



by Jacob Gulliver of [Hot Chocolate Media](#)

Introduction:

This is meant to be a homebrewed, customizable Mass Effect roleplaying game utilising the Genesys roleplay system from Fantasy Flight Games. It is not intended for profit or sale, unless Fantasy Flight Games wishes to utilise it in a published form. Any use of the game for personal use is acceptable and even encouraged!

Much of the game's content will be based on the first prototype for the Genesys roleplay system, the *Star Wars: Edge Of The Empire*, *Star Wars: Age Of Rebellion*, and *Star Wars: Force & Destiny* books as well as their secondary sourcebooks. You will need those books to reference, posting their content directly would violate some copyright information, I'm sure. Some content will be brought across unmodified, some will be only slightly modified, and some will be built totally from scratch. The scratch built stuff will be a much smaller proportion to get started, but will grow over time if there is continued interest in the game. "But why not build all of it from scratch?" Time, money, you know the drill. This is a passion project, and we shouldn't start fixing what already works. We'll figure out what we need to change, and what things we're desperate to add over time.

Editor's note: This Google Document also uses the "Table of contents" Add-On, which can be installed and utilised for quick navigation if you do not already have it from the Add-Ons menu.

Species:

Human:

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Humans are trained in two non-career skills of their choice. They may still not train these skills above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Asari:

2	2	2	1	3	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 9 + Brawn

Strain Threshold: 13 + Willpower

Starting Experience: 90 XP

Special Abilities: Asari are trained in Discipline. They may still not train this skill above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Krogan:

3	2	2	2	2	1
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 14 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 90 XP

Special Abilities: Krogan are trained in Brawl. They may still not train this skill above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Quarian:

2	2	3	2	1	2
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Brawn	Agility	Intellect	Cunning	Willpower	Presence
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Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 110 XP

Special Abilities: Quarrians are trained in Mechanics. They may still not train this skill above 2 at character creation.

Quarrians treat most environments suited for other species as a Rating 4 atmospheric hazard.

[Detailed physiological and cultural information from the Wiki](#)

Salarian:

1	2	3	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 8 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Salarians are trained in Education. They may still not train this skill above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Turian:

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 11 + Brawn

Strain Threshold: 11 + Willpower

Starting Experience: 90 XP

Turians are trained in Streetwise. They may still not train this skill above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Volus:

1	1	2	3	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 8 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 110 XP

Special Abilities: Volus are trained in Deception and Underworld. They may still not train this skill above 2 at character creation.

[Detailed physiological and cultural information from the Wiki](#)

Editors note: Most species have stats with four 2's, one 3, and one 1. The Volus are particularly feeble physically, and so were provided more bonus to initial abilities and XP.

Drell:

2	3	2	2	1	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 8 + Willpower

Starting Experience: 100 XP

Special Abilities: Drell are trained in Survival. They may still not train this skill above 2 at character creation. Drell also possess an incredible memory for detail. At any time, a Drell character can spend 3 strain or a Story Point to recall the specifics of any event from their own past as if they were there.

[Detailed physiological and cultural information from the Wiki](#)

*Editors note: In theory, we could write rules for **Elcor**, **Hanar**, **Batarians**, and **Vorcha**, but that seems like a recipe for excluding characters from adventure due to social or physical limitations. (Do people really want to play a Rodian, a Hutt, or an Ugnaught in Star Wars? Same problem.) Games set in the Andromeda galaxy may also include the **Angara**.*

Angara:

2	2	2	2	2	2
Brawn	Agility	Intellect	Cunning	Willpower	Presence

Wound Threshold: 10 + Brawn

Strain Threshold: 10 + Willpower

Starting Experience: 100 XP

Special Abilities: Angara are trained in Negotiation. They may still not train this skill above 2 at character creation. Angara are extremely diverse in ability and skill, but their talents shine brightly. To represent this, at Character Creation select one Ability Score to drop by one, and one to rise by one.

[Detailed physiological and cultural information from the Wiki](#)

Editor's note: The ability to rise and drop a stat has two purposes. The first is to note the genetic quirks and robustness of the species described in ME: Andromeda. The second is to differentiate them from the other species available.

