

# MASS EFFECT

## Polyhedron

## Core Rulebook

PLAYTEST 2.0

Designed by **DUSTIN AHONEN & BRIAN HAGEN**

COMPATIBLE WITH D&D FIFTH EDITION, **SYSTEM REFERENCE DOCUMENT 1.5**

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## INTRODUCTION

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MASS EFFECT: POLYHEDRON is an adaptation of the science-fiction action roleplaying game created by Bioware for the fifth edition of the DUNGEONS AND DRAGONS ROLEPLAYING GAME. Lengths are taken to define key concepts, but may be limited due to some of the constraints of the System Reference Document. In which case, it is helpful to read this along with a copy of the fifth edition D&D Player's Handbook. Although a familiarity with the ruleset from which this work is based upon is helpful, it is also important read through this document carefully, as many things have changed to reflect a more futuristic setting.

A number of concepts are also brought in from previous editions of Dungeons & Dragons. For example, each character has access to special abilities called powers. It also borrows heavily from the tactical movement and encounter design featured in 4E. This is used to reflect the some of the cover-based, third person shooter mechanics found in the Mass Effect video games.

## PLAYING THE GAME

Play follows much the same method as Dungeons & Dragons - you have a Dungeon Master who runs the game, the players take on the roles of characters, and a twenty-sided dice is used to determine success or failure of the character's actions. The most notable concept in which this adaptation diverges from the base game is in the use of powers. Powers are special biotic, combat, or tech abilities each character possesses that often need to be recharged before used again. To further reflect the tactical movement found in the Mass Effect video games, distances are presented in spaces and the use of a battle mat or grid is very highly encouraged.

## WHAT IS DIFFERENT?

A few key concepts are changed from the Dungeons & Dragons presented in the core rulebooks to better reflect the world of Mass Effect. Here are a few of the more notable examples:

- **Powers:** The most notable change is the inclusion of powers. These function much like their D&D 4E counterparts.
- **Multiple Defenses:** There are three different ways your character can be attacked. **Armor Class (AC)** functions exactly the same way as it does in Dungeons & Dragons. **Kinetic Class (KC)** represents mass and is how difficult you are to move due to the many physics effects in Mass Effect. **Logic Class (LC)** reflects your ability to reason and protects you from Tech powers and some psychic effects.
- **Perception, Not Wisdom:** Although there are many similarities, Perception is its own ability score and is added to damage rolls with firearms.
- **Changed Skill List:** The list of skills is more reflective of a futuristic sci-fi setting.
- **Exploits, Not Feats:** In D&D, you must choose between increasing your ability scores and gaining a feat. This is not so in MEP. These enhancements occur much more frequently.
- **Saving Throws Based on Power Sources:** Saving throws are not based on ability scores but instead against **Biotic**, **Combat**, and **Tech** powers and effects.

## GENERATING ABILITIES

It is recommended that PC statistics are generated using one of two methods. It is further recommended that your DM or gaming group decide on the same method for all players to use.

- 1. Dice Rolling:** Roll 4d6, keeping the three highest results, six times. Total each of your six rolls and assign one each to Strength, Dexterity, Constitution, Intelligence, Perception (Wisdom), and Charisma.
- 2. Point Buy:** With this method each of the six statistics start at 8 and players are given a number of points to improve their PCs statistics. The D&D 5e player's handbook suggests a budget of 27 points. However, DMs/Gaming Groups should feel free to set their point buy budget at whatever level they would like. Using this method a PC cannot have a stat above 15 (this is prior to any racial bonuses that could take a stat higher).

### Ability Score vs. Ability Modifier

An ability score is never added to a d20 roll. Most d20 rolls call for a particular ability modifier to be added. For the sake of simplicity, the ability modifier is always stated as an abbreviation. For example, adding your Constitution modifier to your hit points is written as "+ CON."

### POINT-BUYING ABILITIES

Ability Score	Point Cost	Ability Modifier
8	0	-1
9	1	-1
10	2	0
11	3	0
12	4	+1
13	5	+1
14	7	+2
15	9	+2

## SPECIES

### ASARI

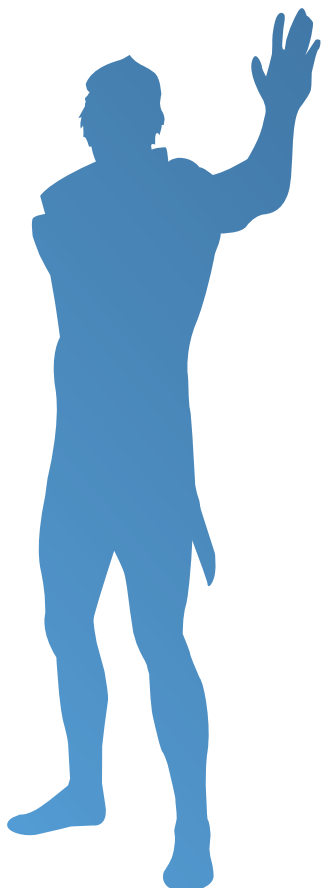
- **Ability Score Adjustments:** +2 Perception; +2 Charisma or Dexterity
- **Speed:** 6 spaces
- **Biotic Aptitude:** You gain rank 1 in *Stasis* or *Throw* power
- **Biotic Kinetics:** You add your Charisma modifier or your Strength modifier to your Kinetic Class, whichever is greater.
- **Empathy:** You gain one of the following talents: Meditation, Patience, or Hypnotism. You also gain a random talent like normal.

### DRELL

- **Ability Score Adjustments:** +2 Dexterity; +1 Perception or Constitution
- **Speed:** 6 spaces
- **Natural Agility:** You are proficient in the Acrobatics or Stealth skill.
- **Perfect Recall:** Once per long rest, you can use your Reaction to instantly recharge one power. This is in addition to recharging one of your powers at the end of your turn.
- **Spiritual:** You have the Religion talent. You also gain a random talent like normal.



HUMAN



DRELL



ASARI



KROGAN

## HUMAN

You can choose one of the two options below.

### Option #1

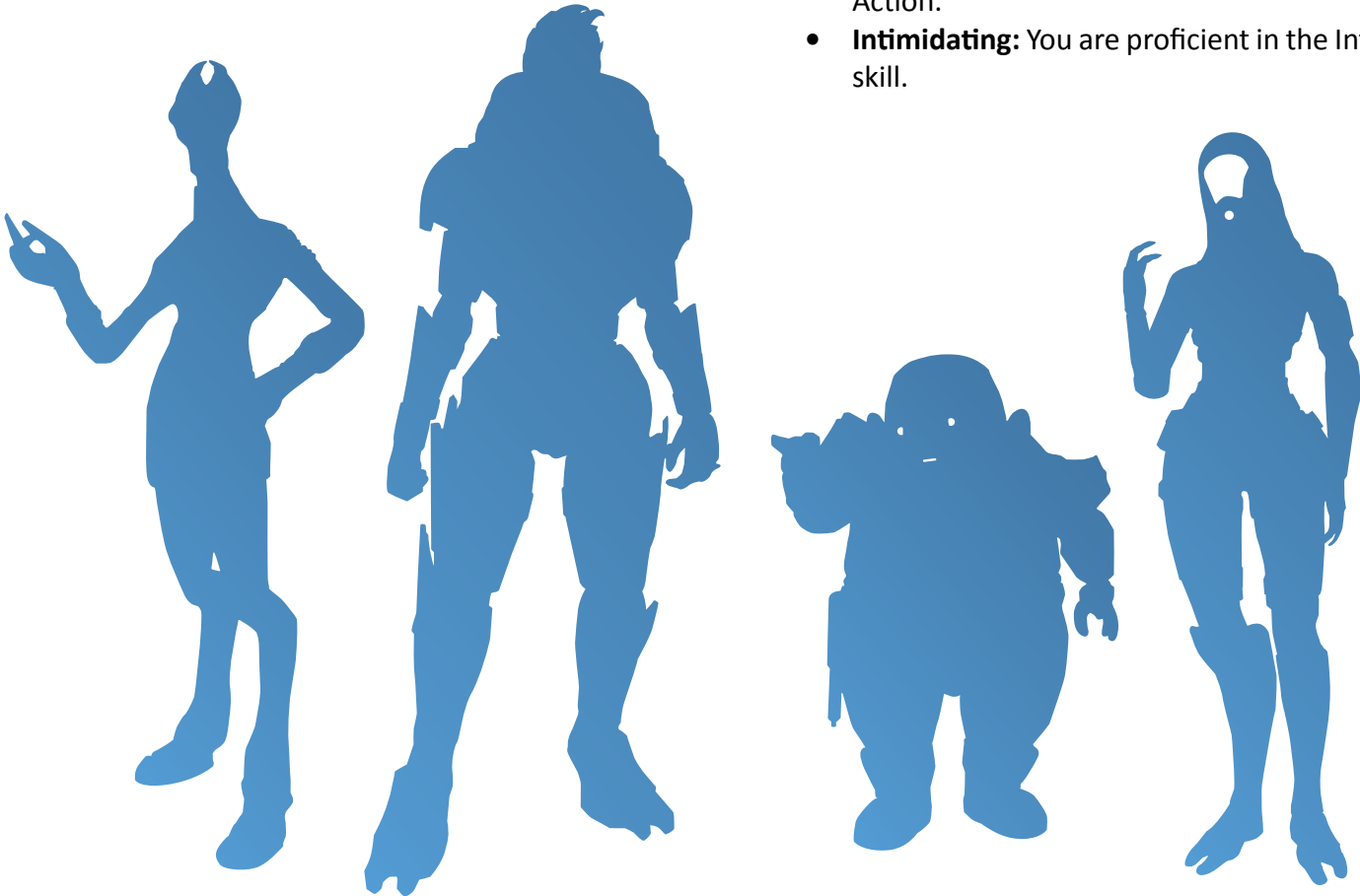
- **Ability Score Adjustments:** +1 to all ability scores
- **Speed:** 6 spaces
- **Versatile Skill:** You are proficient in one skill of your choice.
- **Versatile Power:** 1 additional Rank Point to spend on your class powers at level 1.

### Option #2

- **Ability Score Adjustments:** +2 in one ability score of your choice
- **Speed:** 6 spaces
- **Versatile Skill:** You are proficient in one skill of your choice.
- **Versatile Power:** 1 additional Rank Point to spend on your class powers at level 1.
- **Swift Powers:** Improved Recharge enhancement (or a different enhancement of your choice).

## KROGAN

- **Ability Score Adjustments:** +2 Strength; +2 Constitution or Charisma; -2 Intelligence
- **Speed:** 6 spaces
- **Extra Hit Points:** +5 HP at 1st level.
- **Regeneration:** A krogan can Recover as a Bonus Action.
- **Intimidating:** You are proficient in the Intimidation skill.



SALARIAN

TURIAN

VOLUS

QUARIAN

## QUARIAN

- **Ability Score Adjustments:** +2 Intelligence; +1 to two stats of your choice
- **Speed:** 6 spaces
- **Tech Aptitude:** You gain rank 1 in *Sabotage* or *Overload* power.
- **Improved Shields:** You increase your Shields by 1 while wearing armor.
- **Resourceful:** You gain one of the following talents: Invention, Repair, or Survival. You also gain a random talent like normal.
- **Bonus Skill:** You are proficient in one skill of your choice.
- **Weakened Immunity:** When you are bloodied, you become weakened. This condition can be ended by a successful DC 13 Constitution (Endurance) check. Additionally, you or any ally can end the condition by making a successful DC 10 Intelligence (Medicine) check or by regaining hit points above your bloodied value.

## SALARIAN

- **Ability Score Adjustments:** +2 Intelligence; +2 Dexterity or Perception; -2 Strength
- **Speed:** 6 spaces
- **Analytics:** You gain one of the following talents: Research, Speed-reading or Statistics. You also gain a random talent like normal.
- **Knowledgeable:** You gain proficiency in two Intelligence-based skills of your choice.
- **Elusive:** If you do not take a move during your turn, you can Dodge as a Bonus Action.
- **Restless:** You only need to sleep for 1 hour per day.

## TURIAN

- **Ability Score Adjustments:** +2 Dexterity; +1 to two stats of your choice
- **Speed:** 7 spaces
- **Alert:** You gain proficiency in the Alertness skill.
- **Mobility:** When moving into difficult terrain, you spend movement upon exiting the affected space and not entering. This allows you to move into cover more easily.
- **Weapon Training:** You are proficient with assault rifles and sniper rifles.

## VOLUS

- **Ability Score Adjustments:** +2 Charisma, +1 Dexterity or Perception; -2 Strength
- **Speed:** 4 spaces
- **Cowardly:** You can use the Disengage action as a Bonus Action.
- **Lucky:** Once per long rest, you can automatically succeed one saving throw.
- **Meticulous:** You are proficient in the Evaluation or Searching skill.
- **Stunning Pressure:** When you are bloodied, you become stunned until the end of your next turn.

## CLASSES

### POWERS AND POWER RANKS

How powers work is further defined later, but they are acquired by spending power points. Each power has a rank of 1 through 4, which not only indicates its strength but also the number of power points needed in order to be attained. From 1st to 4th level, you can only advance a power up to your current level, and you earn power points each time you level. For example, a 1st level adept has 3 power points and can gain the *Throw I* power by spending 1 power point but must wait until 2nd level in order to buy *Throw II* by spending 2 power points.



#### Adept Save Bonus

- +2 Biotic saves

#### Adept Hit Points

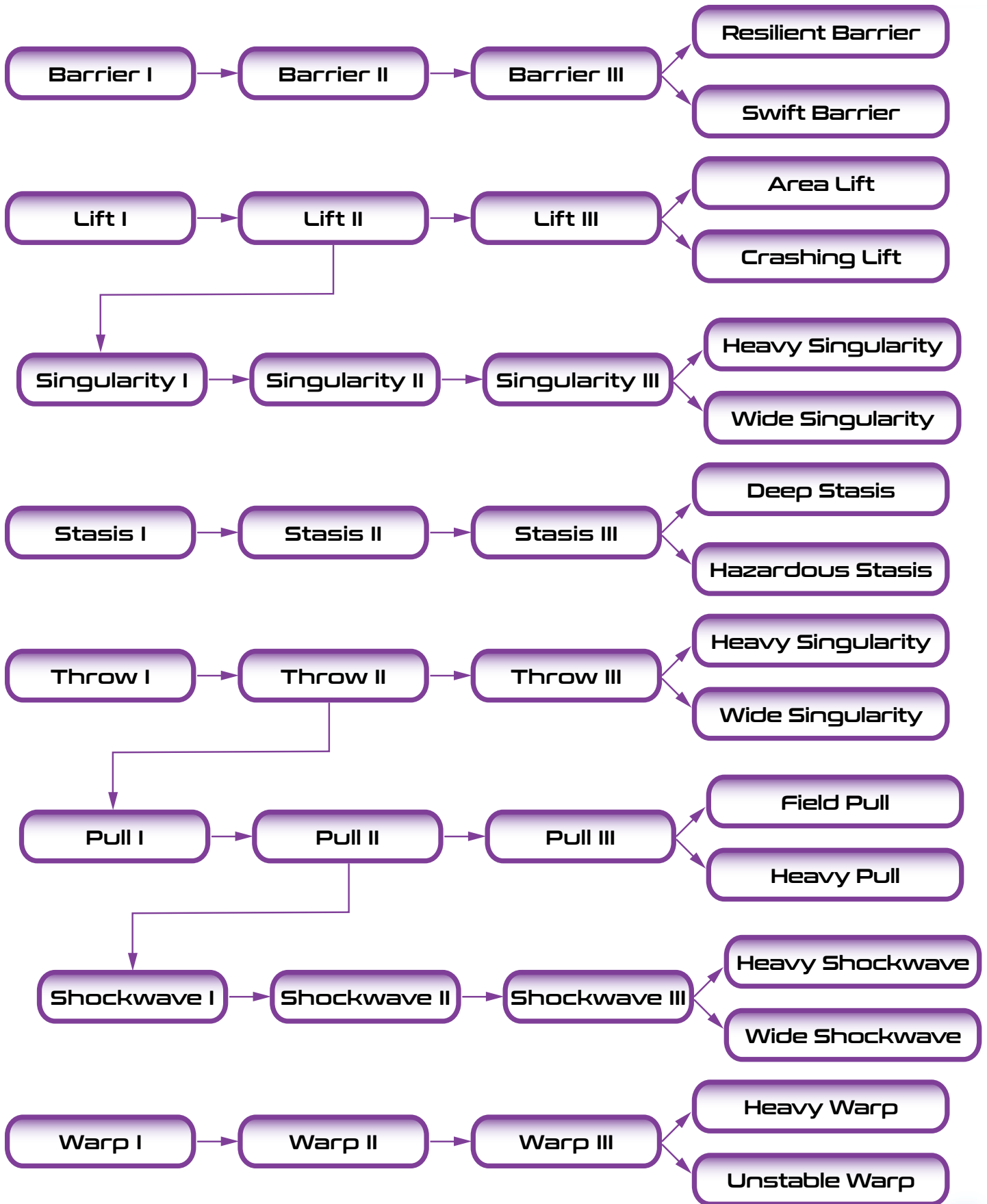
- **Hit Points at 1st Level:** 12 + CON at 1st level
- **Hit Points at Higher Level:** 1 + CON (minimum 1)
- **Hit Dice:** 1d6 per level

#### Adept Proficiencies

- **Armor Proficiencies:** Light armor
- **Weapon Proficiencies:** Melee, Pistols, plus one of your choice
- **Skill Proficiencies:** Biotics (Cha), plus three from the following list of class skills: Alertness (Per), Astrogeology (Int), Evaluation (Int), Insight (Per), Investigation (Int), Intimidation (Str), Persuasion (Cha), and Xenology (Int)

ADEPT						
Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d6	+2	3	Exploit 1	Counter Biotics	Theme Power I
2nd	2d6	+2	2			
3rd	3d6	+2	4	Exploit 2		
4th	4d6	+2	2	Ability Increase 1		
5th	5d6	+3	2			Theme Power II
6th	6d6	+3	2			
7th	7d6	+3	4	Exploit 3		
8th	8d6	+3	2	Ability Increase 2		
9th	9d6	+4	2			
10th	10d6	+4	2			Theme Power III
11th	11d6	+4	4	Exploit 4		
12th	12d6	+4	2	Ability Increase 3		
13th	13d6	+5	2			
14th	14d6	+5	2			
15th	15d6	+5	4	Exploit 5		Theme Power IV
16th	16d6	+5	2	Ability Increase 4		
17th	17d6	+6	2			
18th	18d6	+6	2	Exploit 6		
19th	19d6	+6	4	Ability Increase 5		
20th	20d6	+6	2			






**1st Level: Counter Biotics**

When you are the target of a Biotic power or effect, you can use your Reaction to attempt to negate it with one of your own Biotic powers. Using at least one free hand, you try to generate an opposing field of Biotic force with a Charisma (Biotic) check contested by the attacker’s Charisma (Biotic) check or saving throw DC. If you succeed, the Biotic power or effect is negated. The power you use must be recharged before it can be used again and is treated as an immediate interrupt.

**ENGINEER**



**Engineer Save Bonus**

- +2 Tech saves

**Engineer Hit Points**

- **Hit Points at 1st Level:** 12 + CON at 1st level
- **Hit Points at Higher Level:** 1 + CON (minimum 1)
- **Hit Dice:** 1d6 per level

**Engineer Proficiencies**

- **Armor Proficiencies:** Light armor
- **Weapon Proficiencies:** Melee, Pistols, plus one of your choice
- **Skill Proficiencies:** Engineering (Int), plus four from the following list of class skills: Astrogeology (Int), Decryption (Int), Electronics (Int), Evaluation (Int), Investigation (Int), Medicine (Int), Piloting (Dex), and Xenology (Int)

ENGINEER						
Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d6	+2	3	Exploit 1	Theme Power I	
2nd	2d6	+2	2			
3rd	3d6	+2	4	Exploit 2		
4th	4d6	+2	2	Ability Increase 1		
5th	5d6	+3	2		Theme Power II	
6th	6d6	+3	2			
7th	7d6	+3	4	Exploit 3		
8th	8d6	+3	2	Ability Increase 2		
9th	9d6	+4	2			
10th	10d6	+4	2		Theme Power III	
11th	11d6	+4	4	Exploit 4		
12th	12d6	+4	2	Ability Increase 3		
13th	13d6	+5	2			
14th	14d6	+5	2			
15th	15d6	+5	4	Exploit 5	Theme Power IV	
16th	16d6	+5	2	Ability Increase 4		
17th	17d6	+6	2			
18th	18d6	+6	2	Exploit 6		
19th	19d6	+6	4	Ability Increase 5		
20th	20d6	+6	2			





**Infiltrator Save Bonuses**

- +1 **Combat** and **Tech** saves

**Infiltrator Hit Points**

- **Hit Points at 1st Level:** 16 + CON at 1st level
- **Hit Points at Higher Level:** 1 + CON (minimum 1)
- **Hit Dice:** 1d8 per level

**Infiltrator Proficiencies**

- **Armor Proficiencies:** Light armor
- **Weapon Proficiencies:** Melee, Pistols, Sniper Rifles, and two of your choice
- **Skill Proficiencies:** Stealth (Dex), plus three from the following list of class skills: Acrobatics (Dex), Alertness (Per), Deception (Cha), Decryption (Int), Finesse (Dex), Initiative (Dex), Searching (Per), and Streetwise (Cha)

**Stealthy (1st Level)**

You can use the Hide action as a Bonus Action.

