

List:

For all:

- First Aid
because I



// Can't find the right one.. which is odd

see a different one on the wiki-site but when I copy
it or its source it always looks so... pale.. :-/

- Fitness



Combat:

- Adrenaline Rush



- Carnage



- Concussive Shot



- Fortification



- Marksman



Biotic:

- Barrier



- Charge



- Dark Channel



- Dominate



- Flare



- Lash



- Nova



- Pull



- Reave



- Shockwave



- Singularity



- Slam



- Stasis



- Throw



- Warp



Tech:

- Combat Drone



- Cryo Blast



- Decoy



- Defense Drone



- Defense Matrix



- Energy Drain



- Incinerate



- Overload



- Sabotage



- Sentry Turret



- Tactical Cloak



- Tech Armor



Class Powers:



- Alliance Admiral

- Alliance Officer

- Arms Master

- Asari Justicar

- Biotic Boss

- Cerberus Officer

- Cerberus Operative

- Krogan Battlemaster

- Krogan Berserker

- Master Thief
- Mercenary Veteran
- Pure Biotic
- Quarian Machinist
- Subject Zero // Pretty unlikely but same as the one below.
- Turian Huntress
- Turian Rebel
- Unshackled AI
- Vengeful Ancient // Yeah, no. This is just for completion's sake.

CLASSES AND POWERS (Starting powers are *italic*, powers that I think are moot are **dark red**)

Adept	Fitness	Biotic Mastery			
		Cluster Grenade	Pull		Shockwave
		<i>Singularity</i>	Throw		<i>Warp</i>
Engineer	Fitness	Tech Mastery			
		<i>Combat Drone</i>	Cryo Blast	Overload	
		<i>Incinerate</i>	Sabotage		Sentry Turret
Infiltrator	Fitness	Operational Mastery			
		Cryo Ammo	<i>Disruptor Ammo</i>		Sticky Grenade
		Incinerate	Sabotage		<i>Tactical Cloak</i>
Sentinel	Fitness	Offensive Mastery			
		Lift Grenade	<i>Throw</i>		Warp
		Cryo Blast	Overload		<i>Tech Armor</i>
Soldier	Fitness	Combat Mastery			
		<i>Adrenaline Rush</i>	Concussive Shot		Cryo Ammo
		Disruptor Ammo	<i>Incendiary Ammo</i>		Frag Grenade
Vanguard	<i>Fitness</i>	Assault Mastery			
		Cryo Ammo	<i>Incendiary Ammo</i>		<i>Biotic Charge</i>
		Nova	Pull		Shockwave

Besides those, any player can choose an ADDITIONAL power from class powers that makes sense with their actual character (like the Quarian Machinist)

- // Haya's replacement ideas
- // Adept: 1 Pure Biotic or Biotic Boss
- // Infiltrator: 2 Master Thief Cerberus Operative
- // Sentinel: 1 Unshackled AI
- // Soldier: 4 Carnage Arms Master Veteran Mercenary
Turian Rebel or Alliance Officer (Ashley)
- // Vanguard: 2 Krogan Battlemaster Krogan Berserker or All. Officer (Kaidan)

Template:

An example: (but not even close to real)

Basic Warp (Level 1) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 2d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Range: 6

Cool Down: 6

Basic Warp (Level 2) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 3d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Range: 6

Cool Down: 5

Basic Warp (Level 3) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 4d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Range: 6

Cool Down: 4

Advanced Warp (Level 4) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 4d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Lasting Damage: The Target Takes 2d8 Dmg the following round.

or

Extra Damage: You deal +1d8 additional damage.

Range: 6

Cool Down: 4

Advanced Warp (Level 5) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 4d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Piercing Damage: Does double damage to Barriers and Armor.

or

Extra Damage: You deal +1d8 additional damage.

Range: 6

Cool Down: 4

Advanced Warp (Level 6) - Make a Use Biotic Check vs Target's Fort Defense. If you are successful you do 5d8 Biotic Damage to the target's Barriers, Armor or Hit Points.

Exposing Damage: Target suffers double damage from all other sources for the duration of the warp.

or

Phasic Damage: You can now damage a target's shields, but you do only half damage to them.

Range: 6

Cool Down: 4

→→→ **REVAMP SUGGESTIONS START HERE** ←←←



FITNESS

The power focuses on increasing Melee Damage, Shields, Barriers, Health, Shield Regeneration.