Skills:

Similar to *Star Wars: Edge Of The Empire*, *Star Wars: Age Of Rebellion*, and *Star Wars: Force & Destiny*, but with a few key changes.

Removed Skills:

Lightsaber (Br): Not necessary in a world outside Star Wars. Melee (Br) will cover all hand-to-hand weaponry.

Core Worlds (Int): This is very specific to the Star Wars setting.

Outer Rim (Int): This is very specific to the Star Wars setting.

Piloting (Space) (Ag), and Piloting (Planetary) (Ag): With how routine most flight-based travel in the ME series seems to be, there does not need to be a differentiation. Tests of ability can be narrowed to a singular skill.

New Skills:

Milky Way (Int): This would replace many of the uses of Core Worlds regarding knowledge of the space explored by the various Citadel species.

Heleus (Int): This would replace many of the functions of Outer Rim regarding knowledge of the Heleus Cluster. This would likely only be useful in campaigns set in the Heleus Cluster.

Other Locations (Int): If you set your game in a whole new galaxy or would like a Knowledge skill for a separate location, there's always an option to create that skill. This would add the same uses as the others in the new context.

Piloting (Ag): This skill is utilised for challenges to flight ability in any aerial or hover vehicle. Though there are some ground vehicles, this skill also applies.

Biotics (Wil), which is utilised for all biotic Attack and Defense abilities. Biotics can be used in place of a Melee or Ranged (Light) roll to attack a target. The character must be trained in the appropriate skill to use Biotics in place of it, but they are not required to have ranks. The range of a Biotic Attack of any kind is up to Medium Range. In lieu of an attack, a character can use a Biotic Defense, which grants them or an ally at up to Short Range soak equal to successes for one round per advantage rolled (minimum 1). IMPORTANT: All uses of Biotic Attacks and Defenses cost 1 strain. More detailed and powerful versions of Biotics are attainable in the Career Options section as unlockable talents.

Editor's note: In some ways, Biotics should be similar to the uses of the The Force in the Star Wars settings, but in other ways they are completely different. The Force can be used for both small and large manipulations - as small as flicking a switch or calling a lightsaber to your hand or as large as smashing two TIE Fighters together. While Biotics might be useful for smashing things together, those more delicate manipulations do not exist. It is for this reason a very different system was created for its use. Biotics also has no ability to sense a presence or feel emotions from a distance - it is more a hard manipulation of directional energies. These are all important considerations for what PCs and NPCs are allowed to do with the skill, and we would encourage you to work with your players to find a comfortable description for the actions they wish to take using the skill.

Career Options:

Several Careers will be imported intact from the Star Wars FFG games - Edge of The Empire, Age of Rebellion, and Force & Destiny. For now, these are select and a few have been modified to fit the setting.

From Edge Of The Empire:

Colonist: Doctor, replace reference to “Bacta Specialist” with “Medi-Gel Specialist” and replace reference to “Destiny Point” with “Story Point”.

Colonist: Politico, replace reference to “Destiny Point” with “Story Point”.

Colonist: Scholar, replace reference to “Destiny Point” with “Story Point”, replace talent “Speaks Binary” with new skill “Linguistics”.

Explorer: Scout, replace reference to “Destiny Point” with “Story Point”

Explorer: Trader, no changes.

Smuggler: Pilot, replace “Smuggler” with “Drifter”, replace reference to “Destiny Point” with “Story Point”

Smuggler: Scoundrel, replace “Smuggler” with “Drifter”, replace reference to “Destiny Point” with “Story Point”

Smuggler: Thief, replace “Smuggler” with “Drifter”, replace reference to “Destiny Point” with “Story Point”

Technician: Mechanic, replace reference to “Bad Motivator” with “Oops”, replace reference to “Destiny Point” with “Story Point”

Technician: Outlaw Tech, replace reference to “Destiny Point” with “Story Point”

Technician: Slicer, replace “Slicer/Slicing” with “Hacker/Hacking”, replace reference to “Destiny Point” with “Story Point”

From Edge Of The Empire: Dangerous Covenants:

Hired Gun: Enforcer, no changes

Hired Gun: Heavy, no changes

From Edge Of The Empire: Far Horizons:

Colonist: Marshal, replace “Marshal” with “Security”.

