

Starting equipment: Two tier-1 weapons of any type the character is proficient with, and one suit of standard-quality light or medium armor designed for the character's species. Characters also possess a moderate wardrobe of casual clothing appropriate to their background, and 500 credits which may be fully or partially spent on other equipment. **(buy thermal clips and an omni-tool and medi-gel!)** Enviro-suits are considered casual clothing for volus and quarian characters. Personal gravitic effect generators and bio-phosphorescence translators are considered casual clothing for hanar characters. At the player's option, they may start with only one weapon, or no weapons at all. In this case, they begin play with 250 extra credits for each weapon they do not take.

Wealth by level:

01 -- 500+
02 -- 2700
03 -- 5400
04 -- 9000
05 -- 13000
06 -- 19000
07 -- 27000
08 -- 36000
09 -- 49000
10 -- 66000

integrated heat-sink weapons

-1-2 non-ammunition mod slots plus ammunition mod

-lower damage

-less accurate

-overheating danger

thermal clip system weapons

-only ammunition mod slot

-higher damage

-more accurate

-thermal clip requirement

Weapon modifications:

Ammunition mods for TCS weapons:

mods may be installed/uninstalled from weapons with a DC 10 computers check and a move action

all -- cost 1,000

disruptor ammunition -- +1 damage to synthetics, electric type

incendiary ammunition -- +1 damage to non-shielded targets, fire type

cryo ammunition -- cold type

Ammunition mods for IHS weapons:

mods may be installed/uninstalled from weapons with a DC 20 electronics check and a full minute of work

Shredder rounds - +2 damage to organics -- cost 3,000

Tungsten rounds - +2 damage to synthetics -- cost 3,000

Inferno rounds - +1 damage, fire type -- counts as incendiary for class features -- cost 4,000

Snowblind rounds - cold type, -0.5 heat -- counts as cryo for class features -- cost 2,000

HE rounds - +4 damage, +2.00 heat -- cost 2,000

Sledgehammer rounds - DC 10+BAB fort 1 rd stun, +1.00 heat -- cost 4,000

Proton rounds - ignores shields, half damage -- cost 2,000

Weapon mods for IHS weapons: (no duplicates on same weapon)

Combat Scanner - +2 to perception

Sighting Upgrades - +1 to hit

-Combat Optics - +1 to hit, +2 to perception

Heat Sink - -0.5 heat

-Frictionless Materials - +1 damage, -0.5 heat

High Caliber Barrel - +1 damage, +1.00 heat

-Rail Extension - +2 damage, +1.00 heat

Recoil Damper - +1 to hit

-Kinetic Coil - +1 to hit, +1 damage

Universal modifications: (no slot req.)

bayonet - 1d8 melee damage -- cost 750

-omni-bayonet - 1d10 melee damage -- cost 1,500

Heat mechanics:

Heat is a mechanical abstract based on a standard mode of firing.

Firing an unmodified weapon generates 1.00 heat. If firing a weapon would cause it to exceed its heat capacity, the weapon's built-in safety overrides engage and it may not be fired.

Each round in which it has not been fired, an IHS weapon vents 2.00 heat.

A TCS weapon may be reloaded with a thermal clip as a standard action that does not provoke attacks of opportunity, which discharges all heat.

Each round in which it has not been fired, a TCS weapon vents 0.25 heat.

IHS high-quality manufacturers:

Armax Arsenal: +1 heat -- weapon cost plus 10%

Rosenkov Materials: +1 dam -- weapon cost plus 50%

IHS medium-quality manufacturers:

Ariake Technologies

Devlon Industries

Haliat Armory

Kassa Fabrication

IHS low-quality manufacturers: (tier-1 equipment)

Batavian State Arms

Elanus Risk Control Services

Hahne-Kedar

dmg progression

1d2 -> 1d3 -> 1d4 -> 1d6 -> 1d8 -> 1d10 -> 2d6 -> 2d8 -> 3d6 -> 3d8 -> 4d8 -> 6d8

costs??!!?!?

dice size = 1.25x

starting at 1d8

acc = 0.5x

starting at -2 (-2/2sq is -0.5 -1/2sq is 0)

1-2 ammo = 0

3-5 ammo = 1

6-9 ammo = 2

10+ ammo = 3

5 to 7 -- cost 250

7.5 to 9 -- cost 500

9.5 -- cost 1,000

10 -- cost 2,000

10.5 -- cost 4,000

11 -- cost 8,000

11.5 -- cost 12,000

12 -- cost 20,000

12.5+ -- cost 28,000

Weapons:

Thermal clips -- cost 10 each

Assault rifles:

All assault rifles may be fired -- but not reloaded -- one-handed, at a -8 penalty.

