

SAVAGE MASS EFFECT

*Beyond the
BORDERS
Past all
RECKONING
Searching the
STARS
Finding the
UNKNOWN*



By Jim at Exploding Dice (dot) Com

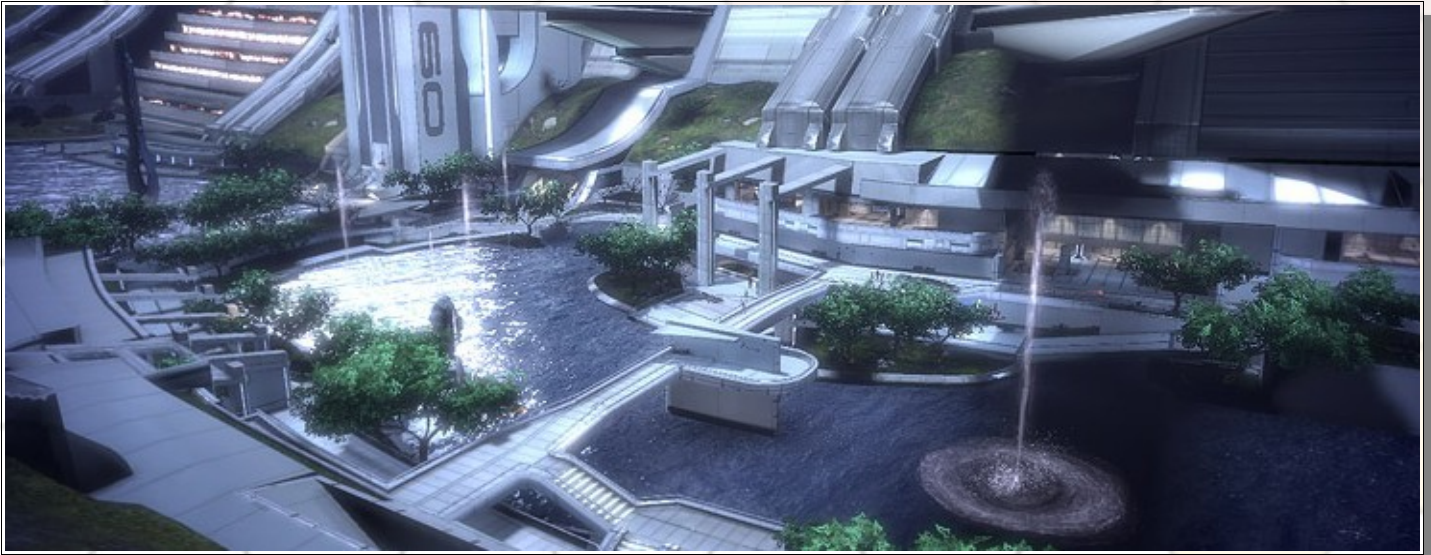
**A Savage
Worlds RPG
Conversion
of the
Mass Effect
Universe.**

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In the year 2148, explorers on Mars discovered the remains of an ancient space-faring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time. They called it the greatest discovery in human history.

The civilizations of the galaxy call it...

MASS EFFECT™



Presidium District on The Citadel

INTRODUCTION

The Year is 2185 AD. Thirty-five years prior, humankind discovered a cache of technology on Mars, built by a technologically advanced but long-extinct race called the Protheans. Studying and adapting this technology, humanity has managed to break free of the solar system and has established numerous colonies and encountered various extraterrestrial species within the Milky Way galaxy. Utilizing alien artifacts known as Mass Relays, the various space-faring races are able to travel instantly across vast stretches of the galaxy. Humanity has formed the Human Systems Alliance, one of many independent bodies that make up the collective of "Citadel space".

The Human Systems Alliance is a rising power in the galactic stage. The only war they have participated in was the "First Contact War" in 2157. A human exploration expedition was activating dormant mass relays (which was a practice considered unsafe by citadel races). The turians attacked the small fleet and proceeded to capture the closest human world, Shanxi. Facing starvation the human garrison surrendered to the Turian Hierarchy. One month later, the human Second Fleet responded by annihilating the turian fleet around Shanxi. In response the turians prepared for full scale war. The citadel council saw that humanity would either be annihilated or annexed by the turians and stepped in. The humans were then given an embassy in the Citadel Council.

Citadel space is ruled by a body of government known as the Council, which is made up of members of the three prominent alien races: the asari, a race of mono-gendered aliens which resembling blue-skinned human females; the short-lived and amphibian salarians; and the raptor-like turians. Other alien species include the reptilian krogan, the methodical and quadrupedal elcor, and the enviro-lsuited quarians and volus. Dozens of other aliens are asserted to exist throughout the galaxy.



The Citadel

TIMELINE

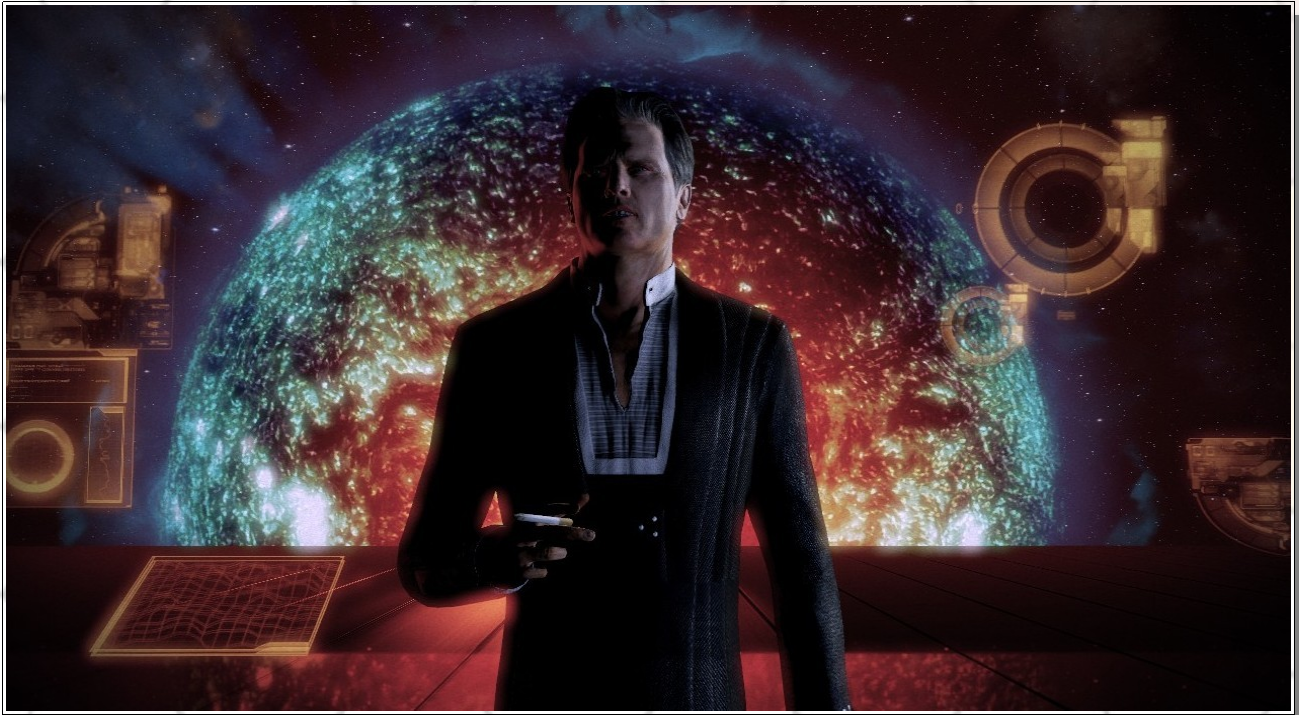
aprx. 2000 BCE - Global conflict on the Krogan home-world of Tuchanka results in a nuclear winter, reducing the species to primitive clans.

aprx. 0900 BCE - The Asari become the first to discover the Citadel. The Salarisians arrive shortly after and together they colonize it and begin developing the society that would become Citadel Space.

aprx. 0183 AD - Salarisians rescue the Krogan from the self-created nuclear winter by giving them advanced technology and relocating them to a more hospitable planet in order to use them as soldiers. The Krogan population quickly explodes.