Colonist: Performer, replace references to “Destiny Point” with “Story Point”.

From Age Of Rebellion:

Ace: Driver, no changes.

Engineer: Scientist, replace ranks of “Speaks Binary” with “Linguistics”, replace reference to “Destiny Point” with “Story Point”.

Soldier: Commando, replace “Commando” with “Shock Trooper”, replace reference to “Destiny Point” with “Story Point”.

Soldier: Sharpshooter, replace reference to “Destiny Point” with “Story Point”.

Recruit, no changes.

From Age Of Rebellion: Desperate Allies:

Diplomat: Analyst, no changes.

From Age Of Rebellion: Stay On Target:

Ace: Hotshot, replace reference to “Corellian Sendoff” with “Citadel Sendoff”, replace reference to “Destiny Point” with “Story Point”.

From Force & Destiny:

None. Much of this is too specific to the setting of Star Wars and the Force to be specifically useful, but some of the notes may be helpful in thinking about character creation.

New Career Options:

Editor’s note: Here’s where things get tricky. We’re rearranging a lot to sub the abilities of Force users and Biotics, just building on a different system of attacks and defenses. In an ideal world we would have specific talent trees based on all the classes in ME (not just Biotics), but this is to get started, see how things play. This is a prototype.

The FFG Star Wars games have specific paths within the talent trees (meaning not all talents connect and can be chosen without prerequisites), and these are denoted with a line between each section. Since Google Docs does not have that feature, I have implemented using bold, thick lines to indicate that you cannot go from one talent to another via that path, and dotted lines to indicate an open path. Biotic specific skills have also been denoted by blue.

Three paths were chosen for the Biotic Career, each one written after the character choices in the game. The science-minded and raw energy conduit of the Adept, the military-trained combat-oriented Vanguard, and the technically savvy and cross-discipline Sentinel. These may need some balance, but the idea was to emulate the feel of the games while maintaining interesting biotic usage and useful passive abilities.

Biotic: Adept

Career Skills: Biotics, Cool, Discipline, Education, Lore, Leadership, Negotiation

Additional Career Skills: Biotics, Charm, Cool, Vigilance

Cost: 5	GRIT +1 Strain threshold	NOBODY'S FOOL May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.	RESEARCHER Remove  per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.	GRIT +1 Strain threshold
Cost: 10	HARD SLEEPER When resting outside of combat, with medical attention and bedrest, double the wound recovery rate.	STUNNING BLOW When making Melee attacks, may deal strain instead of wounds. This does not ignore soak.	BIOTICIST Once per session use Biotics in place of an Education roll.	KNOWLEDGEABLE When acquired, choose 1 Knowledge skill. When making that skill check, may spend a triumph result to gain additional successes equal to ranks in Knowledgeable.
Cost: 15	VALUABLE INFO Once per encounter, perform Valuable Info action; make an Average Knowledge check. If successful, add a triumph to one ally's skill check during the encounter.	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.	NOBODY'S FOOL May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.	THROW Biotic Attack rolls may spend one advantage to add the Knockdown quality.
Cost: 20	SINGULARITY Biotic Attack rolls may spend two advantage to add the Ensnare quality.	GRIT +1 Strain threshold	AVOIDANCE Add  to rolls made for Biotic Defense.	KNOWLEDGEABLE When acquired, choose 1 Knowledge skill. When making that skill check, may spend a triumph result to gain additional successes equal to ranks in Knowledgeable.