**Sneak Attack 1 (2nd Level)**

When you make a weapon attack against a target granting advantage, add +1d4 to your damage roll. This damage stacks with the bonus damage from *Tactical Cloak*. You are unable to use this ability with heavy weapons.

**Sneak Attack 2 (6th Level)**

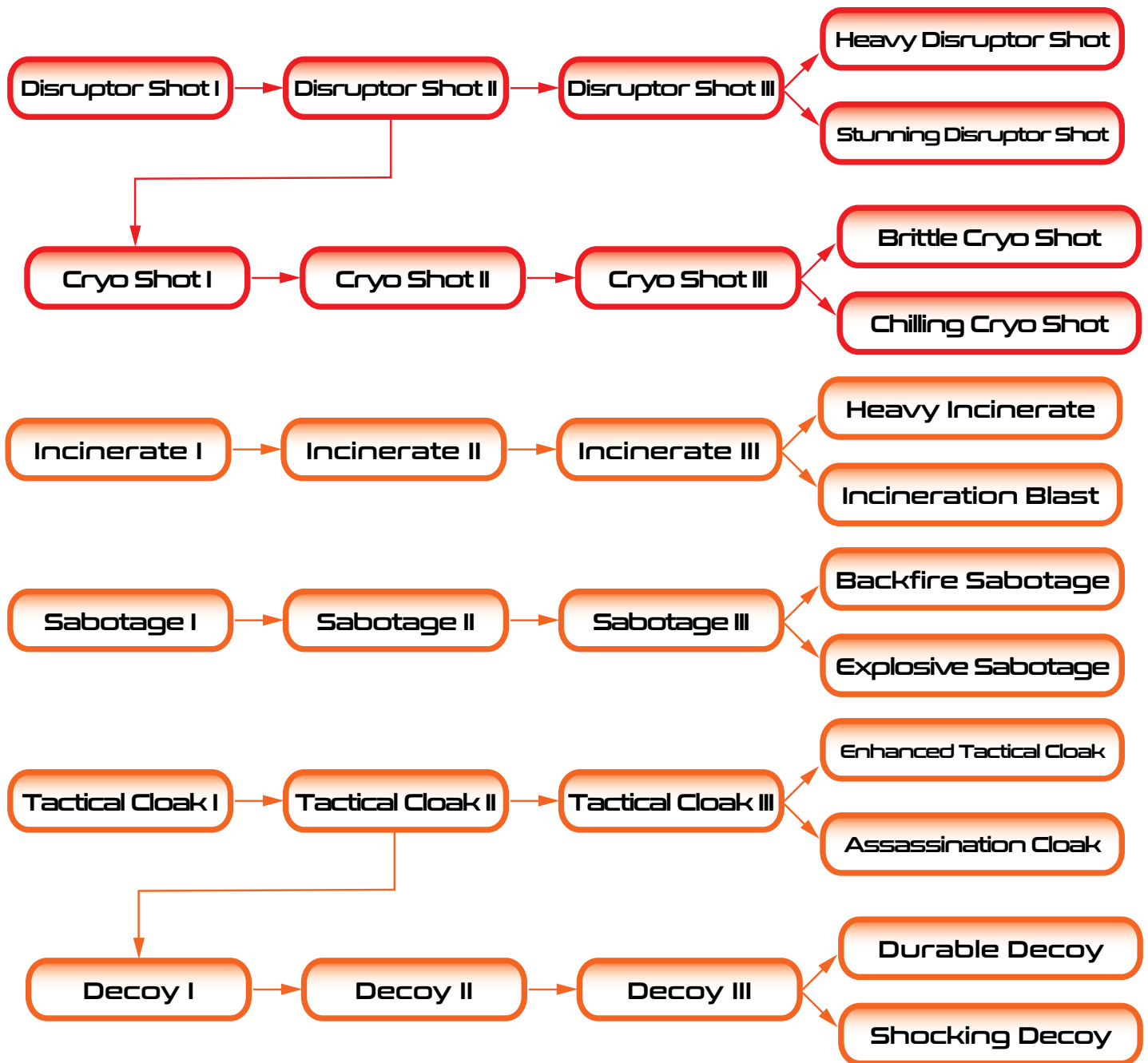
When you use the Sneak Attack feature, you add +2d4 to your damage roll.

**Sneak Attack 3 (10th Level)**

When you use the Sneak Attack feature, you add +3d4

**INFILTRATOR**

Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d8	+2	2	Exploit 1	Stealthy	Theme Power I
2nd	2d8	+2	2		Sneak Attack 1	
3rd	3d8	+2	2	Exploit 2		
4th	4d8	+2	2	Ability Increase 1		
5th	5d8	+3	2			Theme Power II
6th	6d8	+3	2		Sneak Attack 2	
7th	7d8	+3	2	Exploit 3		
8th	8d8	+3	2	Ability Increase 2		
9th	9d8	+4	2			
10th	10d8	+4	2		Sneak Attack 3	Theme Power III
11th	11d8	+4	2	Exploit 4		
12th	12d8	+4	2	Ability Increase 3		
13th	13d8	+5	2			
14th	14d8	+5	2		Sneak Attack 4	
15th	15d8	+5	2	Exploit 5		Theme Power IV
16th	16d8	+5	2	Ability Increase 4		
17th	17d8	+6	2		Powered Sneak Attack	
18th	18d8	+6	2	Exploit 6		
19th	19d8	+6	2	Ability Increase 5		
20th	20d8	+6	2			



to your damage roll.

#### Sneak Attack 4 (14th Level)

When you use the Sneak Attack feature, you add +4d4 to your damage roll.

#### Powered Sneak Attack (17th Level)

When you use the Sneak Attack feature, you can choose

to use any power with the Firearm keyword, instead of a weapon attack. You also deal full Sneak Attack and *Tactical Cloak* damage as appropriate.



**Sentinel Save Bonuses**

- +1 Biotic and Tech saves

**Sentinel Hit Points**

- **Hit Points at 1st Level:** 16 + CON at 1st level
- **Hit Points at Higher Level:** 1 + CON (minimum 1)
- **Hit Dice:** 1d8 per level

**Sentinel Proficiencies**

- **Armor Proficiencies:** Light armor
- **Weapon Proficiencies:** Melee, Pistols, plus one of your choice
- **Skill Proficiencies:** Biotics (Cha) and Electronics (Int), plus three from the following list of class skills: Astrogeology (Int), Decryption (Int), Engineering (Int), Evaluation (Int), Insight (Per), Investigation (Int), Medicine (Int), and Persuasion (Cha)

**SENTINEL**

Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d8	+2	3	Exploit 1	Theme Power I	
2nd	2d8	+2	2			
3rd	3d8	+2	4	Exploit 2		
4th	4d8	+2	2	Ability Increase 1		
5th	5d8	+3	2		Theme Power II	
6th	6d8	+3	2			
7th	7d8	+3	4	Exploit 3		
8th	8d8	+3	2	Ability Increase 2		
9th	9d8	+4	2			
10th	10d8	+4	2		Theme Power III	
11th	11d8	+4	4	Exploit 4		
12th	12d8	+4	2	Ability Increase 3		
13th	13d8	+5	2			
14th	14d8	+5	2			
15th	15d8	+5	4	Exploit 5	Theme Power IV	
16th	16d8	+5	2	Ability Increase 4		
17th	17d8	+6	2			
18th	18d8	+6	2	Exploit 6		
19th	19d8	+6	4	Ability Increase 5		
20th	20d8	+6	2			





**Soldier Save Bonus**

- +2 **Combat** saves

**Soldier Hit Points**

- **Hit Points at 1st Level:** 20 + CON at 1st level
- **Hit Points at Higher Level:** 1 + CON (minimum 1)
- **Hit Dice:** 1d10 per level

**Soldier Proficiencies**

- **Armor Proficiencies:** All armors
- **Weapon Proficiencies:** All weapons
- **Skill Proficiencies:** Three from the following list of class skills: Alertness (Per), Athletics (Str), Endurance (Con), Medicine (Int), Initiative (Dex), Intimidation (Str), and Persuasion (Cha)

**Cover Fire (1st Level)**

All targets you hit during your turn are Marked until the start of your next turn.

**Return Fire (2nd Level)**

If a Marked target makes an attack that does not include you, you can make a weapon attack as a Reaction.

**Extra Attack 1 (6th Level)**

When you use the Attack action to make a weapon attack, make one additional weapon attack.

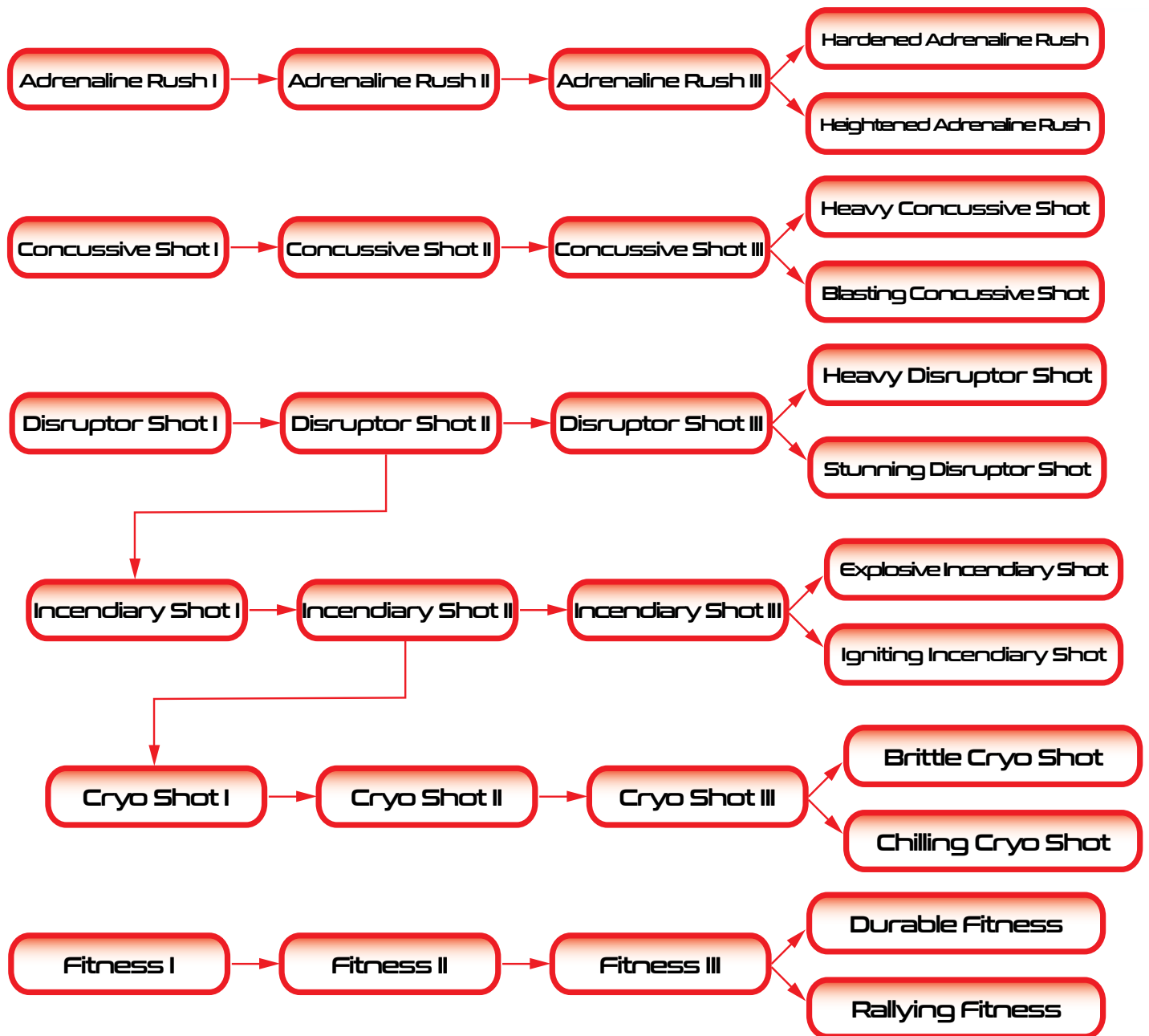
**Fully Loaded (10th Level)**

You reduce the load of each weapon you carry by 0.5 (minimum 0.5).

**SOLDIER**

Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d10	+2	2	Exploit 1	Cover Fire	Theme Power I
2nd	2d10	+2	2		Return Fire	
3rd	3d10	+2	2	Exploit 2		
4th	4d10	+2	2	Ability Increase 1		
5th	5d10	+3	2			Theme Power II
6th	6d10	+3	2		Extra Attack 1	
7th	7d10	+3	2	Exploit 3		
8th	8d10	+3	2	Ability Increase 2		
9th	9d10	+4	2			
10th	10d10	+4	2		Fully Loaded	Theme Power III
11th	11d10	+4	2	Exploit 4		
12th	12d10	+4	2	Ability Increase 3		
13th	13d10	+5	2			
14th	14d10	+5	2		Firearm Expert	
15th	15d10	+5	2	Exploit 5		Theme Power IV
16th	16d10	+5	2	Ability Increase 4		
17th	17d10	+6	2		Extra Attack 2	
18th	18d10	+6	2	Exploit 6		
19th	19d10	+6	2	Ability Increase 5		
20th	20d10	+6	2			





### Firearm Expert (14th Level)

When you use the Attack action to make a single weapon attack with a firearm, you may use one power with the Firearm keyword as a Bonus Action.

### Extra Attack 2 (17th Level)

When you use the Attack action to make a weapon attack, make two additional weapon attacks.



**Vanguard Save Bonuses**

- +1 Biotic and Combat saves

**Vanguard Hit Points**

- Hit Points at 1st Level: 22 + CON at 1st level
- Hit Points at Higher Level: 1 + CON (minimum 1)
- Hit Dice: 1d12 per level

**Vanguard Proficiencies**

- **Armor Proficiencies:** Light and medium armor
- **Weapon Proficiencies:** Melee, Pistols, Shotguns, plus two of your choice
- **Skill Proficiencies:** Biotics (Cha), plus three from the following list of class skills: Athletics (Str), Deception (Cha), Endurance (Con), Initiative (Dex), Intimidation (Str), and Streetwise (Cha)

**Threatening (1st Level)**

Once per turn, all enemies within 5 spaces of you are Marked as a Free Action. This lasts until the end of your next turn.

**Full Assault (2nd Level)**

When you take the Dash action, you can make one weapon attack as a Bonus Action.

**Charger 1 (6th Level)**

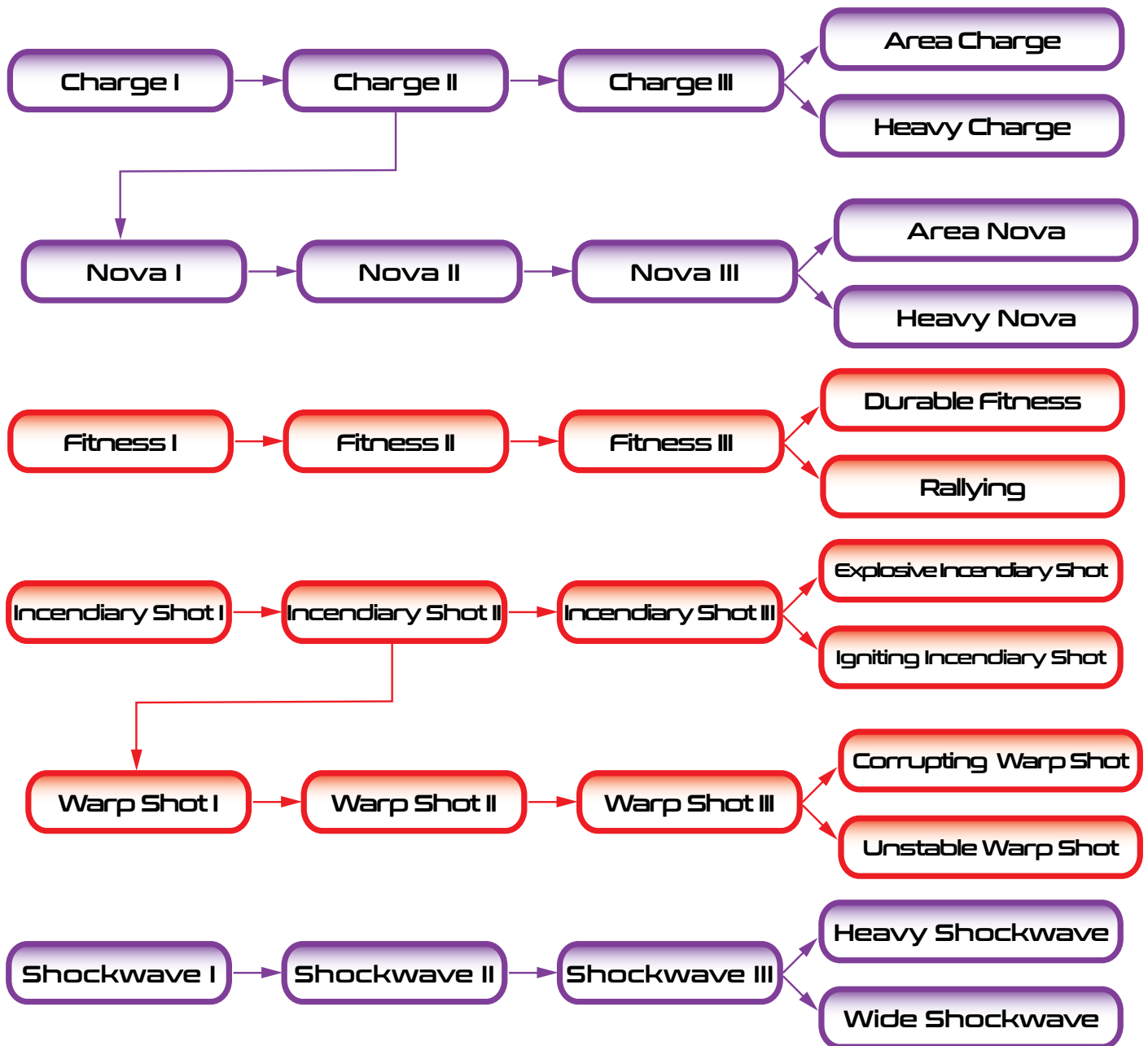
When you use the *Charge* power, you can make an attack against an adjacent target as a Free Action.

**Extra Attack 1 (10th Level)**

When you use the Attack action to make a weapon attack, make one additional weapon attack.

**VANGUARD**

Level	Hit Dice	Proficiency Bonus	Rank Points	Feature #1	Feature #2	Feature #3
1st	1d12	+2	2	Exploit 1	Threatening	Theme Power I
2nd	2d12	+2	2		Full Assault 1	
3rd	3d12	+2	2	Exploit 2		
4th	4d12	+2	2	Ability Increase 1		
5th	5d12	+3	2			Theme Power II
6th	6d12	+3	2		Charger 1	
7th	7d12	+3	2	Exploit 3		
8th	8d12	+3	2	Ability Increase 2		
9th	9d12	+4	2			
10th	10d12	+4	2		Extra Attack 1	Theme Power III
11th	11d12	+4	2	Exploit 4		
12th	12d12	+4	2	Ability Increase 3		
13th	13d12	+5	2			
14th	14d12	+5	2		Full Assault 2	
15th	15d12	+5	2	Exploit 5		Theme Power IV
16th	16d12	+5	2	Ability Increase 4		
17th	17d12	+6	2		Charger 2	
18th	18d12	+6	2	Exploit 6		
19th	19d12	+6	2	Ability Increase 5		
20th	20d12	+6	2			



### Full Assault 2 (14th Level)

When you take the Dash action, you can make two weapon attacks as a Bonus Action.

### Charger 2 (17th Level)

When you use the *Charge* power, you can use one Biotic Power as a Bonus Action.

## THEME

Themes are designed to provide you with guidance for possible careers and personality types that your character might have or have had. An agent might be an undercover C-Sec officer on the citadel, an industrial spy working for a galaxy-wide corporation, or just a generally tend toward being cunning. A scoundrel might be a self-employed smuggler, a lying, cheating gambler at the local casino, or have a generally unsavory disposition. Themes point to your potential past experiences or potential character/role archetypes. They are set up to give you a general mold for your character, but to not be restrictive.

Mechanically, every theme grants the player character one skill or weapon proficiency and a theme specific power. If the skill or weapon granted by your theme is one that you already have proficiency in because of your class or otherwise, you can choose one proficiency from you class list.

## THEME POWERS AND ADVANCING LEVELS

Unlike other powers that require you to spend power points in order to advance their effectiveness, powers that you gain from your theme advance as your character advances in level at 5th level, 10th level, and 15th level.