At the same time, the Council was engaged in a prolonged galactic war with the Rachni. However, once the Krogan population grows, they are able to successfully eradicate the Rachni from existence, ending the Rachni Wars.

aprx. 1100 AD - In what would become known as the Krogan Rebellions, the Krogan used their newfound power to establish colonies by force. When they started a conflict with the Turians, the Turians responded by infecting the Krogan with the genophage, which made only 1 in 1000 Krogan births successful.



The Illusive Man

The Turians are rewarded with a seat on the Citadel Council.

aprx. 1900 AD - Quarians create an evolving artificial intelligence call the Geth. When the Geth evolve to the point of being self-aware, the Quarians fear rebellion and act quickly in an attempt to destroy the Geth. They are too late, however, as the Geth fight for their survival and win the resulting war, driving the Quarians off the planet and into a nomadic lifestyle on the Quarian Flotilla.

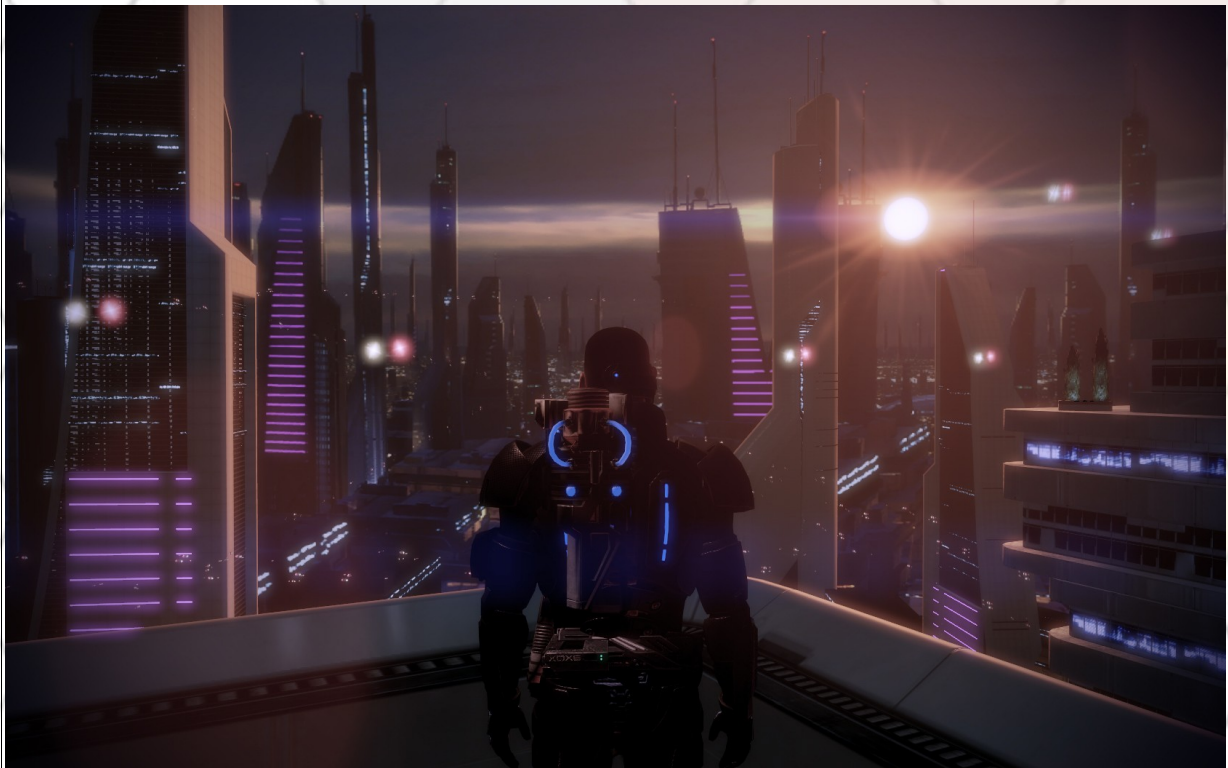
2069 AD - Humans establish their first settlement on the moon on July 24th, the 100th anniversary of the first lunar landing.

2103 AD - Humans establish their first settlement on Mars.

2148 AD - Humanity discovers a small cache of highly advanced alien technology hidden deep beneath the surface of Mars. Building on the remnants of this long extinct race – known as the Protheans – humanity quickly masters the science of mass effect fields, leading to the development of faster than light travel.

2149 AD - Spreading out through their own solar system, humanity uses the discovered Prothean data to discover that Charon, Pluto's moon, is actually a massive piece of dormant Prothean technology – a mass relay – encased in ice.

Once activated, humanity discovers that the mass relay allows instantaneous travel across thousands of light years to a synchronized mass relay in another part of the galaxy.



Ilium

There they discover several more dormant relays. Over the next decade humanity expands rapidly, establishing colonies and activating dormant relays to open up more and more unexplored regions of space.

Humans establish the Systems Alliance to coordinate exploration and colonization of extra-solar worlds.

2151 AD - A Shipping accident at Singapore International Spaceport exposes downwind communities to containers of dust-form element zero.

Alliance begins construction of Arcturus Station.

2155 AD - To defend its rapidly expanding empire, humanity assembles a massive fleet and constructs an enormous military space station at the nexus of several key mass relays...even though they have yet to encounter another intelligent space-faring species.

The Alliance begins to move into the completed portions of the Arcturus Station.

2156 AD - It is discovered that some children in Singapore are exhibiting telekinetic abilities.

2157 AD - Humanity makes first contact with another space-faring culture: the Turians. Unfortunately, the encounter is far from peaceful. Over the next several months a brief, but tense, conflict ensues which would come to be known as the "First Contact War" to Humans and the "Relay



Cerberus Station

314 Incident" to Turians. During the conflict, the Alliance's Shanxi colony becomes occupied by the Turians.

This conflict draws the attention of the Citadel Council – a multi-species government body that maintains peace and stability throughout the known galaxy. The Council intervenes before hostilities escalate further, revealing the existence of the greater galactic community to humanity and brokering a peace between them and the Turians.

2159 AD - The Citadel Council sees Saren Arterius as intelligent, cunning, and capable and name him a SPECTRE, making him the youngest Turian to receive the honor.



First Contact Did Not Go Well

2160 AD - Systems Alliance Parliament formed.

2165 AD - Humanity continues to expand, founding more colonies and establishing trade alliances with many of the other species who recognize the authority of the Citadel Council. The Council makes official recognition of humanity's growing power and influence in the galactic community. Humanity is granted an embassy on the Citadel, the political and economic heart of the galaxy.

2170 AD - Batarian slavers attack the Alliance colony of Mindoir.

2176 AD - Pirates and slavers attack the Human capital of the Skyllian Verge in what would become known as the Skyllian Blitz.

