Welcome to XCOM 2 meets Mass Effect. Here you play as members of the titular Extraterrestrial Combatants organization, better known as *XCOM*. Twenty years ago, in 2015, the Elders and their alien forces invaded planet earth, and despite the organization's best efforts, supported by the various major world powers, Earth still fell. The final straw was when the aliens managed to locate XCOM's own headquarters and sent in a titanic invasion force. Most of the organization was killed, and its major players were scattered across the globe, with their legendary commander being captured. Now, 20 years later, now in 2035 the commander has been located by a mole within ADVENT, the military puppet government ruling the Earth for the sake of the Elders, and John "Central" Bradford, the former second of command of XCOM and now leader of the rebel faction of the same name, is preparing to save him so they can put an end to ADVENT's reign once and for all.

Links to other important files

📄 War of the Mass Effect Lore and Factions

📄 War of the Mass Effect Player Character Creation Rules and Information

<u>Homebrew Rules</u>

Multiple Characters: It is expected that each player will typically have 2, maybe 3 characters at a time, likely at different levels. This will help to do things like rest between missions, or deal with what happens if a character dies.

Exhaustion: Completing a mission is a tiring sprint that pushes units to the brink. When you complete a mission, you gain a level of exhaustion. You gain an additional level of exhaustion **at the end of the mission** if one of the following happens:

1. You fall below half your maximum HP during a mission.
2. You fall to 0hp during the mission, and an additional level of exhaustion for each time you fall to 0hp during a mission.
3. Additional conditions based on spontaneous narrative reasoning, including multiple enemy abilities.

If you gain more than 5 levels of exhaustion in this way, you do not instantly die. Instead, that character is effectively under intensive care, unable to leave the medical wing until they fall to 0 levels of exhaustion. If an armor grants additional levels of exhaustion, such as the initiative armor, then this number increases accordingly so long as the character is wearing the armor.

- If you complete a mission without getting injured **at all**, you do not gain a level of exhaustion from completing that mission.
  - If your shields or temporary hp take damage but it does not carry over to your health, that counts as being uninjured. If your health takes damage

but was healed, you were still injured and will still gain the level of exhaustion.

Death Saves: This campaign will have a higher degree of lethality than normal. This isn't out of maliciousness or to make a "meat grinder" campaign but more so to maintain a sense that death is an ever looming threat and that more HP matters than your last point. Enemies are to be expected to go for executions towards unconscious characters. Characters die. It happens.
- Execution: When within 5 ft/2m of an unconscious creature at 0 hp, you can use your action to perform an "Execution". This deals 3 failed death saves, automatically killing the creature.
- Be warned, enemies aren't always going to just ignore you once you can't fight back, they'll finish you off if you let them.

Assist: When an ally is dazed, stunned, or mentally incapacitated, you can take the assist action when within 2m of them. This clears the dazed or stunned condition, and can allow your ally to instantly make an additional save against an effect that is charming or frightening them.

Leveling: Leveling up will be done using a custom XP system. You level up after a mission, when you gain the prerequisite amount of XP. In order to level up, you require an additional amount of XP equal to twice your level. If you have enough XP to level up twice, you instead may only level up once, and can level up again after completing another task that grants XP
You gain XP in the following ways (which may change as I rebalance things):
- Successfully completing a mission earns 1-5 xp (Based on mission difficulty)
  - Easy = 1, Acceptable = 2, Challenging = 3, Difficult = 4, Nightmare = 5. Special Missions will have different xp rewards.
  - Additional XP may be available for lower level units actively participating in missions above their rank, and high level units participating in missions far below them may get less xp.
- Killing an enemy gives 1-3 xp to the team (based on what is killed)
  - Against some foes, you will not get any xp. This is typically enemies that attack in swarms and go down easily, like the lost.
- Killing a unique boss enemy gives the entire squad 6 xp
- Additional xp is awarded to players that go above and beyond in a mission. Important or consistent heals, saving an ally, or putting on a good showing for a mission can earn you additional xp as a bonus, typically 1-5.

○ Additional xp may also be awarded to the mission "MVP" for doing something impressive or memorable (in a good way), typically rewarded to that player as a medal from command.

The amount of XP needed to level up follows the following table:

Level	XP needed	XP since last level	Rank/Title	Level	XP needed	XP since last level	Rank/Title
1	0	0	Rookie	11	130	22	Captain
2	4	4	Rookie	12	154	24	Captain
3	10	6	Squaddie	13	180	26	Captain
4	18	8	Squaddie	14	208	28	Major
5	28	10	Corporal	15	238	30	Major
6	40	12	Corporal	16	270	32	Major
7	54	14	Sergeant	17	304	34	Colonel
8	70	16	Sergeant	18	340	36	Colonel
9	88	18	Lieutenant	19	378	38	Colonel
10	108	20	Lieutenant	20	418	40	Colonel

Time: This game will be tracked in "Weeks". You can typically assume a mission will pop up once a week. At the end of a week, if a character has not participated in a mission they can reduce their level of exhaustion by 1. There will also be activities characters can do, which may make them unavailable for the week or give them a bonus. These activities resolve themselves at the end of the week.
- Additional missions can be taken during the week, but these will be missions initiated by the players. If the same character participates in multiple missions in the same week, they only gain the benefits of a short rest between missions. They gain the benefits of a long rest at the end of the week.

Stealth: During many missions, you will have the opportunity to be dropped into the mission quietly. While in stealth, Alien enemies do not know where you are, although leaving signs of your presence may lead them to become suspicious, and doing something loud will reveal your location to them.
Every opponent has a detection range equal to their passive perception. When you are attempting to sneak past them without the use of a special form of stealth (like a tactical

cloak), you may subtract a number of spaces equal to half your passive stealth, to a minimum of one space. Attempting to sneak within a single space of a creature will reveal you to their presence. If you want to do something specific within their detection range, such as pickpocketing someone, you can roll a contested stealth check against their perception to not be noticed. If you succeed on this and end your turn in their detection range, they will notice you.

- Cover: A creature's detection range is halved when looking behind half or ¾ cover (for example, a creature with a detection range of 10 will be able to see a creature hiding behind ½ cover if they are 5 spaces away or less, but not if they are 6 or more). A creature cannot see around full cover unless they have some special kind of vision.

Glancing Blow: When an attack roll meets your armor class, it instead becomes a glancing blow. A glancing blow, deals half damage to the target and no special effects (i.e poisoned, prone, etc). Any additional damage sources added to the damage are also halved. (D&D 5e is a rounded down system, so odd numbers are rounded down)

Destructible Cover: In base 5e, Half cover gives a +2 to AC and Dexterity saving throws, with ¾ giving a +5 bonus. If an attack would miss you because of this bonus, it instead hits your cover, potentially destroying it. Cover can also be targeted directly with attacks in an attempt to destroy it, and area of effect damage (such as explosives) can also destroy cover. If the target suffers a glancing blow because of the bonus to armor class granted by cover, the cover takes the other half of the damage (but may be immune to certain damage types, such as poison).

Swapping Ammo: Normally, when a weapon is modded, you can't swap mods out without destroying the mod. This is still true for all mods except for weapon ammo. Weapon ammo can be swapped out before a mission without the threat of losing it.

Rapid Reload (Variant): At the start of your turn, if you are holding only a single weapon, you may use a Bonus Action to attempt a Rapid Reload. Make a DC 15 Dexterity (Sleight of Hand) check. On a success, you reload the weapon you're currently holding and may continue your turn as normal. On a failure, you must take the Reload action this turn. On a critical failure, the thermal clip drops from your hand, your weapon is not reloaded, and you lose your Action.