Rank 1: Fitness

Put on some muscle and become fearless in close-quarters combat.

Health & Shield Bonus: +15% | +2 Points on Health and Shields

Melee Damage Bonus: +15% | +2 Points melee damage // maybe only 1...

Rank 2: Durability

Increase health and shield bonuses by 10%. | by one more point.

Health & Shield Bonus: +25% | +1 Point

Rank 4: Melee Damage/Durability

Melee Damage

Increase melee damage bonus by 30%. | by two points

Melee Damage Bonus: +65% | +2 Points melee damage

OR

Durability

Increase Health and shield bonuses by 15%. | by one more point

Health & Shield Bonus: +40% | +2 points on Health and

Shields

Rank 5: Martial Artist/Shield Recharge

Martial Artist

Increase melee damage by 75% for 30 seconds after an enemy is killed by a heavy melee. | That's a difficult one... maybe a +5 if the character makes another successful melee attack in the next round?

OR

Shield Recharge

Decrease shield recharge delay by 15%. | Gain one additional Shield Recharge

Rank 6: Melee Synergy/Fitness Expert

Melee Synergy

Increase melee damage bonus by 30%. Increase weapon damage bonus by 25% for 20 seconds after an enemy is killed by a heavy melee.

Melee Damage Bonus: +95% (Melee Damage), +65% (Durability)

OR

Fitness Expert

Increase health and shield bonuses by 25%.

Health & Shield Bonus: +65% (Durability), +50% (Melee Damage)

→→→**REVAMP FROM THE SITE STARTS HERE**←←←

AI HACKING (Tech Power)



Hack synthetics to make them fight on your side.

Range: 6

Cool Down: 8

Duration: 2

Targets: 1

Protections: Stopped by Shields

Action Points: Range +2, Duration +2

Power Combo: N/A

Casting Time: Standard Action

Make a Use Tech check against target synthetic's Will Defense. Success results in the following:

Global: This power can also target piloted mechs such as an Atlas, in this case you make a contested Use Tech check against the pilots Use Computer to wrest control from him. Each

round the Pilot may attempt to regain control by making another Contested skill check.

Hacked synthetics attack the nearest target with whatever weapon or ability they most commonly used. They may be directed to take other actions, target other foes, or use other powers with a Swift Action. If a Hacked AI leaves the line of effect to the controller or moves beyond Range x2 in squares the connection is severed and the hack is ended prematurely. The controller may also end a hack prematurely as a Swift Action.

Tier 1 (Basic): Duration +1, Target immune to further AI Hack this combat

Tier 2 (Basic): Duration +2, Target immune to further AI Hack this combat

Tier 3 (Basic): Duration +3, Target immune to further AI Hack this combat

Tier 4 (Advanced): Duration +3, Target immune to further AI Hack this combat

Option 1 – Friend or Foe Targeting I: Hacked Synthetic gains +3 Attack and +3 Damage against its former allies

Option 2 – Feedback: As a Standard Action end the hack to detonate the synthetic dealing 2d8 damage to the target and all targets within 1 square

Tier 5 (Advanced): Duration +3, Target immune to further AI Hack this combat, Range 8

Option 1 – Network Hack: Hack one additional target within 3 squares of the primary target

Option 2 – Friend or Foe Targeting II: Hacked Synthetic gains +5 Defenses against its former allies

Tier 6 (Advanced): Duration +4, Target can be affected by AI Hacking once more this combat, Range 8

Option 1 – Recharge Speed: Cool Down 6

Option 2 – Berserk: Hacked synthetics fighting on your side move 2 squares faster and do +100% more damage.

** This power has been split in two; Sabotage and AI Hacking.*

ADRENALINE RUSH (Combat Power)



For a brief moment it slows down time around the player, giving a small window to line up the perfect head-shot with the sniper rifle or other weapons, as well as increasing the damage dealt, including melee damage.

Range: Self
Cool Down: 6
Duration: 1
Targets: Self
Protections: N/A
Action Points: Duration +1, Damage Bonus +2
Power Combo: N/A
Casting Time: Swift Action

Global: Adrenaline Rush may not be activated while other Combat Powers are also active. To use this power you must have sufficient shots with your thermal clip remaining.