Cost: 25	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.	STEELY NERVES Spend 1 Story Point to ignore the effects of Critical Injuries on Willpower or Presence checks until the end of the encounter.	DEDICATION Gain + 1 to a single characteristic. This cannot bring a characteristic above 6.	SHOCKWAVE Once per encounter, spend two advantage to add Blast 3, Burn 2 to a Biotic Attack roll.
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Biotic: Vanguard

Career Skills: Biotics, Brawl, Discipline, Melee, Leadership, Negotiation, Ranged (Lgt & Hvy)

Additional Career Skills: Biotics, Cool, Discipline, Vigilance

Cost: 5	GRIT +1 Strain threshold.	COMMANDING Remove  per rank of Commanding from Leadership and Cool checks.	SWIFT Do not suffer normal penalties for moving through difficult terrain.	TOUGHENED Gain +2 wound threshold.
Cost: 10	CHARGE Choose a target at Short range, move to Engaged with that target and make a Biotic Attack roll as part of a single maneuver. This cannot be combined with another Biotic Talent.	OVERTAKE Add +1 damage to one hit of successful combat checks against Disoriented or Ensnared targets per rank of Overtake.	DURABLE May decrease any critical injury by 10 per rank of Durable, to a minimum of 1.	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.
Cost: 15	COMMANDING Remove  per rank of Commanding from Leadership and Cool checks.	JUMP UP Once per round, you may stand from seated or prone as an incidental.	TOUGHENED Gain +2 wound threshold.	THROW Biotic Attack rolls may spend one advantage to add the Knockdown quality.
Cost: 20	GRIT +1 Strain threshold	BIOTIC BASH Add  to Melee rolls.	AVOIDANCE Add  to rolls made for Biotic Defense.	HEROIC FORTITUDE May spend 1 Story Point to ignore effects of Critical Injuries on Brawn or Agility checks until the end of the encounter.

Cost: 25	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.	OVERTAKE Add +1 damage to one hit of successful combat checks against Disoriented or Ensnared targets per rank of Overtake.	DEDICATION Gain + 1 to a single characteristic. This cannot bring a characteristic above 6.	DURABLE May decrease any critical injury by 10 per rank of Durable, to a minimum of 1.
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Biotic: Sentinel

Career Skills: Biotics, Computers, Education, Lore, Mechanics, Perception, Ranged (Lgt), Stealth

Additional Career Skills: Biotics, Computers, Mechanics, Stealth

Cost: 5	GRIT +1 Strain threshold	RAPID REACTION Suffer a number of strain to add an equal number of successes to Initiative checks. Strain suffered cannot exceed ranks in Rapid Reaction.	BYPASS SECURITY Remove ■ per rank from attempts to disable a device or open a locked door.	GRIT +1 Strain threshold
Cost: 10	KNOWN SCHEMATIC One per session, you may make a Hard Mechanics roll to immediately become familiar with a building, device or vehicle.	IMPROVISER Reduce penalties by one for each rank of Improviser on rolls made to use improvised tools or weapons.	DEFENSIVE CODE When defending computer systems, add ■ per rank of Defensive Code to opponent's checks.	KNOWLEDGEABLE When acquired, choose 1 Knowledge skill. When making that skill check, may spend a triumph result to gain additional successes equal to ranks in Knowledgeable.
Cost: 15	THROW Biotic Attack rolls may spend one advantage to add the Knockdown quality.	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.	BYPASS SECURITY Remove ■ per rank from attempts to disable a device or open a locked door.	OVERLOAD Once per encounter, select a target and make an Average Mechanics roll. If successful, a Dmg 7, Blast 3, Disorient 2 attack triggers on that target.
Cost: 20	RAPID REACTION Suffer a number of strain to add an equal number of successes to Initiative checks. Strain suffered cannot exceed ranks in Rapid	AVOIDANCE Add ■ to rolls made for Biotic Defense.	GRIT +1 Strain threshold	KNOWLEDGEABLE When acquired, choose 1 Knowledge skill. When making that skill check, may spend a triumph result to gain additional successes

	Reaction.			equal to ranks in Knowledgeable.
Cost: 25	BIOTIC MASTERY Recover 2 strain at the end of a combat for each rank in Biotic Mastery.	SINGULARITY Biotic Attack rolls may spend two advantage to add the Ensnare quality.	DEFENSIVE CODE When defending computer systems, add ■■■ per rank of Defensive Code to opponent's checks.	IMPROVISER Reduce penalties by one for each rank of Improviser on rolls made to use improvised tools or weapons.

New Talents:

Linguistics: Add one blue die to rolls made to understand unfamiliar or coded language per rank.