Combat rifles and machine guns:

M-8 Avenger dam 2d8 acc -1 heat cap 6, tier 1 -- 9

M-55 Argus dam 2d8 acc 0 heat cap 7 -- 9.5

N7 Valkyrie dam 2d8 acc +1 heat cap 8 -- 10

Phaeston dam 3d6 acc 0 heat cap 8 -- 11

M-76 Revenant dam 2d8 acc -1 heat cap 12 -- 10

N7 Typhoon dam 2d8 acc 0 heat cap 20 -- 10.5

Geth Pulse Rifle dam 3d8 acc 0 heat cap 6 -- 12.5

Designated marksman rifles:

M-15 Vindicator dam 2d8 acc +1 heat cap 6 -- 10

M-96 Mattock dam 2d8 acc +2 heat cap 6 -- 10.5

Cerberus Harrier dam 3d6 acc +2 heat cap 3 -- 11

M-99 Saber dam 3d8 acc +2 heat cap 3 -- 12.5

IHS assault rifles:

Med quality dam 2d6 acc -1 heat cap 7 -- 7.5

Low quality dam 2d6 acc -2 heat cap 6, tier 1 -- 7

Sniper rifles:

All sniper rifles -- but not reloaded -- may be fired one-handed, at a -8 penalty.

Anti-material rifles:

M-92 Mantis dam 2d8 acc +1 heat cap 1, tier 1 -- 8

Krysae dam 2d8 acc +1 heat cap 3 -- 9

Black Widow dam 2d8 acc +2 heat cap 3 -- 9.5

M-98 Widow dam 3d8 acc +2 heat cap 1 -- 11.5

N7 Valiant dam 3d8 acc +2 heat cap 3 -- 12.5

Combat marksman rifles:

M-97 Viper dam 2d6 acc +1 heat cap 6 -- 8.5

M-29 Incisor dam 2d8 acc +1 heat cap 5 -- 9

M-90 Indra dam 2d8 acc +1 heat cap 8 -- 10

M-13 Raptor dam 2d8 acc +2 heat cap 6 -- 10.5

IHS sniper rifles:

Med quality dam 2d6 acc +1 heat cap 4 -- 7.5

Low quality dam 2d6 acc +1 heat cap 2, tier 1 -- 6.5

Shotguns:

All shotguns may be fired -- but not reloaded -- one-handed, at a -8 penalty to attack rolls.

Assault shotguns:

M-23 Katana dam 3d6 acc -1/2sq heat cap 5, tier 1 -- 9

M-27 Scimitar dam 3d6 acc -1/2sq heat cap 8 -- 10

N7 Piranha dam 3d8 acc -1/2sq heat cap 6 -- 11.5

Mid-range shotguns:

Lieberschaft 2180 dam 3d6 acc -1 heat cap 3 -- 9.5

Disciple dam 3d6 acc 0 heat cap 4 -- 10

N7 Crusader dam 3d6 acc +1 heat cap 4 -- 10.5

Graal Spike Thrower dam 4d8 acc -2 heat cap 3 -- 12

Heavy shotguns:

AT-12 Raider dam 3d8 acc -2/2sq heat cap 2 -- 9

M-11 Wraith dam 3d8 acc -1/2sq heat cap 2 -- 9.5

M-300 Claymore dam 4d8 acc -1/2sq heat cap 1 -- 11

IHS shotguns:

Med quality dam 2d8 acc -1/2sq heat cap 4 -- 7.5

Low quality dam 2d6 acc -1/2sq heat cap 4, tier 1 -- 6

Pistols/SMGs:

Heavy pistols and SMGs may be fired and reloaded one-handed, at a -4 penalty to attack rolls.

Light pistols and IHS pistols may be fired and reloaded one-handed, at a -2 penalty to attack

rolls.