## THEME BENEFITS

Theme	Proficiency	Power
Agent	Investigation (Int)	<i>Shadow Strike</i>
Artillerist	Heavy Weapons	<i>Sentry Turret</i>
Biotic Medic	Medicine (Int)	<i>Biotic Protector</i>
Biotic Warden	Endurance (Con)	<i>Biotic Sphere</i>
Biotic Warrior	Athletics (Str)	<i>Biotic Hammer</i>
Commando	Athletics (Str)	<i>Fortification</i>
Conjurer	Deception (Cha)	<i>Biotic Orbs</i>
Corruptor	Poisons	<i>Nightshade Blades</i>
Dervish	Thrown	<i>Ballistic Blades</i>
Destroyer	Heavy Weapons	<i>Carnage</i>
Experiment	Biotics (Cha)	<i>Slam</i>
Jinx	Finesse (Dex)	<i>Hex Shield</i>
Kineticist	Acrobatics (Dex)	<i>Lash</i>
Manipulator	Persuasion (Cha)	<i>Dominate</i>
Neuromancer	Medicine (Int)	<i>Neural Shock</i>
Phaser	Electronics (Int)	<i>Flame Blast</i>
Phoenix	Biotics (Cha)	<i>Annihilation Field</i>
Psyker	Streetwise (Cha)	<i>Smash</i>
Rager	Intimidation (Str)	<i>Bloodlust</i>
Ravager	Endurance (Con)	<i>Blade Armor</i>
Rocketeer	Piloting (Dex)	<i>Havoc Strike</i>
Savant	Xenology (Int)	<i>Flare</i>
Scoundrel	Deception (Cha)	<i>Quick Strike</i>
Scourge	Poisons	<i>Dark Channel</i>
Shield Expert	Engineering (Int)	<i>Defense Matrix</i>
Survivor	Alertness (Per)	<i>Resurgence</i>
Tactician	Insight (Per)	<i>Tactical Scan</i>
Tech Defender	Endurance (Con)	<i>Shield Wall</i>
Tech Duelist	Finesse (Dex)	<i>Electric Slash</i>
Tech Medic	Medicine (Int)	<i>Supply Pylon</i>
Trapper	Electronic (Int)	<i>Submission Net</i>

## PROFICIENCIES

### SKILLS

There are numerous different skills, but no one skill should be used exclusively to address a problem or danger facing the players or be limited to one person. While traversing a hallway on fire, a player may use a Dexterity (Acrobatics) check to dodge the worst of the flames, a Strength (Athletics) check to clear a path across, or a Constitution (Endurance) check to endure the choking smoke.

SKILL CHECK DCs	
Challenge	Difficulty Class
Effortless	3
Very Easy	5
Easy	8
Moderate	11
Challenging	13
Very Challenging	15
Hard	18
Very Hard	21
Formidable	23
Very Formidable	25
Near Impossible	28
Impossible	31

**Strength:** Your ability to exert to raw physical power.

- **Athletics:** Running, climbing, swimming, and performing feats of physical strength.
- **Intimidation:** Coercion by physically threatening others.

**Dexterity:** Your measure of agility and finesse.

- **Acrobatics:** Balancing, tumbling, jumping, and performing feats of agility.
- **Piloting:** Maneuvering land- and space-based vehicles, such as freight lifts and shuttles.
- **Finesse:** Palming, stealing, and feats of manual dexterity.

- **Initiative:** Quickly reacting to dangerous situations.
- **Stealth:** Sneaking pass someone or going unnoticed (opposes Alertness).

**Constitution:** Your physical durability and stamina.

- **Endurance:** Enduring prolonged activity and resisting fatigue.

**Perception (formerly Wisdom):** Your acuity of senses and insight.

- **Alertness:** Acuity of hearing, taste, touch, scent, and sight (opposes Stealth).
- **Insight:** Reading others to determine their truthfulness.
- **Searching:** Noticing concealed objects or hidden dangers and tracking or following a trail.

**Intelligence:** Your ability to problem-solve, memory, and knowledge.

- **Astrogeology:** Knowledge of planetary and extra-planetary phenomena.
- **Decryption:** Deciphering and gaining to access to computer systems, often through unintended methods (opposes Electronics). Sometimes used for attack rolls for Tech powers.
- **Electronics:** Creating, manipulating, and maintaining complex and established computer systems (opposes Decryption). Often used for attack rolls with Tech powers.
- **Engineering:** Building, repairing, and designing mechanical systems.
- **Evaluation:** Assessing the value or danger of an object or situation.
- **Investigation:** Discerning the sequence of events and whereabouts of individuals or objects.
- **Medicine:** Knowledge and application of biomedical interventions.
- **Xenology:** Knowledge of the history, species, and cultures of the Milky Way.

**Charisma:** Your amount of personal magnetism and willpower.

- **Biotics:** Creating and manipulating mass effect fields. Used for attack rolls with Biotic powers.
- **Deception:** Lying to and tricking others.
- **Persuasion:** Convincing others to see things from your perspective.
- **Streetwise:** Cannily knowing how to act, where to go, or who to talk to.

## TALENTS

Talents and traits are meant to add a little extra flavor to characters. Each character (with the exception of characters who take the Multi-Talented enhancement) receives one random talent or trait at character creation. When in a situation where a PC's talent or trait is particularly relevant to their success, the PC should receive advantage or disadvantage on skill rolls related to their trait or talent depending on the situation.

TALENTS			
d%	d%	d%	d%
1 Acting	26 Photography	51 Animal kinship	76 Logistics
2 Mimicry	27 Comedy	52 Mathematics	77 Filmography
3 Herbalism	28 Sign language	53 Statistics	78 Sensitive palate
4 Juggling	29 Foreign language	54 Speed reading	79 Beer/wine
5 Hunting	30 Accounting	55 Lockpicking	80 Whittling/carving
6 Wilderness survival	31 Storytelling	56 Tarot reading	81 Invention
7 Mixology	32 Ventriloquism	57 Poker	82 Mythology
8 Juggling	33 Parkour	58 Quasar	83 Diving
9 Magic tricks	34 Lip-Reading	59 Kepesh-Yakshi	84 Mountain climbing
10 Singing	35 Haggling	60 Knots	85 Antiquities
11 Dancing	36 Baking	61 Fire breathing	86 DIY repairs
12 Drawing	37 Gardening	62 Rapping/beat boxing	87 Calligraphy
13 Painting	38 Playing sports	63 Disc jockeying	88 Grooming
14 Archery	39 Chess	64 Trivia	89 Tatooing
15 Fishing	40 Drinking	65 Religion	90 Smoke rings
16 Gambling	41 Surfing	66 Philosophy	91 Cotillion
17 Forgery	42 Ambidexterity	67 Ships	92 Jogging
18 Sculpting	43 Contortion	68 Writing	93 Decorating
19 Sewing	44 Typing	69 Collectibles	94 Military history
20 Musical instrument	45 Planning	70 Fine art	95 Opera
21 Weaving/sewing	46 Patience	71 Turian insignias	96 Ancient cultures
22 Cooking	47 Teamwork	72 Asari writings	97 Competitive eating
23 Kotaku	48 Weight lifting	73 Omakase	98 Caber toss/shotput
24 Hibachi	49 Meditation	74 Vintage records	99 Meteorology
25 Poetry	50 Hypnotism	75 Research	100 Roll twice and take both

## EXPLOITS

Unlike powers that often have an instantaneous effect and need to be recharged after use, exploits are passive abilities that are exceptions to how most characters fundamentally function. These can represent cybernetics, genetic enhancements, or special techniques your character has learned.

Exploits are very similar to feats, with the exception that they are not gain in place of an ability adjustment and often have less of an impact.

### AMPHIBIOUS

**Type:** Racial

**Pre-Req:** Salarian; Con 13+ or Proficiency in Athletics

**Benefit:** You can swim equal to your speed and can be submerged in water for up to 1 hour without oxygen. This ability does not work in other situations where holding your breath would be advantageous, such as avoiding poisonous gas.

### AREA BLAST EXPERT (SHOTGUNS)

**Type:** Firearm

**Pre-Req:** Proficiency in Shotguns; Str 15+

**Benefit:** When attacking a target within short range, you may use your bonus action to cause all creatures adjacent to the target to make a Combat saving throw or take 1d6 weapon damage.

### BIOTIC AEROBATICS

**Type:** Biotic

**Pre-Req:** Proficiency in Biotics; Cha 13+

**Benefit:** You use a can use Charisma (Biotics) to attempt skill checks for jumping. In addition, you gently float to the ground rather than falling. You roll a DC 5 Biotic (Charisma) check for every 4 spaces (8 meters) you fall and negate an equal amount of falling damage.

### BIOTIC KICK

**Type:** Biotic

**Pre-Req:** Proficiency in Biotics; Cha 15+

**Benefit:** You add your Charisma modifier to damage in addition to your other modifiers when you hit with an improvised weapon or unarmed strike. In addition, any hit target must make a Biotic saving throw or be pushed 2 squares or become Prone.

### BULLRUSH

**Type:** Racial

**Pre-Req:** Krogan, Str 13+

**Benefit:** After you Dash, you can make a melee attack or push an adjacent enemy as a Bonus Action. You receive a +4 racial bonus to the attack roll or Strength (Athletics) check to push 2 spaces.

### BURST FIRE EXPERT (SMGs)

**Type:** Firearm

**Pre-Req:** Proficiency in Submachine Guns; Dex 15+

**Benefit:** When attacking a target within short range, you may make 2 additional attacks against the target as a bonus action. These additional attacks deal 1d4 weapon damage.

### COMBAT ADEPT

**Type:** Combat

**Pre-Req:** Str 13+

**Benefit:** You gain Rank 1 in the *Concussive Shot* power.

### COMBAT READY

**Type:** Skill

**Pre-Req:** Proficiency in Initiative or Alertness

**Benefit:** You cannot be surprised while conscious and you gain a +2 feat bonus to your Dexterity (Initiative) checks.



## CONSISTENT SHOT (SMGs)

**Type:** Firearm

**Pre-Req:** Proficiency in Submachine Guns

**Benefit:** When making a weapon attack with an SMG, reroll all 1s rolled for damage once and keep the second roll.

## COUNTER MEASURES

**Type:** Tech

**Pre-Req:** Proficiency in Electronics

**Benefit:** You gain a +1 feat bonus on Tech saving throws. In addition, your shields are reduced to half while bloodied (rounded down, minimum 1).

## CYBER EXPERT

**Type:** Tech

**Pre-Req:** Proficiency in Decryption

**Benefit:** You have advantage when making a Decryption skill check that is not power-based (such as to hack into databases, disable security systems, open locked doors, etc.). In addition, you also complete the task in half the time and it does not spend a party action if you succeed on an Intelligence (Decryption) skill challenge during a skill encounter.

## DEAD EYE (PISTOLS)

**Type:** Firearm

**Pre-Req:** Proficiency in Pistols; Dex 15+

**Benefit:** You may choose to forgo your regular attack with a pistol to instead automatically hit one target within short range and deal 1[W] damage. Creatures that are heavily obscured, hidden, invisible, or have total cover cannot be targeted.

## DEFENSIVE ROLL

**Type:** Combat

**Pre-Req:** Proficiency in Acrobatics

**Benefit:** You can evade as a reaction or bonus action on your turn after you succeed on a skill check or saving throw to avoid damage.

## DISTANT BIOTICS

**Type:** Biotic

**Pre-Req:** Ability to use at least 1 Biotic power

**Benefit:** You add 5 spaces (25 feet) to the range of all your Biotic powers with a range greater than self.

## DISTANT SNIPER (SNIPER RIFLES)

**Type:** Firearm

**Pre-Req:** Proficiency in Sniper Rifles

**Benefit:** Increase your short and long range increments by 10 spaces (50 ft) for all weapon attacks with a sniper rifle.

## DISTANT TECH

**Type:** Tech

**Pre-Req:** Ability to use at least 1 Tech power

**Benefit:** You add 5 spaces (25 feet) to the range of all your Tech powers with a range greater than self.

## DIVERSE THEME, NOVICE

**Type:** Theme

**Pre-Req:** None

**Benefit:** You gain the Rank 1 Talent for a theme that you do not have.

## DIVERSE THEME, JOURNEYMAN

**Type:** Theme

**Pre-Req:** Novice Diverse Theme; Level 5

**Benefit:** You gain the Rank 2 Talent for the theme you gained with Novice Diverse Theme.

## DIVERSE THEME, EXPERT

**Type:** Theme

**Pre-Req:** Journeyman Diverse Theme; Level 10

**Benefit:** You gain the Rank 3 Talent for the theme you gained with Journeyman Diverse Theme.



## DIVERSE THEME, MASTER

**Type:** Descriptor

**Pre-Req:** Master Diverse Background; Level 15

**Benefit:** You gain one Rank 4 evolution in the theme power for the theme you gained with Expert Diverse Theme.

## DUAL WIELDING (PISTOLS)

**Type:** Firearm

**Pre-Req:** Proficiency in Pistols

**Benefit:** You may wield two pistols at the same time. Whenever you make an attack with your main-hand pistol, you may make an attack with your off-hand pistol as a Bonus Action.

## EMPOWERED BIOTICS

**Type:** Biotic

**Pre-Req:** Ability to use at least 1 Biotic power

**Benefit:** When using a Biotic power that deals damage, reroll all 1s rolled for damage once and keep the second roll.

## EMPOWERED TECH

**Type:** Tech

**Pre-Req:** Ability to use at least 1 Tech power

**Benefit:** When using a Tech power that deals damage, reroll all 1s rolled for damage once and keep the second result.

## EXPERTISE

**Type:** Racial

**Pre-Req:** Quarian

**Benefit:** You choose one skill which you have proficiency in, you now add twice your proficiency bonus when rolling skill checks. This exploit can only be taken once.

## EXTENDED BIOTICS

**Type:** Biotic

**Pre-Req:** Ability to use at least 1 Biotic power

**Benefit:** You increase the duration of all conditions caused by Biotic powers with the Encounter keyword by 1 round.

## EXTENDED TECH

**Type:** Tech

**Pre-Req:** Ability to use at least 1 Tech power

**Benefit:** You increase the duration of all conditions caused by Tech powers with the Encounter keyword by 1 round.

## EYE FOR AN EYE

**Type:** Combat

**Pre-Req:** None

**Benefit:** When you are reduced to 0 HP, you may attack as a Reaction against the enemy that dropped you to 0 HP before you fall unconscious.

## FACTOID

**Type:** Racial

**Pre-Req:** Salarian

**Benefit:** You use your connections, reasoning, or intuition to gain an answer. You may ask the GM one question, which he or she must answer truthfully. The question must be specific to the situation and the GM has discretion as to how much information he or she reveals. You can do this once per game session.

## FORTITUDE

**Type:** Racial

**Pre-Req:** Quarian, Con 13+

**Benefit:** You and your allies gain a +2 racial bonus on skill checks to end the Weakened condition from the Weakened Immunity ability.

## HAND-TO-HAND COMBAT

**Type:** Combat

**Pre-Req:** Proficiency in Melee; Dex or Str 13+

**Benefit:** Your unarmed strike deals 1d6 damage and add double your ability modifier on all melee damage rolls. In addition, you can make an extra unarmed strike as a Bonus Action after attacking with an unarmed strike.

## HEADSHOT EXPERT (SNIPER RIFLES)

**Type:** Firearm

**Pre-Req:** Proficiency in Sniper Rifles; Per 15+

**Benefit:** When attacking a target within short range, you can take disadvantage, or cancel advantage that you have, on the attack to attempt a Head-Shot. If you hit the target it is an automatic critical.

## HEAVY ARMOR EXPERT

**Type:** Armor

**Pre-Req:** Str 15+

**Benefit:** You reduce the load of wearing heavy armor to 0. In addition, you reduce the speed penalty for wearing heavy armor by 1 (minimum 0).

## HEAVY HITTER

**Type:** Combat

**Pre-Req:** Str 15+

**Benefit:** When you hit with an unarmed strike or improvised weapon, the target must make a Combat saving throw or be Stunned until the start of your next turn.

## HEIGHTENED BIOTICS

**Type:** Biotic

**Pre-Req:** Ability to use at least 1 Biotic power

**Benefit:** The Biotic save DC for all your Biotic powers is increased by 2.

## HEIGHTENED TECH

**Type:** Tech

**Pre-Req:** Ability to use at least 1 Tech power

**Benefit:** The Tech save DC for all your Tech powers is increased by 2.

## HIGHLY SKILLED

**Type:** Skill

**Pre-Req:** None

**Benefit:** You gain proficiency in two skills of your choice.

## IMPROVED RECHARGE

**Type:** Power Recharge

**Pre-Req:** Human

**Benefit:** Add 1 to all recharge rolls you make.

## LARGE

**Type:** Racial

**Pre-Req:** Krogan

**Benefit:** You are big and bulky, even for a krogan. You gain a +2 racial bonus to your max load and can choose to reduce the number of spaces you are pushed by 2.

## LATENT BIOTIC

**Type:** Biotic

**Pre-Req:** Cha 13+

**Benefit:** You gain rank 1 in the *Throw* power.

## LIGHT ARMOR EXPERT

**Type:** Armor

**Pre-Req:** Dex 13+

**Benefit:** You gain a +2 bonus on Dexterity (Initiative) checks while wearing light armor. In addition, you may add your Dex mod to your movement (in spaces) while wearing light armor.

## MASTERY

**Type:** Racial

**Pre-Req:** Human, Int 12+

**Benefit:** You gain mastery over certain skills. Choose a three skills which you are proficient in and you gain a +2 bonus on skill checks for each of those skills. In addition, if you succeed on a skill challenge during a skill encounter for one of the skills you have chosen, it does not spend a party action.

## MEDIUM ARMOR EXPERT

**Type:** Armor

**Pre-Req:** Con 13+

**Benefit:** You ignore the speed penalty for wearing Medium Armor. In addition, you may add your Dex modifier up to 3 while wearing Medium Armor.

## MOD EXPERT

**Type:** Tech

**Pre-Req:** Proficiency in Engineering

**Benefit:** You can equip one additional mod to a specific type of equipment (firearms, armor, omni-tools, etc.) Each time you take this feat, you can select another type of equipment.

## MULTI-TALENTED

**Type:** Skill

**Pre-Req:** None

**Benefit:** You can freely select three talents, rather than rolling randomly for one talent.

## NIMBLE

**Type:** Skill

**Pre-Req:** Proficiency in Acrobatics

**Benefit:** You ignore difficult terrain and are able to perform tasks involving acrobatics, such as moving across unsteady surfaces, squeezing through cracks, at full speed.

## POWERFUL MODS

**Type:** Tech

**Pre-Req:** Proficiency in Engineering

**Benefit:** You increase the effectiveness of mods on a specific type of equipment (firearms, armor, omni-tools, etc.) by 1 (e.g. a +1 Shield mod for armor becomes +2; a DC 13 Combat save becomes DC 14, etc.). Each time you take this feat, you can select another type of equipment.

## TURIAN REACH

**Type:** Racial

**Pre-Req:** Turian

**Benefit:** You can extend your range of touch to 2 squares, but suffer a -2 penalty to AC until the start of your next turn.

## QUICK TARGETING (ASSAULT RIFLES)

**Type:** Firearm

**Pre-Req:** Proficiency in Assault Rifles; Per 15+

**Benefit:** When attacking a target within short range with an assault rifle, you may use your bonus action to attack up to two additional targets within 5 squares of the initial target. These additional attacks deal 1d6 weapon damage.

## READY FOR A FIGHT

**Type:** Skill

**Pre-Req:** None

**Benefit:** You have advantage on all Dexterity (Initiative) checks.

## SENDING

**Type:** Racial

**Pre-Req:** Asari, Per 13+

**Benefit:** You use your bond with an ally to communicate a very short telepathic message. The message must be equal to or less than 7 words and the recipient must be able to see you and within 5 spaces. In addition, you make a skill check to influence a target's attitude

without anyone else noticing when within touch range of a target. You can use this ability a number of times equal to your Charisma modifier per short rest.

## SERENE

**Type:** Racial

**Pre-Req:** Drell; Per 13+ or Talent in Meditation

**Benefit:** When you roll a 1 on a recharge roll you can re-roll it, but you must take the second result.

## SHOOT FIRST

**Type:** Combat

**Pre-Req:** Dex 15+

**Benefit:** During the first round of combat, you have advantage on attack rolls against targets that have not yet acted. You can make an attack during a surprise round, even if you are surprised.

## SHORT

**Type:** Racial

**Pre-Req:** Volus

**Benefit:** You are especially small, even for a volus. You treat three-quarters cover to total cover.

## STEADY SHOT (ASSAULT RIFLES)

**Type:** Firearm

**Pre-Req:** Proficiency in Assault Rifles

**Benefit:** When making a weapon attack with an assault rifle, if you roll a 1 for damage you may instead deal weapon damage equal to 2 x your Perception modifier.

## STRENGTH AT ARMS (SHOTGUNS)

**Type:** Firearm

**Pre-Req:** Proficiency in Shotguns

**Benefit:** Whenever you make a weapon attack with a shotgun you may add your Strength modifier in addition to your Perception modifier when dealing damage.

## TECH TINKERER

**Type:** Tech

**Pre-Req:** Int 13+

**Benefit:** You gain rank 1 in the *Sabotage* power.

## TOUGHNESS

**Type:** Combat

**Pre-Req:** Proficiency in Endurance

**Benefit:** You gain a +1 feat bonus on combat saving throws. In addition, you have resistance against ongoing damage.

## TOWER OF WILL

**Type:** Biotic

**Pre-Req:** Proficiency in Biotics

**Benefit:** You gain a +1 feat bonus on Biotic saving throws. In addition, if you are frightened, incapacitated, or stunned, you make a saving throw at the start of your turn to end that effect, even if the effect does not normally end on a save.

## TURIAN REFLEXES

**Type:** Racial

**Pre-Req:** Turian, Dex 13+

**Benefit:** You gain a +1 racial bonus on combat saving throws. In addition, you can attack the attacker when you succeed on a combat saving throw as a reaction.

## WEAPONS TRAINING

**Type:** Combat

**Pre-Req:** None

**Benefit:** You gain proficiency with two weapons of your choice.

## EQUIPMENT

- **Encumbrance and Load:** Most equipment has a load value. You can effectively carry 1 + your Strength modifier in load without encumbrance. Once your equipments' load value exceeds this, you become encumbered.

