

LEGEND

Apart from the usual Genesys symbols, these cards use some additional symbols.

	Rank or rating of the currently defined talent or quality. Talents that have a rank are also marked like this in their heading line.
	Your rank or rating of the talent, skill, or characteristic named <i>Name</i> .
	Upgrade. Will be followed by either <i>difficulty</i> or <i>ability</i> .
+	Add a quality, dice, increase difficulty, etc.
p.	Page in the Mass Effect Setting.
p. CR	Page in the Genesys Core Rulebook.

Limited uses: Once per...		 session
 encounter	 round	 turn

Usable as...	 action	 maneuver
 incidental	 out-of-turn incidental	

COMBAT: VALUES

Soak: Reduces all incoming damage by its value. Your base soak value equals your **Brawn** and may be improved by armor and certain effects.

Defense: Adds ■ to all combat checks against you using the related weapon class (melee or ranged). Your base defense is 0, but can be improved by armor, taking cover, and other effects.

Wounds: If the wounds you suffer exceed the threshold, you are incapacitated and suffer a critical injury. You must heal to your threshold to be able to act again.

NPCs are generally defeated upon exceeding their wound threshold.

Strain: If the strain you suffer exceed the threshold, you are incapacitated. You must recover to your threshold to be able to act again.

Strain can easily be recovered at the end of an encounter, and is fully removed when resting.

You have one free maneuver per turn, and no more than two total. You may perform the second maneuver by suffering two strain, spending **AA** or with means listed elsewhere.

Aim

- Gain **□** on the next combat check, or **□□** if aiming twice.
- Target a carried item or specific part of an opponent. Your next combat check suffers **■■**, or **■** if aiming twice.

Assist

Give an engaged ally **□** on their next check. Can only be used on their next turn.

Guarded Stance

Gain 1 melee defense until the end of your next turn, but add **■** to any combat checks.

Interact with the Environment

- Move a large item.
- Open or close a door.
- **Take cover:** Gain 1 ranged defense (or more depending on the cover) and keep it until you move out or circumstances change.

Manage Gear

- **Draw, holster, ready, or reload a weapon.** Reloading requires thermal clips.
- **Draw something from storage or put it away.**

Mount or Dismount

Mount a domesticated or trained animal, enter a vehicle, crew a gunnery station, etc.

Move

- **Change range:** One maneuver to move between *short* and *medium* range, two maneuvers between *medium* and *long* or *long* and *extreme* range.
- **Engage an opponent:** Opponent must be in short range.
- **Disengage from opponent:** Required before moving if engaged.
- **Move within short range.**

Drop Prone or Stand from Prone

When prone, all ranged attacks against you get ■, but all melee attacks get □.

COMBAT: ACTIONS

You have one action per turn.

Exchange for Maneuver

Counts towards your two maneuvers per turn.

Activate an Ability

As noted on the ability or talent.

Perform a Skill Check

Perform an action which requires a skill check (not including combat, see below).

Perform a Melee Combat Check

Roll *Brawl* or *Melee* against Average(♦♦).

Perform a Ranged Combat Check

Roll a *Ranged* skill against a difficulty depending on the range:

Short	Easy(♦)	Medium	Average(♦♦)
Long	Hard(♦♦♦)	Extreme	Daunting(♦♦♦♦)

When engaged with an opponent, the following modifiers apply:

- +♦ with a one-handed ranged weapon
- +♦♦ with a two-handed ranged weapon

COMBAT: SPENDING /

?	Weapon quality or <i>Critical</i> rating
	Recover 1 strain.
or 	Add  to next allied check.
	Notice an important detail.
 	Perform an immediate free maneuver.
or 	+  for target or +  for ally.
   	Negate target's defense until end of round.
or 	Ignore penalizing environmental effects until the end of your next turn.
	Disable the opponent or one piece of gear rather than dealing damage.
	Gain +1 melee or ranged defense until the end of your next turn.
	Target drops a melee or ranged weapon.
	↑ difficulty of target's next check.
	↑ ability of any ally's next check.
	Do something vital to the situation.
	Perform free maneuver on initiative check.
 	Destroy a piece of target's equipment.

COMBAT: SPENDING /

 or 	The character suffers 1 strain.
	The character loses the benefits of a prior maneuver.
  or 	An opponent may perform one free maneuver as incidental in response.
	Add  to the targeted character's next check.
	The character or an allied character suffers  on their next action.
   or 	The character falls prone.
	The character grants the enemy a significant advantage in the ongoing encounter.
	The character's weapon immediately runs out of ammunition and may not be used for the remainder of the encounter.
	Upgrade the difficulty of an allied character's next check or the next check of the current active character.
	The tool, <i>Brawl</i> , or <i>Melee</i> weapon the character is using becomes damaged.

COMBAT: STATUS EFFECTS

The following status effects, if not specified otherwise, last until the end of the affected character's next turn, and cannot be extended beyond the current encounter.

Staggered: You cannot perform actions (including downgrading an action to a maneuver).

Immobilized: You cannot perform maneuvers.

Disoriented: +■ to all checks.

TWO-WEAPON COMBAT

You can dual-wield weapons at the GM's discretion. Attacking with two weapons is a *combined attack*.