Weapons & Gear:

Editor's note: Some things will be borrowed here, but a lot is original. This is a very flexible space and we've done what we can to recreate the feel of the devices in ME. "Why wasn't my favorite piece of gear included?" Put it in if you want to, this was built for a balanced list of options with each selection providing a distinct advantage.

Ranged Weapons:

Name	Skill	Dmg	Crit	Range	Enc	HP	Price	Rarity	Special
Elanus Predator Pistol	Ranged (Lgt)	5	5	Short	1	1	200	2	Stun setting
M-6 Carnifex Pistol	Ranged (Lgt)	6	5	Med	2	2	350	3	Stun setting
Quarian Arc Pistol	Ranged (Lgt)	6	4	Med	2	1	600	4	Stun 2
Spectre Paladin Pistol	Ranged (Lgt)	7	4	Med	2	2	1100	7	Stun setting
Elkoss Shuriken SMG	Ranged (Lgt)	5	4	Med	2	1	500	3	Unwieldy 2, Auto
Kassa Locust SMG	Ranged (Lgt)	6	3	Med	2	2	700	3	Unwieldy 3, Auto
M-8 Avenger Rifle	Ranged (Lgt)	9	3	Long	3	2	800	3	Stun setting, Auto setting
Elanus Vindicator Rifle	Ranged (Hvy)	10	3	Long	3	3	1100	4	Auto setting
Cerberus Mattock Rifle	Ranged (Hvy)	11	3	Long	4	4	1400	5	Cumbersome 2, Auto

									setting,
Geth Pulse Rifle	Ranged (Hvy)	9	3	Long	2	1	1600	5	Pierce 1, Stun 2
Reegar Carbine	Ranged (Hvy)	8	4	Short	3	2	900	3	Cumbersome 2, Disorient 1
Asari Disciple Shotgun	Ranged (Lgt)	10	4	Short	4	2	1000	3	Cumbersome 2, Knockdown 3
Krogan Ruzad Shotgun	Ranged (Hvy)	12	2	Short	6	2	1200	4	Cumbersome 3, Vicious 2, Bayonet
Rosenkov Viper Rifle	Ranged (Hvy)	11	3	Long	5	2	1300	4	Pierce 1, Cumbersome 2
Devlon Mantis Sniper	Ranged (Hvy)	12	2	Ext	5	3	1500	5	Pierce 2, Prepare 1, Cumbersome 2
Armax Punisher Sniper	Ranged (Hvy)	15	1	Ext	5	3	1900	6	Pierce 2, Prepare 1, Cumbersome 3
Turian Flame Projector	Ranged (Hvy)	8	3	Short	2	0	700	5	Burn 3, Blast 8

Krogan Ruzad Shotgun: This massive krogan shotgun comes with the Bayonet modification already attached.

Turian Flame Projector: This powerful weapon comes at a cost. On a roll with 3 disadvantage or one despair, the weapon is out of ammo for the remainder of the encounter.

Melee Weapons:

Name	Skill	Dmg	Crit	Range	Enc	HP	Price	Rarity	Special
Omni-Blade	Melee	+1	3	Eng	1	0	400	2	None
Tactical Knife	Melee	+1	3	Eng	1	0	100	1	None
Salarian STG Stiletto	Melee	+1	2	Eng	0	0	650	6	Pierce 1
Biotic Amplifier	Biotics	+1	4	Med	1	0	500	2	User must be Biotic
Krogan Hammer	Melee	+3	3	Eng	3	1	800	5	Sunder
Asari Sword	Melee	+2	2	Eng	2	1	900	5	Pierce 2
Riot Shield	Melee	+0	6	Eng	4	0	500	4	Cumbersome 3, Defensive 2, Deflection 2, Disorient 1

Omni-Blade: An instantaneously generated blade of force contained in a mass effect field that springs from your wrist-mounted Omni-Tool. A Omni-Tool is not necessarily required to purchase an Omni-Blade, though it is designed as an add-on, and conveys none of the benefits of an Omni-Tool on it's own.

Tactical Knife: Every survivalist's best friend, a strong, simple knife.

