes, [Planning in detail], [Quick decisions], [Tactical intuition]

Special abilities

Devil's charm

Once per act – when trying to persuade or charm someone – you may reroll all dice that fail.

Bulletstorm

Once per act – when using your assault rifle – you may reroll all dice that fail.

[Team effort]

Every time a player helps another player by reducing the difficulty of a dice roll, you may add another dice to your own reserve pool.

Gunnery Chief Tara O'Reilly,

Assault Specialist

Psychological profile:

Hint of fatalism

Death is part of the game in this business – you know this, and this knowledge makes you an extremely efficient melee machine. Funny enough, not all of your colleagues has come to terms with the fact that soldiers die. Usually in pain.

"Fucking morons..."

One of the guys

You don't take no shit from anyone – keeping the discipline is usually a matter of throwing a punch or two. And if someone insults your team, you're the one leading the bar fight – especially if those wankers don't stand up for themselves.

Give 'em hell

The enemy is just that – an enemy. No need to tell yourself that war could be all nice and charming. So why the hell aren't you allowed to kill of an opponent, just because he has his hands in the air? *"Fucking rules of engagement"*.

Conditions

- Tired Angry Weapon Overheated
- Wounded Frightened Shields Down
- Dead? Hopeless Other:



Traits+Tags

Fit

Charging, Running, Dodging bullets, Tackling, Elbow smash, [Bulldozing menace], [Battle ninja]

Soldier by heart

Following orders, Working in teams, Keeping discipline, Knowing the enemy, Survival, [Turian-connoisseur], [Battlefield strategist], [Bodyguarding]

Forceful personality

Intimidation, Power drinking, Provocation, Take no shit, Always a soldier, [Taking the lead], [Forget the rules], [Questionable pick-up lines]

Assault specialist

M14 Katana Shotgun, Close combat, Doing harm, Fighting around corners, No cover, [Shotgun mayhem], [Let's dance, bitch!], [Frontal assault heroism]

Special abilities

Carnage

Once per act – when using your shotgun – you may reroll all dice that fail.

No fucking way!

Once during the game, when you ought to get the conditions *frightened*, *hopeless* or *wounded*, you instead get *angry* og get all of your seven reserve pool dice back.

[Bloody bloody, yeah!]

Once per act, when doing an action that primarily is about doing harm on opponents in melee you may add three dice to your roll.

Gear: M14 Katana Shotgun, Kessler Service Pistol, Haliat Combat Knife, Omni Tool, Intercom

Corporal Clearance Hoffer, Heavy weapons specialist

Psychological profile:

Persistent

You are tenacious and strong-willed. As far as possible, you will always insist on doing the right thing. This has often brought you into conflict with both superiors and subordinates, but also won you a lot of respect.

By the numbers

You sleep with the Corps regulations under your pillow. The world is chaotic, but we have rules to bring it into order. If we do not comply with the rules, then we have nothing. You are not in favor of headless robot-like discipline, but will almost always insist on doing things by the book.

The loss of family

Your two little brothers are both gone. Jason died on one of Jupiter's mining camps years ago. Luke was on board one of the ships that were destroyed in the first encounter with the turians. You've promised your parents to return home some day.

Conditions

- | | | |
|----------------------------------|-------------------------------------|--|
| <input type="checkbox"/> Tired | <input type="checkbox"/> Angry | <input type="checkbox"/> Weapon Overheated |
| <input type="checkbox"/> Wounded | <input type="checkbox"/> Frightened | <input type="checkbox"/> Shields Down |
| <input type="checkbox"/> Dead? | <input type="checkbox"/> Hopeless | <input type="checkbox"/> Other: |



Traits+Tags

Giant

One head taller, Booming voice, Strong as an ox, Unmovable, Heavy loads, [Large and in charge], [Muscle weave implants]

Cool under pressure

Steady, Sharp wits, Focused mind, Take cover, Defensive positions, [Careful], [Brave], [Multitasking]

Alliance marine

First aid, M2 Lancer Assault Rifle, Hand to hand, Survival, Discipline, Throwing grenades, [Issue orders], [Veteran], [We ain't taking no shit]

Explosives and heavy weapons

M100 Grenade launcher, Structural weaknesses, Deadly shrapnel, Massive damage, Explosives expert, Deafening boom, [Crowd control], [Bloody mess], [Zero-G demolitions]

Special abilities

When the going gets tough

Once per act – when doing an action, that underlines your endurance in dangerous situations – you may reroll all dice that fail.

Fragmentation

Once per act – when firing your grenade launcher – you may reroll all dice that fail.