For the check, designate a primary weapon, then use the worst involved characteristic and the worst involved skill rank.

Compare the difficulty of the combat check with each weapon against the chosen target, and select the higher one. Then, increase the difficulty once.

On success, the primary weapon hits. You may spend AA or ☉ to hit with the secondary weapon as well. You may activate qualities of any weapon that hits.

COMBAT: RECOVERY

Natural Rest

Heal one wound and all strain per full night's rest. After a full week of rest, check *Resilience* against severity to heal a Critical Injury (p. 115 CR) You may spend ⚔ to heal an additional injury.

Medical Care

You can use *Medicine* for healing:

Wounds <= half of threshold	Easy(♦)
Wounds > half of threshold	Average(♦♦)
Wounds exceed threshold	Hard(♦♦♦)
Critical Injury	severity rating

+♦♦ if treating yourself. +♦ if you do not have access to medical equipment.

Painkillers

Administering a painkiller is a maneuver. The first heals 5 wounds, the second 4, and so on.

Strain

After an encounter, make a simple *Discipline* or *Cool* check and recover ✨ strain.

ITEMS: GENERAL

All weapons have the following values:

Base Damage: Minimum damage inflicted by this weapon. Each ✨ on the combat check generates one additional damage.

Critical Rating: Indicates the number of A required to trigger a critical hit with this weapon. Trigger multiple times to add +10 to the roll on the critical injury table.

Range: Maximum range band at which this weapon can operate.

Special: List of the weapon's qualities. These give the weapon additional properties or allow you to trigger effects.

If an item is damaged, a penalty is assigned on usage. Depending on the item, it can be repaired with the *Mechanics* or a *Knowledge* skill.

Damage	Repair	Penalty
Minor	Easy(◆)	Add ■
Moderate	Average(◆◆)	Increase difficulty
Major	Hard(◆◆◆)	Unusable

Passive qualities always trigger their effect. *Active* qualities must be activated with **AA** unless stated otherwise, can only be activated on hit, affect one target per activation, and may not affect a target more than once, unless stated otherwise.

Accurate (Passive): Add  $\times$ .

Auto-Fire (Active): If enabled (user's choice), adds . Can be activated multiple times to deal an additional hit to target. Declare multiple targets in range before the check to be able to assign additional hits to other targets. Check against target with highest difficulty/defense.

Blast (Active): Activates at most once. Each character engaged with target suffers a hit with  +  damage. May be activated on miss by spending **AAA**, which also hits the original target.

Breach (Passive): $-\text{vehicle armor} \times$ .

Burn (Active): Target continues to suffer the weapon's base damage for  rounds. Combustion can be stopped early by target with an action and an Average() *Coordination* check (Easy() on grass or sand).

Concussive (Active): One target is *staggered* for  turns.

Cumbersome (Passive): Increase difficulty for each  **Brawn** below .

Defensive (Passive): +melee defense $\times$ .

Deflection (Passive): +ranged defense $\times$ .

Disorient (Active): One target becomes *disoriented* for  rounds.

Ensnare (Active): One target becomes *immobilized* for  rounds.

Target can break free with an action by succeeding on a Hard() *Athletics* check.

Guided (Active): Can activate only on miss with $\triangle\triangle\triangle$. At the end of the round, make an Average() combat check with a dice pool of  $\times$ . If successful, attack resolves normally.

Inaccurate (Passive): + $\times$ .

Inferior (Passive): Generates automatic .

Knockdown (Active): One target is knocked prone. Activates with $\triangle$ plus one additional $\triangle$ per *Silhouette* beyond 1.

Limited Ammo (Passive): Must be reloaded after  attacks. Each attack expends a limited number of rounds, which must be obtained anew.

Linked (Active): Hits the same target again. May be activated once per .

Pierce (Passive): $-\text{Soak} \times \text{}$.

Phasic (Passive): $-\blacksquare \times \text{}$ from barriers. $+\text{$ damage to synthetics.

Prepare (Passive): Needs  maneuvers before using this item. After moving the item or other disruption, you might need to prepare it again.

Reinforced (Passive): Immune to *Sunder*, *Pierce* and *Breach*.

Slow-Firing (Passive): Weapon must cool down for  rounds before it can be fired again.

Stun (Active): Target suffers  strain. Ignores Soak.

Stun Damage (Passive): Deals strain damage.

Sunder (Active): Damages item wielded by target one step. Activates with $\blacktriangle$, can be used even on miss, can activate multiple times but only on the same item.

ITEMS: QUALITIES

4/4

Superior (Passive): Generates automatic A.

Tractor (Passive): Does not assign damage, but immobilizes target ship or individual. If used on a ship, its pilot may make a *Piloting* check against  to break free. Stays active after a hit.

Unwieldy (Passive): Increases difficulty for each  Agility below .

Vicious (Passive): On Critical Injury or Hit, add $10 \times$  to the critical roll.

RANGE BANDS

Engaged: In melee range with another character.

Short: A few meters.

Medium: Up to a dozen meters.

Long: In shouting range.

Exterme: Outside shouting range.

BIOTICS: GENERAL

In order to use biotic abilities, a character must have at least one rank in the *Biotics* skill. They cannot invest XP in the Biotics skill unless they have it as a career skill.

