

Skills	
 Brawl	
 Melee	 Ranged (Light)
 Ranged (Heavy)	 Gunnery
 Cool	 Vigilance
 Biotics	 Tech
Vehicles	
 Control Skill	 Complement
 Price	 Restricted
 Rarity	 Passengers
 Encumbrance	 Consumables
Markers	
 Talent. See talent cards for details.	
 Passive ability, used automatically.	
 Actively usable ability.	
 Equipment. Can be damaged.	
 Armor provides this effect or ability.	
 Choose one of the weapons spanned by this bar.	

Active Abilities

 Action	 Maneuver
 Incidental	 Out-of-turn
 Can be used once per encounter.	
 Suffer strain on use of this ability.	
 1 /  * Targets one / all opponents withing range (<i>r</i>), see below.	

Miscellaneous

 /  Soak / Defense of worn armor	
 Venom	 Medigel
 Damage	 Critical
 Critical Injury	
 Range	 Range (Engaged)
 Range (Short)	 Range (Medium)
 Range (Long)	 Range (Extreme)
 /  Personal / Planetary Scale	
     Fire Arc (forward, left, ...)	
 Fire Arc down (surface targets)	

CREWED MECH

GROUND

Example Models: Atlas, Triton ADS

2 SILHOUETTE	1 MAX SPEED	-2 HANDLING	2 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 6 5	DEFENSE 1	
Driving	0	10	
25,000	6	2 days	
1 pilot			

Unguided Rocket Launcher			
Blast 3, Breach 2,	↑	3	4 >>>>
Inaccurate 1, Slow-Firing 1			
Machine Gun	↑	12	3 >>>
Auto-fire, Pierce 3, Vicious 2			
Mechanical Claw	↑	9	4 ✂
Driving; Ensnare 2, Knockdown			

3

EXPLORATION ROVER

GROUND

Example Models: ND1 Nomad

2	3	0	1
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD		DEFENSE
1	6	7	1
 Driving	 3	 25	
 12,000	 4	 1 week	
 1 driver			

INFANTRY FIGHTING VEHICLE

GROUND

Example Models: M29 Grizzly, Krogan Tomkah

3 SILHOUETTE	2 MAX SPEED	-1 HANDLING	2 HARD POINTS
ARMOR 4	HT / SS THRESHOLD 13 12		DEFENSE 2
 Driving	 10	 50	
 30,500	 5	 5 days	
 1 driver, 1 gunner			

			
 Turret-Mounted  Accelerator Cannon			
Breach 2		6	4 >>>>
 Coaxial Machinegun		12	3 >>>
Auto-Fire, Pierce 3, Vicious 2			
 5			

Example Models: M-44 Hammerhead

2 SILHOUETTE	3 MAX SPEED	+1 HANDLING	1 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 8 6		DEFENSE 1
Driving	2	20	
25,000	7	3 days	
1 driver, 1 gunner			

- Ignore added to *Driving* checks due to uneven terrain; can hover over water and across narrow crevices.

Forward-Mounted Missile Cannon						
Breach 1, Guided 3					5	3
6						

INFANTRY FIGHTING VEHICLE

GROUND

Example Models: M35 Mako

2 SILHOUETTE	3 MAX SPEED	0 HANDLING	2 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 10 10		DEFENSE 2
 Driving	 2	 25	
 18,000	 6	 5 days	
 1 driver, 1 gunner			

Turret-Mounted Accelerator Cannon

Breach 1		5	4	>>>>
 Coaxial Machinegun		12	3	>>>
Auto-Fire, Pierce 3, Vicious 2				

CARGO SHUTTLE

SPACE

3 SILHOUETTE	2 MAX SPEED	-2 HANDLING	3 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 16 12		DEFENSE 0

Operating
 0
 80
 12,000
 4
 2 weeks
 1 pilot, 1 co-pilot/cargo master

DROPSHUTTLE

SPACE

Example Models: UT-47 Kodiak, Andromeda SH3

3 SILHOUETTE	3 MAX SPEED	-1 HANDLING	2 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 15 14		DEFENSE 2

Piloting
 8
 25
 18,000
 6
 4 days
 1 pilot, 1 co-pilot

HEAVY FREIGHTER

SPACE

Example Models: Athabasca-class, Ballard-class

5	2	-4	2
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD		DEFENSE
3	35	20	0

 Operating  0

 2,400 (200 per cargo pod)

 105,000  4  3 months

 1 pilot, 1 co-pilot, 1 cargo master,
up to 3 crew

 Remove two cargo pods to add a *Hard Point*.

LIGHT FREIGHTER

SPACE

Example Models: Kowloon-class

5	2	-3	1
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD		DEFENSE
3	25	20	0

 Operating

 0

 1,200 (200 per cargo pod)

 80,000

 4

 3 months

 1 pilot, 1 co-pilot, 1 cargo master

 Remove a cargo pod to add a *Hard Point*.

PASSENGER LINER

SPACE

4

SILHOUETTE

3

MAX SPEED

0

HANDLING

3

HARD POINTS

ARMOR

2

HT / SS THRESHOLD

20

25

DEFENSE

1

 Operating

 120

 20

 75,000

 6

 1 month

 1 pilot, 1 co-pilot, 3 crew

LUXURY LINER

SPACE

4

SILHOUETTE

4

MAX SPEED

0

HANDLING

3

HARD POINTS

ARMOR

2

HT / SS THRESHOLD

20

25

DEFENSE

2

 Operating

 105,000

 1 pilot, 2 crew

 30

 6

 6

 1 month

Example Models: X3M

2	3	0	0
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD		DEFENSE
0	3	4	0
 Piloting	 3	 10	
 4,000	 3	 none	
 1 driver or autopilot			

Example Models: F-61 Trident

3 SILHOUETTE	4 MAX SPEED	+1 HANDLING	1 HARD POINTS
ARMOR 1	HT / SS THRESHOLD 9 11		DEFENSE 2
Piloting	0	10	
45,000	6	2 days	
1 pilot			

Forward Automatic Accelerator Cannon						
Auto-Fire		2	5			
Disruptor Torpedo Launcher						
Blast 4, Breach 6, Guided 2,		8	2			
Limited Ammo 6, Phasic 2, Vicious 1						

Example Models: A-61 Mantis

3 SILHOUETTE	3 MAX SPEED	0 HANDLING	3 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 9 6		DEFENSE 1
Piloting	6	8	
25,000	6	2 days	
1 pilot, 1 co-pilot / gunner			

- 💡 Gunship weaponry uses personal scale range bands.

Forward Automatic Accelerator Cannon						
Auto-Fire	↑	2	5	>>>		
Unguided Rocket Launcher						
Blast 3, Breach 2,	↑	3	4	>>>>		
Inaccurate 1, Slow-Firing 1						

GUNSHIP: BOMBER

SPACE

3 SILHOUETTE	3 MAX SPEED	0 HANDLING	3 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 9 6	DEFENSE 1	
Piloting	0	8	
34,000	6	2 days	
1 pilot, 1 co-pilot / gunner			

- Gunship weaponry uses personal scale range bands.
- The bomb bay occupies 2 hard points.