[Cautious by nature]

Once during the game, when you ought to get the condition *wounded*, *tired* or *angry*, you instead get *frightened* and get all of your seven reserve pool dice back.

Gear: M100 Grenade Launcher, M5 Lancer Assault Rifle, Haliat Combat Knife, Omni Tool, Explosives, Intercom, Hand Grenades (Fragmentation, Smoke, Flashbang)

Corporal Eric Scharf, Infiltrator

Psychological profile:

Cut the crap

You push bullshit aside and cuts to the bone. You have no time for bellyaches and small talk, and your rather tart comments falls without mercy when the rest of the team seems to be starting another endless discussion. You are more than happy to help your teammates get to the point, by ruthlessly stating the cold facts and hard truths.

Restless and edgy

You rarely sit idle for long periods of time and are always attentive and vigilant. It sometimes makes it difficult to be the patient sniper, and people around you often get nervous - since you never seem to relax or lower your guard. On the other hand, being restless and never getting to comfortable has - on more than one occasion - saved your ass.

Unconventional

If it works, then let's fucking do it! You have little patience with ancient military principles and absurd public regulations. It has often put you in trouble with both superiors and local police forces.

Conditions

- | | | |
|----------------------------------|-------------------------------------|--|
| <input type="checkbox"/> Tired | <input type="checkbox"/> Angry | <input type="checkbox"/> Weapon Overheated |
| <input type="checkbox"/> Wounded | <input type="checkbox"/> Frightened | <input type="checkbox"/> Shields Down |
| <input type="checkbox"/> Dead? | <input type="checkbox"/> Hopeless | <input type="checkbox"/> Other: |



Traits+Tags

Speedy

Fast-moving, Quick to react, Take cover, Quick aim, Dirty fighting, [Move-and-snipe], [Run like the solar wind]

Survival training

Scouting, Climbing, Crawling, Jumping, Camouflage, Avoid nasty surprises, Never caught off guard, [Optimum use of terrain], [Planning the next move], [Saw it coming]

Unconventional

Finding ways, Fast talk, Getting to the point, Cold facts, Provocation, Sarcasm, [Devilish charm], [Brutal honesty], [Cutting through bullshit]

Infiltrator

M1 Avenger Sniper Rifle, Hiding, Sneaking, Long range, Coordination, Steady hand, Aim, [Multiple targets], [Death shall rain], [Unseen shadow]

Special Abilities

Always on edge

Once per act – when doing an action that underlines your unique awareness – you may reroll all dice that fail.

Headshot

Once per act – when using your sniper rifle - you may reroll all dice that fail.

[Double trouble!]

Once per act, when trying to do an action, you can use two traits plus any relevant tags from both traits (plus the 1-2 extra tags from other traits).

Gear: M1 Avenger Sniper Rifle, Kessler Service Pistol, Haliat Combat Knife, Omni Tool, Intercom.

Specialist Lucia Maria Hidalgo, Combat Engineer

Psychological Profile:

Tech enthusiast

Enthusiasm is perhaps too weak a word. You're mad with technology and will risk (almost) everything to get the chance to explore a new piece of hardware or coding behind an interesting program. Science is the key to the universe and there is nothing as practical as a good theory.

Light hearted

Why so serious? Life is a party and we are all invited. There are so many exciting things one should try! You do not like to dwell on the past or ponder about the future, but are fascinated by the moment right now.

Thrill seeker

Mad and brilliant meet you. How do we know whether something works, if we do not dare to try it? And how do one learn better than in the middle of a disaster? You explore the edge, physically, socially and mentally. And often go a little further.

Conditions

- Tired
- Angry
- Weapon Overheated
- Wounded
- Frightened
- Shields Down
- Dead?
- Hopeless
- Other:



Traits+Tags

Petite

Childlike features, Playful, Nimble, Swift, Graceful, Crawling, Sneaking, [Doe eyed], [Innocent charm], [Easily overlooked]

Brilliant mind

Bright ideas, Acute memory, Fast learner, Thinking on your feet, Lightning reactions, Sense motives, [Sly as a fox], [Wise beyond years]

Hands on approach

M2 Shuriken machine pistol, Learning by doing, Cool under fire, Get dirty, Surprising accuracy, [End of conversation], [Protective instincts]

Tech expert

Manmade computers, Medical expertise, New discoveries, Human anatomy, Field repairs, Overheat weapons, Decryption, Omni tool mastery, [Weapon technologies], [Security systems],[Treat combat injuries], [Alien computers]

Special abilities

Undaunted

You appear as a fearless and irrepressible optimist. Once during the game, when you ought to get the conditions *hopeless* or *frightened*, you get all of your seven reserve pool dice back.