Apart from the asari, the majority of species rely on biotic implants. Those, while permanent, can then be further upgraded with biotic amplifiers (see page 61).

Biotics follow the rules for magic (p. 210 CR): After resolving a Biotics skill check, your character suffers 2 strain. The concentration maneuver to sustain any effects is available, but the counterspell maneuver is not.

Penalties when using Biotics

You do not have at least one free hand.	+■
You are wearing armor that adds +2 soak or more or are carrying a shield.	+■
The situation interferes with your ability to concentrate, e.g. while swimming, hanging from a rope, being buffered by a sandstorm, or when you're engaged with a different enemy. → Upgrade the difficulty once (or more at your GM's discretion)	

BIOTICS: SPENDING ☼ AND ☼

☼ or ☼	+2 strain or +1 wound (your choice).
	+■ to attempts to cast biotic powers until the end of your next turn.
☼☼ or ☼	All your maintained powers are cancelled.
	Your biotic amp suffers 1 damage.
	+□ for all enemy <i>Biotic</i> or <i>Tech</i> checks targeting you till the end of the encounter.
☼☼☼ or ☼	One character of the GM's choice is affected by the power as well.
☼	Shock: You are <i>staggered</i> and <i>immobilized</i> until the end of your next turn.
	You are unable to use biotic powers for the rest of the encounter or scene.
	The GM picks the target of your power. If the user is an NPC, the controlling player picks the target instead.
☼☼	You lose control of your biotic abilities and suffer one Critical Injury.
	Your biotic amp is completely destroyed.

BIOTICS: ATTACK

1/2

Range: Short

Difficulty: Easy(♦)

Damage: Willpower + ✱

May inflict critical injury with a ☉.

You may add effects before making the check:

Blast: $+Blast \times$ Knowledge (PhysSci).	+♦
Close Combat: May select engaged target. Possible <i>Blast</i> quality has no effect.	+♦
Reave: Targets organics. $+Critical\ 2.$ $+Vicious \times$ Knowledge (LifeSci).	+♦
Annihilation: $+Burn \times$ Discipline.	+♦
Lift: $+Ensnare \times$ Discipline.	+♦
Shockwave: $+Knockdown.$ $+Disorient \times$ Knowledge (PhysSci).	+♦
Non-Lethal: $+Stun\ Damage.$	+♦
Pull: On hit, spend a ♠ to move the target up to one range band horizontally.	+♦
Charge: On hit, move into engaged range with target.	+♦
Range: Upgrades range band. Stacks.	+♦

continued on ☉ 31

BIOTICS: AUGMENT

Range: Engaged **Difficulty:** Average(♦♦)

Concentration: Yes

Until the end of your next turn, the target increases the ability of any skill check they make by one. Doesn't stack.

You may add effects before making the check:

Speed: Target: Second free maneuver.	+♦
Biotic Warrior: Target's unarmed hits get + Knowledge (LifeSci) damage and <i>Critical</i> 3.	+♦
Range: Upgrades range band. Stacks.	+♦
Levitate: Target gains hover ability (p. 100 CR) and does not suffer falling damage.	+♦
Warp Ammunition: Increases target's ranged weapons' <i>Pierce</i> by 1 to a minimum of 2. They ignore ■ from biotic barriers. Replaces normal effect and can not be combined with <i>Speed</i> , <i>Biotic Warrior</i> or <i>Levitate</i> .	+♦♦
Additional Target: Affects one additional target within range, and lets you spend multiple ♠ for another additional target each.	+♦♦

BIOTICS: BARRIER

Range: Engaged

Difficulty: Easy(♦)

Concentration: Yes

Until the end of your next turn, reduces the damage of all hits the target suffers by one, and further reduces it by one for every uncanceled ✨ beyond the first.

You may add effects before making the check:

Additional Target: Affects one additional target within range, and lets you spend multiple ♠ for another additional target each.	+♦♦
Range: Upgrades range band. Stacks.	+♦
Add Defense: Each affected target gains ranged and melee defense equal to Knowledge (PhysSci).	+♦♦
Empowered: The barrier reduces damage equal to the number of uncanceled ✨ instead of the normal effect.	+♦♦
Backlash: If an opponent makes an attack against an affected target and generates 🎲🎲🎲 or 🎲 on the check, after the check is resolved, they suffer a hit dealing damage equal to the total damage of the attack.	+♦♦

BIOTICS: DOMINATION

Range: Short

Difficulty: Average(◆◆)

Concentration: Yes

Only organic targets.

May be an opposed *Biotics* vs *Discipline* check.

Until the end of your next turn, target decreases the ability of any skill check they make by one.

You may add effects before making the check:

Enervate: If a target suffers strain for any reason, they suffer 1 additional strain.	+◆
Range: Upgrades range band. Stacks.	+◆
Additional Target: Affects one additional target within range, and lets you spend multiple ▲ for another additional target each.	+◆◆
Confusion: After a target makes a check, you may change any one die in the pool not displaying a ⚀ or ⚁ to a different face.	+◆◆

These effects cannot affect *additional targets*:

Stasis: Target is staggered and immobilized for the duration of the spell.	+◆◆◆
Mind Control: The target obeys your commands. Spend a maneuver to determine target's action and maneuver.	+◆◆◆

BIOTICS: TELEKINESIS

Range: Short

Difficulty: Easy(♦)

Concentration: No

Targets objects with *Silhouette* 0. Moves the object to any other location in *Short* range.