2177 AD - Thresher maws devour the Alliance colony of Akuze.

2178 AD - An Alliance fleet wipes out an army of slavers on the moon of Torfan in retaliation for the Skyllian Blitz.

2183 AD - Eden Prime, one of the first Human settlements outside of their home system, is attacked and sacked by the Geth. Under the direction of a rogue SPECTRE named Saren Arterius, they gain control of a Prothean Beacon for unknown reasons. Only a relative handful of survivors escape the colony.

Commander Shepard, carrying news of the sack of Eden Prime and Saren's status as a rogue SPECTRE, is named as the first Human SPECTRE in history. He is tasked with finding Saren, discovering his intentions, and bringing the rogue agent to justice.

The Geth strike again, this time attacking a research settlement on Feros. Shepard and his team deal with the threat. The records of the event are sealed, and much of the public questions the Council's insistence on confidentiality.

Shepard then heads to Noveria, following Saren's financial interests and a few reports of Geth sightings. The records of the incident on Noveria are also sealed, though a few survivors of the Peak 15 Facility claim to have been attacked by Geth as well as unidentified, insectoid creatures.

2184 AD - After nearly six months of limited sightings, almost exclusively on frontier worlds, the Geth suddenly launch an attack against the Citadel itself. The fleet is lead by a massive, unidentified vessel. Commander Shepard, in conjunction with the Alliance's celebrated Fifth Fleet (under command of Admiral Hackett) and the Citadel Fleet, beats back the assault. The massive Geth flagship is destroyed, and the attack is routed. Casualties number in the hundreds of thousands.

At the climax of the assault, Saren Arterius and John Shepard take part in a dramatic duel in the Council Chamber itself. Shepard is victorious, and Saren is destroyed. His body is seized immediately by Citadel authorities, and the public is denied any access to any information regarding the slain rogue.

Due to their large role in defending the Citadel from the Geth assault, as well as Shepard's relentless pursuit of Saren, the Council grants the Alliance a Council Representative. David Anderson (formerly a Captain in the Alliance Navy, and widely viewed as Shepard's mentor) is awarded the position.

2185 AD - Present day. Humanity is still settling into their role as a Council race, and the Geth have mostly retreated back into the Terminus Systems. Pirate activity in the Skyllian Verge is on the rise.



Power Generator



Common Races of Citadel Space

RACES

ASARI

The asari were the first species to discover the Citadel. When the salarians arrived, it was the asari who proposed the establishment of the Citadel Council to maintain peace throughout the galaxy. Since then, the asari have served as the mediators and centrists of the councils.

An all-female race, the asari reproduce through a form of parthenogenesis. Each asari can attune her nervous system to *Asari Commando*



a that of another individual of any gender, and of any species, to reproduce. This capability has led to unseemly and inaccurate rumors about asari promiscuity.

Asari can live for over 1000 years, passing through three stages of life. In the Maiden stage, they wander restlessly, seeking new knowledge and experience. When the Matron stage begins, they 'meld' with interesting partners to produce their offspring. This ends when they reach the Matriarch stage, where they assume the roles of leaders and councilors.

Attractive: Asari start with the Attractive edge.

KROGAN

The krogan evolved in a hostile and vicious environment. Until the invention of gunpowder weapon, 'eaten by predators' was still the number one cause of krogan fatalities. Afterwards, it was 'death by gunshot'.

When the salarians discovered them, the krogan were a brutal, primitive species struggling to survive a self-inflicted nuclear winter. The salarians culturally uplifted them, teaching them to use and build modern technology so they could serve as soldiers in the Rachni War.



Wrex, Krogan Battlemaster

Liberated from the harsh conditions from their homeworld, the quick-breeding krogan experienced an unprecedented population explosion. They began to colonize nearby worlds, even though these worlds were already inhabited. The Krogan Rebellions lasted nearly a century, only ending when the turians unleashed the genophage, a salarian-developed bioweapon that crushed all krogan resistance.

The genophage makes only one in 1000 pregnancies viable, and today the krogan are a slowly dying breed. Understandably, the krogan harbor a grudge against all other species, specially the turians. –

Very Tough: All krogan start with the Hardy ability.

Bad Reputation: krogan have a -2 charisma to all others except their own clan.

HUMAN

The homeworld and capital of humanity is entering a new golden age. The resource wealth of a dozen settled colonies and a hundred industrial outposts flows back to Earth, fueling great works of industry, commerce, and art. The great cities are greening as arcology skyscrapers and telecommuting allow more efficient use of land.



Dr Chakwas & Kaiden Alenko

Earth is still divided among nation-states, though all are affiliated beneath the overarching banner of the Systems Alliance. While every human enjoys longer and better life than ever, the gap between rich and poor widens daily. Advanced nations have eliminated most genetic disease and pollution. Less fortunate regions have not progressed beyond 20th century technology, and are often smog-choked, overpopulated slums.

Sea levels have risen two meters in the last 200 years, and violent weather is common due to environmental damage inflicted during the late 21st century. The past few decades, however, have seen significant improvement due to recent technological advances.

Special Abilities: As per SWEX

QUARIAN

Driven from their home system by the geth nearly three centuries ago, most quarians now live aboard the Migrant Fleet, a flotilla of fifty thousand vessels ranging in size from passenger shuttles to mobile space stations.



Tali Vas Normandy & Captain Ysin'Mal vas Idenna

Home to 17 million quarians, the flotilla understandably has scarce resources. Because of this, each quarian must go on a rite of passage known as the Pilgrimage when they come of age. They leave the fleet and only return once they have found something of value they can bring back to their people.

Other species often tend to look down on the quarians for creating the geth and for the negative impact their fleet has when it enters a system. This has led to many myths and rumors about the quarians, including the belief that under their cloths and breathing masks, they are actually cybernetic creatures: a combination of organic and synthetic parts.

Handy: All quarians begin play with the Mr. Fix It edge. They do not need to meet the prerequisites. They also begin play with a d6 in the Repair skill.

Immune Deficiency: start play with an environmental suit. If a quarian loses suit integrity (IE takes a wound), he must immediately make a Vigor roll or become ill. This has the same effect as gaining the Anemic Hindrance. He must make a new Vigor roll every day. Two successes ends the illness. A result of a critical failure and he gains a fatigue level which remains until he has two successful Vigor Rolls in a row.

SALARIAN

The second species to join the Citadel, the salarians are warm-blooded amphibians with a hyperactive metabolism. Salarians think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted. Unfortunately, their metabolic speed leaves them with a relatively short lifespan, salarians over the age of 40 are a rarity.

The salarians were responsible for advancing the development of the primitive krogan species to use as soldiers during the Rachni Wars. They were also behind the creation of the genophage bioweapon the turians used to quell the Krogan Rebellions several centuries later.

Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they let on.

Quick Witted: Salarians begin play with a d6 in Smarts.

Quick Reflexes: Salarians begin play with the Quick Edge.

Slight of Build: not as physically developed as other races
Salarians require two points per step to raise Strength during character generation.

TURIAN

Roughly 1200 years ago, the turians were invited to join the Citadel Council to fulfill the role of galactic peacekeeper. The turians have the largest fleet in Citadel space, and they make up the single largest portion of the Council's military forces.

As their territory and influence has spread, the turians have come to rely on the salarians for military intelligence and the asari for diplomacy. Despite a somewhat colonial



Captain Kirrahe



Specter Nihlus Kryik

attitude towards the rest of the galaxy, the ruling Hierarchy understands they would lose more than they would gain if the other two races were ever removed.