Forward Automatic Accelerator Cannon			
Auto-Fire	↑	2 5	>>>
Unguided Rocket Launcher			
Blast 3, Breach 2,	↑	3 4	>>>>
Inaccurate 1, Slow-Firing 1			
Ventral Bomb Bay	↓	8 3	>
Blast 7, Breach 6, Limited Ammo 10			

GUNSHIP: CARRIER

SPACE

3 SILHOUETTE	3 MAX SPEED	0 HANDLING	3 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 9 6	DEFENSE 1	

Piloting

6

8

28,000

4

2 days

1 pilot, 1 co-pilot / gunner

Gunship weaponry uses personal scale range bands.

The gunship can transport a single **Silhouette 2** vehicle or mech on a ventral attachment point which occupies 2 hard points. The pilot may deploy the vehicle or mech as an incidental. While carrying a vehicle, the gunship's handling is reduced by 2.



Forward Automatic Accelerator Cannon

Auto-Fire



2

5



Unguided Rocket Launcher

Blast 3, Breach 2,



3

4



Inaccurate 1, Slow-Firing 1

GUNSHIP: DROPSHIP

SPACE

3 SILHOUETTE	3 MAX SPEED	0 HANDLING	1 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 9 6		DEFENSE 1
Piloting	10	8	
33,000	5	2 days	
1 pilot, 1 co-pilot / gunner			

- 💡 Gunship weaponry uses personal scale range bands.

Forward Automatic Accelerator Cannon						
Auto-Fire	↑	2	5	>>>		
Unguided Rocket Launcher						
Blast 3, Breach 2,	↑	3	4	>>>>		
Inaccurate 1, Slow-Firing 1						
2 Machinegun Turrets	⛶	12	3	>>>		
Auto-Fire, Pierce 3, Vicious 2						

👑 18

INTERCEPTOR

SPACE

3 SILHOUETTE	5 MAX SPEED	+2 HANDLING	1 HARD POINTS
ARMOR 1	HT / SS THRESHOLD 7 12		DEFENSE 2
Piloting 40,000 1 pilot	0 6	8 2 days	

Forward Automatic Accelerator Cannon			
Auto-Fire		2	5
Twin Concussion Missile Launchers			
Blast 6, Breach 3, Guided 3,		6	3
Limited Ammo 6, Linked 1, Slow-Firing 1			

PATROL CORVETTE

SPACE

4 SILHOUETTE	3 MAX SPEED	0 HANDLING	2 HARD POINTS
ARMOR 3	HT / SS THRESHOLD 22 16		DEFENSE 2
Operating	35	4 marines	
135,000	6	3 months	
1 pilot, 1 co-pilot, 2 gunners, 1 comms operator/engineer			

		  		
 Forward Heavy Accelerator Cannon				
Breach 2	↑	6	4	»
 2 Turret-Mounted Accelerator Cannons				
Breach 1	↔	5	4	»
 Disruptor Torpedo Launcher				
Blast 4, Breach 6, Guided 2,	↑	8	2	>
Limited Ammo 6, Phasic 2, Vicious 1				

SURVEY CORVETTE

SPACE

Example Models: Andromeda Tempest

4 SILHOUETTE	4 MAX SPEED	-1 HANDLING	4 HARD POINTS
ARMOR 2	HT / SS THRESHOLD 16 14	DEFENSE 2	

 Operating or Piloting

 70

 3

 1 year

 104,000

 5

 1 pilot, 1 co-pilot,

1 comms / sensor operator, 1 engineer

 **Advanced Sensor Suite (Terrain):**   to *Knowledge (PhysSci)* when scanning terrain with the ship's sensors. -1 hard point.

 **Twin Accelerator Cannons**

Breach 1, Linked 1



5

4



 **Concussion Missile Launcher**

Blast 6, Breach 3, Guided 3,



6

3



Limited Ammo 6, Slow-Firing 1

Example Models: Normandy-class

5 SILHOUETTE	3 MAX SPEED	0 HANDLING	4 HARD POINTS
ARMOR 5	HT / SS THRESHOLD 50 30	DEFENSE 2	

 Operating

 300

 270,000

 8 to 24 marines

 6

 8 months

 30 to 60 officers and enlisted crew

 **Advanced Sensor Suite (Tactics):**   to *Knowledge (Warfare)* when using the ship's sensors. -1 hard point.

 **GARDIAN laser network:** -2 hard points.



 **Twin Heavy Accelerator Cannons**

Breach 2, Linked 1



6

4



 **4 Accelerator Cannons**

2 , 2 

Breach 1

5

4



 **2 Disruptor Torpedo Launchers**

Blast 4, Breach 6, Guided 2,



8

2



Limited Ammo 6, Phasic 2, Vicious 1

Example Models: Geneva-class, Hensa-class

7	2	-2	4
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD		DEFENSE
7	80	40	2

- Operating 3,400 3,500,000
- 160 marines 6 1 year
- 100 to 300 officers and enlisted crew

Massive 1: When making an attack targeting this vessel, treat the *Critical* rating of any weapons used as 1 higher.

8 fighters.

GARDIAN laser network: -2 hard points.



3 Forward Magnetic-Hydrodynamic Can-

nons Breach 3, Slow-Firing 2 11 3 >>>

Turret-Mounted Heavy Accelerator Can-

nons (4 Dorsal, 4 Ventral) 6 4 >>>>

Breach 2

CARRIER

SPACE

8	2	-3	3
SILHOUETTE	MAX SPEED	HANDLING	HARD POINTS
ARMOR	HT / SS THRESHOLD	DEFENSE	
7	90 50	2	

- Operating 7,500 4,750,000
- 800 marines 7 1 year
- 700 to 1,200 officers, pilots and enlisted crew

- Massive 1:** When making an attack targeting this vessel, treat the *Critical* rating of any weapons used as 1 higher.
- 56 fighters, 44 interceptors and 24 gunships.
- GARDIAN laser network: -2 hard points.



Turret-Mounted Twin Heavy Accelerator

Cannons

↑↔↓ / ↑↔↓

6

4

>>

(4 Port, 4 Starboard)

Breach 2, Linked 1

DREADNAUGHT

SPACE

Example Models: Everest-class, Kilimanjaro-class

8 SILHOUETTE	1 MAX SPEED	-3 HANDLING	2 HARD POINTS
ARMOR 9	HT / SS THRESHOLD 12050	DEFENSE 3	

Operating 4,800 18,000,000
 360 marines 8 1 year
 900 to 1,500 officers and enlisted crew

- Massive 2, Inspiring Presence 3.
- 12 fighters and 8 interceptors.
- GARDIAN laser network: -2 hard points.