You may add effects before making the check:

Silhouette: Increases the possible <i>Silhouette</i> by 1. Stacks.	+♦
Range: Upgrades range band. Stacks.	+♦
Fine Control: You can perform precise manipulation of objects, allowing you to do anything you could normally do with your hands.	+♦
Throw: The object is thrown with enough force to inflict damage. The damage is <i>Silhouette</i> × 10, minimum 5. For each <i>Silhouette</i> beyond 1, upgrade the difficulty of the check once. This is treated as a ranged combat check.	+♦♦

TECH: GENERAL

Tech powers are abilities deployed from a user's omni-tool. To use tech powers, you need to have at least one rank in *Tech*.

While tech powers follow the general rules for magic (p. 210 CR), they do not require the user to expend personal strain to use them. The concentration maneuver to sustain any effects is available, but counterspell is not.

Spend an hour to install or replace tech powers on your omni-tool up to the number of available slots. The number of readied powers may not exceed **Tech**.

Penalties when using Tech

You do not have at least one free hand.	+■
The target is protected by the <i>Biotic Barrier</i> power.	+■
The situation interferes with electronic devices, such as proximity to a high-powered magnet, a lightning storm, being underwater or casting a power that doesn't target the person they're fighting in hand-to-hand combat.	
→ Upgrade the difficulty once (or more at your GM's discretion)	

TECH: SPENDING ☼ AND ☼

☼ or ☼	+2 strain or +1 wound (your choice).
	+■ to attempts to cast biotic powers until the end of your next turn.
☼☼ or ☼	Any maintained powers are canceled.
	Your omni-tool suffers 1 damage.
	+□ for all enemy <i>Biotic</i> or <i>Tech</i> checks targeting you till the end of the encounter.
☼☼☼ or ☼	One character of the GM's choice is affected by the power as well.
☼	Your omni-tool burns out and you are unable to use tech powers for the rest of the encounter or scene.
	The GM picks the target of your power. If the user is an NPC, the controlling player picks the target of the power instead.
☼☼	The power causes an energy surge and you suffer one Critical Injury.
	The omni-tool is completely destroyed.

Range: Short **Difficulty:** Average(♦♦)

Damage: Intellect + ☼

May inflict critical injury with a ☼.

Each of the following sub-types counts as a different readied power on your omni-tool.

Incinerate

- + *Burn* quality with rating equal to Knowledge (PhysSci)
- + *Sunder* quality against target's armor

Cryo Blast

- + *Ensnare* quality with rating equal to Knowledge (PhysSci)
- + Spend ☼ to stagger a target for one round

Overload

- + *Phasic* quality with rating equal to half Knowledge (PhysSci) rounded up
- + *Sunder* quality against electronic equipment

Neural Shock

Can only be used against organic targets.

- + *Disorient* quality with rating equal to Knowledge (PhysSci)
- + Spend ☼ to stagger a target for one round.

You may add effects before making the check:

Blast: $+Blast \times \text{Knowledge (PhysSci)}$.	+♦
Close Combat: May select engaged target. Possible <i>Blast</i> quality has no effect.	+♦
Deadly: $+Vicious \times \text{Knowledge (PhysSci)}$ against synthetics and $\text{Knowledge (LifeSci)}$ against organics. $+Critical\ 2$.	+♦
Impact: $+Knockdown$. Spend A to move target one range band horizontally.	+♦
Non-Lethal: $+Stun\ Damage$. Cannot use <i>Deadly</i> .	+♦
Anti: Damage to synthetics (<i>Overload</i>) / organics (<i>Incinerate</i> , <i>Cryo Blast</i> , <i>Neural Shock</i>), each ☼ deals +2 damage instead of +1.	+♦
Range: Upgrades range band. Stacks.	+♦
Priming: Deals no damage, but any quality may still be activated. Cannot be combined with <i>Deadly</i> , <i>Blast</i> or <i>Detonating</i> .	-♦
Multi-Target: + activated <i>Auto-fire</i> .	+♦♦
Detonating: Damage equal to $\text{Intellect} \times 2$. Combine with <i>Blast</i> to affect all characters in short range.	+♦♦

Range: Engaged **Difficulty:** Average(♦♦)

Concentration: Yes

The construct persists until the end of your next turn, extendable via *Concentrate*. Each of the following sub-types counts as a different readied power on your omni-tool.

Barricade

Provides ranged defense of 2 for up to three characters.

Combat Drone

Takes its turn after yours. Acts independently but loyal to you. You may use a maneuver to direct it, determining its maneuver and action.

Decoy

Stationary, mimicking you. All combat checks against characters engaged with the decoy are upgraded once. When further away, a foe may choose to attack the decoy out of confusion.

Supply Pylon

Characters engaged with a supply pylon may spend a maneuver to reload their weapon, if it has ran out of ammo.