Heavy pistols:

M-77 Paladin dam 2d8 acc 0 heat cap 4 -- 8.5

M-6 Carnifex dam 2d8 acc 0 heat cap 6 -- 9.5

Acolyte dam 3d6 acc -1 heat cap 3 -- 9.5

M-358 Talon dam 3d6 acc 0 heat cap 4 -- 10

Executioner dam 3d8 acc 0 heat cap 1 -- 10.5

Light pistols:

M-3 Predator dam 2d6 acc 0 heat cap 15, tier 1 -- 9.5

M-5 Phalanx dam 2d8 acc -1 heat cap 12 -- 10.5

N7 Eagle dam 2d8 acc 0 heat cap 12 -- 11

M-12 Locust dam 2d6 acc +2 heat cap 4 -- 8.5

SMGs:

M-4 Shuriken dam 2d6 acc -1 heat cap 6, tier 1 -- 7.5

M-9 Tempest dam 2d6 acc 0 heat cap 10 -- 9

Punisher dam 2d8 acc -1 heat cap 8 -- 9.5

M-25 Hornet dam 3d6 acc 0 heat cap 8 -- 11

N7 Hurricane dam 3d8 acc -1 heat cap 4 -- 11

IHS pistols:

Med quality dam 1d10 acc 0 heat cap 10 -- 7.5

Low quality dam 1d8 acc 0 heat cap 8, tier 1 -- 5

Melee weapons:

Unarmed attack dam 1d3* -- --

Firearm butt dam 1d6 -- see firearms

Melee weapon, crude dam 1d6 -- cost 100

Melee weapon, common dam 1d8, tier 1 -- cost 500

Shock baton dam 1d8 electricity -- cost 2,000

Omni-weapon dam 1d8** -- see omni-tools

Mono-molecular blade dam 2d6, crit 18-20 -- cost 2,500

*unarmed attacks may only deal nonlethal damage, and provoke attacks of opportunity unless the attacker has the Improved Unarmed Combat feat. Natural weapons are detailed under races and do not count as unarmed attacks.

**some advanced omni-tools provide increased omni-weapon damage dice, see omni-tools

Armor:

Light armor -- Damage reduction 1, shields 4, power resistance +3, armor check penalty -0. -- cost 250

Medium armor -- Damage reduction 3, shields 8, power resistance +2 armor check penalty -2. -- cost 500

Heavy armor -- Damage reduction 5, shields 12, power resistance +1, armor check penalty -4. -- cost 1,500

*Quarian or Volus armor -- costs 500 more. Incorporates enviro-suit. (+2 to saves vs. inhaled or contact toxins, allows holding of breath for double normal duration, sealed against vacuum)

*Hanar armor -- costs 1,000 more. Incorporates personal gravitic effect generator and bio-phosphorescence translator.

*Elcor armor -- costs 1,000 more. Grants additional 1 point of damage reduction.

High-quality armor series:

Kassa Fabrication Colossus -- Damage reduction +2.

Geth Armory Rage -- Damage reduction +2, power resistance +2. (Krogan only, heavy only)

Armax Arsenal Predator L/M/H -- Shields +8, power resistance +2.

Serrice Council Phantom -- Power resistance +4. (Turian only, light only)

Rosenkov Materials Titan -- Damage reduction +1.

Hahne-Kedar Ursa -- Power resistance +2.

Ariake Technologies Mercenary -- Shields +4.

Devlon Industries Explorer -- Fire, Electricity, Cold and Acid resistance 5, +2 to saves vs. inhaled or contact toxins.

Sirta Foundation Phoenix -- Health regeneration 1.

Sirta Foundation Aegis -- Medi-gel capacity +2.

Armor mods:

Ablative Coating -- Damage reduction +1.

Medical Interface -- Health regeneration 1, +2 to saves vs. toxins.

Combat Exoskeleton -- +2 Strength, power resistance +1.

Shield Interface -- Shields +4.

Stealth Projector -- +4 to stealth checks.

Micro-servo System -- Reduces armor check penalty by 2.

External Medi-gel Dispenser -- Medi-gel capacity +1.

Omni-tools:

Basic omni-tool -- Allows tech skill use, provides utility functions. No skill requirements. -- cost 100

Advanced omni-tools: cost 1,000/4,000/9,000/16,000 (rank sq. * 1,000)

Ariake Technologies medical omni-tool -- +2/4/6/8 to medicine checks. Requires medicine 4/6/8/10.