## STARTING EQUIPMENT BY CLASS

### Adept

- M-3 Predator
- Utilitywear
- Antares Biotic Amp
- 1 - 500 cr Amp Minor Mod
- 1 - 1000 cr Major or Minor Mod
- 1125 Credits

### Engineer

- M-3 Predator
- Utilitywear
- Cipher Omni-Tool
- 1 - 500 cr Omni-Tool Minor Mod
- 1 - 1000 cr Major or Minor Mod
- 1125 Credits

### Infiltrator

- M-92 Mantis
- M-3 Predator
- Basic Armor
- Bluewire Omni-Tool
- 1 - 1000 cr Mod
- Tech Monocle
- 1425 Credits

### Sentinel

- M-3 Predator
- Basic Armor
- Orion Biotic Amp
- Logic Arrest Omni-Tool
- 1 - 500 cr Minor Mod
- 1 - 1000 cr Mod
- 1075 Credits

### Soldier

- M-8 Avenger or M-23 Katana
- M-3 Predator or M-4 Shuriken
- Grenade
- Composite Armor
- 1 - 1500 cr Weapon or Armor Mod
- 900 Credits

### Vanguard

- M-8 Avenger or M-23 Katana
- M-3 Predator or M-4 Shuriken
- Composite Armor
- Solaris Biotic Amp
- 1 - 1000 cr Mod
- 1325 Credits

## WEAPONS

Firefights between combatants with firearms are the primary method of battle in Mass Effect. As such, having proficiency with the firearm you are using is very important. Combat-focused classes will often grant proficiencies with a variety of weapons. The Weapons table shows which proficiency is appropriate for different weapons under the “Group” heading, and certain weapons have specific Properties (Prop., see below). Other weapons have very distinct effects that require further explanation under the Special.

### FIREARMS: How They Are Different?

Guns behave very differently than other weapons. You add your Dexterity modifier, or your Strength modifier (see Properties), to your attack roll. However, unlike most other weapons, you add your Perception modifier to your damage roll with firearms. This reflects the importance of aim, greater distances, and other factors that are unique to using a firearm.

When you roll a 1 on an attack roll with a firearm, it jams and becomes inoperable. The firearm can not be used again in combat until you use an Action (or Bonus Action) to unjam it.

<b>WEAPONS</b>					
<b>Weapon</b>	<b>Damage</b>	<b>Range</b>	<b>Properties</b>	<b>Load</b>	<b>Cost</b>
<b><i>Assault Rifles</i></b>					
M-8 Avenger	1d10+Per	20/50	Great, Q	1.5	450 cr
M-76 Revenant	1d8+Per	10/30	Great, RF	1.5	600 cr
M-96 Mattock	2d6+Per	20/40	Great	2.5	800 cr
<b><i>Grenades</i></b>					
Grenade	3d6	5/10 (Burst 1)	Thrown, Co,S	0.5	175 cr
Flashbang Grenade	Special	5/10 (Burst 2)	Thrown, Co,S	0.5	225 cr
Incendiary Grenade	Special	5/10 (Burst 1)	Thrown, Co, F,S	0.5	300 cr
<b><i>Heavy Weapons</i></b>					
Arc Projector	Special	10/30 (Burst 1)	Great, A2, E	2.5	1,800 cr
M-100 Grenade Launcher	2d10	15/40 (Burst 1)	Great, A4	2	1,500 cr
M-451 Firestorm	3d6	Blast 5	Great, A3, F	2.5	1,600 cr
M-622 Avalanche	Special	10/30 (Burst 1)	Great, A4, C	2.5	1,800 cr
ML-77 Missile Launcher	2d12	40/100 (Burst 1)	Great, A3	2.5	2,000 cr
<b><i>Melee</i></b>					
Improvised Weapon	1d4+Str	Touch or 4/8	Finesse, Thrown	0.5	0
Omni-Blade	1d12+Str	Touch	Finesse	0	350 cr
Polymer Blade	1d8+Str	Touch	Finesse	0	125 cr
Unarmed Strike	1+Str	Touch	Finesse	0	0
<b><i>Pistols</i></b>					
M-3 Predator	1d8+Per	10/35	Q	0	250 cr
M-5 Phalanx	1d4+Per	10/35	RF, Q	0.5	400 cr
M-6 Carnifex	1d12+Per	10/25	Great	1	600 cr
<b><i>Shotguns</i></b>					
M23-Katana	1d12+Per	7/30	Great	1.5	400 cr
M27-Scimitar	1d10+Per	7/20	Great, RF	1	600 cr
M-300 Claymore	2d8+Per	5/20	Great	2.5	800 cr
<b><i>Sniper Rifles</i></b>					
M-92 Mantis	1d12+Per	30/90		1	500 cr
M-92 Widow	2d8+Per	30/90		2	800 cr
M-97 Viper	1d10+Per	20/80	RF	1	600 cr
<b><i>Submachine Gun</i></b>					
M4-Shuriken	2d4+Per	15/40	Q	0.5	375 cr
M-9 Tempest	1d6+Per	10/30	RF, Q	0.5	500 cr
M-12 Locust	3d4+Per	20/40		1	800 cr

## PROPERTIES

**Ammunition Limit (A#):** These weapons have a certain number of shots before they need to be reloaded. The number following the “A” indicates the amount of ammunition the weapon can hold. You can use an action to reload, but only one shot at a time.

**Cold (C):** These weapons cause cold damage, rather than physical damage.

**Consumable (Co):** Once used, these weapons are destroyed, such as a grenade exploding.

**Fire (F):** These weapons cause fire damage, rather than physical damage.

**Electricity (E):** These weapons cause electricity damage, rather than physical damage.

**Great:** Attacks with these ranged weapons can use either Dexterity or Strength modifier on the attack roll. You still add your Perception to damage rolls.

**Quick:** These weapons take a Bonus Action to unjam.

**Rapid Fire (RF):** Capable of firing multiple times in a single round, when you use an attack action with these

weapons, you can use a Bonus Action to make an extra attack.

**Scatter (S):** On a miss, the weapon lands in a square adjacent to the one intended. The GM mentally assigns the squares a each a number between 1 and 8 and the player rolls a d8 to determine where the weapon lands. If the weapon is a grenade, it detonates in the square where it lands.

## SPECIAL WEAPONS

**Arc Projector:** An attacker makes attack rolls against all creatures within the burst, dealing 2d6 electricity damage on a successful hit. Hit synthetic targets instead take 4d6 electricity damage. In addition, hit targets must make a Tech saving throw or lose shields (save ends).

**Flashbang Grenade:** Flashbang grenades do not cause damage. Instead, all creatures within the burst must make a two Combat saving throws, once against becoming Blinded and another against becoming Deafened.

**Incendiary Grenade:** You make attack rolls against all creatures within the burst, dealing 2d10 fire damage

WEAPON MODS		
Weapon Mod	Benefit	Cost
Combat Power Module	DC of all Combat saving throws against your powers increases by 1	2,000 cr
Electromagnetic Ammo	Basic Weapon Attacks ignore 1 point of shields	1,000 cr
Extended Barrel	Add 1 to Basic Weapon Attack damage	1,500 cr
High Caliber	On critical hit, target rolls a Combat saving throw or is knocked Prone	1,000 cr
Piercing Ammo	Attacks penetrate half cover, but do -2 damage when shooting through half cover	2,000 cr
Precision Scope	Increase weapon range by 3 spaves (15ft)	1,000 cr
Recoil Stabilizer	Add 1 to Basic Weapon Attacks rolls	1,500 cr
Reliable Firing Mechanism	Your firearm does not jam when you roll a 1 on an attack or firearm power	1,000 cr
Ultralight Materials	Subtract 0.5 Load from weapon (minimum 0)	1,000 cr



on a successful hit. In addition, hit targets must make a Combat saving throw or take ongoing 5 fire damage (save ends).

**M-622 Avalanche:** You make attack rolls against all creatures within the burst, dealing 2d8 cold damage on a successful hit. In addition, hit targets must make a Combat saving throw or become vulnerable to weapon damage (save ends).

## ARMOR

**Shields:** Mass effect fields surround the wearer, protecting from harm. Shields reduce the amount of physical damage, such as from weapons and biotics, by the number indicated. You lose this benefit after becoming bloodied.

ARMORS						
Armor	Armor Class	Shields	Group	Speed Penalty	Load	Cost
No Armor	10+Dex	0	Light	0	0	0
Utilityware	11+Dex	1	Light	0	0	125 cr
Basic Armor	12+Dex	1	Light	0	0	175 cr
Tactical Armor	13+Dex (max +2)	2	Medium	0	0.5	500 cr
Composite Armor	14+Dex (max +2)	2	Medium	-1	1	600 cr
Combat Armor	15+Dex (max +2)	3	Medium	-2	1.5	750 cr
Strike Armor	16	5	Heavy	-2	1.5	1,000 cr
Siege Armor	18	3	Heavy	-3	2	1,200 cr

ARMOR MODS		
Mods	Benefit	Cost
Ballistic Guards	Gain +1 saving throws on Combat saves	2,000 cr
Biotic Field	Gain +1 saving throws on Biotic saves	2,000 cr
Dampener	Gain +1 saving throws on Tech saves	2,000 cr
Motorized Joints	Decrease speed penalty by 1 or increase speed by 1	1,500 cr
Reactive Shielding	While you are wearing armor with a Shield bonus, you have +2 Shields when hit by reactions that deal damage.	1,000 cr
Reinforcements	Increase AC by 1	1,500 cr
Shield Booster	Increase Shields by 1	1,500 cr
Ultralight Materials	Decrease load by 0.5	1,000 cr



## AMPS & OMNI-TOOLS

Biotic and Tech powers often include the Amp or Omni-Tool keyword, respectively. Characters are required to have the appropriate item equipped in order to utilize these powers.

AMPS			
Amp	Major Mod Slots	Minor Mod Slots	Cost
Solaris Biotic Amp	1	1	250 cr
Orion Biotic Amp	1	2	500 cr
Antares Biotic Amp	2	1	1,000 cr
Gemini Biotic Amp	2	2	1,250 cr
Polaris Biotic Amp	3	1	1,750 cr
Unity Biotic Amp	3	2	2,000 cr
Savant Biotic Amp	3	3	2,250 cr

AMP MODS		
Mods	Benefit	Cost
<b>Major Mods</b>		
Biotic Targeting Module	+1 to Biotic Power Attack Rolls	1,500 cr
Biotic Damage Module	+1 to Biotic Power Damage Rolls	1,500 cr
Biotic Power Module	DC of all Biotic saving throws against your powers increases by 1	2,000 cr
Major Kinetic Module	+2 to Kinetic Class (stacks with Minor Kinetic Module)	1,500 cr
Personality Amplifier	Advantage on skill checks for one Charisma skill (chosen when installed)	2,000 cr
Biotic Force Module	+1 squares of forced movement with Biotic powers.	1,000 cr
Biotic Range Module	+3 squares of range for all your Biotic powers.	1,000 cr
Biotic Protection Module	When making a Biotic saving throw and you do not like the result, you may roll a single d20 without any bonuses (you must use this roll as your saving throw).	1,500 cr
Reliable Recharge Module	Reroll all 1s on Power Recharge rolls; You must take the second result; This roll can only be used to recharge a Biotic power.	1,500 cr
<b>Minor Mods</b>		
Minor Kinetic Module	+1 to Kinetic Class	500 cr
Skill Booster	+1 to skill checks on one Charisma skill (chosen when installed)	500 cr
Urgent Recharge	When you are blooded, you can immediately make a recharge roll to recharge a Biotic power	1,000 cr

## OMNI-TOOLS

Omni-tool	Major Mod Slots	Minor Mod Slots	Cost
Bluewire Omni-Tool	1	1	250 cr
Logic Arrest Omni-Tool	1	2	500 cr
Cipher Omni-Tool	2	1	1,000 cr
Nexus Omni-Tool	2	2	1,250 cr
Polaris Omni-Tool	3	1	1,750 cr
Sirta Omni-Tool	3	2	2,000 cr
Prodigy Omni-Tool	3	3	2,250 cr

## OMNI-TOOLS MODS

Mods	Benefit	Cost
<b>Major Mods</b>		
Tech Targeting Module	+1 to Tech Power Attack Rolls	1,500 cr
Tech Damage Module	+1 to Tech Power Damage Rolls	1,500 cr
Tech Defense Module	+1 to Logic Class	1,500 cr
Tech Power Module	DC of all Tech saving throws against your powers increases by 1	2,000 cr
Omni-Blade	You gain an Omni-Blade (Use stats in Weapons Section, Omni-Blades)	350 cr
Precision Omni-Blade Module	+1 to Omni-Blade Attack Rolls	1,500 cr
Omni-Blade Damage Module	+1 to Omni-Blade Damage Rolls	1,500 cr
Onboard Manual	Advantage on skill checks for one Intelligence skill (chosen when installed)	2,000 cr
Tech Protection Module	When making a Tech saving throw and you do not like the result, you may roll a single d20 without any bonuses (you must use this roll as your saving throw).	1,500 cr
Reliable Recharge Module	Reroll all 1s on Power Recharge rolls; You must take the second result; This roll can only be used to recharge a Tech power.	1,500 cr
<b>Minor Mods</b>		
Emergency Shield	When you are bloodied, you can make a Tech saving throw to keep your Shields	1,000 cr
Shield Booster	Increase Shields by 1	500 cr
Skill Booster	+1 to skill checks on one Intelligence skill (chosen when installed)	500 cr

**MISCELLANEOUS ITEMS**

Item	Description	Cost
Medigel	An all-purpose medicinal salve combining an anesthetic and clotting agents that can instantly close wounds to prevent infection and promote healing. Range: Touch; Effect: The target regains 5 HP, if the person applying the Medigel is proficient in Intelligence (Medicine) the recipient of treatment regains an additional 5 HP. Further, anyone can spend their Bonus Action while applying Medigel to attempt to a DC 15 Intelligence (Medicine) check to increase the HP recovered by the recipient by a further 5HP.	250 cr
Monofilament Wire	This nearly indestructible rope has a number of uses. A mass effect field is the only thing that can break the bonds apart to cut it.	20 cr/ meter
Red Sand	This illicit substance is known to cause addiction in its users. Consumers are immediately intoxicated and have a +2 bonus on all Charisma (Biotics) checks for the next minute.	100 cr
Ryncol	Strong enough for krogans and can be nearly deadly for other species. Consumers must make a DC 15 Constitution (Endurance) check or become Poisoned. Each subsequent drink within the next hour increases the DC by 3.	30 cr
Stim	An injection containing a chemical cocktail of adrenaline, steroids, and electrolytes. Range: Touch; Effect: The target instantly recharges one power and do not need to sleep for the next 4 hours.	300 cr
Tech Monocle	A semi-transparent shield of plastic that fits over one of the wearer's eyes, it provides a heads-up display of important information, such atmospheric pressure, body temperature, vital signs, and more. It has many of the analysis capabilities of an omni-tool.	400 cr

## POWER DESCRIPTIONS

### ADRENALINE RUSH

- **Requirement:** Soldier
- **Keywords:** Combat, Encounter
- **Recharge Roll:** 5+

#### ADRENALINE RUSH I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain an extra action and a +1 power bonus on all weapon damage rolls until the start of your next turn.

#### ADRENALINE RUSH II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain an extra action and a +2 power bonus on all weapon damage rolls until the start your next turn.

#### ADRENALINE RUSH III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain an extra action and a +4 power bonus on all weapon damage rolls until the start your next turn.

**Adrenaline Rush IV:** You choose between two evolutions.

#### HARDENED ADRENALINE RUSH

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain an extra action, resistance to all damage, and a +4 power bonus on all weapon damage rolls until the start your next turn.

#### HEIGHTENED ADRENALINE RUSH

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain an extra action and a +4 power bonus on all weapon attack and damage rolls until the end your next turn.

### AI HACKING

- **Requirement:** Engineer
- **Keywords:** Encounter, Omni-Tool, Synthetic
- **Recharge Roll:** 5+

#### AI HACKING I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 synthetic creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Slide target up to 3 squares and the target attacks a creature of your choice with a +2 bonus to the attack roll. After the attack is resolved, the target must make a Tech saving throw or become Incapacitated until the start of your next turn.

#### AI HACKING II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 synthetic creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Slide target up to 3 squares and the target attacks a creature of your choice with a +3 bonus to the attack roll. After the attack is resolved, the target must make a Tech saving throw or become Incapacitated until the start of your next turn.

#### AI HACKING III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 synthetic creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Slide target up to 3 squares and the target attacks a creature of your choice with a +4 bonus to the attack roll. After the attack is resolved, the target must make a Tech saving throw or become Incapacitated until the end of your next turn.

**AI Hacking IV:** You choose between two evolutions.

### IMPROVED AI HACKING

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 synthetic creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Slide target up to 3 squares and the target attacks a creature of your choice with a +6 bonus to the attack and damage roll. After the attack is resolved, the target must make a Tech saving throw or become Paralyzed until the end of your next turn.

### MULTIPLE AI HACKING

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 or 2 synthetic creatures

**Attack:** Decryption (Int) vs. LC

**Hit:** Slide target up to 3 squares and the target attacks a creature of your choice with a +4 bonus to the attack and damage roll. After the attack is resolved, the targets become Incapacitated (Tech save ends).

## ANNIHILATION FIELD

- **Requirement:** Phoenix
- **Keywords:** Amp, Biotic, Encounter, Zone
- **Recharge Roll:** 6+

### ANNIHILATION FIELD I

**Action:** Action      **Range:** Aura 2

**Target(s):** All enemies in the aura

**Effect:** You create a field of biotic energy that surrounds you and persists until the end of the encounter. Enemies who enter or start their turn in the aura must make a Biotic saving throw or take 1d6 phasic damage.

At any time while **Annihilation Field** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Action:** Bonus Action or Reaction
- **Range:** Close burst 2
- **Target(s):** Each enemy in the burst
- **Attack:** Biotics (Cha) vs. AC

**Hit:** CHA phasic damage and must make a Biotic saving throw or be pushed 2 spaces.

**You have -1 to your recharge rolls while *Annihilation Field* is active**

### ANNIHILATION FIELD II

**Action:** Action      **Range:** Aura 2

**Target(s):** All enemies in the aura

**Effect:** You create a field of biotic energy that surrounds you and persists until the end of the encounter. Enemies who enter or start their turn in the aura must make a Biotic saving throw or take 1d8 phasic damage.

At any time while **Annihilation Field** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- *Action:* Bonus Action or Reaction
- *Range:* Close burst 2
- *Target(s):* Each enemy in the burst
- *Attack:* Biotics (Cha) vs. AC

**Hit:** 1d4 + CHA phasic damage and must make a Biotic saving throw or be pushed 2 spaces.

You have -1 to your recharge rolls while **Annihilation Field** is active

### ANNIHILATION FIELD III

**Action:** Action      **Range:** Aura 2

**Target(s):** All enemies in the aura

**Effect:** You create a field of biotic energy that surrounds you and persists until the end of the encounter. Enemies who enter or start their turn in the aura must make a Biotic saving throw or take 1d8 phasic damage.

At any time while **Annihilation Field** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- *Action:* Bonus Action or Reaction
- *Range:* Close burst 2
- *Target(s):* Each enemy in the burst
- *Attack:* Biotics (Cha) vs. AC

**Hit:** 2d4 + CHA phasic damage and must make a Biotic saving throw or be pushed 2 spaces.

You have -1 to your recharge rolls while **Annihilation Field** is active

**Annihilation Field IV:** You choose between two evolutions.

### FIERY ANNIHILATION FIELD

**Action:** Action      **Range:** Aura 2

**Target(s):** All enemies in the aura

**Effect:** You create a field of biotic energy that surrounds you and persists until the end of the encounter. Enemies who enter or start their turn in the aura must make a Biotic saving throw or take 1d8 fire damage.

At any time while **Annihilation Field** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Action:** Bonus Action or Reaction
- **Range:** Close burst 2
- **Target(s):** Each enemy in the burst
- **Attack:** Biotics (Cha) vs. AC

**Hit:** 2d6 + CHA fire damage and must make a Biotic saving throw or be pushed 2 spaces and take ongoing 1d6 fire damage (Biotic save ends).

You have -1 to your recharge rolls while **Fiery Annihilation Field** is active

### WIDE ANNIHILATION FIELD

**Action:** Action      **Range:** Aura 3

**Target(s):** All enemies in the aura

**Effect:** You create a field of biotic energy that surrounds you and persists until the end of the encounter. Enemies who enter or start their turn in the aura must make a Biotic saving throw or take 1d8 phasic damage.

At any time while **Annihilation Field** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Action:** Reaction or Bonus Action
- **Range:** Close burst 3
- **Target(s):** All enemies in the burst
- **Attack:** Biotics (Cha) vs. AC

**Hit:** Enemies in the burst take 2d4 + CHA phasic damage. Any enemy who was hit also must make a Biotic saving throw or be pushed 2 spaces.

You have -1 to your recharge rolls while **Wide Annihilation Field** is active

## BALLISTIC BLADES

- **Requirement:** Dervish
- **Keywords:** Combat
- **Recharge Roll:** 5+

### BALLISTIC BLADES I

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 1d6 + STR physical damage.

### BALLISTIC BLADES II

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 1d6 + STR physical damage and ongoing STR bleed damage (Combat save ends).

### BALLISTIC BLADES III

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 2d6 + STR physical damage and ongoing STR bleed damage (Combat save ends).

**Ballistic Blades IV:** You choose between two evolutions.

### MULTI-BALLISTIC BLADES

**Action:** Action      **Range:** 4 spaces

**Target(s):** Up to 3 creatures

**Attack:** Thrown weapon attack vs. AC

**Hit:** 2d6 + STR physical damage and ongoing STR bleed damage (Combat save ends).

### RAZOR BALLISTIC BLADES

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 2d6 + STR physical damage and ongoing 5 + STR bleed damage (Combat save ends).