TECH: CONSTRUCT

2/2

You may add effects before making the check:

Range: upgrade range band.	+♦
Detonate: On your turn, you may spend a maneuver to detonate the construct, dealing Intellect + Knowledge (PhysSci) to engaged characters.	+♦

COMBAT DRONE STATS

1 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 5		M/R DEFENSE 0 0	

🎯 1 ♦♦♦, Perception 2 ♦♦.

★ **Bodyguard 1:** Maneuver: Suffer 1 strain to upgrade all combat checks targeting an engaged target until its next turn.

💡 **Hoverer:** Can hover (*Flying*, p. 100 CR).

💡 **Silhouette 0.**

🎯 **Shock Lance**

Auto-fire, Pierce 2

♥	💀	↔
4	3	➡➡

Range: Short

Difficulty: Average(♦♦)

Concentration: Yes

This power takes up one slot in your Omni-Tool and gives access to all of the following variants. Choose one of the variants each time you use this power.

Invasion

–♦ when using targeted device till the end of your next turn. If target is synthetic, –♦ on all checks.

Overheat

Targeted weapon immediately runs out of ammunition and may not be used until the end of the encounter.

Energy Drain

Decrease target's defense values by **Knowledge (PhysSci)** and increase yours by the same amount.

Tactical Scan

Until the end of your next turn, all combat checks directed at the target reduce their Critical rating by 1 (to a minimum of 1).

VI Hacking

The difficulty of the check becomes Daunting(♦♦♦♦) or an opposed *Tech* vs. *Computers* check. Until the end of your next turn, the synthetic target obeys your commands. Spend a maneuver to determine target's action and maneuver.

You may add effects before making the check:

Damping: On each of target's checks, you may change one ■ to a face displaying a ✕.	+♦
Range: Upgrades range band. Stacks.	+♦
Additional Target: Affects one additional target within range, and lets you spend multiple ♠ for another additional target each.	+♦♦
Malfunction: After a target makes a check, you may change any one die in the pool not displaying a ⚀ or ⚁ to a different face.	+♦♦

Range: Engaged **Difficulty:** Average(♦♦)

Concentration: Yes

Each of the following sub-types counts as a different readied power on your omni-tool.

Tech Armor

Reduces the damage of all hits the target suffers by one, and further reduces it by one for every uncanceled ✨ beyond the first.

Charged Melee

Target's *Brawl* and *Melee* weapon attacks gain the *Stun* and *Phasic* qualities, each with a rating equal to your Knowledge (PhysSci).

Turbocharge

Target may use *Auto-fire* on their *Ranged (Light)* and *Ranged (Heavy)* weapons without increasing difficulty.

Tactical Cloak

Target may not be engaged by opponents (if it is, they disengage). Combat, *Perception* and *Vigilance* checks against target add ■■■. Target adds □□□ to any *Stealth* checks.

TECH: AUGMENT

2/2

You may add effects before making the check:

Range: Upgrades range band. Stacks.	+♦
Recon Visor: Each affected target may perform the aim maneuver as an incidental for the duration of the power.	+♦
Overcharge Shields: Each affected target gains ranged and melee defense equal to Knowledge (PhysSci).	+♦♦
Additional Target: Affects one additional target within range, and lets you spend multiple Δ for another additional target each.	+♦♦

BIOTICS: ATTACK

2/2

Priming: Deals no damage, but any quality may still be activated. Cannot be combined with <i>Annihilation</i> , <i>Blast</i> or <i>Detonating</i> .	-♦
Warp: The attack gains <i>Sunder</i> , and + <i>Pierce</i> $\times$ Knowledge (PhysSci).	+♦♦
Detonating: Damage equal to Willpower $\times$ 2. Combine with <i>Blast</i> to affect all characters in short range.	+♦♦

Talents with  rank can be selected multiple times. Active talents describe their effect on usage; an effect on acquisition is marked with italics in that case.

Bought Info



Spend an amount of currency equal to fifty times the difficulty of a *Knowledge* check to automatically succeed with  instead of rolling.

Brace



You may remove a number of  imposed by environmental conditions equal to  from a skill check.

Clever Retort



You may add  to another character's social skill check.

Combat Operative



You may instantly swap one tech power installed on your omni-tool for a different one.

Customized Omni-Tool

Passive

Add  slots to one of your omni-tools. When lost, you may apply this effect to a different omni-tool.

Defensive Sysops

Passive

When someone attempts to intrude into a computer system owned or defended by you, they suffer ■■. You become aware of the intrusion if you have access to the system at that time.

Desperate Recovery

Passive

Heal two additional strain after an encounter when over half your threshold.

Diplomatic Service

Passive

Gain *Charm* or *Knowledge (Society)* as a career skill. When using these skills to deescalate, you may spend ♠♠ to heal 3 strain.

Dockyard Worker

Passive

Gain *Athletics*, *Mechanics* or *Operating* as career skill. When using these skills to work around starships, you may spend ♠♠ to heal 3 strain.

Duelist

Passive

Add □ to *Melee* while engaged with a single opponent. Add ■ to *Melee* while engaged with three or more opponents.

TALENTS: TIER I

3/7

Durable

Passive

Decrease your Critical Injury results by 10 per  (minimum 1).

Emergent Biotic

Passive

Gain *Biotics* as career skill. Can only be selected at character creation unless approved by the GM.