Aldrin Labs Bluewire shield interface omni-tool -- Shields +4/8/16/32 and +2/4/6/8 to electronics checks made to boost shields. Requires electronics 4/6/8/10.

Armali Council Nexus tactical omni-tool -- +2/4/6/8 to electronics checks. Requires electronics 4/6/8/10.

Batarian State Arms Enforcement Gauntlet omni-weapon system -- 1d10/2d8/3d6/3d8 melee damage. Requires base attack bonus +1/+3/+5/+7.

Elkoss Combine Cipher advanced programming interface -- +2/4/6/8 to computers checks. Requires computers 4/6/8/10.

Biotic amplifiers:

Sirta Foundation Unity -- Provides a 1 round bonus to the duration of all biotic powers. Requires power level 1. -- cost 500

Aldrin Labs Solaris -- Provides a +2 bonus to the save DC of a chosen power. Requires power level 4. -- cost 4,000

Kassa Fabrication Polaris -- Provides a +1 bonus to the save DC and duration in rounds of all biotic powers. Requires power level 6. -- cost 9,000

Arмали Council Prodigy -- Provides a 1 round bonus to the duration of all biotic powers. Once per encounter, allows the biotic to recover a spent biotic power as a swift action. Requires power level 8. -- cost 16,000

Serrice Council Savant -- Provides a +2 bonus to the save DC and duration in rounds of all biotic powers. Requires power level 8. -- cost 16,000

VI's:

VI's have intelligence ratings ranging from 0 to 5 and may run additional programs, each with its own rating ranging from 0 to 5. The intelligence rating of the VI is applied as a bonus to every task it attempts, while program ratings are applied to the task for which the program is designed. VI program ratings may not exceed the intelligence rating of the VI on which they are installed.

VI's may not perform tasks for which they do not possess programs.

Virtual Intelligence -- cost = intelligence rating sq. * 500

VI programs:

Targeting system -- Attack rolls. -- cost = rating sq. * 500

Task-specific software -- Chosen skill check. -- cost = rating sq. * 100

Ability score-enhancing gear: (max. +6 per item)

cost = bonus sq. * 1,000

Ariake Technologies servo system -- +Str, arms/chest item.

Armax Arsenal coordination enhancer -- +Dex, arms/chest item.

N7 Defender dermal weave -- +Con, implant.

Sentry VI interface -- +Int, head item.

Nos Astra Umbra visor -- +Wis, head item.

Tyriel ACC Death Mask -- +Cha, head item.

Miscellany:

Elcor personal battle harness -- Can be affixed to any elcor armor. May be mounted with any non-heavy personal weapon. Includes a rating 1 VI with rating 1 targeting system and task-specific software (perception) programs. Multiple personal battle harnesses may be affixed to the same elcor, to a maximum of two. -- cost 1,500

Elcor heavy battle harness -- Can be affixed to heavy elcor armor. May be mounted with any heavy infantry or light vehicle weapon. Includes a rating 3 VI with rating 3 targeting system and task-specific software (perception) programs. -- cost 11,000

Enviro-suit -- Allows volus and quarians to live comfortably in areas suitable for other sentient

paces. Is sealed against moderate environmental hazards, providing short-term protection against airborne toxins, unbreathable atmospheres, and vacuum. +2 to saves vs. inhaled or contact toxins. Wearer can hold breath for double normal duration. Sealed against vacuum. -- cost 500

Hanar personal gravitic effect generator and bio-phosphorescence translator -- Allows hanar to move with relative ease over land, giving them a 20 foot land speed and allowing them to ignore difficult terrain. It also translates their bioluminescence into audible speech. If the hanar is affected by an Overload tech power the gravitic effect generator and translator device shut down for 1d6 rounds, forcing the hanar to move at their standard land speed and possibly making it difficult for them to communicate. -- cost 1,000

Medi-gel packet -- Allows use of the Unity power to heal the user and their allies. A given character may only have up to four medi-gel packets "equipped" at one time, unless they possess special equipment or are otherwise specifically allowed more. -- cost 100

Heavy weapons:

Power cell -- cost 250

Heavy weapons run off of disposable power cells. Reloading a heavy weapon is a full-round action unless stated otherwise. Most heavy weapons require a full standard action to fire, disallowing iterative attacks. Heavy weapons with a splash radius allow reflex saves (DC 10+user's BAB) for half splash damage.