Turians come from an autocratic society that values discipline and possesses a strong sense of personal and collective honor. There is lingering animosity between turians and humans over the First Contact War of 2157, which is known as the "Relay 314 Incident" to the turians. Officially, however, the two species are allies and they enjoy civil, if cool, diplomatic relations.

Disciplined Honor: Turians begin play with a d6 spirit.

BIOLOGICAL DETAILS

Race	Ht	Wt	Variance	Adult	Middle	Old	Notes
Asari	5'3"	135	20%	200	500	900	Parthenogenesis Reproduction
Krogan (female)	5'6"	240	15%	30	60	90	4 Month Gestation
Krogan (male)	6'	280	20%	25	40	70	
Human (female)	5'3"	135	35%	20	70	110	
Human (male)	5'10"	185	35%	20	60	100	
Quarian (female)	5'1"	125	15%	25	60	100	Deficient Immune System
Quarian (male)	5'5"	145	15%	25	60	100	Deficient Immune System
Salarian (female)	5'3"	85	5%	10	20	35	Hyperactive metabolism
Salarian (male)	5'3"	90	5%	10	20	35	Hyperactive metabolism
Turian (female)	5'3"	100	20%	20	80	130	
Turian (male)	5'10"	150	20%	20	80	130	

Like turians, the quarians are a dextro-protein species of reverse chirality from humans and asari. The food of levo-protein races such as humans or asari is at best inedible and at worst poisonous, most likely triggering a dangerous allergic reaction.

EDGES

Arcane Background – only the Arcane Background (Biotics) and Arcane Background (Tech) are used in this setting. See Biotics and Tech sections.

Champion and Holy/Unholy Warrior are not used

Power Edges: All of the Power Edges are used except for the Soul Drain edge. All Power Edges have the trappings of Bio-Amp or Omni-tool upgrades.



Putting That Electronics Skill To Use

HINDRANCES

Doubting Thomas – This Hindrance is not used as there are no supernatural elements in this setting.

Skills

Guts – Fear is not a major component of this setting and is not used.

Electronics (Smarts) – Used for the Arcane Background (Tech) and all non specialized uses such as hacking and computer systems use.

GEAR Starting Funds 1000 Credits. All prices listed are credits.

Sleeper Units 10

Hotel Room 50/120/400

Apartment (month) 500/800/2000

Storage Unit Small (shoe box), Medium (large trunk), Large (ground vehicle) 5/20/100 per month

Back Pack, Survival 80 wt 1 (uses on back side, center back and lumbar store point).

Medi-gel 100 wt 1/10, +2 to healing rolls (apply once per injury)

MREs (1 day) 10 wt 1

Hydration unit 500, wt 2 – supplies enough water for 4 people per day in non-hostile environments.

Omni-Tools - 1000

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, scanning or repair. They are also necessary to perform tech powers. When equipped, an omni-tool appears over a person's left or right hand and forearm as a hologram. The actual physical device is very small and fits into a slot on all armor types or small bracelets when armor isn't worn.

Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance.

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics, and light alloys. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment.

Without an Omni-tool the following skills are rolled at a -2 penalty: Healing (basic supplies), Investigation (unless computer terminal is available), Lockpicking (to help by-pass and decrypt), & Repair (counts as basic tools).

Trappings: Aldrin Bluewire, Sirta Chameleon, Elkoss Combine Cipher, Ariake Logic Arrest, Armali Nexus, Serrice Savant.



Omni-Tool



A Tiny Sampling of Armor Variety

ARMOR

Environmental Suits protect against toxins, bacteria etc. All Armor can include environmental seals at double the suit's cost.

Light armor is made of kinetic reduction weaves.

An Infantry Battle Suit is much like the Light armor but includes lightweight ablative ceramic plates on the chest, arms and legs.

Hard Armor is a fully armored suit with environmental seals and can withstand the rigors of vacuum combat.

Standard equipment for all armor includes an on-board mini-frame and a communications, navigations, and sensing suite. The mini-frame is designed to accept and display data from a weapon's smart targeting system to make is easier to locate and eliminate enemies (+2 to Notice Rolls, and a bonus to Shooting Rolls with high-end weapons).

ARMOR

Type	Armor	Wt	Cost	Notes
EV Suit	+1	10	100	Protects against adverse atmospheric effects
Light	+4	10	250	Covers torso, arms, legs
Infantry Battle Suit	+6	20	800	Covers torso, arms, legs
Hard Armor	+8	30	2400	Covers torso, arms, legs

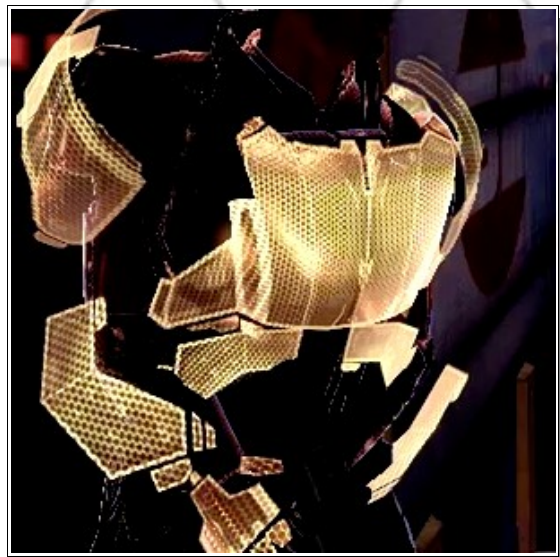
Trappings: Note, some armor types come in several grades such as the Aldrin Onyx. **Light Armor;** Aldrin Onyx, Aldrin Agent , Elanus Risk Duelist, Hahne-Kedar Scorpion, Serrice Phantom, Armax Predator, Ariake Mercenary. **Infantry Battle Suit;** Aldrin Onyx, Aldrin Agent, Devlon Survivor, Hahne-Kedar Scorpion, Serrice Phantom, Elkoss Assassin, Hahne-Kedar Silverback, Devlon Liberator. **Hard Armor;** Aldrin Onyx, Aldrin Agent, Serrice Geist, Hahne-Kedar Scorpion, Serrice Phantom, Devlon Justicar, Sirta Viridian, Devlon Arbiter.

SHIELDS

Kinetic Barriers add an extra layer of toughness that must be punched through to even reach the armor of the wearer. If any attack does damage greater than the shield toughness, the excess is applied to the toughness of the wearer. Any damage result that does this has overwhelmed the kinetic barrier and it goes down. It comes back up on the wearer's next action card, next round.

Type	Toughness	Cost	Notes
Shield I	8	-	Comes standard with all armor types except an EV Suit.
Shield II	12	800	
Shield III	16	2000	

Toughness is noted with one extra entry, the shield Toughness, as so: Toughness 12 (6) 12s



Tech Armor Power With Flare



Sniper Rifle and Assault Rifle

SMALL ARMS

All modern infantry weapons from pistols to assault rifles use micro-scaled mass accelerator technology. Projectiles consist of tiny metal slugs suspended within a mass-reducing field, accelerated by magnetic force to speeds that inflict kinetic damage. When the mass effect field collapses upon impact all of the built up kinetic energy is violently released.

Top-of-the-line weapons also feature smart targeting that allows them to correct for weather and environment. Firing on a target in a howling gale feels the same as it does on a calm day on a practice range. Smart targeting does not mean the bullet will automatically find the mark every time the trigger is pulled; it only makes it easier for the marksman to aim.