Spinal Main Cannon	↑	15	3	>>>>
Breach 4, Slow-Firing 2, not below >>				
Twin Magnetic-Hydrodynamic Cannons				
Breach 3,	6 ↑, 6 ←, 6 →	11	3	>>>
Slow-Firing 2, Linked 1				
Turret-Mounted Twin Heavy Accelerator Cannons	+	6	4	>>
(20 Dorsal, 20 Ventral) Breach 2, Linked 1				

CREATURE: KLIXEN

RIVAL

3 BRAWN	2 AGILITY	1 INTELLECT	3 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 14		M/R DEFENSE 0 0	

 2   	Coordination 2  
 1  	Resilience 2   
 1 	Survival 2   

 **Thick Carapace:** Remove  due to high temperatures from all checks and reduce any fire damage taken by 3 before applying soak.

			
 Pincers and Mandibles Pierce 1	5	4	
 Firebreath Burn 3, Slow-Firing 3	6	4	

CREATURE: NATHAK

MINION

4 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 4	WOUND THRESHOLD 5	M/R DEFENSE 0	0		

Group Size

2

3

4



Athletics



Resilience



Survival



Thick Fur: Remove ■■ imposed by cold temperatures from all checks.



Teeth and Claws

Pierce 1



6

3



CREATURE: PYJAK

MINION

1 BRAWN	3 AGILITY	1 INTELLECT	2 CUNNING	1 WILLPOWER	2 PRESENCE
SOAK VALUE 1	WOUND THRESHOLD 4	M/R DEFENSE 0	0		

Group Size	2	3	4
Athletics	1 yellow hexagon	1 yellow hexagon, 1 green diamond	1 yellow hexagon, 2 green diamonds
Coordination	1 yellow hexagon, 2 green diamonds	1 yellow hexagon, 2 green diamonds	1 yellow hexagon, 2 green diamonds
Skulduggery	1 yellow hexagon, 1 green diamond	1 yellow hexagon, 1 green diamond	1 yellow hexagon, 1 green diamond
Stealth	1 yellow hexagon, 2 green diamonds	1 yellow hexagon, 2 green diamonds	1 yellow hexagon, 2 green diamonds

- ★ **Swift:** Does not perform extra maneuvers to move through difficult terrain.
- 💡 **Silhouette 0.**

	♥	💀	↔
👊 Teeth and Claws	2	4	✂

CREATURE: THRESHER MAW

NEMESIS

5

BRAWN

2

AGILITY

1

INTELLECT

2

CUNNING

1

WILLPOWER

1

PRESENCE

SOAK VALUE

10

WOUND / STRAIN THRES.

40

25

M/R DEFENSE

0

0

 3     

Athletics 3     

  2  

Resilience 3     

 2  

Survival 2  

- ★ Adversary 2.
- ★ Durable 2: Reduce any roll on  suffered by 20, to a minimum of 1.
- 💡 Silhouette 3.
- 💡 Tunneling: Can move through solid rock as if it were difficult terrain.
- 💡 Terrifying: At the start of an encounter, all opponents must make a Hard(♦♦♦) fear check (p. 243 CR).



 Pincers and Claws

9

2



Knockdown, Pierce 3, Vicious 2

 Acid Spit

7

3



Blast 5, Burn 3,

Breach 1, Slow-Firing 2

CREATURE: VARREN

RIVAL

3

BRAWN

3

AGILITY

1

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

9

M/R DEFENSE

0

0



2



Coordination 1



1



Perception 2

Athletics 2

Stealth 1

Survival 2



Takedown



1

Make a *Brawl* check against target's *Resilience*. If successful, target is knocked prone and immobilized until the end of your next turn.



Teeth and Claws

5

3



Pierce 2, Vicious 1

30

CREATURE: VARREN ALPHA

RIVAL

4 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 4	WOUND THRESHOLD 14		M/R DEFENSE 0 0		

3		Coordination 1	
2		Perception 2	
Athletics 3		Stealth 1	
		Survival 2	

★ Adversary 1.

💡 Packleader: Add to the checks of all other allied Varren in the encounter.

Takedown 1 Make a *Brawl* check against target's *Resilience*. If successful, target is knocked prone and immobilized until the end of your next turn.

Teeth and Claws

Pierce 2, Vicious 1

6	3	

CREATURE: VARREN BIOTIC

RIVAL

3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

11

M/R DEFENSE

0

0

 2   

 2   

 1   

Athletics 1   

Coordination 1   

Perception 2  

Survival 2  



Biotic Pounce

> 1

Make a *Biotics* check against opponent's *Resilience*. If successful, you move into engaged range and the target is knocked prone and immobilized until the end of your next turn.



Teeth and Claws

Pierce 2, Vicious 1

5

3



Biotic Howl

Disorient 2, Blast 4

4

5



CERBERUS: ASSAULT TROOPER

MINION

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

1

PRESENCE

SOAK VALUE

5

WOUND THRESHOLD

6

M/R DEFENSE

0

0

Group Size

2

3

4



Athletics



Discipline



2 / 0



Burst-Fire Submachine Carbine

Linked 2

5

3



Stun Baton

5

4



Disorient 2, Stun 3, Stun Damage

1 Frag Grenade

7

3



Blast 6, Limited Ammo 1, Vicious 2

CERBERUS: CENTURION

RIVAL

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE

SOAK VALUE
5

WOUND THRESHOLD
13

M/R DEFENSE	
1	1

2	1	Athletics 2
1	2	Discipline 2
2		Leadership 3

- ★ Adversary 1, Quick Draw.
- ★ Coordinated Assault 2: Maneuver: Grant 3 allies A until end of your next turn.
- 2 Smoke Grenades.
- Medium Armor with enhanced optics:
Remove ■■ due to smoke or darkness.

2 / 1			
Marksman Rifle	8	3	>>>
Accurate 1			
Stun Baton	5	4	
Disorient 2, Stun 3, Stun Damage			
1 Frag Grenade	7	3	>
Blast 6, Limited Ammo 1, Vicious 2			

CERBERUS: COMBAT ENGINEER

RIVAL

3 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 5		WOUND THRESHOLD 13		M/R DEFENSE 1 1	

🎯 1	🟡🟢🟢	Computers 2	🟡🟡🟢
🛡️ 1	🟡🟢	Discipline 1	🟡🟢
		Mechanics 2	🟡🟡🟢
		Knowledge (PhysSci) 2	🟡🟡🟢

- ★ **Resourceful Mechanic 2:** When repairing vehicles or synthetic characters, repair two more hull or wounds.

👤 **Deploy Turret** Deploys carried light turret, which takes turn after you, attacking the nearest enemy. You can use a maneuver to choose the turret's target.

👤 **Combat Repair** ✂️ 1 Make an Average (🟢🟢) *Mechanics* roll to heal one damage of a synthetic character or vehicle.

🛡️ 1 / 🛡️ 1

❤️	💀	↔️
6	3	➡️

🎯🔫 Heavy Pistol

CERBERUS: DRAGOON

RIVAL

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 5		WOUND THRESHOLD 13		M/R DEFENSE 0 0	

2

2

1

1

Athletics 1

Coordination 2

Knowledge (PhysSci) 2

Adversary 1, Dual Wielder.