Forager

Passive

Remove up to ■■ when searching food, water, or shelter. Foraging takes half the time.

Grit

Passive

Increase your strain threshold by .

Hamstring Shot



Ranged combat check against one non-vehicle target within weapon range. Halve the damage before applying soak. Target is immobilized until the end of its next turn.

Hand on the Throttle



Increase or decrease the speed of the vehicle you operate by one.

Info Broker

Passive

Gains a *Knowledge* skill: *Society*, *Underground* or *Warfare*. When using one of these skills to help barter a deal, you may spend AA to heal 3 strain.

Jump Up



Stand up from a prone or seated position.

Knack for It

Passive

Select one skill (add two for each subsequent ●). Remove ■■ from all checks on this skill. Cannot select combat, *Biotic* or *Tech* skill.

Knockout Punch

Passive

Your *Brawl* checks have +*Stun* with rating of 2 + Coordination. Does not stack.

Know Somebody



Reduce the rarity of a legal good by ●.

Let's Ride



Mount or dismount from a vehicle, or move position in the vehicle. You do not suffer damage from a short-range fall from a vehicle and land on your feet.

TALENTS: TIER I

5/7

Military Training

Passive

Gain *Brawl*, *Ranged (Light)* or *Ranged (Heavy)* as career skill.

Omega's Finest

Passive

Gain *Coercion*, *Deception* or *Skulduggery* as career skill. When using these skills to obtain wealth, spend **AA** to heal 3 strain.

One with Nature



In wilderness, you may recover strain with *Survival* instead of *Cool* or *Discipline*.

Parry



Once per melee hit suffered when using a melee weapon, you may suffer 3 strain to reduce the damage by 2+

Proper Upbringing



Suffer at most strain while doing a social check in polite company to generate that many **A**.

Quick Draw



Draw or holster an easily accessible weapon or item. Reduces a weapon's *Prepare* by 1 (minimum 1).

Quick Strike

Passive

Add  per  to any combat checks against a target that did not take a turn yet in this encounter.

Rapid Reaction



Suffer at most  strain to add that many  to an initiative check.

Resourceful Mechanic

Passive

When repairing vehicles or synthetic characters, repair an additional point per .

Respected

Passive

Select a faction. Downgrade all social checks interacting with that faction once per .

Scavenger

Passive

Remove  per  from skill checks to find or scavenge material or gear. Increase gathered material by 10% per .

Second Wind



Heal  strain.

Surgeon

Passive

Heal  additional wounds with *Medicine*.

Swift

Passive

You do not suffer penalties for movement through difficult terrain.

Toughened

Passive

Increase your wound threshold by two per .

Unremarkable

Passive

Other characters add ✕ to any checks made to find or identify your character in a crowd.

Walked the Beat

Passive

Gain *Computers*, *Perception* or *Streetwise* as career skill. When using these skills to gather information, you may spend ♠♠ to heal 3 strain.

Xenoscience Studies

Passive

Choose one of these categories: Mammalian, amphibian, aquatic, insectoid, reptilian, or anomalous. When you make a *Medicine* or *Knowledge (LifeSci)* check targeting a member of the chosen category, add ♠♠. Choose a different category for each subsequent .

TALENTS: TIER 2

1/5

Assassination

Passiv

Requires  Ranged (Heavy) 2. Add Δ to *Ranged (Heavy)* combat if your character did not ready or stow a weapon or item this turn.

Brilliant Engineer



When casting a tech power, spend one Story Point to add $\Delta \times$  Knowledge (PhysSci).

Called Shot

Passive

Your aim maneuver does not add $\blacksquare$ when targeting a carried item or vehicle part.

Combat Medicine



Add  $\times$ $\star$ to a *Medicine* check before rolling, suffer $2 \times$  strain after the check.

Concussive Shot



Ranged combat check against one non-vehicle target in medium range. Knocks prone and deals 3 strain plus 1 per $\star$, but no damage.

Coordinated Assault



Grant at most  Leadership engaged allies Δ until the end of your next turn. Range increases once per additional .

Counteroffer



Make an opposed *Negotiation* vs *Discipline* check against a non-nemesis adversary to stagger them until the end of their next turn. ☸ might make them a temporary ally.

Daring Aviator



Before a *Driving* or *Piloting* check, you may add ☸ per 🟡 (or less) to add that many ⚡.

Defensive Stance



Suffer strain per 🟡 (or less) to upgrade the difficulty of all melee combat checks targeting you that many times.

Defensive Sysops (Improved)



Add ☸× instead of ■■ from *Defensive Sysops*.

Determined Driver



Spend a Story Point to heal the vehicle's system strain equal to the rank of the skill used (*Driving*, *Piloting* or *Operating*).

Dual Wielder



Decrease the difficulty of the next combined combat check (p. 108 CR) by one.

Eye for Detail



Only for *Quarians* or *Volus*. Spend **A** (at most **●**) on a *Mechanics* or *Perception* check to add that many **✱**.

Fleet and Flotilla



Only for *Quarians* or *Turians*. Add **AA** during vehicle combat encounters aboard ships with at least 4 *Silhouette*.