All modern weapons have a store mode which enables them to fold/compress into a rectangular box-like shape. When so stored, they cannot fire and are extremely durable. You can hit them with a sledge hammer with little effect.

Heat Buildup

The only limiting factor to weapons is heat build-up. All infantry weapons sport two mass accelerators. This has the dual effect of increasing the rate of fire while splitting the heat load. For pistols, this heat build-up is a non-issue. Shotguns may be fired two rounds in a row, then must have a "cool down" round. Assault rifles can only fire on full-auto for two rounds in a row. They are otherwise unhindered. Sniper rifles can only fire two rounds in a row before they must cool down.

Ranged Weapons

Type	Range	Damage	RoF	Cost	Wt	Min Str	Notes
Pistol	12/24/48	2d6+1	2	250	1	-	AP 1, double tap
Shotgun	12/24/48	1-3d6+1	1	150	3	-	SP 2
Assault Rifle	24/48/96	2d8+1	3	400	5	-	AP 3, Auto, 3RB
Sniper Rifle	50/100/200	2d10+1	1	1300	8	d6	AP 5, SP 1, snap fire, HW

AP only applies when shields are down!

Low End Weapons (Cost ½)

Effect: Choose one; half range, reduce damage one die type, Wt increased by x3, -1 shooting rolls

Trappings: Pistols; Elanus Risk Striker, Elkoss Combine Edge, Kahne-Kader Kessler. **Shotguns;** Ariake Katana, Armax Avalanche, Devlon Firestorm. **Assault Rifles;** Ariake Tsunami, Armax Crossfire, Devlon Raptor. **Sniper Rifles;** Ariake Naginata, Armax Punisher, Devlon Striker.

Average Weapons (Cost as listed)

Effect: As listed in the Weapons Table above.

Trappings: Pistols; Ariake Raikou, Devlon Stinger, Haliat Stiletto. **Shotguns;** Elanus Risk Hurricane, Elkoss Combine Scimitar, Hahne-Kader Storm. **Assault Rifles;** Elanus Risk Banshee, Elkoss Combine Avenger, Hahne-Kader Lancer. **Sniper Rifles;** Elanus Risk Hammer, Elkoss Combine Reaper, Hahne-Kader Avenger.

High-End Weapons (Cost x2)

Effect: Choose one; +1 shooting rolls, +1 damage, ROF increase of 1, Wt -50%

Trappings: Pistols; Armax Brawler, Kassa Razer, Rosenkov Karpov, Carnifex Hand Cannon.

Shotguns; Haliat Tornado, Kassa Armageddon, Rosenkov Sokolov. **Assault Rifles;** Haliat Thunder, Kassa Breaker, Rosenkov Kovalyov. **Sniper Rifles;** Haliat Equalizer, Kassa Harpoon, Rosenkov Volkov.



Small Arms

Hand Weapons

It is possible to run into hand weapons. Some old favorites have been enhanced with modern technology such as adding an electrical charge, a mono-filament edge, or vibro-tech. In such cases, the hand weapon does +2 damage and is double the cost.

Ammo

The ammo magazine is a simple block of metal. The gun's internal computer calculates the mass needed to reach the target based on distance, gravity, and atmospheric pressure, then shears off an appropriate sized slug from the block. A single block can supply thousands of rounds, making ammo a non-issue during any engagement.

To simulate this, ammo is treated much like that of allies found in on page 98 of SWEX with the following exceptions: Ammo is reduced at the end of each game session. Ammo only runs out on a duce if the weapon started the game session at the low ammo rating.

Small Arms Ammo	Wt	Cost	Notes
Anti-Personnel	-	10	Normally free with weapon purchase.
Armor Piercing	1	400	AP 2
Chemical	1	800	Vigor Roll or 1d6 additional damage
Cryo	1	1200	Vigor roll or terrain treated as Difficult for next 10 min.
Incendiary	1	1200	Check for caching fire: 6 on 1d6, 1d10 damage/round
Phasic	-	1400	SP 4
Radioactive	2	4000	SP 2, AP 1, +1 Damage

Heavy Weapons

Heavy Weapons can be also be found in this setting but are often only available to military units. Heavy weapons have limited ammunition as listed in the table below. All heavy weapons require a minimum Strength of d6.



Heavy Weapon: M-451 Firestorm

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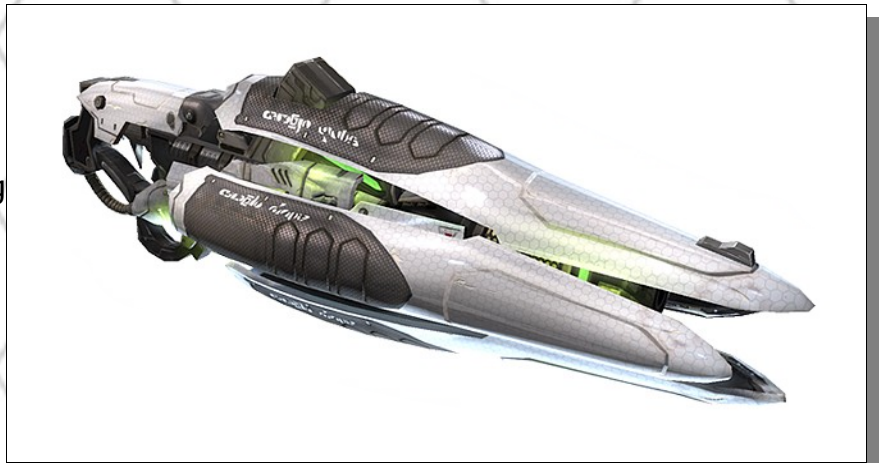
Heavy Weapons

Type	Range	Damage	RoF	Cost	Wt	Shots	Notes
M-100 Grenade Launcher	12/24/48	-	1	4000	10	10	As per grenade
M-77 Rocket Launcher	24/48/96	4d8	1	8000	10	15	
M-451 Firestorm	Cone Temp	2d10	1	6000	15	10	Ignores Shields and Armor
M-622 Avalanche	12/24/48	3d6	1	8000	10	20	Vigor roll or terrain treated as Difficult for next 10 min.
M-490 Blackstorm	12/24/48	4d6	1	60000	20	10	SP 8, AP 12, Med Burst Temp
Arc Projector	4/8/16	3d6	1	6000	15	10	Ignores Shields, Large Burst Temp

M-100 Grenade Launcher –

Manufactured by Elanus Risk Control Services this Rapid-fire grenade launcher is favored by Blood Pack vorcha mercenaries. Capable of taking down multiple enemies with a single well-placed shot.

M-77 Rocket Launcher - Rapid-fire missile launcher with optional seeking projectiles. Manufactured by Armax Arsenal



Unknown Prototype Heavy Weapon

M-622 Avalanche - Cryo Round technology is used to modify standard weapon slugs. A cooling laser collapses the ammunition into Bose-Einstein condensate, a mass of super-cooled subatomic particles capable of snap-freezing impacted objects. Scientists have found a way to apply this technology on a large scale: by generating a mass effect containment "bubble". It is nicknamed the "Cryo-Blaster".

M-451 Firestorm - The Firestorm is an excellent option for "crowd control." This weapon is extremely effective against swarming, melee-based units such as husks and varren.

M-490 Blackstorm - The Blackstorm, colloquially called the "black hole gun" encases a few particles of matter within a high-powered mass-increasing field, elevating them to near-infinite mass. This creates a gravitational singularity that draws nearby enemies and objects inward for a short

time. The rapidly-increasing gravity near the singularity's event horizon of the singularity rips objects apart. The mass effect field soon destabilizes and returns to normal mass, with explosive results. Charging takes 1 hour.