### BARRIER

- **Requirement:** Adept
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 6+

### BARRIER I

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain temporary HP equal to CHA.

### BARRIER II

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain temporary HP equal to 5 + CHA.

### BARRIER III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain temporary HP equal to 10 + CHA.

**Barrier IV:** You choose between two evolutions.

### RESILIENT BARRIER

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain temporary HP equal to 10 + CHA and you can make a saving throw.

### SWIFT BARRIER

**Action:** Reaction      **Range:** Personal

**Target(s):** Self

**Effect:** You gain temporary HP equal to 10 + CHA.

### BIOTIC HAMMER

- **Requirement:** Biotic Warrior
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### BIOTIC HAMMER I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create a 2-Handed made from biotic power that lasts until the start of your next turn. It is a Melee weapon and attacks with the **Biotic Hammer** deal 1d12 + STR physical damage. A target hit by the **Biotic Hammer** must make a Biotic saving throw or is knocked prone

**You have -1 to your recharge rolls while *Biotic Hammer* is active**



### BIOTIC HAMMER II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create a 2-Handed made from biotic power that lasts until the start of your next turn. It is a Melee weapon and attacks with the **Biotic Hammer** deal 1d12 + STR physical damage. A target hit by the **Biotic Hammer** must make a Biotic saving throw or is Prone and can be pushed up to 2 spaces.

You have -1 to your recharge rolls while **Biotic Hammer** is active

### BIOTIC HAMMER III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create a 2-Handed made from biotic power that lasts until the start of your next turn. It is a Melee weapon and attacks with the **Biotic Hammer** deal 2d12 + STR physical damage. A target hit by the **Biotic Hammer** must make a Biotic saving throw or is Prone and can be pushed up to 2 spaces.

You have -1 to your recharge rolls while **Biotic Hammer** is active

**Biotic Hammer IV:** You choose between two evolutions.

### CRUSHING BIOTIC HAMMER

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create a 2-Handed made from biotic power that lasts until the start of your next turn. It is a Melee weapon and attacks with the **Biotic Hammer** deal 3d12 + STR physical damage. A target hit by the **Biotic Hammer** must make a Biotic saving throw or is Prone and can be pushed up to 2 spaces.

You have -1 to your recharge rolls while **Crushing Biotic Hammer** is active

### EXPLODING BIOTIC HAMMER

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create a 2-Handed made from biotic power that lasts until the start of your next turn. It is a Melee weapon and attacks with the **Biotic Hammer** deal 3d12 + STR physical damage. A target hit by the **Biotic Hammer** must make a Biotic saving throw or is Prone and can be pushed up to 2 spaces.

At any time while **Exploding Biotic Hammer** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Trigger:** You hit an enemy
- **Range:** Burst 2
- **Target(s):** All enemies in the burst
- **Attack:** Biotics (Cha) vs. KC

**Hit:** All enemies are pushed up to 3 spaces. Any enemy who was hit also must make a Biotics saving throw or be Stunned. The **Biotic Hammer** breaks after this attack.

You have -1 to your recharge rolls while **Exploding Biotic Hammer** is active

## BIOTIC ORBS

- **Requirement:** Conjurer
- **Keywords:** Amp, Biotic, Encounter
- **Recharge Roll:** 6+

### BIOTIC ORBS I

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create 3 *Biotic Orbs* that float around you for up to 1 minute. Each Orb grants 2 temporary Hit Points.

At any time while *Biotic Orbs* is active, you can expend 1 to 3 orbs to make the secondary attack.

#### Secondary Attack

- *Action:* Action
- *Range:* 10 spaces
- *Target(s):* 1 to 3 targets
- *Attack:* Biotics (Cha) vs. AC

**Hit:** Each orb deals 1d6 + CHA physical damage. The orb is destroyed once used.

You have -1 to your recharge rolls while *Biotic Orbs* is active

### BIOTIC ORBS II

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create 3 *Biotic Orbs* that float around you for up to 1 minute. Each Orb grants 2 temporary Hit Points.

At any time while *Biotic Orbs* is active, you can expend 1 to 3 orbs to make the secondary attack.

#### Secondary Attack

- *Action:* Action
- *Range:* 10 spaces
- *Target(s):* 1 to 3 targets
- *Attack:* Biotics (Cha) vs. AC

**Hit:** Each orb deals 1d8 + CHA physical damage. The orb is destroyed once used.

You have -1 to your recharge rolls while *Biotic Orbs* is active

### BIOTIC ORBS III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create 3 *Biotic Orbs* that float around you for up to 1 minute. Each Orb grants 3 temporary Hit Points.

At any time while *Biotic Orbs* is active, you can expend 1 to 3 orbs to make the secondary attack.

#### Secondary Attack

- *Action:* Action
- *Range:* 10 spaces
- *Target(s):* 1 to 3 targets
- *Attack:* Biotics (Cha) vs. AC

**Hit:** Each orb deals 1d10 + CHA physical damage. The orb is destroyed once used.

You have -1 to your recharge rolls while *Biotic Orbs* is active

**Biotic Orbs IV:** You choose between two evolutions.

### DESTRUCTIVE BIOTIC ORBS

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create 3 *Biotic Orbs* that float around you for up to 1 minute. Each Orb grants 3 temporary Hit Points.

At any time while *Biotic Orbs* is active, you can expend 1 to 3 orbs to make the secondary attack.

#### Secondary Attack

- *Action:* Action
- *Range:* 10 spaces
- *Target(s):* 1 to 3 targets
- *Attack:* Biotics (Cha) vs. AC

**Hit:** Each orb deals 1d12 + CHA physical damage. The orb is destroyed once used.

You have -1 to your recharge rolls while *Destructive Biotic Orbs* is active

### VIGOROUS BIOTIC ORBS

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You create 3 *Biotic Orbs* that float around you for up to 1 minute. Each Orb grants 5 temporary Hit Points.

At any time while *Biotic Orbs* is active, you can expend 1 to 3 orbs to make the secondary attack.

#### Secondary Attack

- *Action:* Action
- *Range:* 10 spaces
- *Target(s):* 1 to 3 targets
- *Attack:* Biotics (Cha) vs. AC

**Hit:** Each orb deals 1d10 + CHA physical damage. The orb is destroyed once used.

You have -1 to your recharge rolls while *Vigorous Biotic Orbs* is active

### BIOTIC PROTECTOR

- **Requirement:** Biotic Medic
- **Keywords:** Amp, Biotic, Encounter
- **Recharge Roll:** 6+

### BIOTIC PROTECTOR I

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target receives 10 + CHA temporary Hit Points and must make a Biotic saving throw or is Incapacitated until the start of your next turn.

### BIOTIC PROTECTOR II

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target receives 13 +CHA temporary Hit Points and must make a Biotic saving throw or is Incapacitated until the start of your next turn.

### BIOTIC PROTECTOR III

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target receives 15 +CHA temporary Hit Points and must make a Biotic saving throw or is Incapacitated until the start of your next turn.

**Biotic Protector IV:** You choose between two evolutions.

### EXPEDITIOUS BIOTIC PROTECTOR

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target receives 15 +CHA temporary Hit Points.

### HARDENED BIOTIC PROTECTOR

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target receives 20 +CHA temporary Hit Points and must make a Biotic saving throw or is Incapacitated until the start of your next turn.

## BIOTIC SPHERE

- **Requirement:** Biotic Warden
- **Keywords:** Amp, Biotic, Encounter
- **Recharge Roll:** 6+

### BIOTIC SPHERE I

**Action:** Action      **Range:** Aura 1

**Target(s):** Self

**Effect:** You create a protective bubble of biotic energy that lasts until you dismiss it or the end of the encounter. Allies in the aura gain 2 temporary Hit Points at the start of their turn while they remain in the aura.

Each time an enemy attempts to attack an ally in the zone, they must make a Biotic saving throw or suffer a -1 to the attack roll.

**You have -1 to your recharge rolls while *Biotic Sphere* is active**

### BIOTIC SPHERE II

**Action:** Action      **Range:** Burst 1

**Target(s):** Self

**Effect:** You create a protective bubble of biotic energy that lasts until you dismiss it or the end of the encounter. Allies in the aura gain 4 temporary Hit Points at the start of their turn while they remain in the aura.

Each time an enemy attempts to attack an ally in the zone, they must make a Biotic saving throw or suffer a -2 to the attack roll.

**You have -1 to your recharge rolls while *Biotic Sphere* is active**

### BIOTIC SPHERE III

**Action:** Action      **Range:** Burst 1

**Target(s):** Self

**Effect:** You create a protective bubble of biotic energy that until you dismiss it or the end of the encounter. Allies in the aura gain 4 temporary Hit Points at the start of their turn while they remain in the aura.

Each time an enemy attempts to attack an ally in the zone, they must make a Biotic saving throw or suffer a -4 to the attack roll.

**You have -1 to your recharge rolls while *Biotic Sphere* is active**

**Biotic Sphere IV:** You choose between two evolutions.

## ENCOMPASSING BIOTIC SPHERE

**Action:** Action **Range:** Burst 1

**Target(s):** Self

**Effect:** You create a protective bubble of biotic energy that lasts until you dismiss it or the end of the encounter. Allies in the aura gain 8 temporary Hit Points at the start of their turn while they remain in the aura.

Each time an enemy attempts to attack an ally in the zone, they must make a Biotic saving throw or suffer a -4 to the attack roll.

You have -1 to your recharge rolls while *Encompassing Biotic Sphere* is active

## REFLECTIVE BIOTIC SPHERE

**Action:** Action **Range:** Burst 1

**Target(s):** Self

**Effect:** You create a protective bubble of biotic energy that lasts until you dismiss it or the end of the encounter. Allies in the aura gain 4 temporary Hit Points at the start of their turn while they remain in the aura.

Each time an enemy attempts to attack an ally in the zone, they must make a Biotic saving throw or have disadvantage on the attack roll.

You have -1 to your recharge rolls while *Reflective Biotic Sphere* is active

## BLADE ARMOR

- **Requirement:** Ravager
- **Keywords:** Combat, Encounter
- **Recharge Roll:** 6+

### BLADE ARMOR I

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +2 bonus to AC for 1 minute. At any time during the minute you may choose to end *Blade Armor* and make the secondary attack.

#### Secondary Attack

- **Action:** Reaction or Bonus Action
- **Range:** Close burst 1
- **Target(s):** Each enemy in the burst
- **Attack:** Melee weapon vs. AC

**Hit:** 1d4 + STR physical damage.

You have -1 to your recharge rolls while *Blade Armor* is active

### BLADE ARMOR II

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +3 bonus to AC for 1 minute. At any time during the minute you may choose to end *Blade Armor* and make the secondary attack.

#### Secondary Attack

- **Action:** Reaction or Bonus Action
- **Range:** Close burst 1
- **Target(s):** Each enemy in the burst
- **Attack:** Melee weapon vs. AC

**Hit:** 2d4 + STR physical damage.

You have -1 to your recharge rolls while *Blade Armor* is active

### BLADE ARMOR III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +4 bonus to AC for 1 minute. At any time during the minute you may choose to end *Blade Armor* and make the secondary attack.

#### Secondary Attack

- *Action:* Reaction or Bonus Action
- *Range:* Close burst 1
- *Target(s):* Each enemy in the burst
- *Attack:* Melee weapon vs. AC

**Hit:** 3d4 + STR physical damage.

You have -1 to your recharge rolls while *Blade Armor* is active

**Blade Armor IV:** You choose between two evolutions.

### BALLISTIC BLADE ARMOR

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +4 bonus to AC for 1 minute. At any time during the minute you may choose to end *Blade Armor* and make the secondary attack.

#### Secondary Attack

- *Action:* Reaction or Bonus Action
- *Range:* Close burst 1
- *Target(s):* Each enemy in the burst
- *Attack:* Melee weapon vs. AC

**Hit:** 3d4 + STR physical damage and must make a Combat saving throw or have disadvantage on their next attack roll.

You have -1 to your recharge rolls while *Ballistic Blade Armor* is active

### RAZOR BLADE ARMOR

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +4 bonus to AC for 1 minute. At any time during the minute you may choose to end *Blade Armor* and make the secondary attack.

#### Secondary Attack

- *Action:* Reaction or Bonus Action
- *Range:* Close burst 1
- *Target(s):* Each enemy in the burst
- *Attack:* Melee weapon vs. AC

**Hit:** 3d4 + STR physical damage and must make a Combat saving throw or take ongoing 1d6 bleed damage.

You have -1 to your recharge rolls while *Razor Blade Armor* is active

### BLOODLUST

- **Requirement:** Rager
- **Keywords:** Combat, Encounter
- **Recharge Roll:** 6+

### BLOODLUST I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** If you are bloodied, you can enter a haze of Bloodlust for 1 minute. You become Intoxicated and have resistance to physical damage. You may choose to end this immediately if your Hit Points is restored above your bloodied value or at the end of the encounter.

## BLOODLUST II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** If you are bloodied, you can enter a haze of Bloodlust for 1 minute. You become Intoxicated and have resistance to physical damage. In addition, while in the haze you deal +2 damage against bloodied creatures. You may choose to end this immediately if your Hit Points is restored above your bloodied value or at the end of the encounter.

## BLOODLUST III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** If you are bloodied, you can enter a haze of Bloodlust for 1 minute. You become Intoxicated and have resistance to physical damage. In addition, while in the haze you deal +4 damage against bloodied creatures. You may choose to end this immediately if your Hit Points is restored above your bloodied value or at the end of the encounter.

**Bloodlust IV:** You choose between two evolutions.

## UNSTOPPABLE BLOODLUST

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** If you are bloodied, you can enter a haze of Bloodlust for 1 minute. You become Intoxicated and have resistance to all damage. In addition, while in the haze you deal +4 damage against bloodied creatures. You may choose to end this immediately if your Hit Points is restored above your bloodied value or at the end of the encounter.

## VICIOUS BLOODLUST

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** If you are bloodied, you can enter a haze of Bloodlust for 1 minute. You become Intoxicated and have resistance to physical damage. In addition, while in the haze you deal +6 damage against bloodied creatures. You may choose to end this immediately if your Hit Points is restored above your bloodied value or at the end of the encounter.

## CARNAGE

- **Requirement:** Destroyer
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 5+

### CARNAGE I

**Action:** Action      **Range:** Firearm, Burst 1

**Target(s):** Primary target and all creatures in the burst

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage. All creatures in the burst (including primary target) must make a Combat saving throw or take 1d4 physical damage.

### CARNAGE II

**Action:** Action      **Range:** Firearm, Burst 1

**Target(s):** Primary target and all creatures in the burst

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage. All creatures in the burst (including primary target) must make a Combat saving throw or take 1d6 physical damage.



### CARNAGE III

**Action:** Action **Range:** Firearm, Burst 1

**Target(s):** Primary target and all creatures in the burst

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage. All creatures in the burst (including primary target) must make a Combat saving throw or take 1d6 physical damage.

**Carnage IV:** You choose between two evolutions.

### HEAVY CARNAGE

**Action:** Action **Range:** Firearm, Burst 1

**Target(s):** Primary target and all creatures in the burst

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage. All creatures in the burst (including primary target) must make a Combat saving throw or take 1d12 physical damage.

### WIDE CARNAGE

**Action:** Action **Range:** Firearm, Burst 2

**Target(s):** Primary target and all creatures in the burst

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage. All creatures in the burst (including primary target) must make a Combat saving throw or take 1d6 physical damage.

## CHARGE

- **Requirement:** Vanguard
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### CHARGE I

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may phase up to half your speed and you make a weapon attack with +2 physical damage. If the target of your attack is Marked, you have advantage on the attack roll.

### CHARGE II

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may phase up to half your speed and you make a weapon attack with +4 physical damage. If the target of your attack is Marked, you have advantage on the attack roll.

### CHARGE III

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may phase up to half your speed and make a weapon attack with +6 physical damage. The target of the attack must make a Biotic saving throw or pushed 2 spaces. If the target of your attack is Marked, you have advantage on the attack roll.

**Charge IV:** You choose between two evolutions.

### AREA CHARGE

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may phase up to half your speed and make a weapon attack with +6 physical damage. All creatures within burst 1 must make a Biotic saving throw or be pushed 2 spaces and Incapacitated until the start of your next turn. If the target of your attack is Marked, you have advantage on the attack roll.

### HEAVY CHARGE

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may phase up to half your speed and make a weapon attack with advantage and +6 physical damage. The target of the attack must make a Biotic saving throw or pushed 4 spaces. If the target of your attack is Marked, you have advantage on the attack roll.



## COMBAT DRONE

- **Requirement:** Engineer
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

### COMBAT DRONE I

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Combat Drone** in an unoccupied space that persists until it is destroyed. The **Combat Drone** makes one attack at the end of your turn.

#### Combat Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 14, KC: 15, LC: 16
- *Speed:* 8 (only moves if you spend a Bonus Action)
- *Saves:* +2 vs. Biotic and Combat

#### Combat Drone Attack

- *Attack:* Range 5; Your Electronics (Int) vs. AC
- *Hit:* 1d8 electricity damage.

**Combat Drone Ability:** When the **Combat Drone** is adjacent to an enemy, attacks against that enemy have advantage.

You have -1 to your recharge rolls while **Combat Drone** is active

### COMBAT DRONE II

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Combat Drone** in an unoccupied space that persists until it is destroyed. The **Combat Drone** makes one attack at the end of your turn.

#### Combat Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 15, KC: 15, LC: 17
- *Speed:* 8 (only moves if you spend a Bonus Action)
- *Saves:* +2 vs. Biotic and Combat

#### Combat Drone Attack

- *Attack:* Range 5; Your Electronics (Int) vs. AC
- *Hit:* 1d8 + your INT electricity damage.

**Combat Drone Ability:** When the **Combat Drone** is adjacent to an enemy, attacks against that enemy have advantage.

You have -1 to your recharge rolls while **Combat Drone** is active

### COMBAT DRONE III

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Combat Drone** in an unoccupied space that persists until it is destroyed. The **Combat Drone** makes one attack at the end of your turn.

#### Combat Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 16, KC: 15, LC: 18
- *Speed:* 8 (only moves if you spend a Bonus Action)
- *Saves:* +2 vs. Biotic and Combat

#### Combat Drone Attack

- *Attack:* Range 5; Your Electronics (Int) vs. AC
- *Hit:* 2d8 + your INT electricity damage.

**Combat Drone Ability:** When the **Combat Drone** is adjacent to an enemy, attacks against that enemy have advantage.

You have -1 to your recharge rolls while **Combat Drone** is active

**Combat Drone IV:** You choose between two evolutions.

### EXPLOSIVE DRONE

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Combat Drone** in an unoccupied space that persists until it is destroyed. The **Combat Drone** makes one attack at the end of your turn.

#### Combat Drone Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 16, KC: 15, LC: 18
- **Speed:** 8 (only moves if you spend a Bonus Action)
- **Saves:** +2 vs. Biotic and Combat

#### Combat Drone Attack

- **Attack:** Range 5; Your Electronics (Int) vs. AC
- **Hit:** 2d8 + your INT electricity damage.

**Combat Drone Ability:** When the **Combat Drone** is adjacent to an enemy, attacks against that enemy have advantage.

**On Death:** Close burst 2; All creatures in the burst must make a Tech saving throw or take 2d8 fire damage and ongoing 5 fire damage (Tech save ends). On a success, a creature only takes half damage and no ongoing damage.

You have -1 to your recharge rolls while **Explosive Drone** is active

### ROCKET DRONE

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Combat Drone** in an unoccupied space that persists until it is destroyed. The **Combat Drone** makes one attack at the end of your turn.

#### Combat Drone Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 16, KC: 15, LC: 18
- **Speed:** 8 (only moves if you spend a Bonus Action)
- **Saves:** +2 vs. Biotic and Combat

#### Combat Drone Attack

- **Attack:** Range 5; Burst 1 (One primary target and secondary targets); Primary target vs your Electronics (Int) vs. AC
- **Hit:** 2d8 + Your INT fire damage; Secondary targets take full damage unless they succeed on a Tech saving throw, in which case they take half damage

**Combat Drone Ability:** When the **Combat Drone** is adjacent to an enemy, attacks against that enemy have advantage.

You have -1 to your recharge rolls while **Rocket Drone** is active

### CONCUSSIVE SHOT

- **Requirement:** Soldier
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 4+

### CONCUSSIVE SHOT I

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] physical damage and the target is pushed 2 spaces and Prone.

### CONCUSSIVE SHOT II

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage and the target is pushed 2 spaces and Prone.

### CONCUSSIVE SHOT III

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage and the target is pushed 2 spaces and Prone.

**Concussive Shot IV:** You choose between two evolutions.

### BLASTING CONCUSSIVE SHOT

**Action:** Action **Range:** Firearm blast 2

**Target(s):** Up to 2 creatures

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage and the target is pushed 2 spaces and knocked prone.

### HEAVY CONCUSSIVE SHOT

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 3[W] + PER physical damage and the target is pushed 2 spaces and knocked prone.

### CRYO BLAST

- **Requirement:** Engineer
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 4+

#### CRYO BLAST I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d6 + INT cold damage and the target must make a Tech saving throw or is Slowed.

#### CRYO BLAST II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d6 + INT cold damage and the target must make a Tech saving throw or is Slowed and vulnerable to physical damage until the start of your next turn.

#### CRYO BLAST III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT cold damage and the target must make a Tech saving throw or is Slowed and vulnerable to physical damage until the start of your next turn.