Salarian STG Stiletto: Developed by the elite members of the Salarian Special Tasks Group for intelligence and military activities, this knife is ultra lightweight, concealable, and has a needle point that can pierce through armor. Checks made to conceal this weapon receive .

Biotic Amplifier: An implant or piece of headgear which augments the eezo in the users cells, propelling their Biotics to new levels.

Krogan Hammer: A massive, club-like hammer, crafted of the hardest metals and gyroscopically stabilized to deal out high-force impact. This item cannot be given the Monomolecular Edge, or Serrated Edge modifications.

Asari Sword: These elegant Asari blades are made for their most noble warriors, and are made of light-weight composites, but are still engineered to slice through the heaviest armors.

Riot Shield: A riot shield is a heavy shield that can be wielded in place of a Melee weapon to defend against incoming attacks.

Armor:

Name	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Reinforced Clothing	1	1	700	1	0	2
Adverse Environment Gear	0	1	500	2	1	1
Devlon Explorer Armor	1	1	400	3	2	3
Maverick Skirmisher Armor	1	1	700	3	3	4
Elanus Risk Control Guardian Armor	1	1	700	4	2	2
Ariake Mercenary Armor	1	2	1000	5	2	4
Armax Arsenal Assault Armor	2	2	1400	7	2	5
Alliance N7 Armor	1	2	2500	4	3	7

Adverse Environment Gear: This is a layered suit designed to protect against the extremes of a hostile environment. The wearer adds   to Resilience checks to resist heat, cold, radiation, and other hostile environmental conditions. The wearer does not suffer the effects of the Burn or Disorient item qualities. When the wearer suffers strain in order to take an extra maneuver, he suffers 1 additional strain.

Equipment:

Editor's note: For all intents and purposes, all players are assumed to be equipped with a com-bead and an Omni-Tool (Basic) without spending any of their starting money. Feel free to make it a plot point if something gets lost or needs to be replaced, but don't make players pay extra for things that appear to be readily available in the Mass Effect games.

Item	Price	Encumbrance	Rarity
Com-Bead	200	1	1
Omni-Tool (Basic)	200	1	1
Omni-Tool (Specialty)	500	2	2
Medi-Gel	100	1	2
Emergency Medpac	100	1	2
Medpac	400	1	2
Backpack	50	0	1
Climbing Gear	50	1	2
Omni-Gel (Emergency Repair Patch)	25	0	1
Extra Reloads	25	1	1
Thermal Lantern	150	2	2
Flashlight	10	1	1
Tool Kit	350	4	2
Utility Belt	25	0	1
Field Ration Pack	5	0	1
Space Suit	400	3	2
Respirator	200	1	2
Electromagnetic Cuffs	400	1	3

Com-Bead: This is a miniature device which is integrated into equipment, omni-tools, or even your own skin which allows communication within 100 miles. It is also programmed with

translation protocols for all of the Citadel species, and new languages can be added with exposure to a form of translation.

Editor's note: In the video games, adding a new language or translating something was not something the player had to do, but was part of the story. This shouldn't necessarily be easy, but it should be possible. Use your best discretion and thematic judgement when selecting appropriate rolls for the task.

Omni-Tool (Basic): This is a wrist mounted computer which can be used to retrieve and store data, and interface wirelessly with technology.

Omni-Tool (Specialty): This is an Omni-Tool configured for a particular class of activities, pre-loaded with blueprints, science journals, or perhaps code libraries. It functions as a basic Omni-Tool, and grants  on any rolls made on the Skill it was built for. Suggestions for models might be: Medicine, Mechanics, Computers, Astrogation, any Knowledge skill.

Toolkit: Toolkits allow mechanics to perform most Mechanics checks to repair mechanical devices, and can also be used to "heal" synthetics.

Modifications:

Editor's note: This is a great section for players and GMs to improvise. There's a lot of room for customization in modifications, just be careful to not get too wild.