Arc Projector - The Arc Projector ionizes targets with a non-visible laser to ready them for a high-voltage electrical attack. As the lightning-like bolt hits its first target, a sophisticated auto-targeting system paints succeeding targets with the ionization laser, allowing the electricity to take the path of least resistance and arc between them. An entire enemy strike team can be shocked to death with a few pulls of the trigger.

Heavy Weapons Ammo

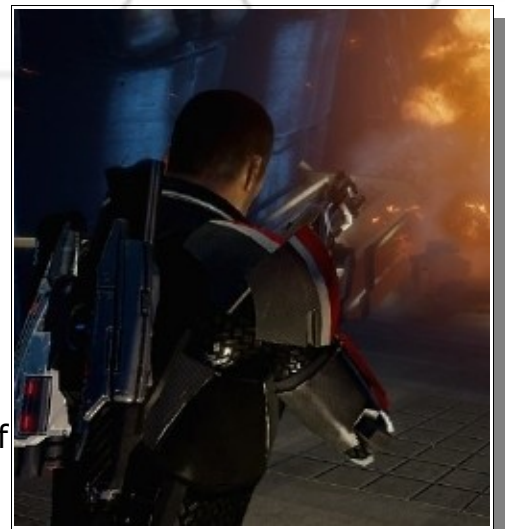
Type	Cost	Notes
Arc Projector Capacitor	2000/10	
Avalanch Cyro Rounds	2000/20	
Firestorm Canister	200/10	
Blackstorm Charge	N/A	Can be charged off a Mass drive such as from a starship
Rockets	1000/15	AP 2, Small Burst Template, HW
Seeking Rockets	6000/15	+2 Shooting Rolls, Small Burst Template, AP 6, Snapfire, HW
High Explosive Rockets	8000/15	Med Burst Template, AP 9, Snapfire, HW

Grenades

Type	Wt	Cost	Damage	Notes
Frag	1/5	75	4d4	Med Burst Template
Incendiary	¼	75	3d6	Large Burst Template

Weapon Store Points

All Armor has smart weapon store points that are keyed to specific types of weapons usually set up before combat situations but easily customizable in the field. Favorite weapons can be set up for left hand or right hand retrieval with no problem. The weapon store points speed deployment and holstering by using proximity signals from the wearer's glove, HUD, handle of the weapon and mount point. All of these coordinate to near instantly put a weapon handle in the hand of the wearer when she reaches back for one, or holster a weapon to the store point when one is returned. Since the wearer reaches over left or right shoulder, to the left side or right side of the lower back or up towards the middle of the back the system can easily track and present the correct weapon.



The Right Tool For the Job

Back store points can hold one of each of the following: assault rifle (left or right side back), sniper rifle (left or right side back), shot gun (lower lumbar mount), heavy weapon (middle of the back).

Hip store points can hold a pistol. Armor comes with one hip store point (left or right hip) but after market customizations to add a second are available.



Pistols Are Often the First Weapons Drawn

The in game effect of this is that Back store points reduce the normal multi-weapon penalty of drawing a weapon to just -1 with the added effect that the previous weapon can also be stowed or holstered at the same time.

Hip store points work so fast, having smart links that practically make the pistol handle jump into the armor's glove, that there is no multi-action penalty for drawing a pistol. However, there is still a -1 action penalty if another weapon is stored at the same time unless a successful agility check is made. This reflects the coordination of drawing and firing a weapon while the other hand is reaching back and putting another weapon away. Pistols are often the first weapon to show when a conversation goes horribly wrong.

Keying weapons to specific store points take two actions to set up and an omni-tool to do in the field. This is useful when a player takes an enemy down and really wants his opponent's weapon. Otherwise a found weapon can be stored on an empty store point but will not be able to be retrieved until the store point is setup correctly. This is useful to quickly grab that beautiful shotgun laying on the table for later use.

Weapons in their compact form are anywhere from 1/3 to 1/2 their deployed size. When compacted they are quite durable and a character carrying a full load out on all weapon store points should not fear if she gets knocked down, takes a fall or rolls for cover. Her weapons are securely locked in place (they were thinking of combat and zero G situations with this design), and can take a serious beating in compact form.

Store points could also be commandeered for small survival packs for carrying compact supplies, hydration units etc. Such packs would use up the left or right store point along with the center (heavy weapon) and lumbar (shotgun) store points. This would leave just one left or right store point and a hip store point for weapons. Infiltration units expected to be in the field for more than a couple of days would typically be outfitted like this.



Biotic Power: Singularity

BIOTICS

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. The various effects range from the ability to raise kinetic barriers, to creating small gravitational vortexes, to raising enemies helplessly into the air.

Biotic abilities arise from a creature with small pockets of element zero throughout their nervous system. The natural electrical nervous impulses create mass effect fields from these pockets, creating the effects seen as biotic abilities.

Exposure to element zero in the womb can sometimes lead to biotic abilities arising (such as in the case of the first human biotics), but often leads to conditions such as cancer. Biotic abilities are of varying rarity in many species. Some, like the asari, are naturally biotic, while others, like humanity, were exposed through artificial means.

Bio-amps are artificial devices used to increase the probability of biotic abilities surfacing in an individual.

Human Biotic Users

Human Biotics are those who were exposed to element zero (eezo) in utero and, beating the odds, developed eezo nodules throughout their nervous system. About one in one hundred exposures (in humans) will result in a person with moderate, stable biotic abilities that are worth training. Only

SAVAGE MASS EFFECT

asari are natural biotics and do not require eezo exposure, though not all choose to develop their abilities. Each biotic is first trained and then wired for an implant – usually at puberty – to use their talents to any useful degree. Basically a biotic has to develop conscious control of their nervous system, which is a long slow process. Once trained, a biotic can generate and control dark energy to move objects, generate protective barriers or restrain enemies. This is done using a technique called 'physical mnemonics'; the biotic uses a physical gesture to cause the right neurons and eezo nodules to fire and create the desired effect. The Alliance first trained human biotics via the BAaT program at Jump Zero in 2160, quietly hiring turian mercenaries as teachers, but after an instructor died, BAaT was shut down. The Alliance military eventually set up other training programs to handle biotics, but the records pertaining to BAaT remain classified.

Most modern human biotics use the Alliance's L3 implant, which is safe to use but not particularly powerful. However, some older biotics are stuck with L2 implants, which can allow for much greater power but at a cost. L2 implants are notorious for causing medical complications such as insanity, mental impairment, or extreme physical pain. It is possible to 'upgrade' from an L2 to an L3 implant, but the procedure is dangerous and unethical. Many L2s are angry at the way the Alliance has (in their view) abandoned them and want reparations for their suffering.

Human biotics can face prejudice from those who are religiously or philosophically opposed to their physiological modifications. This is mostly due to ignorance: some people (wrongly) believe that biotics can read and control people's minds. While human biotics get some involvement from the Parliamentary Subcommittee for Transhuman Studies, they don't have much political representation. Some unstable biotics see themselves as 'the future of humanity' and have turned their back on the galactic community to become terrorists. However, the Alliance military welcomes biotics with open arms and offers huge recruitment incentives. Because of the massive physical efforts involved in biologically generating dark energy, biotic soldiers have a larger daily calorie ration and are given energy drinks to keep their blood sugar and electrolytes up. The electrical fields in their bodies mean they are also prone to small static discharges when they touch metal.