Tier 1 (Basic): Attack Bonus +1, Damage Bonus +1

Tier 2 (Basic): Attack Bonus +2, Damage Bonus +2

Tier 3 (Basic): Attack Bonus +3, Damage Bonus +3

Tier 4 (Advanced): Attack Bonus +3, Damage Bonus +3, Melee Attacks deal +50% damage to armor

Option 1 – Hardening: Shields gain Damage Reduction 5

Option 2 – Damage: Damage increased by one die

Tier 5 (Advanced): Attack Bonus +3, Damage Bonus +3, Melee Attacks deal +50% damage to armor

Option 1 – Duration: Duration +1

Option 2 – Melee Damage: Melee Damage increased by one die

Tier 6 (Advanced): Attack Bonus +4, Damage Bonus +4, Melee Attacks deal +100% damage to armor

Option 1 – Shield Boost: Activates a Shield Recharge that recharges double the normal amount

Option 2 – Power User: May now use one Combat Power while Adrenaline Rush is active

BARRIER (Biotic Power)



Barrier spawns a high density mass effect field that soaks up huge amounts of damage.

Range: Self
Cool Down: 8
Duration: 4

Targets: Self

Protections: N/A

Action Points: Duration +2, Detonation Damage +1d8

Power Combo: N/A

Casting Time: Standard Action

Global: You cannot raise a Biotic Barrier if you are suffering from a Condition Hazard unless you make a Use Biotic Check against DC25.

Tier 1 (Basic): Biotic Barrier Points 1d8+Level

Tier 2 (Basic): Biotic Barrier Points 2d8+Level

Tier 3 (Basic): Biotic Barrier Points 3d8+Level

Tier 4 (Advanced): Biotic Barrier Points 3d8+Level, Damage Reduction 2

Option 1 – Blast Effect: Detonate Barrier as Standard Action to deal 2d8 Dmg to all targets with 1 square radius

Option 2 – Barrier Strength: +1d8 Barrier Points

Tier 5 (Advanced): Biotic Barrier Points 3d8+Level, Damage Reduction 2

Option 1 – Shield Recharge: Detonate Barrier as a Standard Action to activate a Shield Recharge.

(This effect stacks with Tier 4 Blast Effect)

Option 2 – Power Synergy: Reduce Barrier strength by X number of points to add X damage to a Biotic Power use.

Tier 6 (Advanced): Biotic Barrier Points 4d8+Level, Damage Reduction 2

Option 1 – Power Recharge: Cool Down 6

Option 2 – Barrier Strength: Damage Reduction 5

BIOTIC CHARGE (Biotic Power)



Smash into a target while encased in this biotic barrier, leveling your opponents.

Range: User's Movement Limit

Cool Down: 6

Duration: N/A

Targets: 1

Protections: None

Action Points: Range +2, Target Size +1 Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Biotics check against target's Reflex Defense. Success results in the following:

Global: When using this power to charge you move in a straight line to your target but this power compensates for obstructing obstacles in the way such as teammates and enemies, but not walls. The range of the power is limited by the remaining movement the character has when triggering this power.

Any target suspended helpless by powers such as Pull or Singularity suffers the basic effects of a Tier 1 Throw in addition to the Power's normal effects.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, Knock Medium or smaller target Prone

Option 1 – Force & Damage: Damage +1d8, Knock Large or smaller target Prone

Option 2 – Radius: Hit up to 2 additional targets within 1 square of the primary target dealing them ½ damage, but no other effect

Tier 5 (Advanced): Damage 3d8, Knock Medium or smaller target Prone

Option 1 –Weapon Synergy: Deal melee weapon damage in addition to the Biotic Charge damage on impact

Option 2 – Power Synergy: Increase Power Combo Detonation damage by +50%

Tier 6 (Advanced): Damage 4d8, Knock Medium or smaller target Prone

Option 1 – Bonus Power: Casting Time: Swift Action

Option 2 – Barrier: Reset the Cool Down of your Biotic Barrier Power.

CARNAGE (Combat Power)



Rip a target to shreds with this vicious blast.