Modification	Price	Encumbrance	HP Required	Rarity
Melee Weapon Modifications				
Stun Circuit	400	0	1	3
Serrated Edge	150	0	1	1
Monomolecular Edge	1000	0	1	4
Ultradense Materials	1300	4	1	4
Ultralight Materials	1300	0	1	4
Superior Weapon Customization	5000	1	1	6
Ranged Weapon Modifications				
Bayonet	100	1	1	1
Weapon Sling	150	1	1	2

Bipod Mount	300	1	1	2
Infrared Sensor	500	1	1	4
Optical Sighting	650	1	1	3
Tactical Light	50	0	1	2
Ultralight Materials	1300	0	1	4
Suppressor	1500	1	1	7
Superior Weapon Customization	5000	1	1	6
Ammunition Modifications				
Cryo Ammunition	700	0	2*	2
Incendiary Ammunition	700	0	2*	2
Disruptor Ammunition	900	0	2*	2
Armor-Piercing Ammunition	1200	0	2*	3
Warp Ammunition	1200	0	2*	4
Armor Attachments				
Jump Jets	1500	2	2	4
Void Seals	400	1	1	2
Reversible Plating	900	1	1	4
Secret Compartment	1100	1	1	4
Secret Holster	1400	2	2	5
Ultradense Materials	1300	4	1	4
Eezo Agitator	1600	1	2	5
Superior Armor Customization	5000	1	1	6

***Ammunition modifications cannot be applied in conjunction with another modification.**

Editor's note: This is to prevent weapons from getting wildly powerful, not particularly for any story reason. Let's just say any additional space within the device is utilised by the new ammo storage system. It also takes 2 instead of 1 to prevent them from being installed in the lightest tiers of weapons.

Descriptions:

Stun Circuit: A pressure-sensitive electric pulse generator which releases it's energy on impact. This adds the Stun 2 quality to a melee weapon.

Bayonet: In addition to it's normal firing qualities, this weapon can also act as a Tactical Knife for the purposes of Melee combat. This modification may only be added to ranged weaponry with a Med range or longer.

Weapon Sling: This removes 1 rank of Cumbersome from the weapon.

Infrared Sensor: Remove up to   on any checks to use this weapon due to darkness. This does not illuminate the area, and is visible only to the user.

Tactical Light: A light source built for piercing dark and weather phenomena. Removes up to  on any checks to use this weapon in darkness. This also illuminates any spot it touches.

Ultralight Materials: This modification halves the encumbrance value of the weapon or armor.

Ultradense Materials (Weapon): This modification increases the damage of the weapon by one in exchange for adding significantly to the encumbrance. This also adds the Cumbersome 3 quality.

Suppressor: This adds   to checks made to locate a concealed shooter using the weapon. This modification cannot be applied to Shotguns or SMGs.

Jump Jets: These tiny jet engines can help produce lift and stabilise falls. Add   to any physical roll made to jump (both vertically and horizontally) or land safely.

Void Seals: This armor is rated against the vacuum of space, and can rapidly recycle enough air for one hour.

Reversible Plating: This armor enhancement allows the user to reverse portions of the plating to show a different color or pattern. This can be done in one minute. Add  to anyone trying to locate the character after the plates are reversed.

Secret Compartment: A well concealed hidden compartment within the folds or plates of an item of clothing or armor. This grants  to any attempts to search the character for any item concealed within. It can fit any one object up to the size of an apple.

Secret Holster: A spring-loaded plate of armor with a holster underneath. This can fit only pistols or a Tactical Knife, and cannot be modified to fit anything else. This grants  to

any attempts to search the character for weapons.

Ultradense Materials (Armor): This modification increases the soak of the armor by one in exchange for adding significantly to the encumbrance.

Eezo Agitator: This system weaves eezo sensitive energy circuits through the chest and head of the wearer. This adds  when making Biotic Defense rolls.

Superior Weapon / Armor Customization: Gives the item the Superior quality.

Cryo Ammo: Adds the Stun 2 quality to the weapon.

Incendiary Ammo: Adds the Burn 2 quality to the weapon.

Disruptor Ammo: Adds the Disorient 1 quality to the weapon. This only works against synthetic targets. They also deal double damage to computer or mechanical systems.

Armor-Piercing Ammo: Adds the Pierce 2 quality to the weapon.

Warp Ammo: Adds   to rolls targeting biotic Defenses.