Gemini Biotic Amp: Add 2 to biotic attacks; adding *Charge* or *Close Combat* effects does not increase difficulty.

Dragoon Armor: May draw or holster biotic lashes as an incidental.

Access to all Biotic abilities, typically *Charge* and *Slam*.

2 / 0			
Twin Biotic Lashes Ensnare 1, Pierce 2, Unwieldy 3	6	3	>
Burst-Fire Submachine Carbine Linked 2	5	3	>>

CERBERUS: GUARDIAN

RIVAL

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 5		WOUND THRESHOLD 11		M/R DEFENSE 2 2	

	2			
	2			
	1			
	1			

Athletics	2			
Discipline	2			
Resilience	2			

 2 /  0

 **Flechette High-Output Heavy Pistol**

Blast 4, Limited Ammo 3

8 | 4 | >

 **Riot Shield**

3 | 6 | 

Defensive 2, Deflection 2, Disorient 1

CERBERUS: NEMESIS

RIVAL

2 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 10		M/R DEFENSE 1 1	

🎯 3 🟡🟡🟡🟢

Discipline 1 🟡🟢🟢

😊 2 🟡🟡

Perception 2 🟡🟡🟢

! 1 🟡🟢🟢

Stealth 2 🟡🟡🟢🟢

- 💡 **Nemesis Cybernetics:** Reduce the Cumbersome quality of weapons by 1; body and all carried gear disintegrates upon death.

🔧 2 spare thermal clips.

👤 1 / 🛡️ 1

❤️	💀	↔️
9	2	>>>>

🎯👤 Heavy Sniper Rifle

Accurate 2, Limited Ammo 3, Pierce 3

CERBERUS: PHANTOM

NEMESIS

2 BRAWN	4 AGILITY	2 INTELLECT	3 CUNNING	3 WILLPOWER	1 PRESENCE

SOAK VALUE
3

WOUND / STRAIN THRES.	
12	14

M/R DEFENSE	
3	2

Smile 2	Shield 2	Sword 3	Target 2
! 2	Gear 1	Discipline 2	Stealth 3
Coordination 3			

- ★ Adversary 1, Dodge 2, Parry 3.
- 💡 Finesse: Use *Agility* instead of *Brawn* for checks on Melee and Brawl.
- 💡 Vanish: In combat, spend AA or 🌀 to gain concealment worth 3 dice.
- ⚙️ Empowered Barrier.
- 🔪 Phantom Biotic Amp: Reduce the difficulty of biotic barrier checks by one.

🛡️ 1 / 🛡️ 1	❤️	💀	↔️
🔪 Balanced Monomolecular Sword			
Accurate 1, Defensive 1,	5	2	🔪
Pierce 2, Unwieldy 2			
🎯 Palm Blaster	5	4	>
Phasic 2			

CITADEL: DIPLOMAT

RIVAL



☺ 1    

⚠ 1    

Charm 2    

Deception 1  

Negotiation 2    

Knowledge (Society) 2  

- ★ **Respected:** Downgrade the difficulty of all social checks targeting government officials once.

✂ Datapad.

 1 /  0

👑 40

CITADEL: MERCHANT

RIVAL

2 BRAWN	1 AGILITY	2 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 2	WOUND THRESHOLD 10		M/R DEFENSE 0 0		

 1   

Charm 1   

Deception 1   

Discipline 1  

Negotiation 2   

Streetwise 2   

 **Mercantile Datapad:** Add  to all *Negotiation* checks to buy or sell wares in Council Space.

CITADEL: DOCKWORKER

MINION

4	2	2	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
5		7		0	0

Group Size

2

3

4

Athletics



Mechanics



Resilience



✂ Portable Toolkit.

🛡 1 / 🛡 0

❤	💀	↔
8	5	✂

🔨 Large Hammer

Concussive 1, Knockdown

👑 42

CITADEL: GOVERNMENT OFFICIAL RIVAL

1 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 1		WOUND THRESHOLD 8		M/R DEFENSE 0 0	

Coercion 1
 Discipline 2 Computers 1
 Negotiation 2
 Knowledge (Society) 2

Red Tape: During social encounters, may spend generated by an opponent to discover (or invent) a legal violation that requires a fine, fee, or additional authorization form that the opponent must complete before accomplishing their goals.

Datapad of regulations.

ASARI JUSTICAR

NEMESIS

2 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	5 WILLPOWER	3 PRESENCE

SOAK VALUE
3

WOUND / STRAIN THRES.	
16	18

M/R DEFENSE	
2	2

2	3	3
Perception 2		2
Coordination 2	Discipline 3	
Streetwise 2	Coercion 2	
Knowledge (LifeSci / Society) 2		

- ★ Adversary 2, Battlemaster, Biotic God.
- ★ Natural: Reroll any one *Biotics* or *Discipline* check.
- Typically *Reave*, *Annihilation*, *Levitation* and *Barrier with Additional Target*.
- Savant Biotic Amp: Add 4 to biotic attacks; the first *Range* effect does not increase difficulty.

1 / 1	1

Special Operations Shotgun

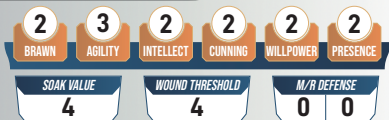
Blast 5, Knockdown,
Superior, Vicious 2

9	3	>

Lance	Hard()	14	-	>>

C-SEC: OFFICER

MINION



Group Size

2

3

4



Athletics



Leadership



Lawful Authority: Add ✨ to the results of any social skill checks made when interacting with civilians on the Citadel.



2 Pairs of Handcuffs.

🛡️ 1 / 🛡️ 0

💔	💀	↔️
5	4	>>
4	4	✂️
Disorient 2, Stun 3, Stun Damage		
1	-	>
Blast 1, Ensnare 4, Limited Ammo 1		

🎯 Light Pistol

🔪 Stun Baton

Disorient 2, Stun 3, Stun Damage

🎯 1 Riotfoam Grenade

Blast 1, Ensnare 4, Limited Ammo 1

C-SEC: DETECTIVE

RIVAL

2 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 14	M/R DEFENSE 0	0		

🎯 2 🟡🟡

Charm 3 🟡🟡🟢

😊 2 🟡🟡

Coercion 3 🟡🟡🟢

⚠️ 3 🟡🟡🟢

Perception 3 🟡🟡🟡

Knowledge (Society) 2 🟡🟡🟢

💡 **Good Cop / Bad Cop:** May spend ♠♠ from a *Charm*, *Coercion*, *Deception* or *Negotiation* check to upgrade the ability of an ally's social skill check targeting the same character once.

💡 **Lawful Authority:** Add ✨ to the results of any social skill checks made when interacting with civilians on the Citadel.

✂️ **Omni-Tool with Advanced Scanner:** Add ♠ to any *Perception* check to investigate.