Range: 6

Cool Down: 6

Duration: N/A

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2

Power Combo: Detonator

Casting Time: Standard Action

To use this power you must have sufficient shots with your thermal clip remaining. Make a Standard Attack Roll with your currently equipped shotgun, using all normal modifiers including range, if you hit the target you do normal weapon damage including ammo and the following:

Global: Any target suspended by powers such as Pull or Singularity will be thrown back until it makes impact with a solid object. Both targets suffer the effects of a fall of the corresponding distance. The primary target is knocked prone and the impact target is as well if it is of equal or smaller size.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, +25% damage to Armor

Option 1 –Radius: Explodes on impact doing ½ damage to all targets within 1 square radius of impact

Option 2 – Extra Damage I: +1d8 Damage

Tier 5 (Advanced): Damage 3d8, +50% damage to Armor, Range 8

Option 1 – Incapacitate: Target s without Shields or Barriers are knocked Prone

Option 2 – Recharge Speed: Cool Down 4

Tier 6 (Advanced): Damage 4d8, +50% damage to Armor, Range: 8

Option 1 – Armor Damage: +200% damage to Armor

Option 2 – Extra Damage II: +1d8 Damage

CONCUSSIVE SHOT (Combat Power)



When activated, the user's weapon fires a single high-powered round that damages a target and can knock it flat.

Range: 8

Cool Down: 6

Duration: N/A

Targets: 1

Protections: Stopped By Shields

Action Points: Range +2, Target +1 Size Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Standard Attack Roll with your currently equipped gun, using all normal modifiers including range, if you hit the target you do normal weapon damage including ammo and the following:

Global: Any target(s) suspended helpless by powers such as Pull or Singularity suffers the basic effects of a Tier 1 Throw in addition to the Power's normal effects. Both targets suffer the effects of a fall of the corresponding distance. The primary target is knocked prone and the impact target is as well if it is of equal or smaller size.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, Knock Medium or smaller target Prone

Option 1 –Force & Damage: Damage +1d8, Knock Large or smaller target Prone

Option 2 – Radius: All Medium or smaller targets within 1 square radius of the primary impact are knocked Prone

Tier 5 (Advanced): Damage 3d8, Knock Medium or smaller target Prone, Range: 10

Option 1 – Shatter: +100% damage to Barriers and Chilled or Snap Frozen targets

Option 2 – Recharge Speed: Cool Down 4

Tier 6 (Advanced): Damage 4d8, Knock Medium or smaller target Prone, Range: 10

Option 1 – Hammer: All targets within 1 square radius of the primary impact take ½ damage.
Option 2 – Shredder: +100% damage to the hit points of organics.

CRYO BLAST (Tech Power)



When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing targets within a certain radius.

Range: 6
Cool Down: 6
Duration: 4 Rounds
Targets: 1
Protections: Partially Stopped by Shields and Barriers
Action Points: Range +2, Duration +2
Power Combo: Source
Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

Global: Targets with Shields or Barriers can suffer the damage of a Cryo Blast but not any other effects.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, Target(s) Chilled*
Range: 8

Option 1 -- Extend Duration: Duration 6 Rounds
Option 2 -- Radius: All targets within 1 square radius of the primary impact take ½ damage

Tier 5 (Advanced): Damage 3d8, Target(s) Chilled*
Range: 8

Option 1 – Speed Reduction: Targets are Snap Frozen instead of Chilled
Option 2 – Cryo Explosion: Increase all damage Chilled targets take by +25%

Tier 6 (Advanced): Damage 4d8

Range: 8

Option 1 – Recharge Speed: Cool Down 3

Option 2 -- Frozen Vulnerability: Increase all damage Chilled or Snap Frozen targets takes by +75%

**Chilled is a new Condition Hazard (Target may only make 1 Standard Action in a round)*

**Snap Frozen is a Condition Hazard (Target may only make 1 Move Action in a round)*

INCINERATE (Tech Power) //BY HAYABUSA



When activated, the user's omni-tool fires a high-explosive plasma round capable of setting targets on fire within a certain radius.

Range: 6

Cool Down: 6

Duration: 1 Round

Target(s): 1

Protections:

Action Points: Range +2, Damage +1d8

Power Combo: Source

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

Tier 1 (Basic): Damage 1d8 Round

Tier 2 (Basic): Damage 2d8 Round

Tier 3 (Basic): Damage 3d8 Round

Tier 4 (Advanced): Damage 3d8 Round, Sets Target(s) on fire

Range: 8

Option 1 -- Cooldown: 5 Rounds

Option 2 -- Radius: Possibility to damage everything adjacent to your target.

Tier 5 (Advanced): Damage 3d8 Round, Sets Target(s) on Fire

Range: 8

Option 1 -- Extra Damage: +1d8 Damage

Option 2 -- Recharge Speed: Cooldown 4

Tier 6 (Advanced): Damage 4d8 Round, Sets Target(s) on Fire
Range: 8

Option 1 -- Freeze Combo: Double damage to targets that have been Snap-Frozen by a Cryo Blast or Cryo Ammo.