**Cryo Blast IV:** You choose between two evolutions.

### BRITTLE CRYO BLAST

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT cold damage and the target must make a Tech saving throw or is Slowed and vulnerable to physical damage until the start of your next turn. If the target dies, all creatures within burst 1 must make a Tech saving throw or take 1d6 cold damage.

### CHILLING CRYO BLAST

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT cold damage and the target must make a Tech saving throw or is Stunned and vulnerable to physical damage until the start of your next turn.

### CRYO SHOT

- **Requirement:** Infiltrator, Soldier
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 5+

### CRYO SHOT I

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] cold damage and the target must make a Comat saving throw or is Slowed until the start of your next turn.

### CRYO SHOT II

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER cold damage and the target must make a Comat saving throw or is Slowed until the start of your next turn.

### CRYO SHOT III

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER cold damage and the target must make a Comat saving throw or Slowed until the start of your next turn.

**Cryo Shot IV:** You choose between two evolutions.

### BRITTLE CRYO SHOT

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER cold damage and the target must make a Comat saving throw or is Slowed and is vulnerable to physical damage until the start of your next turn.

### CHILLING CRYO SHOT

**Action:** Action **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER cold damage and the target must make a Comat saving throw or Slowed (Combat save ends).

### DARK CHANNEL

- **Requirement:** Scourge
- **Keywords:** Amp, Biotic, Encounter
- **Recharge Roll:** 6+

### DARK CHANNEL I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** Target takes ongoing 1d6 phasic damage (Biotic save ends).

### DARK CHANNEL II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** Target takes ongoing 1d6 + CHA phasic damage (Biotic save ends).

### DARK CHANNEL III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** Target takes ongoing 1d8 + CHA phasic damage (Biotic save ends).

**Dark Channel IV:** You choose between two evolutions.

### AFFLICTING DARK CHANNEL

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** Target takes ongoing 1d8 + CHA phasic damage (Biotic save ends). If the target dies, all creatures within burst 1 must make a Biotic saving throw or take 1d8 phasic damage.

### INFECTIOUS CHANNEL III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** Target takes ongoing 1d8 + CHA phasic damage (Biotic save ends). If the target dies, 1 enemy within 10 spaces must make a Biotic saving throw or take ongoing 1d8 phasic damage (Biotic save ends).

## DECOY

- **Requirement:** Infiltrator
- **Keywords:** Amp, Biotic, Encounter
- **Recharge Roll:** 6+

### DECOY I

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You set up a **Decoy** and all attacks made against you have disadvantage until the start of your next turn.

**You have -1 to your recharge rolls while Decoy is active**

### DECOY II

**Action:** Bonus Action or Reaction **Range:** Personal

**Target(s):** Self

**Effect:** You set up a **Decoy** and all attacks made against you have disadvantage until the start of your next turn.

**You have -1 to your recharge rolls while Decoy is active**

### DECOY III

**Trigger:** You are the target of an attack **Range:** Personal

**Target(s):** Self

**Effect:** You set up a **Decoy** and all attacks made against you have disadvantage until the start of your next turn.

**You have -1 to your recharge rolls while Decoy is active**

**Decoy IV:** You choose between two evolutions.

### DURABLE DECOY

**Trigger:** You are the target of an attack      **Range:** Personal

**Target(s):** Self

**Effect:** You set up a *Durable Decoy* and gain a pool of 15 hit points. All damage you take applies to this hit point pool and attacks made against you have disadvantage until all these hit points are expended.

You have -1 to your recharge rolls while *Durable Decoy* is active

### SHOCKING DECOY

**Trigger:** You are the target of an attack      **Range:** Personal

**Target(s):** Self

**Effect:** You set up a *Decoy* and all attacks made against you have disadvantage until the start of your next turn. If the attack hits, the attacker takes 2d6 electricity damage.

You have -1 to your recharge rolls while *Shocking Decoy* is active

## DEFENSE DRONE

- **Requirement:** Engineer
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

### DEFENSE DRONE I

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a *Defense Drone* in an unoccupied space that persists until it is destroyed. The *Defense Drone* moves when you move and is always adjacent to you. It ignores forced movement effects.

#### Defense Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 15, KC: 15, LC: 16
- *Saves:* +2 vs. Biotic and Tech

**Defense Drone Ability:** Aura 2; enemies who enter or start their turn in the aura must make a Tech saving throw or take 1d8 electricity damage.

You have -1 to your recharge rolls while *Defense Drone* is active

### DEFENSE DRONE II

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a *Defense Drone* in an unoccupied space that persists until it is destroyed. The *Defense Drone* moves when you move and is always adjacent to you. It ignores forced movement effects.

#### Defense Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 16, KC: 15, LC: 17
- *Saves:* +2 vs. Biotic and Tech

**Defense Drone Ability:** Aura 2; enemies who enter or start their turn in the aura must make a Tech saving throw or take 1d10 electricity damage.

You have -1 to your recharge rolls while *Defense Drone* is active

### DEFENSE DRONE III

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a *Defense Drone* in an unoccupied space that persists until it is destroyed. The *Defense Drone* moves when you move and is always adjacent to you. It ignores forced movement effects.

#### Defense Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 18, KC: 15, LC: 18
- *Saves:* +2 vs. Biotic and Tech

**Defense Drone Ability:** Aura 2; enemies who enter or start their turn in the aura must make a Tech saving throw or take 1d10 electricity damage.

You have -1 to your recharge rolls while *Defense Drone* is active

**Defense Drone IV:** You choose between two evolutions.

### DURABLE DEFENSE DRONE

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a *Defense Drone* in an unoccupied space that persists until it is destroyed. The *Defense Drone* moves when you move and is always adjacent to you. It ignores forced movement effects.

#### Defense Drone Stats

- *HP:* Your maximum HP
- *Defenses:* AC: 18, KC: 15, LC: 18
- *Saves:* +2 vs. Biotic and Combat

**Defense Drone Ability:** Aura 2; enemies who enter or start their turn in the aura must make a Tech saving throw or take 1d10 electricity damage.

You have -1 to your recharge rolls while *Durable Defense Drone* is active

### STUNNING DEFENSE DRONE

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a *Defense Drone* in an unoccupied space that persists until it is destroyed. The *Defense Drone* moves when you move and is always adjacent to you. It ignores forced movement effects.

#### Defense Drone Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 18, KC: 15, LC: 18
- *Saves:* +2 vs. Biotic and Combat

**Defense Drone Ability:** Aura 2; enemies who enter or start their turn in the aura must make a Tech saving throw or take 1d10 electricity damage and is Stunned until the start of your next turn.

You have -1 to your recharge rolls while *Stunning Defense Drone* is active

### DEFENSE MATRIX

- **Requirement:** Shield Expert
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

### DEFENSE MATRIX I

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target gains a +1 bonus to Shields. This lasts until the end of the encounter.

You have -1 to your recharge rolls while *Defense Matrix* is active

### DEFENSE MATRIX II

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target gains a +2 bonus to Shields. This lasts until the end of the encounter.

You have -1 to your recharge rolls while *Defense Matrix* is active



### DEFENSE MATRIX III

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target gains a +3 bonus to Shields. This lasts until the end of the encounter.

You have -1 to your recharge rolls while *Defense Matrix* is active

**Defense Matrix IV:** You choose between two evolutions.

### DEFLECTING DEFENSE MATRIX

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target gains a +3 bonus to Shields. This lasts until the end of the encounter. Attacks against the target have disadvantage until the start of your next turn.

You have -1 to your recharge rolls while *Deflecting Defense Matrix* is active

### HEAVY DEFENSE MATRIX

**Action:** Action      **Range:** Touch

**Target(s):** 1 creature

**Effect:** The target gains a +4 bonus to Shields. This lasts until the end of the encounter.

You have -1 to your recharge rolls while *Heavy Defense Matrix* is active

### DISRUPTOR SHOT

- **Requirement:** Infiltrator, Soldier, Synthetic
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 5+

### DISRUPTOR SHOT I

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] electricity damage. If the target is synthetic, the target takes +1d10 electricity damage.

### DISRUPTOR SHOT II

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER electricity damage. If the target is synthetic, the target takes +1d10 electricity damage.

### DISRUPTOR SHOT III

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER electricity damage. If the target is synthetic, the target takes +1d10 electricity damage.

**Disruptor Shot IV:** You choose between two evolutions.

### HEAVY DISRUPTOR SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 3[W] + PER electricity damage. If the target is synthetic, the target takes +2d10 electricity damage.

### LOCKDOWN DISRUPTOR SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER electricity damage. If the target is synthetic, the target takes +1d10 electricity damage and must make a Combat saving throw or is Stunned.



## DOMINATE

- **Requirement:** Manipulator
- **Keywords:** Amp, Biotic, Organic
- **Recharge Roll:** 5+

### DOMINATE I

**Action:** Action      **Range:** 5 spaces

**Target(s):** 1 organic creature

**Effect:** The target must make a Biotic saving throw or slide target up to 3 squares and the target attacks a creature of your choice with a +2 bonus to the attack roll. On a successful save, the target is Charmed until the end of your next turn.

### DOMINATE II

**Action:** Action      **Range:** 5 spaces

**Target(s):** 1 organic creature

**Effect:** The target must make a Biotic saving throw or slide target up to 3 squares and the target attacks a creature of your choice with a +3 bonus to the attack roll. On a successful save, the target is Charmed until the end of your next turn.

### DOMINATE III

**Action:** Action      **Range:** 5 spaces

**Target(s):** 1 organic creature

**Effect:** The target must make a Biotic saving throw or slide target up to 3 squares and the target attacks a creature of your choice with a +4 bonus to the attack roll. On a successful save, the target is Charmed until the end of your next turn.

**Dominat** IV: You choose between two evolutions.

### DEBILITATING DOMINATE

**Action:** Action      **Range:** 5 spaces

**Target(s):** 1 organic creature

**Effect:** The target must make a Biotic saving throw or slide target up to 3 squares and the target attacks a creature of your choice with a +4 bonus to the attack roll. After the attack is resolved, the target is incapacitated until the start of your next turn. On a successful save, the target is Incapacitated until the end of your next turn.

### HARMFUL DOMINATE

**Action:** Action      **Range:** 5 spaces

**Target(s):** 1 organic creature

**Effect:** The target must make a Biotic saving throw or slide target up to 3 squares and the target attacks a creature of your choice with a +4 bonus to the attack roll. After the attack is resolved, the target takes 2d6 + CHA psychic damage. On a successful save, the target takes CHA psychic damage and is Charmed until the end of your next turn.

## ELECTRIC SLASH

- **Requirement:** Duelist
- **Keywords:** Encounter, Omni-Tool, Synthetic, Tech
- **Recharge Roll:** 5+

### ELECTRIC SLASH I

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** Your omni-tool becomes energized that persists until the end of the encounter. Your unarmed strikes deal an extra +1d8 electricity damage. If the target is synthetic, your unarmed strikes deal an extra +2d6 electricity damage.

### ELECTRIC SLASH II

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** Your omni-tool becomes energized that persists until the end of the encounter. Your unarmed strikes deal an extra +1d10 electricity damage. If the target is synthetic, your unarmed strikes deal an extra +2d8 electricity damage.

### ELECTRIC SLASH III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** Your omni-tool becomes energized that persists until the end of the encounter. Your unarmed strikes deal an extra +1d12 electricity damage. If the target is synthetic, your unarmed strikes deal an extra +2d10 electricity damage.

**Electric Slash IV:** You choose between two evolutions.

### DISABLING ELECTRIC SLASH

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** Your omni-tool becomes energized that persists until the end of the encounter. Your unarmed strikes deal an extra +1d12 electricity damage. On a hit, the target must make a Tech saving throw or lose Shields until the end of your next turn. If the target is synthetic, your unarmed strikes deal an extra +2d10 electricity damage and loses Shields until the end of your next turn (no save).

### STUNNING ELECTRIC SLASH

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** Your omni-tool becomes energized that persists until the end of the encounter. Your unarmed strikes deal an extra +1d12 electricity damage. On a hit, the target must make a Tech saving throw or is stunned until the start of your next turn. If the target is synthetic, your unarmed strikes deal an extra +2d10 electricity damage and is Stunned until the start of your next turn (no save).

### ENERGY DRAIN

- **Requirement:** Engineer, Sentinel
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 6+

### ENERGY DRAIN I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. LC

**Hit:** The target's Shields is reduced by 2 and your Shields is increased by 1, which lasts until the start of your next turn.

### ENERGY DRAIN II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. LC

**Hit:** The target's Shields is reduced by 3 and your Shields is increased by 2, which lasts until the start of your next turn.

### ENERGY DRAIN III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. LC

**Hit:** The target's Shields is reduced by 4 and your Shields is increased by 3, which lasts until the start of your next turn.

**Energy Drain IV:** You choose between two evolutions.

### DRAIN FIELD

**Action:** Action      **Range:** 10 spaces, blast 2

**Target(s):** Up to 3 creatures

**Attack:** Electronics (Int) vs. LC

**Hit:** Each targets' Shields is reduced by 4 and your Shields is increased by 3, which lasts until the start of your next turn.

### SAPPING ENERGY DRAIN

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. LC

**Hit:** The target's Shields is reduced by 6 and your Shields is increased by 6, which lasts until the start of your next turn.

## FITNESS

- **Requirement:** Soldier, Vanguard
- **Keywords:** Combat
- **Recharge Roll:** 6+

### FITNESS I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You regain hit points equal to 1d6 + CON.

### FITNESS II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You regain hit points equal to 2d6 + CON.

### FITNESS III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You regain hit points equal to 3d6 + CON.

**Fitness IV:** You choose between two evolutions.

### DURABLE FITNESS

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You regain hit points equal to 3d6 + CON. If you are bloodied, you regain 5d6 + CON.

### RALLYING FITNESS

**Action:** Bonus Action      **Range:** Aura 1

**Target(s):** Self and allies

**Effect:** You and all allies regain hit points equal to 3d6 + CON.

## FLAME BLAST

- **Requirement:** Pyro
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

### FLAME BLAST I

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each enemy in the blast

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d6 fire damage.

### FLAME BLAST II

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each enemy in the blast

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d6 + INT fire damage.

### FLAME BLAST III

**Action:** Action **Range:** Close blast 3

**Target(s):** Each enemy in the blast

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT fire damage.

**Flame Blast IV:** You choose between two evolutions.

### DEVOURING FLAME BLAST

**Action:** Action **Range:** Close blast 3

**Target(s):** Each enemy in the blast

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT fire damage and must make a Tech saving throw or take 2d6 ongoing fire damage (Tech save ends).

### WIDE FLAME BLAST

**Action:** Action **Range:** Close blast 5

**Target(s):** Each enemy in the blast

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT fire damage.

## FLARE

- **Requirement:** Savant
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### FLARE I

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each enemy in the burst

**Attack:** Biotic (Cha) vs. AC

**Hit:** 1d6 + CHA physical damage and all targets are Warped until the start of your next turn.

### FLARE II

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each enemy in the burst

**Attack:** Biotic (Cha) vs. AC

**Hit:** 2d6 + CHA physical damage and all targets are Warped until the start of your next turn.

### FLARE III

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each enemy in the burst

**Attack:** Biotic (Cha) vs. AC

**Hit:** 3d6 + CHA physical damage and all targets are Warped until the start of your next turn.

**Flare IV:** You choose between two evolutions.

### HEAVY FLARE

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each enemy in the burst

**Attack:** Biotic (Cha) vs. AC

**Hit:** 5d6 + CHA physical damage and all targets are Warped until the start of your next turn.

### WRACKING FLARE

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each enemy in the burst

**Attack:** Biotic (Cha) vs. AC

**Hit:** 3d6 + CHA physical damage and all targets are Warped (Biotic save ends).

## FORTIFICATION

- **Requirement:** Commando
- **Keywords:** Combat
- **Recharge Roll:** 6+

### FORTIFICATION I

**Trigger:** You take damage **Range:** Personal

**Target(s):** Self

**Effect:** You ignore an amount of damage equal to 1d6 + CON.

### FORTIFICATION II

**Trigger:** You take damage **Range:** Personal

**Target(s):** Self

**Effect:** You ignore an amount of damage equal to  $2d6 + CON$ .

### FORTIFICATION III

**Trigger:** You take damage **Range:** Personal

**Target(s):** Self

**Effect:** You ignore an amount of damage equal to  $3d6 + CON$ .

**Fortification IV:** You choose between two evolutions.

### DEFENSIVE FORTIFICATION

**Trigger:** You take damage **Range:** Personal

**Target(s):** Self

**Effect:** You ignore an amount of damage equal to  $3d6 + CON$  and attacks against you have disadvantage until the start of your next turn.

### REFRESHING FORTIFICATION

**Trigger:** You take damage **Range:** Personal

**Target(s):** Self

**Effect:** You ignore an amount of damage equal to  $3d6 + CON$  and succeed on a saving throw.

### HAVOK STRIKE

- **Requirement:** Rocketeer
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

#### HAVOK STRIKE I

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may fly up to half your speed and make an attack against all creatures in a burst 1.

**Attack:** Electronics (Int) vs. AC

**Hit:**  $1d4 + INT$  electricity damage and must make a Tech saving throw or is Slowed until the start of your next turn.

#### HAVOK STRIKE II

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may fly up to half your speed and make an attack against all creatures in a burst 1.

**Attack:** Electronics (Int) vs. AC

**Hit:**  $2d4 + INT$  electricity damage and must make a Tech saving throw or is Slowed until the start of your next turn.

#### HAVOK STRIKE III

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You may fly up to half your speed and make an attack against all creatures in a burst 1.

**Attack:** Electronics (Int) vs. AC

**Hit:**  $3d4 + INT$  electricity damage and must make a Tech saving throw or is Slowed until the start of your next turn.

**Havok Strike IV:** You choose between two evolutions.

### CHAOTIC HAVOK STRIKE

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You may fly up to half your speed and make an attack against all creatures in a burst 1.

**Attack:** Electronics (Int) vs. AC

**Hit:** 3d4 + INT electricity damage and must make a Tech saving throw or is Slowed and vulnerable to physical damage until the start of your next turn.

### DEADLY HAVOK STRIKE

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You may fly up to half your speed and make an attack against all creatures in a burst 1.

**Attack:** Electronics (Int) vs. AC

**Hit:** 3d4 + INT electricity damage and must make a Tech saving throw or is Slowed until the start of your next turn. If you score a critical hit, you instead deal 3d8 + INT electricity damage.

## HEX SHIELD

- **Requirement:** Jinx
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 6+

### HEX SHIELD I

**Trigger:** You are hit by an attack requiring an attack roll      **Range:** Personal

**Target(s):** Self

**Effect:** The attacker has disadvantage.

### HEX SHIELD II

**Trigger:** You are hit by an attack requiring an attack roll      **Range:** Personal

**Target(s):** Self

**Effect:** The attack instead misses.

### HEX SHIELD III

**Trigger:** You are hit by an attack requiring an attack roll      **Range:** Personal

**Target(s):** Self

**Effect:** The attack instead misses and the target has disadvantage on attack rolls until the start of your next turn.

**Hex Shield IV:** You choose between two evolutions.

### DEADLY HEX SHIELD

**Trigger:** You are hit by an attack requiring an attack roll      **Range:** Personal

**Target(s):** Self

**Effect:** The attack instead misses and the target has disadvantage on attack rolls until the start of your next turn. If the attacker hits, you immediately make the secondary attack against the attacker.

#### Secondary Attack

- **Target(s):** 1 target
- **Attack:** Electronics (Int) vs. AC

**Hit:** 2d6 + INT electricity damage.

### PROTECTIVE HEX SHIELD

**Trigger:** You are hit by an attack requiring an attack roll      **Range:** Personal

**Target(s):** Self

**Effect:** The attack instead misses and the target has disadvantage on attack rolls until the start of your next turn. You gain +2 AC until the start of your next turn.

## INCENDIARY SHOT

- **Requirement:** Soldier, Vanguard
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 5+

### INCENDIARY SHOT I

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER fire damage and the target takes 1d6 ongoing fire damage (Combat save ends).

### INCENDIARY SHOT II

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER fire damage and the target takes 2d6 ongoing fire damage (Combat save ends).

### INCENDIARY SHOT III

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER fire damage and the target takes 2d6 ongoing fire damage (Combat save ends).

**Incendiary Shot IV:** You choose between two evolutions.

### EXPLOSIVE INCENDIARY SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 3[W] + PER fire damage and the target takes 2d6 ongoing fire damage (Combat save ends).

## IGNITING INCENDIARY SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 3[W] + PER fire damage. The target and all creatures within a burst 1 takes 2d6 ongoing fire damage (Combat save ends).

## INCINERATE

- **Requirement:** Engineer, Infiltrator
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 4+

### INCINERATE I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d8 + INT fire damage.

### INCINERATE II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 1d8 + INT fire damage and the target must make a Tech saving throw or take 1d6 ongoing fire damage (Tech save ends).

### INCINERATE III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d8 + INT fire damage and the target must make a Tech saving throw or take 1d6 ongoing fire damage (Tech save ends).

**Incinerate IV:** You choose between two evolutions.



### HEAVY INCINERATE

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 3d8 + INT fire damage and the target must make a Tech saving throw or take 1d6 + INT ongoing fire damage (Tech save ends).

### INCINERATING BURST

**Action:** Action **Range:** 10 spaces, burst 1

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** 2d8 + INT fire damage and the target must make a Tech saving throw or take 1d6 ongoing fire damage (Tech save ends).

## LASH

- **Requirement:** Kineticist
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### LASH I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target slides up to 2 spaces and the target must make a Biotic saving throw or take 2d6 physical damage (half damage on success).

### LASH II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target slides up to 2 spaces and the target must make a Biotic saving throw or take 3d6 physical damage (half damage on success).