✂️ **C-Sec datapad, 2 sets of handcuffs.**

👤 1 / 🛡️ 0



🎯🔫 Heavy Pistol

6

3



STG OPERATIVE

NEMESIS

2 BRAWN	3 AGILITY	5 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE

SOAK VALUE
4

WOUND / STRAIN THRES.	
13	17

M/R DEFENSE	
1	1

3 2 3

1 Coercion / Discipline 2

Computers / Knowledge (Warfare) 3

Knowledge (LifeSci / PhysSci) 2

Knowledge (Society / Underground) 1

Perception 2 Stealth 3

★ Adversary 2, Customized Omni-Tool 3, Scathing Tirade. 3 readied.

✂ Logic Arrest Omni-tool: Add 4 to tech attacks; one free *Range* effect; upgrade check for *Pierce* 2; adds .

Escape Artist 2 After a successful combat check, use your *Tactical Cloak*.

1 / 1 2

3	2	

Incendiary Strike

Burn 1, Pierce 1, Vicious 1

Scorpion

7	5	>>

Blast 6, Limited Ammo 4

TURIAN SPECTRE

NEMESIS

4

BRAWN

4

AGILITY

3

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

6

WOUND / STRAIN THRES.

17

15

M/R DEFENSE

2

2

 2 

 2   

Athletics 2    

 3   

  2   

Coercion 2   

  3   

Discipline 1    

Resilience 2   

Survival 2   

Leadership 2  

Knowledge (Society) 1   

Knowledge (Warfare) 3   

★ Adversary 2, Deadeye, Quickdraw.

💡 Ruthless Efficiency: 1 SP before combat check to reduce required A by 1 (min 1).

  **Jump Jets**  Fly until the end of your next turn.

 2 /  2   2

  Special Operations Assault Rifle

Auto-Fire, Superior

9

3

>>>

  High-Output Heavy Pistol

Limited Ammo 3

8

3

>>

ASARI VALKYRIE

RIVAL

2 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 14		M/R DEFENSE 1 1	

1
 1
 Knowledge (LifeSci / PhysSci) 2

- ★ Adversary 1.
- 💡 **Natural Biotics:** Add 2 ❤️ to Biotic attacks, add AA to Biotic checks.
- ⚙️ Can use everything. Most often uses *Annihilation Field* and *Warp*.
- 🔧 2 readied abilities, most often *Neural Shock* and *Tech Armor*.
- ⚡ **Logic Arrest Omni-tool:** Add 4 ❤️ to tech attacks; one free *Range* effect.

👤 1 / 🛡️ 1

❤️	💀	↔️
6	3	➡️

Heavy Pistol

ELCOR "LIVING TANK"

RIVAL

4

BRAWN

1

AGILITY

3

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

7

WOUND THRESHOLD

18

M/R DEFENSE

2

2

 2    2  

 1   

Athletics 2   

Discipline 2   

Resilience 2   

Survival 2  

Knowledge (Warfare) 3   

★ Adversary 1.

💡 Big Guns: You have an encumbrance capacity of 14.

💡 High-Gravity Adaption: May remove ■■ imposed by high-gravity environments.

💡 Ponderous: Can never spend more than one maneuver per turn to move.

✂ VI Fire Assist: May spend AAA or 🎯 on any skill check to cause an automatic hit against a target in range with ✂. Weapon can only shoot once per round.

 2 /  2

  | 

 Armor-Mounted Light Accelerator Cannon

Breach 1, Cumbersome 5,

15

2

➡➡➡➡

Slow-Firing 1,  to checks with this weapon

👑 50

ENLISTED SOLDIER

MINION



Group Size

2

3

4



Athletics



Discipline



1 / 1

8	3	>>>

Assault Rifle

Auto-Fire

2 Frag Grenades

7	3	>

Blast 6, Limited Ammo 1, Vicious 2

FIGHTER PILOT

MINION

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

5

M/R DEFENSE

1

1

Group Size

2

3

4



Piloting



0 / 1



Light Pistol

5

4



MILITARY OFFICER

RIVAL

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

4

WOUND THRESHOLD

14

M/R DEFENSE

1

1



2



Athletics

2



2



Discipline

2



2



Leadership

2



Knowledge (Warfare)

2



★ Adversary 1.



Tactical Direction

>> 1

Direct a friendly minion group; that group may immediately perform a free maneuver or adds to its next check.



1



1



Assault Rifle

8

3



Auto-Fire



Heavy Pistol

6

3



NAVY CREWMAN

MINION

2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

5

M/R DEFENSE

0

0

Group Size

2

3

4



Computers



Mechanics



Operating



1 / 0



Light Pistol

5

4



54

N7 DESTROYER

NEMESIS

4

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

6

WOUND / STRAIN THRES.

16

14

M/R DEFENSE

2

2

3	2	Athletics 2
3	1	Discipline 2
2	2	Resilience 1
3		Leadership 2

- ★ Adversary 2. + to Brawn checks.
- Free Auto-Fire, 1 strain per additional hit.

2 / 2

Special Operations Assault Rifle

Auto-Fire, Superior

9

3

>>>

Armor-Mounted Micro-Missile Launcher

Breach 1, Slow-Firing 1, +

8

4

>>

Hits with / on another check once.

3 Multi-Frag Grenades

6

4

>

Linked 3, Limited Ammo 1

Omni-Blade

5

2

Pierce 1, Vicious 1

N7 PALADIN

NEMESIS

3 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 5	WOUND / STRAIN THRES. 15 14		M/R DEFENSE 2 2		

⚔ 4	🎯 3	Athletics 2
😊 2	⚠ 3	Discipline 2
🔧 3	Knowledge (PhysSci) 3	
		Leadership 2

- ★ Adversary 2, Customized Omni-Tool 2.
- 🔧 3 readied powers, usually *Incinerate*, *Cryo-Blast*, *Charged Melee* or *Energy Drain*.
- ⚡ Logic Arrest Omni-tool: Add 4 ❤ to tech attacks; one free *Range* effect.
- 👕 + ⚙ to Brawn checks (not Resilience).

👕 2 / 🛡 1	❤	💀	↔
🎯 Special Operations Heavy Pistol			
Superior	7	3	➡➡
⚔ Omni-Shield			
Defensive 1, Deflection 1, Inaccurate 1, Knockdown	3	6	⚡

QUARIAN MARKSMAN

RIVAL

2

BRAWN

3

AGILITY

3

INTELLECT

3

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

5

WOUND THRESHOLD

13

M/R DEFENSE

1

1



2



2



Athletics 2



3



2



Computers 2



2



Discipline 2

Perception 2

Knowledge (PhysSci / Warfare) 1



Adversary 2, Grenadier.



2 readied powers, usually *Energy Drain*, *Tactical Scan* or *Support Pylon*.



Logic Arrest Omni-tool: Add 4 to tech attacks; one free *Range* effect.



Gel Repair Patch.



2



1



1



Adas Anti-Synthetic Rifle with Visor

Accurate 1, Auto-Fire,

8

5



Blast 5, Disorient 2, Phasic 2



2 Arc Grenades

6

5



Blast 5, Disorient 4, Phasic 2, Limited Ammo 1

TURIAN CABAL

NEMESIS

3

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

4

WOUND / STRAIN THRES.