Friends in Low Places



Only for *Batarians* or *Vorcha*. Make an Easy(**◆**) *Streetwise* check to obtain one item with rarity at most twice the **✱**, or obtain an equivalent service. You must pay its cost if the check generated **♠** or **♣**.

Hamstring Shot (Improved)



Increase the difficulty of a *Hamstring Shot*. If the target suffers wounds, it suffers 2 strain for each maneuver until the end of the encounter.

Heightened Awareness

Passive

Allies within short range add **■** to *Perception* and *Vigilance*. Engaged allies add **■■** instead.

TALENTS: TIER 2

4/5

I Have A Permit

Passive

Legally acquire a restricted item once per .

Inspiring Rhetoric



Make an Average() *Leadership* check. For each , one ally in short range heals 1 strain. For each , a benefiting ally heals an additional strain.

Inventor



Add  equal to  when constructing or modifying items. You may attempt to reconstruct devices you have heard described.

Lucky Strike



Choose one characteristic on purchase. Spend one Story Point after a hit to add damage equal to the characteristic.

Marksman

Passive

Requires  *Ranged (Light)* 2. Add  to *Ranged (Light)* combat checks if your other hand is free.

Martial Artist

Passive

Use *Cunning* instead of *Brawn* for *Brawl* or *Melee* checks with a one-handed weapon.

My Favorite Store



Make a Hard(♦♦♦) *Charm* or *Negotiation* check targeting a business owner. On success, reduce the cost of all services and items bought there by 10% and their rarity by 1. May apply to at most businesses.

Probing Question

Passive

Opponents suffer 3 additional strain in social encounters if you know their Flaw or Fear.

Scathing Tirade



Make an Average(♦♦) *Coercion* check. For each ✨, an enemy in short range suffers 1 strain. For each ♠, an affected enemy suffers 1 additional strain.

Side Step



Suffer at most strain to upgrade all ranged combat checks against you that many times until the end of your next turn.

Speak As The Priests Do



Only for Hanar or Drell. When healing strain with *Discipline* after an encounter, spend ♠ to have an ally in short range heal 1 strain.

TALENTS: TIER 3

1/6

Animal Companion

 Passive

Bond with an animal of *Silhouette* 0 + additional . You may spend a maneuver to direct your animal's action and maneuver.

Applied Research

 

Only for Asari, Drell, or AI. Once per , use an appropriate *Knowledge* skill for any check.

Art of the Deal

 

Only for Humans or Volus. Reduce strain you suffer in a social conflict by *Negotiation* down to 1. May be used once per .

Barrel Roll



When your vehicle with *Silhouette* 3 or less suffers a hit, suffer 3 system strain to reduce the damage by your *Piloting*.

Battlemaster

Passive

Ignore  to *Biotic* checks from heavy armor, a shield, or not having one hand free.

Biotic Warrior

 

Suffer 3 strain to add damage equal to *Biotics* to a successful melee hit.

Bodyguard



Suffer at most strain to upgrade the difficulty of all combat checks targeting a chosen ally engaged with you that often.

Distinctive Style



When hacking into a system or network, add before the check. You are more likely to be identified.

Dodge



Suffer at most strain to upgrade the difficulty of a combat check targeting you that often.

Eagle Eyes



Increase your ranged weapon's range by one band for your next combat check.

Event Horizon



The *Blast* quality of a biotic attack is calculated with twice Knowledge (PhysSci). You may spend a Story Point to trigger it.

Expert Calibrations

Passive

For each , choose a different piece of equipment and increase one of its base stats once.

Field Commander



Make an Average(♦♦) *Leadership* check to let a number of allies equal to Presence immediately suffer 1 strain to perform a maneuver.

Final Roar



Only for Krogans or Vorcha. When passing your wound threshold, spend a Story Point to immediately make a combat check with a weapon you are wielding.

Fireteam Coordination



Only for Humans or Turians. A number of allies equal to Leadership add 1 to attacks against a declared target.

Forgot to Count?



You may spend your opponent's ♠♠ on a ranged combat check to cause their weapon to run out of ammo.

Full Throttle



Make a Hard(♦♦♦) *Piloting* or *Driving* check to increase the top speed of your vehicle by one for Cunning rounds.

Grenadier



Spend a Story Point to trigger a weapon's *Blast*. Your grenades have medium range.

Headbutt



Only for Krogan. Suffer 2 wounds and knock down an engaged non-vehicle target, disorienting them till the end of their next turn.

Heroic Will



Choose two characteristics on purchase. Spend a Story Point to ignore effects of Critical Injuries when you use those characteristics in skill checks till the end of the current encounter.

Honest Communication



Only for Elcor, Hanar or Angara. When you fail a *Charm*, *Negotiation* or *Leadership* check in a social encounter, you do not suffer 2 strain.

Identifying Weakness



Only for Batarians or Salarians. Ask the GM which non-minion opponent has the lowest value in one combat stat. Add  to any checks against that opponent till the end of the encounter.

Inspiring Rhetoric (Improved)

Passive

Allies affected by your *Inspiring Rhetoric* add  to all skill checks for  Leadership rounds.

Laugh It Off



Spend opponent's  or  when targeted by a social skill check to reduce strain inflicted on you by  Charm and make your opponent suffer it instead.