### LASH III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target slides up to 2 spaces and the target must make a Biotic saving throw or take 4d6 physical damage (half damage on success).

**Lash IV:** You choose between two evolutions.

### LASSOING LASH

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target slides up to 4 spaces and the target must make a Biotic saving throw or take 4d6 physical damage (half damage on success).

### PAINFUL LASH

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 4d6 physical damage and the target slides up to 2 spaces.

## LIFT

- **Requirement:** Adept
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### LIFT I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is Floating and any forced movement is doubled until the start of your next turn.



### LIFT II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is Floating and any forced movement is doubled until the end of your next turn.

### LIFT III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is Floating and any forced movement is doubled (Biotic save ends).

**Lift IV:** You choose between two evolutions.

### AREA LIFT

**Action:** Action **Range:** 10 spaces, burst 1

**Target(s):** Each enemy in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is Floating and any forced movement is doubled (Biotic save ends).

### CRASHING LIFT

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is Floating and any forced movement is tripled (Biotic save ends). Falling damage is doubled on a successful save.

## NEURAL SHOCK

- **Requirement:** Neuromancer
- **Keywords:** Omni-Tool, Tech, Organic
- **Recharge Roll:** 5+

### NEURAL SHOCK I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 organic creature

**Attack:** Medicine (Int) vs. LC

**Hit:** The target has disadvantage on attack rolls until the start of your next turn.

### NEURAL SHOCK II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 organic creature

**Attack:** Medicine (Int) vs. LC

**Hit:** The target has disadvantage on attack rolls until the end of your next turn.

### NEURAL SHOCK III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 organic creature

**Attack:** Medicine (Int) vs. LC

**Hit:** The target has disadvantage on attack rolls and Weakened until the end of your next turn.

**Neural Shock IV:** You choose between two evolutions.

### GROUP NEURAL SHOCK

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 organic creatures

**Attack:** Medicine (Int) vs. LC

**Hit:** The target has disadvantage on attack rolls and Weakened until the end of your next turn.

### PARALYZING NEURAL SHOCK

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 organic creatures

**Attack:** Medicine (Int) vs. LC

**Hit:** The target is Paralyzed (Tech save ends).

### NIGHTSHADE BLADES

- **Requirement:** Corruptor
- **Keywords:** Combat
- **Recharge Roll:** 5+

#### NIGHTSHADE BLADES I

**Action:** Action **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 1d4 + PER physical damage and the target must make a Combat saving throw or become Poisoned until the end of your next turn.

#### NIGHTSHADE BLADES II

**Action:** Action **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 2d4 + PER physical damage and the target must make a Combat saving throw or become Poisoned until the end of your next turn.

#### NIGHTSHADE BLADES III

**Action:** Action **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 3d4 + PER physical damage and the target must make a Combat saving throw or become Poisoned until the end of your next turn.

**Nightshade Blade IV:** You choose between two evolutions.

#### DEADLY NIGHTSHADE BLADES

**Action:** Action **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Thrown weapon attack vs. AC

**Hit:** 5d4 + PER physical damage and the target must make a Combat saving throw or become Poisoned until the end of your next turn.

#### MULTI-NIGHTSHADE BLADES

**Action:** Action **Range:** 4 spaces

**Target(s):** Up to 3 creatures

**Attack:** Thrown weapon attack vs. AC

**Hit:** 3d4 + PER physical damage and the target must make a Combat saving throw or become Poisoned until the end of your next turn.

### NOVA

- **Requirement:** Vanguard
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

#### NOVA I

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** All targets are pushed 2 spaces and must make a Biotic saving throw or take 1d12 + CON physical damage (half damage on success). You can spend 1 Hit Die to forego the saving throw.

## NOVA II

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** All targets are pushed 2 spaces and must make a Biotic saving throw or take 2d12 + CON physical damage (half damage on success). You can spend 2 Hit Die to forego the saving throw.

## NOVA III

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** All targets are pushed 2 spaces and must make a Biotic saving throw or take 3d12 + CON physical damage (half damage on success). You can spend 3 Hit Die to forego the saving throw.

**Nova IV:** You choose between two evolutions.

## AREA NOVA

**Action:** Action **Range:** Close burst 2

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** All targets are pushed 2 spaces and must make a Biotic saving throw or take 3d12 + CON physical damage (half damage on success). You can spend 3 Hit Die to forego the saving throw.

## HEAVY NOVA

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** All targets are pushed 3 spaces and must make a Biotic saving throw or take 4d12 + CON physical damage (half damage on success). You can spend 4 Hit Die to forego the saving throw.

## OVERLOAD

- **Requirement:** Engineer, Sentinel
- **Keywords:** Omni-Tool, Tech, Synthetic
- **Recharge Roll:** 4+

### OVERLOAD I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target loses Shields until the start of your next turn. If the target is synthetic, it must make a Tech saving throw or is Incapacitated.

### OVERLOAD II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target loses Shields until the end of your next turn. If the target is synthetic, it must make a Tech saving throw or is Incapacitated.

### OVERLOAD III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target loses Shields and is vulnerable to electricity damage until the end of your next turn. If the target is synthetic, it must make a Tech saving throw or is Incapacitated.

**Overload IV:** You choose between two evolutions.

### MASS OVERLOAD

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 creatures

**Attack:** Decryption (Int) vs. LC

**Hit:** Targets lose Shields and are vulnerable to electricity damage until the end of your next turn. If the targets are synthetic, they must make a Tech saving throw or are Incapacitated.

## PERNICIOUS OVERLOAD

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target loses Shields and is vulnerable to all damage until the end of your next turn. If the target is synthetic, it must make a Tech saving throw or is Incapacitated.

## PHASE DISRUPTOR

- **Requirement:** Phaser
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

### PHASE DISRUPTOR I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pushed 1 space and must make a Biotic saving throw or take 1d6 + CHA phasic damage (half damage on success).

### PHASE DISRUPTOR II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pushed 1 space and must make a Biotic saving throw or take 2d6 + CHA phasic damage (half damage on success).

### PHASE DISRUPTOR III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pushed 1 space and must make a Biotic saving throw or take 3d6 + CHA phasic damage (half damage on success).

**Phase Disruptor IV:** You choose between two evolutions.

### HEAVY PHASE DISRUPTOR

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pushed 1 space and must make a Biotic saving throw or take 4d6 + CHA phasic damage and is knocked Prone (half damage on success).

### UNSTABLE PHASE DISRUPTOR

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pushed 1 space and must make a Biotic saving throw or take 3d6 + CHA phasic damage and is Stunned (half damage on success).

## PULL

- **Requirement:** Adept
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

### PULL I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pulled up to 4 spaces and must make a Biotic saving throw or is Incapacitated until the start of your next turn.

### PULL II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pulled up to 4 spaces and must make a Biotic saving throw or is Incapacitated until the end of your next turn.

### PULL III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pulled up to 6 spaces and must make a Biotic saving throw or is Incapacitated until the end of your next turn.

**Pull IV:** You choose between two evolutions.

### FIELD PULL

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 creatures

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pulled up to 6 spaces and must make a Biotic saving throw or is Incapacitated until the end of your next turn.

### HEAVY PULL

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** Target is pulled up to 6 spaces and must make a Biotic saving throw or is Stunned until the end of your next turn.

### QUICK STRIKE

- **Requirement:** Scoundrel
- **Keywords:** Combat
- **Recharge Roll:** 6+

### QUICK STRIKE I

**Trigger:** You are targeted by an attack or power **Range:** Personal

**Target(s):** Self

**Effect:** You make a weapon attack against your attacker. Your attack resolves before the attacker's action.

### QUICK STRIKE II

**Trigger:** You are targeted by an attack or power **Range:** Personal

**Target(s):** Self

**Effect:** You make a weapon attack with +2 damage bonus against your attacker. Your attack resolves before the attacker's action.

### QUICK STRIKE III

**Trigger:** You are targeted by an attack or power **Range:** Personal

**Target(s):** Self

**Effect:** You make a weapon attack with a +4 damage bonus against your attacker. Your attack resolves before the attacker's action.

**Quick Strike IV:** You choose between two evolutions.

### DEVASTATING QUICK STRIKE

**Trigger:** You are targeted by an attack or power **Range:** Personal

**Target(s):** Self

**Effect:** You make a weapon attack with a +4 damage bonus against your attacker. On a hit, the target must make a Combat saving throw or is Stunned until the start of your next turn. Your attack resolves before the attacker's action.

### LIGHTNING QUICK STRIKE

**Trigger:** You are targeted by an attack or power **Range:** Personal

**Target(s):** Self

**Effect:** You make a weapon attack with advantage and a +4 damage bonus against your attacker. Your attack resolves before the attacker's action.

## REAVE

- **Requirement:** Sentinel
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 6+

### REAVE I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** 1d4 + CHA phasic damage and the target is Warped until the end of your next turn. You gain temporary Hit Points equal to half the damage dealt.

### REAVE II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** 2d4 + CHA phasic damage and the target is Warped until the end of your next turn. You gain temporary Hit Points equal to half the damage dealt.

### REAVE III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** 3d4 + CHA phasic damage and the target is Warped until the end of your next turn. You gain temporary Hit Points equal to half the damage dealt.

**Reave IV:** You choose between two evolutions.

### CRIPPLING REAVE

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** 3d4 + CHA phasic damage and the target is Warped and Weakened until the end of your next turn. You gain temporary Hit Points equal to half the damage dealt.

### PERSISTENT REAVE

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. AC

**Hit:** 3d4 + CHA phasic damage and the target is Warped (Biotic save ends). You gain temporary Hit Points equal to half the damage dealt.

## RESURGENCE

- **Requirement:** Survivor
- **Keywords:** Combat, Encounter
- **Recharge Roll:** 6+

### RESURGENCE I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +1 bonus on your next recharge roll.

### RESURGENCE II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +2 bonus on your next recharge roll.

### RESURGENCE III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +3 bonus on your next recharge roll.

**Resurgence IV:** You choose between two evolutions.

### RESURGENCE III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +3 bonus on your next recharge roll.

**Resurgence IV:** You choose between two evolutions.

### ENERGIZING RESURGENCE

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain a +3 bonus on your next recharge roll and can recharge two powers at the end of your turn.

### RECOVERING RESURGENCE

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You can make a saving throw with a +3 bonus and gain a +3 bonus on your next recharge roll.

## SABOTAGE

- **Requirement:** Engineer, Infiltrator
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

### SABOTAGE I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target is unable to make attack rolls with firearms or use powers with the Firearm keyword until the start of your next turn.

### SABOTAGE II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target is unable to make attack rolls with firearms or use powers with the Firearm keyword until the end of your next turn.

### SABOTAGE III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target is unable to make attack rolls with firearms or use powers with the Firearm keyword until the end of your next turn and must make a Tech saving throw or is Incapacitated.



**Sabotage IV:** You choose between two evolutions.

### BACKFIRE SABOTAGE

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Decryption (Int) vs. LC

**Hit:** Target is unable to make attack rolls with firearms or use powers with the Firearm keyword until the end of your next turn and must make a Tech saving throw or take 2d6 electricity damage and is Incapacitated.

### WIDE SABOTAGE

**Action:** Action      **Range:** 10 spaces, burst 1

**Target(s):** Each enemy in the burst

**Attack:** Decryption (Int) vs. LC

**Hit:** Target is unable to make attack rolls with firearms or use powers with the Firearm keyword until the end of your next turn and must make a Tech saving throw or is Incapacitated.

## SENTRY TURRET

- **Requirement:** Artillerist
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

### SENTRY TURRET I

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Sentry Turret** in an unoccupied space that persists until it is destroyed. The **Sentry Turret** makes one attack at the end of your turn and attacks the closest enemy.

#### Sentry Turret Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 13, KC: 16, LC: 14
- **Speed:** 0
- **Saves:** +2 vs. Tech

#### Sentry Turret Attack

- **Attack:** Range 10; Your Electronics (Int) vs. AC
- **Hit:** 1d8 physical damage.

You have -1 to your recharge rolls while **Sentry Turret** is active

### SENTRY TURRET II

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Sentry Turret** in an unoccupied space that persists until it is destroyed. The **Sentry Turret** makes one attack at the end of your turn and attacks the closest enemy.

#### Sentry Turret Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 14, KC: 17, LC: 15
- **Speed:** 0
- **Saves:** +2 vs. Tech

#### Sentry Turret Attack

- **Attack:** Range 10; Your Electronics (Int) vs. AC
- **Hit:** 1d8 + your INT physical damage.

You have -1 to your recharge rolls while **Sentry Turret** is active



### SENTRY TURRET III

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Sentry Turret** in an unoccupied space that persists until it is destroyed. The **Sentry Turret** makes one attack at the end of your turn and attacks the closest enemy.

#### Sentry Turret Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 15, KC: 18, LC: 16
- **Speed:** 0
- **Saves:** +2 vs. Tech

#### Sentry Turret Attack

- **Attack:** Range 10; Your Electronics (Int) vs. AC
- **Hit:** 1d10 + your INT physical damage.

You have -1 to your recharge rolls while **Sentry Turret** is active

**Sentry Turret IV:** You choose between two evolutions.

### HIGH-CALIBER TURRET

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **High-Caliber Turret** in an unoccupied space that persists until it is destroyed. The **High-Caliber Turret** makes one attack at the end of your turn and attacks the closest enemy.

#### High-Caliber Turret Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 16, KC: 18, LC: 17
- **Speed:** 0
- **Saves:** +2 vs. Tech

#### High-Caliber Turret Attack

- **Attack:** Range 10; Your Electronics (Int) vs. AC
- **Hit:** 2d8 + your INT physical damage.

You have -1 to your recharge rolls while **Sentry Turret** is active

### REACTIVE TURRET

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Reactive Turret** in an unoccupied space that persists until it is destroyed. The **Reactive Turret** makes one attack at the end of your turn and attacks the closest enemy.

#### Reactive Turret Stats

- **HP:** Your bloodied value
- **Defenses:** AC: 16, KC: 18, LC: 17
- **Speed:** 0
- **Saves:** +2 vs. Tech

#### Reactive Turret Attack

- **Attack:** Range 10; Your Electronics (Int) vs. AC
- **Hit:** 1d10 + your INT physical damage.

**Reactive Turret Ability:** When an enemy moves within 10 spaces of a **Reactive Turret**, the **Reactive Turret** can use its Reaction to make an attack against the target.

You have -1 to your recharge rolls while **Reactive Turret** is active

### SHADOW STRIKE

- **Requirement:** Agent
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

### SHADOW STRIKE I

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You teleport up to half your speed and become Invisible until the end of your next turn. Any melee attack you make while Invisible deals a +1d6 physical damage. You become visible once you make an attack.

### SHADOW STRIKE II

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You teleport up to half your speed and become Invisible until the end of your next turn. Any melee attack you make while Invisible deals a +2d6 physical damage. You become visible once you make an attack.

### SHADOW STRIKE III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You teleport up to half your speed and become Invisible until the end of your next turn. Any melee attack you make while Invisible deals a +3d6 physical damage. You become visible once you make an attack.

**Shadow Strike IV:** You choose between two evolutions.

### ASSASSIN'S STRIKE

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You teleport up to half your speed and become Invisible until the end of your next turn. Any melee attack you make while Invisible deals a +5d6 physical damage. You become visible once you make an attack.

### BLEEDING STRIKE

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You teleport up to half your speed and become Invisible until the end of your next turn. Any melee attack you make while Invisible deals a +3d6 physical damage and must make a Tech saving throw or take 2d6 ongoing bleed damage. You become visible once you make an attack.

## SHIELD WALL

- **Requirement:** Tech Defender
- **Keywords:** Encounter, Omni-Tool, Tech, Zone
- **Recharge Roll:** 5+

### SHIELD WALL I

**Action:** Action      **Range:** Wall 3 spaces within touch

**Effect:** You create a **Shield Wall** that lasts until the end of the encounter. While active, creatures adjacent to the wall receive +1 Shields and half cover against non-adjacent attacks that originate from the opposite 180 degrees of the **Shield Wall**.

You have -1 to recharge rolls while **Shield Wall** is active

### SHIELD WALL II

**Action:** Action      **Range:** Wall 5 spaces within touch

**Effect:** You create a **Shield Wall** that lasts until the end of the encounter. While active, creatures adjacent to the wall receive +1 Shields and half cover against non-adjacent attacks that originate from the opposite 180 degrees of the **Shield Wall**.

You have -1 to recharge rolls while **Shield Wall** is active

### SHIELD WALL III

**Action:** Action      **Range:** Wall 5 spaces within touch

**Effect:** You create a **Shield Wall** that lasts until the end of the encounter. While active, creatures adjacent to the wall receive +2 Shields and half cover against non-adjacent attacks that originate from the opposite 180 degrees of the **Shield Wall**.

You have -1 to recharge rolls while **Shield Wall** is active

**Shield Wall IV:** You choose between two evolutions.

### COVERING SHIELD WALL

**Action:** Action      **Range:** Wall 5 spaces within touch

**Effect:** You create a **Shield Wall** that lasts until the end of the encounter. While active, creatures adjacent to the wall receive +2 Shields and three-quarters cover against non-adjacent attacks that originate from the opposite 180 degrees of the **Shield Wall**.

You have -1 to recharge rolls while *Covering Shield Wall* is active

### PROTECTIVE SHIELD WALL

**Action:** Action      **Range:** Wall 5 spaces within touch

**Effect:** You create a **Shield Wall** that lasts until the end of the encounter. While active, creatures adjacent to the wall receive +4 Shields and half cover against non-adjacent attacks that originate from the opposite 180 degrees of the **Shield Wall**.

You have -1 to recharge rolls while *Protective Shield Wall* is active

### SHOCKWAVE

- **Requirement:** Adept, Vanguard
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

#### SHOCKWAVE I

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each creature in the blast

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are is pushed 1 space and must make a Biotic saving throw or take 1d8 + CHA physical damage (half damage on success) and are Prone. If the target is Marked, each target instead takes 1d10 + CHA physical damage.

#### SHOCKWAVE II

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each creature in the blast

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are is pushed up to 2 spaces and must make a Biotic saving throw or take 1d8 + CHA physical damage (half damage on success) and are Prone. If the target is Marked, each target instead takes 1d10 + CHA physical damage.

#### SHOCKWAVE III

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each creature in the blast

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are is pushed up to 3 spaces and must make a Biotic saving throw or take 2d8 + CHA physical damage (half damage on success) and are Prone. If the target is Marked, each target instead takes 2d10 + CHA physical damage.

**Shockwave IV:** You choose between two evolutions.

#### HEAVY SHOCKWAVE

**Action:** Action      **Range:** Close blast 3

**Target(s):** Each creature in the blast

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are is pushed up to 4 spaces and must make a Biotic saving throw or take 3d8 + CHA physical damage (half damage on success) and are Prone. If the target is Marked, each target instead takes 3d10 + CHA physical damage.

### WIDE SHOCKWAVE

**Action:** Action **Range:** Close blast 5

**Target(s):** Each creature in the blast

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are is pushed up to 3 spaces and must make a Biotic saving throw or take 2d8 + CHA physical damage (half damage on success) and are Prone. If the target is Marked, each target instead takes 2d10 + CHA physical damage.

### SINGULARITY

- **Requirement:** Adept
- **Keywords:** Amp, Biotic, Encounter, Zone
- **Recharge Roll:** 6+

#### SINGULARITY I

**Action:** Action **Range:** 10 spaces, burst 1

**Target(s):** Each creature in the burst

**Effect:** Creates a zone that lasts until you dismiss it or the end of the encounter. The zone is difficult terrain. When a creature enters or starts turn in zone they must make a Biotic saving throw or become Floating until the start of your next turn.

You have -1 to recharge rolls while *Singularity* is active

#### SINGULARITY II

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each creature in the burst

**Effect:** Creates a zone that lasts until you dismiss it or the end of the encounter. The zone is difficult terrain. When a creature enters or starts turn in zone they must make a Biotic saving throw or is pulled up to 1 spaces toward the center and become Floating until the start of your next turn.

You have -1 to recharge rolls while *Singularity* is active

#### SINGULARITY III

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each creature in the burst

**Effect:** Creates a zone that lasts until you dismiss it or the end of the encounter. The zone is difficult terrain. When a creature enters or starts turn in zone they must make a Biotic saving throw or is pulled up to 1 spaces toward the center and become Floating until the end of your next turn.

You have -1 to recharge rolls while *Singularity* is active

**Singularity IV:** You choose between two evolutions.

#### HEAVY SINGULARITY

**Action:** Action **Range:** 10 spaces, burst 2

**Target(s):** Each creature in the burst

**Effect:** Creates a zone that lasts until you dismiss it or the end of the encounter. The zone is difficult terrain. When a creature enters or starts turn in zone they must make a Biotic saving throw or is pulled up to 2 spaces toward the center and become Floating and Warped until the end of your next turn.

You have -1 to recharge rolls while *Singularity* is active

#### WIDE SINGULARITY

**Action:** Action **Range:** 10 spaces, burst 4

**Target(s):** Each creature in the burst

**Effect:** Creates a zone that lasts until you dismiss it or the end of the encounter. The zone is difficult terrain. When a creature enters or starts turn in zone they must make a Biotic saving throw or is pulled up to 1 spaces toward the center and become Floating until the end of your next turn.

You have -1 to recharge rolls while *Singularity* is active

## SLAM

- **Requirement:** Experiment
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

### SLAM I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is knocked Prone and must make a Biotic saving throw or take 1d12 physical damage (half damage on success).

### SLAM II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is knocked Prone and must make a Biotic saving throw or take 1d12 + CHA physical damage (half damage on success).