14

16

M/R DEFENSE

1

1

3 2 Discipline 2
 2 3 Piloting 2
 2 Stealth 2
 3 Coordination 2
 Knowledge (PhysSci / Warfare) 2

- ★ Adversary 2, Battlemaster.
- ⚙ Most often uses *Charge* and *Augment*.
- ✍ 3 Doses Neuroparalytic.
- ✍ 3 Doses Synthetic Neurotoxin.
- ⚙ Polarix Biotic Amp: Add 3 ❤ to biotic attacks; ⌚ suffer one strain to concentrate as incidental.

2 / 1 1

Twin Venom Gauntlets

Pierce 1, Vicious 2

4

3



On hit, expose target to one carried substance.

Heavy Marksman Rifle

8

3



Accurate 1, Pierce 2

TURIAN HAVOC SOLDIER

RIVAL

3

BRAWN

4

AGILITY

2

INTELLECT

2

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

5

WOUND THRESHOLD

14

M/R DEFENSE

1

1



3



2



Coordination 2



Piloting 1



2



Discipline 2



Resilience 2



Adversary 1.



Adrenaline shot, spare thermal clip.



Havoc Strike

> 1

Roll *Coordination*

against opponent's *Resilience* to move into engaged range, knock them prone, and immobilize them until the end of your next turn.



Havoc Armor

2 /



Fly until the

end of your next turn; may damage armor to extend this effect one round.



2



1



1



Assault Rifle with Explosive Ammo

Auto-Fire, Concussive 1

8

3



Homing Grenade

10

4



Blast 6, Guided 3, Limited Ammo 1

AUTOMATED HEAVY TURRET

RIVAL



💡 **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

💡 **Silhouette 2.**



Anti-Vehicle Mass Accelerator Cannon

Auto-Fire, Breach 1

25	3	>>>

👑 60

AUTOMATED LIGHT TURRET

RIVAL



- Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Integrated Machine Gun	10	3	>>>
Auto-Fire, Pierce 2, Vicious 2			

GETH: COLOSSUS

NEMESIS



- ★ Adversary 1.
- 💡 **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- 💡 Silhouette 3.

Integrated Machine Gun	10	3	>>>
Auto-Fire, Pierce 3, Vicious 2			
Siege Pulse Cannon	20	4	>>>
Breach 1, Concussive 1, Slow-Firing 2			

GETH: HOPPER

RIVAL

1 BRAWN	3 AGILITY	2 INTELLECT	3 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 2		WOUND THRESHOLD 8		M/R DEFENSE 0 0	

1

Coordination 2

2

Perception 1

2

Stealth 2

Swift.

Mechanical: Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Can use *Sabotage*, usually the variants *Overheat* and *Tactical Scan*.

Integrated Omni-Tool: One free *Range* effect.

Hopper Limbs 1 Move anywhere within short range. You can stick to walls.

Integrated Laser Weapon	8	2	
Accurate 2, Slow-Firing 1			

GETH: HUNTER

RIVAL



Mechanical: Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Can only use *Augment: Tactical Cloak*.

Integrated Omni-Tool.



Phasic Shotgun with Charge Capacitors

Blast 5, Knockdown,

Phasic 2, Vicious 2

8	3	>

GETH: PYRO

RIVAL



Mechanical: Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Tank Backpack: Flame thrower can not run out of ammo; if struck by an aimed attack that does exceeding soak, the tank explodes, causing 10 to the pyro and all engaged characters.

Flame Thrower

Blast 5, Burn 4, Cumbersome 3, Vicious 2

9	2	>

4 BRAWN	3 AGILITY	3 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 6		WOUND / STRAIN THRES. 16 12		M/R DEFENSE 1 1	
2	3	Computers 1			
1	2	Leadership 2			
		Perception 2			

- ★ **Adversary 1, Field Commander.**
- 💡 **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.
- ⚙️ Can only use *Construct: Combat Drone*.
- ✂️ **Integrated Omni-tool:** Combat Drone does not need *Concentrate* maneuver.

Phasic Machine Gun					
Auto-Fire, Inaccurate 1,			10	3	>>>
1 Phasic 2, Pierce 2, Vicious 2					
Pulse Cannon			12	4	>>>
Pierce 5, Concussive 1					

GETH: TROOPER

MINION



-  **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

			
 Phasic Assault Rifle	8	3	>>>
Auto-Fire, Phasic 2			

HAHNE-KEDAR: FENRIS

RIVAL

2

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

7

M/R DEFENSE

0

0

 2  

Athletics 1  

 1  

Perception 2  

 **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

 **Silhouette** 0.



 Taser

5

5



Disorient 2, Stun 3, Stun Damage

 68

HAHNE-KEDAR: LOKI

MINION



-  **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

				
1	 Light Pistol	5	4	>>
	 Submachine Gun	5	3	>
	Auto-Fire			
	 Baton	4	5	
	Disorient 2, Stun Damage			

HAHNE-KEDAR: YMIR

NEMESIS

4 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	2 WILLPOWER	1 PRESENCE

SOAK VALUE
7

WOUND / STRAIN THRES.	
20	15

M/R DEFENSE	
1	1

1

2

3

Perception 1

★ Adversary 1.

💡 **Auto-Bracing:** Auto-Fire does not increase difficulty; suffer 1 strain per additional hit.

💡 **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

💡 Silhouette 2.

Integrated Machine Gun Auto-Fire, Pierce 2, Vicious 2	10	3	>>>
Integrated Rocket Launcher Blast 10, Breach 1, Prepare 1, Slow-Firing 2	12	4	>>>
Mechanical Limbs Concussive 1, Disorient 2, Knowdown	7	4	

INFILTRATION UNIT

NEMESIS

3

BRAWN

3

AGILITY

3

INTELLECT

4

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

5

WOUND / STRAIN THRES.

15

15

M/R DEFENSE

0

0

2 3 Athletics 2
 3 2 Deception 4
 3 Knowledge (PhysSci) 2
 Computers 3 Perception 2
 Skulduggery 3 Stealth 4

- ★ Adversary 2, Customized Omni-Tool 2.
- 💡 Synthflesh Cover: Formitable(♦♦♦♦♦) *Perception* check to figure out it's a mech.
- 💡 Shocking Reveal: If disguised, may spend a Story Point to escape when incapacitated.
- ⚙️ 3 readied powers.
- ⚙️ Integrated Omni-tool: Add 3 ❤️ to tech attacks; one free *Range* effect; ⚙️ adds and ⚙️ adds .

❤️ ☠️ |↔|

Special Operations Heavy Pistol

Superior

7

3

>>

Cryo Strike

4

2

⚔️

Ensnare 1, Vicious 2

CAT6 Heavy

RIVAL

4 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 7		WOUND THRESHOLD 15		M/R DEFENSE 2 2	

 2	   	Athletics 2	   
 2	  	Discipline 2	  
 2	  		

★ Adversary 1.