Kaiden Alenko

Human Biotics are classed according to their strength and implantation:

- L1. These biotics can manipulate small objects but aren't strong enough to be offensively viable.
- L2. The L2 implants were first implemented in 2167. The results vary wildly – some L2s are hardly stronger than an L1, others are strong but unstable, while a few are powerful and stable, but suffer discomfort from their implants. L2s are all around the same age.
- L3. In 2170, the L3 implant was developed. L3 biotics are consistently stable with moderate ability; while not as strong as an L2, L3s are safe from dangerous side effects. Because of the implementation date, all L3s are 25 or younger.
- L3-R. Short for 'L3-retrofit', this is an L1 or L2 who has undergone extremely dangerous surgery to replace their implant with a newer model.

- L3-X. Implants installed in an unsuitable candidate.

Biotics of Other Species

Alien biotics vary in status:

- Almost all asari are biotic to some degree. Their physiology, which enables them to unite their nervous system with a member of a different species, gives them a level of natural control over their abilities that humans have to struggle for over years of training. Biotic ability is mandatory for asari who want to go into military service.
- Salarian biotics are unusual and highly prized. The salarian military does not risk them in the front lines but uses them in the intelligence services.
- In turians, biotic ability is also unusual. They are viewed with some suspicion by the general infantry and tend to be deployed in specialist groups called 'Cabals' for key missions.
- The few krogan biotics tend to be extremely powerful and often train to become krogan battlemasters.

Quarian biotics are very rare. This is likely due to their life aboard the Flotilla. Element zero is such a rare resource that it is probably too precious to be 'spent' on encouraging biotic potential in quarians, and because the quarians live aboard ships, any engine accident severe enough to release dust-form element zero would also be fatal to the crew.

New Background Edge

Arcane Background (Biotics)

Arcane Skill: Biotics (Vigor)

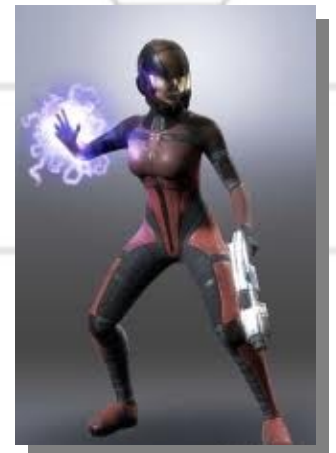
Starting Power Points: 10

Starting Powers: 2

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain.

Amplifiers allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use. Only the powers listed in the Biotics section may be selected.

Backlash: When a Biotic rolls a 1 on their Biotics die (regardless of their Wild Die), he is automatically Shaken. This can cause a wound.



Biotics are Versatile Combatants

BIOTIC POWERS

Barrier

Rank: Novice

Power Points: 2

Range: Self

Duration: 3 (1/round)

Trappings: An electric blue glow surrounding the biotic.

Barrier creates a kinetic barrier surrounding the biotic that is effective alone or can enhance an already active shield. Success grants the biotic 4 points of Shield and a raise grants 8.



Biotic vs Biotic

Lift

Rank: Seasoned

Power Points: 2

Range: Vigor

Duration: 3 (1/round)

Trappings: electric blue glow surrounds target and they are lifted a meter into the air.

Lift is a biotic power that is used to raise a target off their feet, dramatically limiting their combat effectiveness while the power persists. The weight a biotic can lift is equal to 10 lbs times his Vigor die type, or 50 lbs times his Vigor with a raise.

All physical actions have a -2 penalty. If the character rolls a 1 on his trait die, regardless of Wild Die, he has lost control of his body and begins to tumble in three dimensions. Treat the character as Shaken, but he must make an Agility roll to recover rather than Spirit. While under the effect of Lift, the victim's movement rate is effectively zero.

Living targets may resist with an opposed agility roll. If the roll is greater than the biotic's skill total, the victim has managed to grab onto something. If the creature loses, however, it is lifted as usual and does not get another attempt to break free. Note if the victim is not adjacent to anything that could be used to prevent lifting they do not get the Agility roll to save themselves.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. The victim would have to be adjacent to an object to take advantage of this. An Agility roll is required to grab on in time. If successful, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim is wins this contested roll, he manages to grab onto whatever was available and is not lifted.

Reave

Rank: Novice

Power Points: 1- 6

Range: 12/24/48

Duration: Instant

Trappings: a shimmering electric blue aura on the target with electric sparks

Reave employs mass effect fields to biotically attack the target's nervous or synthetic systems.

The damage of *Reave* is 2d6.

Additional Reave Attacks: The biotic may attack up to three times by spending a like amount of Power Points. This must be decided before the power is used. The *reave* attacks may be spread among targets as the character chooses. Using multiple *reave* attacks does not incur any attack penalties.

Additional Damage: The biotic may also increase the damage to 3d6 by doubling the Power Point cost per *reave* attack. This may be combined with the additional *reave* attacks, so using 3 *reave* attacks of 3d6 damage costs 6 Power Points. [This is the bolt power from SWEX.]

Shockwave

Rank: Veteran

Power Points: 2

Range: Special

Duration: Instant

Trappings: a series of explosive tiny singularities extending out from the biotic.

Shockwave creates a damaging stream of micro-singularities that appear and collapse with explosive force. Place a ruler in



front for the character. Along *Biotic Power: Shockwave*

the ruler, lay small burst templates one right after the other with their edges touching. Anyone within a template must make an opposed agility roll versus the arcane skill roll of the biotic or suffer 3d6 damage.

Singularity

Rank: Veteran

Power Points: 4

Range: Vigor

Duration: 3 (1/round)

Trappings: a black humming ball surrounded by an electrical blue field

Singularity is as per the Lift power but it affects a Medium Burst Template and causes 1d6 damage to all victims per round. The power extends to a Large Burst Template and causes 2d6 damage to all victims per round on a raise.

Slam

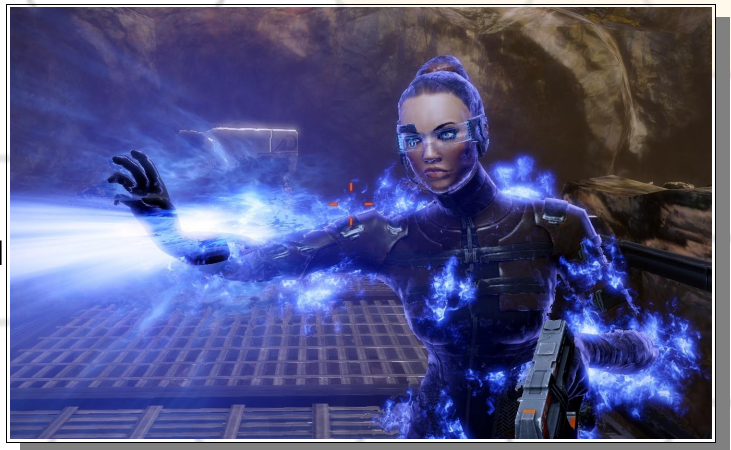
Rank: Seasoned

Power Points: 2-6

Range: 24/48/96

Duration: Instant

Trappings: each victim is yanked a meter into the air and then slammed into the ground through violent manipulation of gravitational forces. There is a burst of blue energy in a column around each victim.



This is an area effect power that can put down many opponents at once. The character first *A Biotic Unleashes With Slam* picks where he wants to center the *slam*, then makes the appropriate skill roll. Normal ranged attack modifiers apply.

The area of effect is a Medium Burst Template. If the roll is failed, the *slam* deviates as a launched projectile.