Option 2 -- Armor Damage: Do +2d8 damage against Armor.

Special: A target that is killed by Incinerate sets anything adjacent to him on fire for the duration of the fight.

INCINERATE (Tech Power) //BY VARDAEN



When activated, the user's omni-tool fires a high-explosive plasma round capable of setting targets on fire within a certain radius.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: Partially Stopped by Shields and Barriers

Action Points: Range +2, Duration +2

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

Global: Targets with Shields or Barriers can suffer the damage of Incinerate but not any other effects.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, Target(s) set on Fire*
Range: 8

Option 1 – Extra Damage: Damage +1d8

Option 2 -- Radius: All targets within 1 square radius of the primary impact take ½ damage

Tier 5 (Advanced): Damage 3d8, Target(s) set on Fire*

Range: 8

Option 1 – Burning Damage: Targets on Fire* suffer full initial damage instead of half.

Option 2 –Recharge Speed: Cool Down 4

Tier 6 (Advanced): Damage 4d8, Target(s) set on Fire*

Range: 8

Option 1 – Freeze Combo: +100% damage to Chilled or Snap Frozen targets

Option 2 – Armor Damage: +100% damage to Armor

** Fire is a Condition Hazard (Target takes ½ the initial damage each round until doused or duration ends. Target cannot regenerate health while on Fire).*

MARKSMAN (Combat Power)



Marksman increases the rate of fire and accuracy of weapons for a short period of time..

Range: Self

Cool Down: 8

Duration: 2

Targets: Self

Protections: N/A

Action Points: Duration +1, Ranged Attack Bonus +1

Power Combo: N/A

Casting Time: Swift Action

Global: Marksman may not be activated while other Combat Powers are also active. To use this power you must have sufficient shots with your thermal clips remaining.

Tier 1 (Basic): Ranged Attack Bonus +1

Tier 2 (Basic): Ranged Attack Bonus +2

Tier 3 (Basic): Ranged Attack Bonus +3

Tier 4 (Advanced): Accuracy Bonus +3, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Accuracy: Ranged Attack Bonus +1

Option 2 – Firing Rate: When taking more than one shot at a target using this power you do not suffer the -2 penalty.

Tier 5 (Advanced): Accuracy Bonus +3, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Duration: Duration +1

Option 2 – Headshots: You deal extra damage equal to your Ranged Attack Bonus from Marksman.

Tier 6 (Advanced): Accuracy Bonus +4, When using a ranged weapon, you may fire two shots as a single attack against a single target. You take -2 penalty on your attack roll.

Option 1 – Accuracy and Firing Rate: Ranged Attack Bonus +1, If wielding a weapon in each hand you may apply this ability to both guns.

Option 2 – Recharge Speed: Cool Down 6

—

OVERLOAD (Tech Power)



Overload electronics with this power surge, stunning your enemy.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: None

Action Points: Range +2, Duration +2

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Tech check against target's Reflex Defense. Success results in the following:

Global: Overload only damages shields, barriers and synthetics with its damage effects.

Tier 1 (Basic): Damage 1d8

Tier 2 (Basic): Damage 2d8

Tier 3 (Basic): Damage 3d8

Tier 4 (Advanced): Damage 3d8, Overheats target's currently equipped thermal clip

Option 1 – Extra Damage: Damage +1d8

Option 2 – Chain Overload I: Hit one additional target within 3 squares of the primary target for ½ damage

Tier 5 (Advanced): Damage 3d8, Overheats target's currently equipped thermal clip, Range 8

Option 1 – Neural Shock: Organic targets can suffer Hit Point damage from this Power now.

Option 2 – Recharge Speed: Cool Down 4

Tier 6 (Advanced): Damage 4d8, Overheats target's currently equipped thermal clip, Range 8

Option 1 – Shield Damage: +100% damage to Shields and Barriers

Option 2 – Chain Overload II: Hit one additional target within 3 squares of the primary target for ½ damage.

SABOTAGE (Tech Power)



Sabotage weapons and synthetics.

Range: 6

Cool Down: 4

Duration: N/A

Targets: 1

Protections: None

Action Points: Range +2, Damage +1d8

Power Combo: N/A

Casting Time: Standard Action

Make a Use Tech check against target's Fortitude Defense. Success results in the following:

Global: This Power has no effect on target weapons that do not use Thermal. Synthetics without Shields or Barriers that are targeted by this Power suffer the backfire effects.