💡 **Incredible Strength:** May wield the light machine gun with one hand, reducing its range to Medium and adding ■ to any combat checks with it.

 2 /  1

 **Light Machine Gun**

Auto-Fire, Inaccurate 1,

Pierce 2, Vicious 2

10	3	>>>

 **Omni-Shield**

Defensive 1, Deflection 1,

Inaccurate 1, Knockdown

4	6	

ECLIPSE COMMANDO

NEMESIS

2	3	2	3	4	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE
3

WOUND / STRAIN THRES.	
13	15

M/R DEFENSE	
1	1

2

1

1

3

Coercion 2

Discipline 2

Knowledge (LifeSci) 1

Knowledge (PhysSci) 2

Leadership 2

★ Adversary 2.

Can use everything. Most often uses *Warp*, *Annihilation* and *Backlash Barrier*.

Savant Biotic Amp: Add 4 to biotic attacks; the first *Range* effect does not increase difficulty.

Tactical Direction >> 1 Direct a

friendly minion group; that group may immediately perform a free maneuver or adds to its next check.

1 / 1

Submachine Gun with Disruptor Ammo

Auto-Fire, Phasic 2

5

3

>

ECLIPSE VANGUARD

RIVAL

2 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 14		M/R DEFENSE 1 1	

2

2

1

Discipline 2

Knowledge (PhysSci) 1

★ Adversary 1, Battlemaster.

Most often uses *Charge* and *Shockwave*.

Gemini Biotic Amp: Add 2 to biotic attacks; adding *Charge* or *Close Combat* effects does not increase difficulty.

2 / 1

8	3	>

Shotgun

Blast 5, Knockdown, Vicious 2

KROGAN MERCENARY

RIVAL

3 BRAWN	3 AGILITY	2 INTELLECT	1 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 5		WOUND THRESHOLD 15		M/R DEFENSE 1 1	

2
 2
 1

Athletics 2
 Coercion 2
 Discipline 1
 Resilience 1

★ Adversary 1.

💡 **Blood Rage:** Your first wound increases *Brawl* and *Melee* ❤️ by 1 until end of the encounter; each suffered 🦋 adds 2 ❤️.

Takedown 1 Make a *Brawl* check against target's *Resilience*. If successful, target is knocked prone and immobilized until the end of your next turn.

2 / 1

❤️	💀	↔️
10	3	>

High-Caliber Shotgun

Blast 5, Knockdown, Limited Ammo 3, Vicious 2

MERCENARY: ENGINEER

RIVAL

2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

1

WILLPOWER

2

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

12

M/R DEFENSE

1

1

  1   

Computers 2   

 1  

Knowledge (PhysSci) 2   

 2   

Mechanics 2   

 2 readied powers, usually *Overheat*, *Incinerate*, *Overload*, *Combat Drone* or *Tech Armor*.

 **Nexus Omni-Tool:** Add 2  to tech attacks; tech constructs remain summoned until the end of the encounter without the use the concentrate maneuver; when you roll  while casting a tech power, roll  and add it to the results.

 1 /  1

  Submachine Gun

5

3

>

1 Auto-Fire

  Heavy Pistol

6

3

>>

MERCENARY: HEAVY

RIVAL

3 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 10		M/R DEFENSE 1 1	

2
 2
 1

Athletics 1
 Perception 1

- 💡 **Big Guns:** You have an encumbrance capacity of 13.
- ✂️ **2 spare missiles:** If using the missile launcher.

🍷 1 / 🛡️ 1		❤️ 💀 ↔️		
🔫 Grenade Launcher		8	4	>>
Blast 6, Limited Ammo 6				
🔫 Missile Launcher				
1	Blast 10, Breach 2, Guided 3, Limited Ammo 1, Prepare 1	20	2	>>>>
🔫 Flame Thrower		9	2	>
Blast 9, Burn 4, Vicious 2				

MERCENARY: SNIPER

RIVAL



- ★ Adversary 1, Quick Draw.
- ✂ 2 spare thermal clips.

1 / 1

|

Sniper Rifle with Telescopic Sight

Accurate 2, Limited Ammo 3,

9 | 2 | >>>>

Pierce 2, -♦ on long/extreme range

Burst-Fire Sniper Rifle

Accurate 2, Limited Ammo 3,

7 | 2 | >>>>

Linked 2, Pierce 2

MERCENARY: TROOPER

MINION

3

BRAWN

3

AGILITY

2

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

4

WOUND THRESHOLD

5

M/R DEFENSE

1

1

Group Size

2

3

4



Athletics



1 / 1



Assault Rifle

8

3



Auto-Fire

Shotgun

8

3



Blast 5, Knockdown, Vicious 2

Submachine Gun

5

3



Auto-Fire

1 Flashbang Grenade

Blast 4, Concussive 1,

6

5



Disorient 2, Limited Ammo 1, Stun Damage

VETERAN ENGINEER

RIVAL

2

BRAWN

3

AGILITY

3

INTELLECT

2

CUNNING

2

WILLPOWER

2

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

15

M/R DEFENSE

1

1



3



1

Computers 2



2



2

Mechanics 2



Adversary 1.



1 readied ability, usually *Invasion* or *Overheat*.



Cipher Omni-Tool: Add 3 ♥ to tech attacks. -♦ on first *Sabotage* effect.



Prepared Trip Mine >> 1



Spend a Story Point to force opponent to make a Hard(♦♦♦) *Vigilance* check. On failure, they suffer 3 ♥ plus 1 per ×. Can spend ☠☠☠ or ☠ to stagger.



Armor-Piercing Arrow

Increase *Pierce* by 2 for the next attack with the Omni-bow. Does not stack.



1 / 1



Omni-Bow

7

2



Pierce 2, Prepare 1

VORCHA BOOM-SQUAD

RIVAL

3

BRAWN

3

AGILITY

1

INTELLECT

2

CUNNING

2

WILLPOWER

1

PRESENCE

SOAK VALUE

4

WOUND THRESHOLD

12

M/R DEFENSE

0

0



2



Coercion 1



2



Resilience 1



2



Grenadier, Quick Draw.



2 spare missiles: If using the missile launcher.



Highly Volatile



Detonate your equipment, vaporizing yourself and dealing 12 . May also be used immediately when you are incapacitated.



One -weapon from *Mercenary: Heavy*

3 Frag Grenades

7

3



Blast 6, Limited Ammo 1, Vicious 2

3 Inferno Grenades

8

3



Blast 5, Burn 2, Limited Ammo 1

Claws

3

3



VORCHA GRUNT

MINION



-  **Threatening:** When providing assistance on another character's *Coercion* checks, add  to results for each minion in the group beyond the first.

			
 Outlaw Submachine Gun Auto-Fire, Inferior	6	3	>
 Claws	3	3	

VORCHA PACKLEADER

RIVAL

2 BRAWN	3 AGILITY	1 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 12	M/R DEFENSE 0	0		

2
 2

Coercion 2
 Leadership 1
 Resilience 1

★ Scathing Tirade.