Tech maestro

Once per act - in a battle involving electronics - you may reroll all dice that fail.

[Overload]

You can use your omni-tool to bring down one or more enemy shields and make them vulnerable. The more enemies involved and the more advanced shields, the more difficult it will be.

Gear: M2 Shuriken Machine Pistol, Haliat Combat Knife, Omni Tool, Intercom

Sergeant Jaim Kuros, Turian Biotic

Psychological profile:

Adventurous

You get that bubbling feeling when you stare out at the stars, take on a new job, meet new creatures, explore another spaceship, another mining station, another planet. Since the first taste of the galaxy, you have craved for more. But turians, damn it, are all rigid traditionalists. Humans on the other hand - here lies future adventures!

Laid back

You are cool and laid-back. Even in situations where most others would find it inappropriate or alarming – like in the middle of a hail of deadly metal. You are often slow to act, but on the other hand difficult to unbalance.

Lonely

You're lonely. Turians with biotics talents are accepted for their skills, but most other Turians do not completely trust them. You do not seek recognition (you know that you are bad-ass), but rather a place to feel at home.

Conditions

- Tired Angry Weapon Overheated
- Wounded Frightened Shields Down
- Dead? Hopeless Other:



Traits+Tags

Reach

Brawl, Making first impressions, Throwing punches, Being witty, Beefy, Dodging, [Center of attention], [Charismatic], [Tackling], [Bone breaking]

Former mercenary

M9 Tempest Submachine Gun, Cover, Flank attack, Biding your time, Defensive positions, Cost-benefit analysis, [Supporting fire], [Frontal assault]

Biotic instructor

Persuasive, Patient, Curious, Questioning, Bluffing, Investigative, [Seemingly harmless], [Rightful authority]

Turian biotic

Neurological implants, Lifting, Throwing, Biotic barrier, Coordinated effort, In close combat, [Protecting others], [Multiple targets], [Dismantling matter at the subatomic level]

Special Abilities

Heroism

Once per act – when doing an action that helps another character, but puts you in serious danger – you may add four dice to your dice roll.

Merc intuition

Once per act – when doing an action that does not involve biotics – you may reroll all dice that fail.

[Channeling emotions]

Once during the game – when you have either of the conditions *angry*, *hopeless* or *frightened* – you may add four extra dice to a dice roll involving biotics. Afterwards you may remove the *angry*, *hopeless* or *frightened* condition.

Gear: M9 Tempest Submachine Gun, Elanus Combat Knife, Omni Tool, Intercom

Major Valeria Palatina, Turian Intelligence officer

Psychological profile:

Sceptical

"Turians and humans in peaceful coexistence? Hardly!"

You think that current peace agreement is an absurd construction. Humans are undisciplined upstarts who don't know how to handle themselves in galactic matters.

Professional

You have a reputation for always delivering a solid and loyal effort, no matter the type of mission. This has brought you many a sleepless night, not to mention a trail of burned bridges and tears behind you.

Burned out

You are tired. Tired of idiotic orders, dirty jobs, politics, haggling, the stench of corpses, the stench of galaxy backwaters, the stench of guilt, the stench of shame. For the time being, you keep the growing madness within you at bay - with a personalized cocktail of sincerity, realistic expectations and morbid jokes.

Conditions

- Tired Angry Weapon Overheated
- Wounded Frightened Shields Down
- Dead? Hopeless Other:



Traits+Tags

Flexibility

Agile, Quick, Dodging, Survival instinct, Charming, Seductive, [Fluid Grace], [Up close and personal], [Up close - never personal]

Field agent

Sharp wits, M2 Predator Heavy pistol, Discrete, Applying decoys, Multiple targets, Elegant use of force, Fast getaways, [Keep it cool], [Death is my business], [Always a way out]

Turian officer

Commanding presence, Issue orders, First aid, Military etiquette, Battlefield strategist, Defying authorities, [Intimidation], [Natural authority], [Tactical intuition]

Intelligence specialist

Information gathering, Computer science, Decryption, Explosives, Space flight, Exotic weaponry, [Nuclear arms specialist], [Low gravity specialist]

Special abilities

Burned out: fuck it!

Once per act – you may add four dice to a dice roll. Afterwards you get one of the following conditions: *tired*, *angry* or *hopeless*.

Years of experience

Once per act – you may reroll any dice that fails.

[Never a downstream swimmer]

Once per act – when trying to execute an action, that is in direct opposition with someone else in the group – you may add two dice to your dice roll.

Gear: M2 Predator Heavy Pistol, Elanus Combat Knife, Omni Tool, Intercom