Tier 1 (Basic): Overheat target weapon, Backfire causes 1d8 damage

Tier 2 (Basic): Overheat target weapon, Backfire causes 2d8 damage

Tier 3 (Basic): Overheat target weapon, Backfire causes 3d8 damage

Tier 4 (Advanced): Overheat target weapon, Backfire causes 3d8 damage

Option 1 – Extra Damage: Backfire causes +1d8 damage

Option 2 – Compromised Weapon: Weapon requires full round action to reload

Tier 5 (Advanced): Overheat target weapon, Backfire causes 3d8 damage, Weapon suffers -1 Attack until repaired

Option 1 – Explosive Backfire: All targets within 1 square radius of the primary backfire take ½ damage

Option 2 – Recharge Speed: Cool Down 3

Tier 6 (Advanced): Overheat target weapon, Backfire causes 4d8 damage, Weapon suffers -2 Attack until repaired

Option 1 – Chain Sabotage: Sabotage one additional target within 3 squares of the primary target

Option 2 – Tech Vulnerability: +100% damage to Shields, Barriers and Synthetic Hit Points

** This power has been split in two; Sabotage and AI Hacking.*

STASIS (Biotic Power)



Stasis causes an enemy to be temporarily locked in a mass effect field, freezing the target in place and making them unable to attack. Enemies in Stasis also become impervious to damage.

Range: 6

Cool Down: 6

Duration: 2

Targets: 1

Protections: Stopped by Barrier

Action Points: Range +2, Duration +1

Power Combo: Source

Casting Time: Standard Action

Make a Use Biotic Check against target's Will Defense. Success results in the following:

Global: Targets held in Stasis take no damage from any other source. When Stasis ends

targets fall prone.

Tier 1 (Basic): Target is held helpless, Target immune to further Stasis this combat

Tier 2 (Basic): Target is held helpless, Target immune to further Stasis this combat, Duration +1

Tier 3 (Basic): Target is held helpless, Target immune to further Stasis this combat, Duration +2

Tier 4 (Advanced): Target is held helpless, Target immune to further Stasis this combat, Duration +2

Option 1 – Duration: Duration +1

Option 2 – Stasis Strength: Deal 1d8 damage per round to target held in Stasis

Tier 5 (Advanced): Target is held helpless, Target immune to further Stasis this combat, Duration +2

Option 1 – Bonus Power: Casting Time: Swift Action

Option 2 – Recharge Speed: Cool Down 4

Tier 6 (Advanced): Target is held helpless, Target can be affected by Stasis once more this combat, Duration +3

Option 1 – Bubble: Unleashes a Stasis Bubble that fills a space, targets that walk into it are trapped in Stasis for the remainder of the duration.

Option 2 – Vulnerability: Target can now suffers damage from other sources

TECH ARMOR (Tech Power)



The power generates an energy armor suit that boosts the user's shields. When the armor is destroyed, it sends out a pulse of energy, damaging nearby enemies.

Range: Self

Cool Down: 8

Duration: 4

Targets: 1

Protections: None

Action Points: Duration +2, Detonation Damage +1d8

Power Combo: Detonator

Casting Time: Swift Action

Global: You cannot raise Tech Armor if you are suffering from an ongoing Condition Hazard

unless you make a Use Tech Check against your own Willpower Defense. The point gained by this power can go beyond normal Shield Max.

Tier 1 (Basic): Shields Points Boosted 1d8+Level

Tier 2 (Basic): Shields Points Boosted 2d8+Level

Tier 3 (Basic): Shields Points Boosted 3d8+Level

Tier 4 (Advanced): Shields Points Boosted 3d8+Level, Reflex Defense +2

Option 1 – Detonate: Detonate Tech Armor as Standard Action to deal 2d8 Dmg to all targets with 1 square radius

Option 2 – Durability I: +1d8 Barrier Points, Shields gain Damage Reduction 1

Tier 5 (Advanced): Shields Points Boosted 3d8+Level, Reflex Defense +2

Option 1 – Shield Synergy: Detonate Tech Armor as a Standard Action to trigger a Shield Recharge on all allies within a 1 square radius. (This effect stacks with Tier 4 Detonate Effect)

Option 2 – Damage Boost: Tech Powers and Melee Damage deal +1d8 damage, Each use of this reduces the remaining Duration of the Tech Armor by 1

Tier 6 (Advanced): Shields Points Boosted 4d8+Level, Reflex Defense +2

Option 1 – Power Recharge: Cool Down 6

Option 2 – Durability II: Reflex Defense +3, Damage Reduction 3

THROW (Biotic Power)



Throw uses mass effect fields to hurl a target away from the user with damaging force.