### SLAM III

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is knocked Prone and must make a Biotic saving throw or take 2d12 + CHA physical damage (half damage on success).

**Slam IV:** You choose between two evolutions.

### AREA SLAM

**Action:** Action      **Range:** 10 spaces, burst 3

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is knocked Prone and must make a Biotic saving throw or take 2d12 + CHA physical damage (half damage on success).

## HEAVY SLAM

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is knocked Prone and must make a Biotic saving throw or take 3d12 + CHA physical damage (half damage on success).

## SMASH

- **Requirement:** Psyker
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

### SMASH I

**Action:** Action      **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** The targets are knocked Prone and must make a Biotic saving throw or take 1d8 physical damage (half damage on success). If the target has the Warped condition, there is no saving throw and it takes 1d10 physical damage.

### SMASH II

**Action:** Action      **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** The targets are knocked Prone and must make a Biotic saving throw or take 1d8 + CHA physical damage (half damage on success). If the target has the Warped condition, there is no saving throw and it takes 1d10 + CHA physical damage.

### SMASH III

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** The targets are knocked Prone and must make a Biotic saving throw or take 2d8 + CHA physical damage (half damage on success). If the target has the Warped condition, there is no saving throw and it takes 2d10 + CHA physical damage.

**Smash IV:** You choose between two evolutions.

### AREA SMASH

**Action:** Action **Range:** Close burst 2

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** The targets are knocked Prone and must make a Biotic saving throw or take 2d8 + CHA physical damage (half damage on success). If the target has the Warped condition, there is no saving throw and it takes 2d10 + CHA physical damage.

### HEAVY SMASH

**Action:** Action **Range:** Close burst 1

**Target(s):** Each creature in the burst

**Attack:** Biotics (Cha) vs. KC

**Hit:** The targets are knocked Prone and must make a Biotic saving throw or take 3d8 + CHA physical damage (half damage on success). If the target has the Warped condition, there is no saving throw and it takes 3d10 + CHA physical damage.

### STASIS

- **Requirement:** Adept, Sentinel
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

#### STASIS I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target has resistance to all damage and is Stunned until the start of your next turn.

#### STASIS II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target has resistance to all damage and is Stunned until the end of your next turn.

#### STASIS III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target has resistance to all damage and is Stunned (Biotic save ends).

**Stasis IV:** You choose between two evolutions.

#### DEEP STASIS

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target has resistance to all damage and is Paralyzed (Biotic save ends).

### HAZARDOUS STASIS

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is vulnerable to physical damage and is Stunned (Biotic save ends).

### SUBMISSION NET

- **Requirement:** Trapper
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

#### SUBMISSION NET I

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** The target is Restrained until the start of your next turn. While Restrained, the target must make a Tech saving throw or take 1d4 + INT electricity damage.

You have -1 to recharge rolls while *Submission Net* is active

#### SUBMISSION NET II

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** The target is Restrained until the end of your next turn. While Restrained, the target must make a Tech saving throw or take 2d6 + INT electricity damage.

You have -1 to recharge rolls while *Submission Net* is active

#### SUBMISSION NET III

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** The target is Restrained until the end of your next turn. While Restrained, the target must make a Tech saving throw or take 3d4 + INT electricity damage.

You have -1 to recharge rolls while *Submission Net* is active

**Submission Net IV:** You choose between two evolutions.

#### PARALYZING NET

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** The target is Paralyzed until the end of your next turn. While Paralyzed, the target must make a Tech saving throw or take 3d4 + INT electricity damage.

You have -1 to recharge rolls while *Paralyzing Net* is active

#### SHOCKING NET

**Action:** Action      **Range:** 4 spaces

**Target(s):** 1 creature

**Attack:** Electronics (Int) vs. AC

**Hit:** The target is Restrained until the end of your next turn. While Restrained, the target must make a Tech saving throw or take 4d4 + INT electricity damage.

You have -1 to recharge rolls while *Submission Net* is active



## SUPPLY PYLON

- **Requirement:** Tech Medic
- **Keywords:** Encounter, Omni-Tool, Tech
- **Recharge Roll:** 6+

### SUPPLY PYLON I

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Supply Pylon** in an unoccupied space that persists until it is destroyed.

#### Supply Pylon Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 12, KC: 16, LC: 14
- *Speed:* 0
- *Saves:* +2 vs. Biotic ,Combat, and Tech

**Supply Pylon Ability:** Aura 1; allies can spend an Action to regain Hit Points equal to 1d4 + your INT. This ability can be used up to two times.

You have -1 to your recharge rolls while **Supply Pylon** is active

### SUPPLY PYLON II

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Supply Pylon** in an unoccupied space that persists until it is destroyed.

#### Supply Pylon Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 13, KC: 17, LC: 15
- *Speed:* 0
- *Saves:* +2 vs. Biotic ,Combat, and Tech

**Supply Pylon Ability:** Aura 1; allies can spend an Action to regain Hit Points equal to 2d4 + your INT. This ability can be used up to three times.

You have -1 to your recharge rolls while **Supply Pylon** is active

### SUPPLY PYLON III

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Supply Pylon** in an unoccupied space that persists until it is destroyed.

#### Supply Pylon Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 14, KC: 18, LC: 16
- *Speed:* 0
- *Saves:* +2 vs. Biotic ,Combat, and Tech

**Supply Pylon Ability:** Aura 1; allies can spend an Action to regain Hit Points equal to 3d4 + your INT. This ability can be used up to three times.

You have -1 to your recharge rolls while **Supply Pylon** is active

**Supply Pylon IV:** You choose between two evolutions.

### ENCOMPASSING PYLON

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Supply Pylon** in an unoccupied space that persists until it is destroyed.

#### Supply Pylon Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 14, KC: 18, LC: 16
- *Speed:* 0
- *Saves:* +2 vs. Biotic ,Combat, and Tech

**Supply Pylon Ability:** Aura 3; allies can spend an Action to regain Hit Points equal to 3d4 + your INT. This ability can be used up to three times.

You have -1 to your recharge rolls while **Encompassing Pylon** is active



### VITALIZING PYLON III

**Action:** Action      **Range:** Touch

**Target(s):** 1 unoccupied space

**Effect:** You set up a **Supply Pylon** in an unoccupied space that persists until it is destroyed.

#### Supply Pylon Stats

- *HP:* Your bloodied value
- *Defenses:* AC: 14, KC: 18, LC: 16
- *Speed:* 0
- *Saves:* +2 vs. Biotic, Combat, and Tech

**Supply Pylon Ability:** Aura 1; allies can spend an Bonus Action to regain Hit Points equal to 4d4 + your INT. This ability can be used up to three times.

You have -1 to your recharge rolls while **Supply Pylon** is active

### TACTICAL CLOAK

- **Requirement:** Infiltrator
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

### TACTICAL CLOAK I

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You become Invisible until the start of your next turn. Any weapon attack you make while Invisible deals a +1d4 physical damage. You become visible once you make an attack.

### TACTICAL CLOAK II

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You become Invisible until the end of your next turn. Any weapon attack you make while Invisible deals a +2d4 physical damage. You become visible once you make an attack.

### TACTICAL CLOAK III

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You become Invisible until the end of your next turn. Any weapon attack you make while Invisible deals a +3d4 physical damage. You become visible once you make an attack.

**Tactical Cloak IV:** You choose between two evolutions.

### ASSASSINATION CLOAK

**Action:** Bonus Action      **Range:** Personal

**Target(s):** Self

**Effect:** You become Invisible until the end of your next turn. Any weapon attack you make while Invisible deals a +5d4 physical damage. You become visible once you make an attack.

### ENHANCED TACTICAL CLOAK

**Action:** Bonus Action or Immediate Reaction to being attacked      **Range:** Personal

**Target(s):** Self

**Effect:** You become Invisible until the end of your next turn. Any weapon attack you make while Invisible deals a +3d4 physical damage. You become visible once you make an attack.

### TACTICAL SCAN

- **Requirement:** Tactician
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 5+

### TACTICAL SCAN I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Effect:** You you learn the target's current Hit Points, Shields, resistances, and vulnerabilities. The target makes a Tech saving throw or the next ally to attack the target deals +2 damage.

### TACTICAL SCAN II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Effect:** You you learn the target's current Hit Points, Shields, resistances, and vulnerabilities. The target makes a Tech saving throw or the next ally to attack the target deals +4 damage.

### TACTICAL SCAN III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Effect:** You you learn the target's current Hit Points, Shields, resistances, and vulnerabilities. The target makes a Tech saving throw or the next ally to attack the target deals +6 damage.

**Tactical Scan IV:** You choose between two evolutions.

### AREA TACTICAL SCAN

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 creatures

**Effect:** You you learn the target's current Hit Points, Shields, resistances, and vulnerabilities. The target makes a Tech saving throw or the next ally to attack the target deals +6 damage.

### DEBILITATING TACTICAL SCAN

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Effect:** You you learn the target's current Hit Points, Shields, resistances, and vulnerabilities. The target makes a Tech saving throw or the target is vulnerable to the next attack.

## TECH ARMOR

- **Requirement:** Tactician
- **Keywords:** Omni-Tool, Tech
- **Recharge Roll:** 6+

### TECH ARMOR I

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You gain +1 to Shields until the end of the encounter.

At any time while **Tech Armor** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Action:** Bonus Action or Reaction
- **Range:** Close burst 1
- **Target(s):** All enemies in the burst
- **Attack:** Electronics (Int) vs. AC

**Hit:** Enemies in the burst are pushed up to 2 spaces and take 1d4 + INT electricity damage.

You have -1 to your recharge rolls while **Tech Armor** is active

### TECH ARMOR II

**Action:** Action **Range:** Personal

**Target(s):** Self

**Effect:** You gain +2 to Shields until the end of the encounter.

At any time while **Tech Armor** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- **Action:** Bonus Action or Reaction
- **Range:** Close burst 1
- **Target(s):** All enemies in the burst
- **Attack:** Electronics (Int) vs. AC

**Hit:** Enemies in the burst are pushed up to 2 spaces and take 1d4 + INT electricity damage.

You have -1 to your recharge rolls while **Tech Armor** is active

### TECH ARMOR III

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain +3 to Shields until the end of the encounter.

At any time while **Tech Armor** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- *Action:* Bonus Action or Reaction
- *Range:* Close burst 1
- *Target(s):* All enemies in the burst
- *Attack:* Electronics (Int) vs. AC

**Hit:** Enemies in the burst are pushed up to 2 spaces and take 2d4 + INT electricity damage.

You have -1 to your recharge rolls while **Tech Armor** is active

### DURABLE ARMOR

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain +4 to Shields until the end of the encounter.

At any time while **Tech Armor** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- *Action:* Bonus Action or Reaction
- *Range:* Close burst 1
- *Target(s):* All enemies in the burst
- *Attack:* Electronics (Int) vs. AC

**Hit:** Enemies in the burst are pushed up to 2 spaces and take 2d4 + INT electricity damage.

You have -1 to your recharge rolls while **Tech Armor** is active

**Tech Armor IV:** You choose between two evolutions.

### ASSAULT ARMOR

**Action:** Action      **Range:** Personal

**Target(s):** Self

**Effect:** You gain +3 to Shields until the end of the encounter.

At any time while **Tech Armor** is active you may choose to end it and make the secondary attack.

#### Secondary Attack

- *Action:* Bonus Action or Reaction
- *Range:* Close burst 1
- *Target(s):* All enemies in the burst
- *Attack:* Electronics (Int) vs. AC

**Hit:** Enemies in the burst are pushed up to 3 spaces and take 3d4 + INT electricity damage.

You have -1 to your recharge rolls while **Tech Armor** is active

### THROW

- **Requirement:** Adept, Sentinel
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 4+

#### THROW I

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is pushed up to 3 spaces and knocked Prone. The target must make a Biotic saving throw or take 2d4 + CHA physical damage.

#### THROW II

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is pushed up to 4 spaces and knocked Prone. The target must make a Biotic saving throw or take 2d4 + CHA physical damage.

### THROW III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is pushed up to 4 spaces and knocked Prone. The target must make a Biotic saving throw or take 3d4 + CHA physical damage.

**Throw IV:** You choose between two evolutions.

### FIELD THROW

**Action:** Action **Range:** 10 spaces

**Target(s):** Up to 3 creatures

**Attack:** Biotics (Cha) vs. KC

**Hit:** Targets are pushed up to 4 spaces and knocked Prone. Targets must make a Biotic saving throw or take 3d4 + CHA physical damage.

### HEAVY THROW

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** The target is pushed up to 5 spaces and knocked Prone. The target must make a Biotic saving throw or take 4d4 + CHA physical damage.

## WARP

- **Requirement:** Adept, Sentinel
- **Keywords:** Amp, Biotic
- **Recharge Roll:** 5+

### WARP I

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 1d4 phasic damage and is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes 2d4 + CHA phasic damage.

### WARP II

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 1d4 + CHA phasic damage and is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes 3d4 + CHA phasic damage.

### WARP III

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 2d4 + CHA phasic damage and is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes 4d4 + CHA phasic damage.

**Warp IV:** You choose between two evolutions.

### HEAVY WARP

**Action:** Action **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 3d4 + CHA phasic damage and is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes 5d4 + CHA phasic damage.

### UNSTABLE WARP

**Action:** Action      **Range:** 10 spaces

**Target(s):** 1 creature

**Attack:** Biotics (Cha) vs. KC

**Hit:** 3d4 + CHA phasic damage and is Warped until the end of your next turn.

If the target already has the Warped condition, you make the secondary attack.

#### Secondary Attack

- *Range:* Burst 1
- *Target(s):* Each enemies in the burst
- *Attack:* Biotics (Cha) vs. AC

**Hit:** 4d4 + CHA phasic damage.

### WARP SHOT

- **Requirement:** Vanguard
- **Keywords:** Combat, Firearm
- **Recharge Roll:** 5+

### WARP SHOT I

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] physical damage and the target is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes +1d6 phasic damage.

### WARP SHOT II

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage and the target is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes +1d6 phasic damage.

### WARP SHOT III

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage and the target is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes +2d6 phasic damage.

**Warp Shot IV:** You choose between two evolutions.

### HEAVY WARP SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 2[W] + PER physical damage and the target is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes +2d6 phasic damage.

### UNSTABLE WARP SHOT

**Action:** Action      **Range:** Firearm

**Target(s):** 1 creature

**Attack:** Firearm attack vs. AC

**Hit:** 1[W] + PER physical damage and the target is Warped until the end of your next turn. If the target already has the Warped condition, it instead takes +3d6 phasic damage.

## GAMEPLAY

### ACTIONS

- **Attack:** You make an attack roll with your weapon. Some powers use attack rolls.
- **Dash:** You move up to your speed.
- **Disengage:** You can shift (see Special Movement) a number of spaces equal to your current movement.
- **Dodge:** Attacks and skill checks against you have disadvantage until the start of your next turn.
- **Help:** You give one creature within touch range advantage on their next attack roll or skill check against another creature in touch range until the start of your next turn.
- **Hide:** You make a Dexterity (Stealth) check to become hidden vs. others' Perception (Alertness).
- **Ready:** You delay your action until it is triggered by an event that you specify.
- **Recover:** You spend one Hit Dice and you regain a number of Hit Points equal to the rolled die + your Constitution modifier.
- **Search:** You make a Perception (Alertness) check vs. hidden creatures' Dexterity (Stealth) to notice them.
- **Use an Object:** You make use of an object.
- **Use a Power:** You make an active power take effect. Some powers only require a Bonus Action.

### CONDITIONS

#### Blinded

- A Blinded creature cannot see and automatically fails any skill checks that involve sight.
- Attack rolls against a Blinded creature have advantage.
- A Blinded creature's attack rolls have disadvantage.

#### Charmed

- A Charmed creature cannot intentionally harm or act aggressively towards the charmer.
- The Charmer has advantage on all skill checks to interact socially with the Charmed creature.

#### Deafened

- A Deafened creature cannot hear and automatically fails any skill checks that involve hearing.

#### Encumbered

- An Encumbered creature receives a penalty on all recharge rolls equal to its encumbrance value.

#### Floating

- A Floating creature has a speed of 0, and cannot benefit from any benefits to its speed.
- A Floating creature cannot benefit from cover.
- Attack rolls from non-floating creatures against a Floating creature have advantage.
- A Floating creature immediately rises 1 space (5 feet) off the ground and rises 1 space at the start of each turn that the creature remains floating.

#### Frightened:

- A Frightened creature has disadvantage on ability checks and attack rolls while it can see the source of its fear.
- A Frightened creature cannot willingly move closer to the source of its fear.

#### Grappled

- A Grappled creature has a speed of 0, and cannot benefit from any benefits to its speed.
- The effect ends if a creature is forcibly moved from out of the creatures grasp (e.g., pushed by the *Throw* power, pulled by the *Pull* power, etc.).
- The effect ends if the grappler becomes incapacitated in any way (e.g., Incapacitated, Paralyzed, Stunned, or Unconscious).
- A Grappled creature can attempt to escape by using an action to initiate an opposed skill check. The Grappled creature escapes if their Strength (Athletics) or Dexterity (Acrobatics) check exceeds the Strength (Athletics) check of the grappler.

#### Immobilized

- An Immobilized creature has a speed of 0, and cannot benefit from any benefits to its speed.

### Incapacitated

- An Incapacitated creature cannot take actions or reactions.

### Intoxicated:

- An Intoxicated creature has a -2 penalty to all defenses and recharge rolls
- An Intoxicated creature gains a +2 bonus on damage rolls.

### Invisible

- An Invisible creature is impossible to see without the aid of specialized technology.
- An Invisible creature can potentially be detected by any noise it makes, or traces it leaves behind.
- Attack rolls against an Invisible creature have disadvantage.
- Attack rolls made by an Invisible creature have advantage.

### Marked

- A Marked creature receives a -2 penalty on all attack rolls and skill checks made against anyone other than the marker.

### Prone

- A Prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is adjacent to the creature. Otherwise, the attack roll has disadvantage.

### Paralyzed

- A Paralyzed creature is incapacitated (as per the Incapacitated condition) and cannot move or speak.
- A Paralyzed creature automatically fails all Combat saving throws.
- Attack rolls against a Paralyzed creature have advantage.
- Any attack that hits a Paralyzed creature while the attacker is adjacent count as critical hits.

### Poisoned

- A poisoned creature has disadvantage on all attack rolls and skill checks.

### Restrained

- A Restrained creature has a speed of 0, and cannot benefit from any benefits to its speed.
- A Restrained creature has disadvantage on its attack rolls.
- Attack rolls against a Restrained creature have advantage.

### Slowed

- A Slowed creature's speed is reduced by half (rounded down).

### Stunned

- A Stunned creature is incapacitated (as per the Incapacitated condition) and cannot move and can speak only haltingly.
- A Stunned creature automatically fails all Combat saving throws.
- Attack rolls against a Stunned creature have advantage.

### Unconscious

- An Unconscious creature is incapacitated (as per the Incapacitated condition) and cannot move or speak, and is unaware of its environment.
- An Unconscious creature drops anything it is holding and falls prone.
- An Unconscious creature automatically fails all Combat saving throws.
- Attack rolls against an unconscious creature have advantage.
- Any attack that hits an Unconscious creature while the attacker is adjacent count as critical hits.

### Warped

- A Warped creature is vulnerable to damage from Biotic powers and effects.
- The Warped condition ends if the creature is hit by a Biotic power or effect.

### Weakened

- A creature damaged by a Weakened creature have



resistance.

## DAMAGE TYPES

- **Bleed:** Damage dealt by blood/fluid loss. This bypasses Shields.
- **Cold:** Damage dealt by freezing temperatures. This bypasses Shields.
- **Fire:** Damage dealt by burning temperatures. This bypasses Shields.
- **Electricity:** Damage dealt by conductive energy. This bypasses Shields.
- **Phasic:** Damage dealt by manipulating matter. This bypasses Shields.
- **Physical:** Damage dealt by concussive or mechanical force. *This damage is reduced by Shields.*

## DEFENSES

- **Armor Class (AC):** Armor Class is equal to 10 + your Dexterity modifier or determined by your armor. AC is used to determine to-hit for weapon attacks and some powers.
- **Kinetic Class (KC):** Kinetic Class is equal to 10 + your Strength modifier + miscellaneous bonuses from equipment mods, powers, etc. KC is used to determine to-hit for most Biotic powers and other effects that cause forced movement.
- **Logic Class (LC):** Logic Class is equal to 10 + your Intelligence modifier + miscellaneous bonuses from equipment mods, powers, etc. LC is used to determine to-hit for most Tech powers.

## DISTANCES

As the game emphasizes tactical movement and assumes the use of a battle map, distances are most often referred to in spaces. Distances can be converted by the following table:

### DISTANCE CONVERSION

Spaces	Meters	Feet
1	1.5	5

## MOVEMENT, FORCED

- **Pull:** A target being pulled is forced to move an indicated number of squares towards the source of the pulling (e.g., the center of a *Singularity*).
- **Push:** A target being pushed is forced to move an indicated number of squares away from the source of the push (e.g., the Adept using the *Throw* power, etc.).
- **Slide:** A target being slid is forced to move an indicated number of in any direction of the power users choice (e.g., *Lash* power).

## MOVEMENT, SPECIAL

- **Phase:** Movement while phasing ignores obstructions and difficult terrain. You can move vertically without making any skill checks, but this counts against your total movement.
- **Shift:** Movement while shifting never provokes Opportunity Attacks or trigger Reactions.
- **Teleport:** Movement while teleporting ignores obstructions and difficult terrain. You can move vertically, and vertical movement does not count against your total movement.



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