Targets within the *slam* suffer 2d6 damage. Unlike other attacks, rises on the attack roll do not add to damage to area effect attacks.

Additional Effects: For double the Power Points, *slam* does 3d6 damage or the size is increased to a Large Burst Template. For triple the points, it does both. Note this leaves victims prone. [It is otherwise the *blast* power from SWEX.]

Stasis

Rank: Novice

Power Points: 2

Range: Vigor

Duration: 3 (1/round)

Trappings: An electric blue glow surrounding the target.

Stasis causes an enemy to be temporarily locked in a mass effect field, freezing the target in place and making them unable to move or perform actions.

Throw

Rank: Seasoned

Power Points: 2

Range: Vigor

Duration: 3 (1/round)

Trappings: An electric blue glow surrounding the target.

Throw is the ability to move a single object or creature (including one's self) by manipulating mass effect fields. The weight a biotic can lift is equal to 10 lbs times his Vigor die type, or 50 lbs times his Vigor with a raise.



Biotic Power: Throw (being used for personal flight)

Lifting Creatures: Living targets may resist with an opposed agility roll. If the roll is greater than the biotic's skill total, the victim has managed to grab onto something. If the creature loses, however, it is lifted as usual and does not get another attempt to break free.

Occasionally a victim might manage to grab onto something solid to prevent itself from being lifted. The victim would have to be adjacent to an object to take advantage of this. An Agility roll is required to grab on in time. If successful, the victim may make an opposed Strength roll versus the caster's arcane skill. If the victim wins this contested roll, he manages to grab onto whatever was available and is not moved, bashed, or otherwise affected that round.

Dropping things: Particularly ruthless characters often use *Lift* to drop their foes or bash them into walls and the like. A creature affected by this power can be moved up to the biotic's Vigor in inches per turn in any direction. Dropped creatures suffer falling damage as usual.

Victims who are bashed into walls or other solid objects suffer the biotic's Vigor+d6 as damage. If a biotic with a d12 Vigor smashes a batarian into a wall, for example, the batarian suffers d12+d6 damage.

This power is particularly fearsome when used to yank an opponent out from cover during a firefight.

Warp

Rank: Novice

Power Points: 2

Range: Vigor

Duration: Instant

Trappings: A visible wave-like pattern extending from the biotic.

Warp produces a large fan of alternating mass effect fields that damages its targets with strong , alternating gravitational forces.

When used, place the thin end of the Cone Template at the character's front. Targets within the template may make Agility rolls versus the biotic's arcane skill roll to avoid the blaze. Those who fail suffer 2d10 damage. This counts as a Heavy Weapon.



Kasumi Hacks A Security System

TECH

Arcane Background (Tech)

Arcane Skill: Electronics (Smarts)

Starting Power Points: 5

Starting Powers: none

Trappings: Use of Omni Tool, Power Edges are Omni-tool upgrades, Power Points represent smarts, talent, and sophisticated hacking programs.

Electronic warfare plays a very important role in Savage Mass Effect. The ability to turn enemy mechs on their users, or shut down turrets can best be represented by the Arcane Background rules. ALL players begin with the Arcane Background (Tech). All they need to use it is an Omni-tool and a power. This Arcane Background can be combined with other Arcane Backgrounds.

TECH POWERS

AI Hacking

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Turn an enemies mechs on him! AI hacking is an opposed roll of the character's electronics skill versus the target's Spirit. The user must score a success and beat the target's roll to gain complete control. The victim will attack friends and even commit suicide if it is a simple VI device such as drones and mechs.

Sentient synthetics such as the Geth are allowed another oppose Spirit roll to break the hack if ordered to attack allies or commit suicide.

Damping

Rank: Veteran

Power Points: 3

Range: Smarts

Duration: Instant

This power dampens Tech Talents and Biotics.

The Tech picks a single target within range and makes an opposed arcane skill roll. The tech suffers a -2 modifier if the target power is of another type (e.g. Tech vs Biotic).

With a success, he drains 1d6+1 Power Points from the victim. ON a raise, the victim loses 1d8+2 Power Points.

The victim cannot be reduced below zero Power Points. Drained Power Points are simply lost. Drained Power Points recharge as normal.

This power works only on creatures with an Arcane Background.

Energy Drain

Rank: Seasoned

Power Points: 2-6

Range: 24/48/96

Duration: Instant

This is an area effect power that can put down many synthetic opponents at once. The character first



Never Forget the Importance of Electronic Warfare

picks where he wants to center the *energy drain*, then makes the appropriate skill roll. Normal ranged attack modifiers apply. This power bypasses shields.

The area of effect is a Medium Burst Template. If the roll is failed, the *energy drain* deviates as a launched projectile.

Targets within the energy drain suffer 2d6 damage. Unlike other attacks, raises on the attack roll do not add to damage to area effect attacks.

Additional Effects: For double the Power Points, *energy drain* does 3d6 damage or the size is increased to a Large Burst Template. For triple the points, it does both. Note this leaves victims prone. [It is otherwise the *blast* power from SWEX.]



Tali Scans Encrypted Files for Evidence

Neural Shock

Rank: Novice

Power Points: 2

Range: 12/24/48

Duration: Special

Neural Shock stuns any living or synthetic opponent with an overload to their neural pathways (or VI/AI programs) within a Medium Burst Template.

If the Tech scores a success, targets within the area of effect must make Vigor rolls or be Shaken. With a raise, the victims must make Vigor rolls at -2.

Overcharge

Rank: Novice

Power Points: 2

Range: Touch

Duration: 3 (1/round)

This power can only be used on small arms. It overcharges the micro mass accelerators for a short amount of time. It affects just one weapon per use. While the power is in effect, the weapon's damage is increased by +2, or +4 with a raise.

Overload

Rank: Seasoned
Power Points: 3
Range: 6/12/24
Duration: Instant

Overload hits the target with with a cacophony of directed electronic signals. While this power does not damage organic targets it plays havoc with shields, weapons and synthetics.



Always Let the Tech Do Her Thing

On a successful arcane skill roll the target takes 3d6 damage to it's shields.

Damage that exceeds the shield toughness bypasses armor and acts as damage to synthetic targets and is applied directly to their toughness. Any activated weapon (not stored) also overheats. This even effects pistols shutting them down for the rest of the round.

On a raise the damage is 4d6.

Tactical Cloak

Rank: Seasoned
Power Points: 5
Range: Self
Duration: 3 (1/round)

With a success, the character is barely detectable by eyes, optics and other sensors. He appears but a vague outline. A character may detect the cloaked tech if he has a reason to look and makes a Notice roll at -4. Once detected, he may attack the tech at -4 as well. With a raise, the tech is completely invisible to the eye, optics and other sensors. The penalty to Notice him or hit him is -6.

In either case, the power affects the character and his personal items and anything he subsequently picks up if he can carry it.

Tech Armor

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/round)

Tech armor boosts the existing shields a tech has. Success grants the biotic 4 points of Shield and a raise grants 8. The tech can also use this power to automatically reactivate his shields if they are currently down.

SITUATIONAL RULES

Zero G

All physical actions have a -2 penalty. If the character rolls a 1 on his trait die, regardless of Wild Die, he has lost control of his body and begins to tumble in three dimensions. Treat the character as Shaken, but he must make an Agility roll to recover rather than Spirit.

COMING SOON...

SHIPS – exploration, trade, and combat.

MODS – enhancements to armor, weapons and equipment such as bio amps and omni-tools, mod your character with racial edges and more.



A Fleet Arrives at a Mass Relay