Range: 6

Cool Down: 6

Duration: N/A

Targets: 1

Protections: None

Action Points: Range +2, Target Size +1 Category

Power Combo: Detonator

Casting Time: Standard Action

Make a Use Biotic Check against target's Will Defense. Success results in the following:

Global: Just as creatures take damage when they are Thrown, so too do they take damage when hit by Thrown objects. When a creature could be hit by a Thrown object, make an attack roll (using the attack bonus listed in Table Damage from Thrown Objects) against the target's Reflex Defense. If the attack succeeds, the target takes the listed damage. If the attack misses, the target takes half damage. This is considered an area attack. Objects of Fine and Diminutive size are too small to deal damage, regardless of the distance fallen. A Thrown object must land wholly or partly in a creature's fighting space to damage the creature.

Targets that are suspended in the air, such as through Pull or Singularity have the effects of Throw against them doubled, including distance Thrown, damage dealt and taken and attack bonus to strike targets.

Table. Damage from Thrown Objects

Object Size	Examples	Attack Bonus	Damage	Strength Check DC
Tiny	Data Pad	-5	1d6	-
Small	Assault Rifle	-2	1d8	-
Medium	Human	+0	2d8	5
Large	Atlas Mech	+2	4d8	10
Huge	Shuttle	+5	8d8	15
Gargantuan	Normandy SR1	+10	12d8	20
Colossal	Reaper Ship	+20	20d8	25

Tier 1 (Basic): Medium or smaller Target thrown back 6 squares for 1d8 dmg per 3 squares thrown, Lands Prone

Tier 2 (Basic): Medium or smaller Target thrown back 6 squares for 2d8 dmg per 3 squares thrown, Lands Prone

Tier 3 (Basic): Medium or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

Tier 4 (Advanced): Medium or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Force: Targets thrown back a maximum of +3 squares

Option 2 – Extend Range: Range +2

Tier 5 (Advanced): Large or smaller Target thrown back 6 squares for 3d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Detonate: Increase radius of Power Combo Detonation by 1 square

Option 2 – Recharge Combo: Reset Cool Down of Throw after triggering a Power Combo Detonation

Tier 6 (Advanced): Large or smaller Target thrown back 9 squares for 4d8 dmg per 3 squares thrown, Lands Prone

Option 1 – Double Throw: Throw one additional target within 3 squares of the primary target

Option 2 – Recharge Speed: Cool Down 4

WARP (Biotic Power)



Warp works by creating rapidly shifting mass effect fields that shred a target apart, similar in function to the disruptor torpedoes used by starships.

Range: 6

Cool Down: 6

Duration: 4 Rounds

Targets: 1

Protections: Normal

Action Points: Range +2, Duration +2

Power Combo: Source and Detonator

Casting Time: Standard Action

Make a Use Biotic Check against target's Fortitude Defense. Success results in the following:

Global: Any target affected by Warp can not use Shield Recharge, repair their armor, or regenerate health while the Warp power is active.

Tier 1 (Basic): Damage 1d8 Per Round

Tier 2 (Basic): Damage 2d8 Per Round

Tier 3 (Basic): Damage 3d8 Per Round

Tier 4 (Advanced): Damage 3d8 Per Round, +50% Damage vs Barriers and Armor
Range: 8

Option 1 -- Extra Damage: +1d8 Damage Per Round

Option 2 -- Detonate: Increase Power Combo Detonation Dmg by +50%

Tier 5 (Advanced): Damage 3d8 Per Round, +50% Damage vs Barriers and Armor
Range: 8

Option 1 -- Lasting Damage: Duration 6 Rounds

Option 2 -- Expose: Increase all damage target takes by +25%

Tier 6 (Advanced): Damage 4d8 Per Round, +50% Damage vs Barriers and Armor
Range 8

Option 1 -- Piercing Damage: +100% Damage vs Barriers and Armor

Option 2 -- Recharge Speed: Cool Down 3