Martial Artist (Improved)



When inflicting a Critical Injury with *Melee* or *Brawl*, suffer 2 strain to select a different Injury with same severity.

Natural



Choose two skills on purchase. Reroll a skill check that uses one of those skills.

Overkill



Requires  Ranged (Heavy) 2. Enable a weapon's *Auto-fire* without increasing difficulty. Suffer 2 strain for each additional hit.

Painkiller Specialization

Passive

Painkillers heal one additional wound per .

Parry (Improved)



When using *Parry*, you may spend opponent's or to hit them with your *Brawl* or *Melee* weapon, dealing base damage plus applicable talents or abilities. You must not be incapacitated by the original attack to do this.

Scathing Tirade (Improved)

Passive

Enemies affected by your *Scathing Tirade* add for a **Coercion** rounds to all checks.

Sound Investments



Passive

Gain $100 \times$ credits when session starts.

Suppressing Fire



When you don't make a combat check during your turn, choose targets in long range. Those must upgrade ranged combat checks once until the end of your next turn.

TALENTS: TIER 4

1/4

Biotic God



Requires  **Biotics** 2. Spend a Story Point to perform a *Biotics* action.

Bodyguard (Improved)



When protecting an ally with *Bodyguard*, suffer a hit instead. Suffer 1 strain to stay engaged with ally when they move.

Combat Command



Use *Leadership* for Initiative. You may spend  to add  to all allies' checks in the first round.

Combo Detonation



When inflicting damage to an enemy with *Burn*, *Ensnare* or *Disorient*, use AAA or  to spread the quality to all engaged opponents.

Can't We Talk About This?



Roll *Charm* or *Deception* against *Discipline* of a non-nemesis adversary in medium range. Target cannot take hostile actions against you until the end of their next turn. Spend AA to increase the length and  to extend the benefit to an ally. The effect ends when you or a known ally attacks the target.

TALENTS: TIER 4

2/4

Deadeye



Suffer 2 strain to select a different Critical Injury of the same severity when using a ranged weapon.

Defensive

Passive

Increase both your *Defense* ratings by

Defensive Driving

Passive

Increase the *Defense* of your vehicle by

Elementary



Make a Hard(◆◆◆) *Perception* check to identify physical characteristics of one person involved in a crime scene per ✨.

Enduring

Passive

Increase your *Soak* by

Field Commander (Improved)

Passive

Affect twice the allies with *Field Commando*. Spend to have an ally perform an action instead.

How Convenient!



Make a Hard(◆◆◆) *Mechanics* check to let one device spontaneously fail.

Hold The Line



Only for Humans and Salarisians. Make a Hard(♦♦♦) *Leadership* check to to increase all allies' wound threshold by 1 until the end of the encounter.

Inspiring Rhetoric (Supreme)



Suffer 1 strain to use *Inspiring Rhetoric* as a maneuver instead of an action.

Quick-Witted



Use an Average(♦♦) *Vigilance* check to add a number of ✨ or A (your choice) equal to your Charm to another character's social check. On failure, suffer 3 strain.

Ramming Speed



Make an opposed check on the skill you use for your vehicle against another driver in a vehicle at medium range. On success, roll twice for critical hits (p. 230 CR), and distribute them between the vehicles. You may spend ⚙ for +20 on one result, the GM may spend ⚙ for +20 on both results.

TALENTS: TIER 4

4/4

Tech Savant



Spend ⚙ on a Tech power to activate up to three different effects instead of one. These must be ones that can be triggered with ⚙.

Scathing Tirade (Supreme)



Suffer 1 strain to use *Scathing Tirade* as a maneuver instead of an action.

TALENTS: TIER 5

1/3

Carnage



Spend ⚙ to add *Breach 1* to a ranged attack or increase existing *Breach* by 1.

Dedication

Passive

Increase a characteristic once (maximum 5). Choose a different characteristic for each 🟣•.

Field Commander (Supreme)

Passive

You and allies at short range gain 🟣• soak when taking cover.

Indomitable



Spend a Story Point when going above a threshold to not be incapacitated until the end of your next turn.

Master



Choose one skill at purchase. Suffer 2 strain to decrease the difficulty for a check on that skill by two, down to Easy(♦).

Never Give Up!



Suffer 2 strain to let an ally in short range re-roll a failed check and add ⚡A.

Paragon Interrupt



When a combat encounter is about to begin, make a Daunting(♦♦♦♦) *Charm* check. On success, it becomes a social encounter and you can try to resolve the conflict without violence.

Renegade Interrupt



When an opponent attacks an ally in medium range, spend a Story Point to hit that enemy with your weapon. Make your base damage plus additional damage equal to your skill for that weapon.

Ruinous Repartee



Make an opposed *Charm* or *Coercion* vs *Discipline* check against a target in medium range. If successful, target suffers strain equal to twice your **Presence**, plus one per ★. You heal an equal amount of strain.

Spitfire

Passive

After you made a successful combined check with two *Ranged (Light)* weapons, you may allocate additional hits to any other targets within range.

To The Death



Only for Krogans and Turians. Suffer at most **Willpower** strain to add 10 to the result of each critical injury you inflict or suffer that many times until the end of the encounter.