Heavy infantry weapons:

ML-77 Missile Launcher -- dam 3d6 splash 5ft half acc 0 ammo/cell 6 cell cap 3 -- allows iterative attacks, tier 1

M-100 Grenade Launcher -- dam 3d8 splash 5ft half acc -1 ammo/cell 5 cell cap 2 -- allows iterative attacks, tier 1

M-490 Blackstorm -- dam 3d8 splash 20ft half acc -2 ammo/cell 1 cell cap 5 -- damage bypasses shields and damage reduction from armor, all targets affected by splash are pulled towards main target on failed saves

M-622 Avalanche -- dam 2d8 cold splash 5ft half acc 0 ammo/cell 10 cell cap 2 -- allows iterative attacks

M-920 Cain -- dam 250 splash 10ft=200 20ft=150 30ft=100 40ft=50 acc -2 ammo/cell 0.2 cell cap 5 -- full-round action to fire

Arc Projector -- dam 3d6 elec splash special acc -2 ammo/cell 2 cell cap 5 -- splashes to single target within 10ft for full damage, repeats on failed save as long as there are unhit targets incl. allies (prefers nearest)

Cobra Missile Launcher -- dam 300 splash N/A acc 0 ammo/cell 1 cell cap 1

M-560 Hydra -- dam 3d8 splash N/A acc N/A ammo/cell 1 cell cap 1 -- damage bypasses shields and damage reduction from armor, hits 8 nearest hostile targets (reflex negates), extra missiles hit randomly among those targets (roll 1d8) if there are less than 8 targets

M-451 Firestorm -- dam 2d8 fire splash 20ft line acc N/A ammo/cell 20 cell cap 2 -- hits all targets in 5ft-wide 20ft-long line from user, reflex half

Light vehicle weapons:

MA machine gun -- dam 4d8 acc 0 -- never overheats, allows iteratives

155mm MAC -- dam 50 acc +1 -- never overheats, full-round action to fire (no iteratives)

Geth Seige Pulse cannon -- dam 60 acc +2 -- never overheats, full-round action to fire (no iteratives)

Ship-mounted weapons:

Most ignore heat, arc refers to degrees of firing arc, non-defensive weapons cannot take AoOs, defensive weapons are considered always in overwatch with no limit on AoOs, defensive weapons get a chance to hit torpedo weapons within their range with a gunnery roll.

Medium vehicle weapons:

M350 MAC -- dam 100 range 0-10km arc 90

Disruptor torpedoes -- dam 100 (2000 to shields) range 1-10km arc 180

Light Thanix Magnetic-Hydrodynamic weapon -- dam 1000 range 0-1,000km arc line

Infrared GARDIAN laser array -- dam 1000 range 0-10km arc 90 defensive heat 25

Ultraviolet GARDIAN laser array -- dam 1000 range 0-60km arc 90 defensive heat 20 +4 to gunnery for defensive fire against torpedoes

Heavy vehicle weapons:

Javelin Torpedo System -- dam 1,000 (20,000 to shields) range 1-10km arc 180

Cruiser or Broadside-class MAC -- dam 1,000 range 1-10,000km arc line

Heavy Thanix Magnetic-Hydrodynamic cannon -- dam 7,500 range 1-50,000km arc line

Capital vehicle weapons:

Dreadnought-class MAC -- dam 5,000 range 10-50,000km arc line

Space boats:**Small craft:**

A-61 Mantis gunship -- human primarily atmospheric interceptor

F-61 Trident fighter -- human advanced fighter

UT-47 Kodiak shuttle -- human armored shuttle, no armament

UT-47A Kodiak advanced drop shuttle -- human shuttle, two forward-mounted 155mm MACs

Corvettes:

Cyniad-class -- quarian scout frigate

Frigates:

Normandy-class -- human stealth frigate

Tunerron-class -- batarian frigate

Civilian ships:

Ballard-class freighter -- small human freighter

Kowloon-class freighter -- medium human freighter

Athabasca-class freighter -- large human freighter

Cruisers:

Hensa-class -- batarian cruiser, large crew capacity

Geneva-class -- human cruiser

Carriers:

Dreadnoughts:

Kilimanjaro-class -- human

Everest-class -- human