Outlaw Submachine Gun Auto-Fire, Inferior	6	3	>
1 Inferno Grenade Blast 5, Burn 2, Limited Ammo 1	8	3	>
Claws	3	3	

ARDAT-YAKSHI

NEMESIS

2 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	5 WILLPOWER	4 PRESENCE

SOAK VALUE
3

WOUND / STRAIN THRES.	
16	20

M/R DEFENSE	
0	0

2

Charm 3

3

Deception 3

2

Discipline 2

4

Streetwise 2

Knowledge (LifeSci) 2

★ Adversary 2.

★ Natural: Reroll any one *Biotics* or *Charm* check.

💡 **Ardat-Yakshi Biotics:** Add 3 to biotic attacks; - for all *Biotics* skill checks; heal 1 wound after successful biotic attack or domination.

Usually uses *Reave*, *Neural Devastation* (*Detonating Non-Lethal Attack*), *Mass Dominate*, *Confusion* or *Mind Control*.

Bottle of Hallex: 10 doses.

1 / 0 1

6	3	>>

Heavy Pistol

ASARI ARCHAEOLOGIST

RIVAL

1	2	3	3	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE		WOUND THRESHOLD		M/R DEFENSE	
3		11		0	0

🎯 1	🟡🟢	Astrocartography	2	🟡🟡🟢
! 1	🟡🟢	Perception	3	🟡🟡🟡
⚙️ 2	🟡🟡	Streetwise	2	🟡🟡🟢
		Survival	2	🟡🟡🟢
		Knowledge (LifeSci)	2	🟡🟡🟢
		Knowledge (Society)	3	🟡🟡🟡

- ★ Applied Research 1, Swift.
- 💡 Natural Biotics: Add 2 ❤️ to Biotic attacks, add ♠️ to Biotic checks.
- ⚙️ Can use everything. Most often uses *Levitate* or **Biotic Orb** (*Non-Lethal Attack*).
- ✂️ Omni-Tool with Advanced Scanner: Add ♠️ to any *Perception* check to investigate.
- ✂️ Survival kit.

👤 1 / 🛡️ 0	❤️	💀	↔️
🎯 Light Pistol	5	4	➡️

KROGAN WARLORD

NEMESIS

4	3	2	2	3	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

SOAK VALUE
7

WOUND / STRAIN THRES.	
18	15

M/R DEFENSE	
2	2

2 3 3

2 Knowledge (Warfare) 2

Athletics 2

Discipline 2

Coercion 3

Leadership 2

★ Adversary 2.

💡 Big Guns: Encumbrance capacity is 13.

💡 Blood Rage: Your first wound increases *Brawl* and *Melee* ♥ by 1 until end of the encounter; each suffered adds 2 ♥.

💡 Lethal Combatant: +20 to caused Injuries.

2 / 2

High-Caliber Shotgun	10	3	>
Blast 5, Knockdown, Limited Ammo 3, Vicious 2			
Heavy Krogan War Hammer	10	5	
Concussive 1, Cumbersome 5, Knockdown			
Armored Fists	5	4	
Disorient 3, Knockdown			

KROGAN BATTLEMASTER

NEMESIS

4 BRAWN	3 AGILITY	2 INTELLECT	2 CUNNING	4 WILLPOWER	2 PRESENCE
SOAK VALUE 7	WOUND / STRAIN THRES. 18 17		M/R DEFENSE 2 2		

2
 2
 3

2
 3
 Athletics 2

Coercion 3
 Discipline 2

Knowledge (PhysSci / Warfare) 2

- ★ Adversary 2, Battlemaster.
- 💡 **Blood Rage:** Your first wound increases *Brawl* and *Melee* ♥ by 1 until end of the encounter; each suffered adds 2 ♥.
- ⚙️ Most often uses *Charge*, **Biotic Crush** (*Detonating Attack*) or *Warp Detonation*.
- ✂️ **Gemini Biotic Amp:** Add 2 ♥ to biotic attacks; adding *Charge* or *Close Combat* effects does not increase difficulty.

2 / 2

QUARIAN MECHANIC

RIVAL

2 BRAWN	2 AGILITY	3 INTELLECT	2 CUNNING	1 WILLPOWER	2 PRESENCE
SOAK VALUE 3	WOUND THRESHOLD 12	M/R DEFENSE 0	0		

Astrocartography 1 Computers 2
 Knowledge (PhysSci) 1
 Mechanics 2 Negotiation 2
 Survival 2

- ★ Resourceful Mechanic 2.
- ✂ Quarian Enviro-suit: Vacuum-sealed.
- ✂ Portable toolkit, 2 gel repair patches.

1 / 0			
Phasecaster Pistol	5	4	>>
Phasic 2			

5

BRAWN

2

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

1

PRESENCE

SOAK VALUE

6

WOUND / STRAIN THRES.

28

18

M/R DEFENSE

0

0



3



Athletics 3



Resilience 3



Survival 3



2



2



Coercion 2



Perception 3



Adversary 2.



Silhouette 2.



Charge: Spend AAA or from *Brawl* or *Melee* directly after engaging to knock target prone and move them up to one range band away.



Predator's Sight: -■■ from *Perception*, or combat checks due to shrouded sight.



Terrifying: At the start of an encounter, all opponents must make a Hard(◆◆◆) fear check (p. 243 CR).



Huge Fists

7

3



Disorient 3, Knockdown



Overhead Slam

8

4



Blast 8, Concussive 1, Knockdown, Prepare 1

COLLECTOR: ASSASSIN

RIVAL

3 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 8		M/R DEFENSE 0 0	
1		2		1	
Perception 2					

Collector Particle Beam

Accurate 1, Linked 1,

10	2	

Limited Ammo 5, Phasic 1, Prepare 1

Carapace Blades

5	3	

Vicious 1

COLLECTOR: CAPTAIN

RIVAL

3 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 14		M/R DEFENSE 1 1	
2		2		1	
Discipline 1		Leadership 1			
Perception 2					

★ Adversary 1.

Seeker Swarm Summon a seeker swarm which takes its turn immediately after yours. The swarm acts independently to attack any foes.

Collector Assault Rifle	8	3	>>>
Auto-Fire; <i>Outdated Heatsink</i> attachment			
Carapace Blades	5	3	
Vicious 1			

COLLECTOR: DRONE

MINION



Collector Submachine Gun

Auto-Fire,

5

3



Outdated Heatsink attachment

1 Frag Grenade

7

3



Blast 6, Limited Ammo 1, Vicious 2

Carapace Blades

4

3



Vicious 1

COLLECTOR: GUARDIAN

RIVAL

3 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 4		WOUND THRESHOLD 10		M/R DEFENSE 1 1	
1		2		2	
Athletics 1					

★ Adversary 1.

Hex Shield 2 Deploy a hex shield that provides ranged defense of 2 for up to two characters.

Collector Assault Rifle	8	3	>>>
Auto-Fire; <i>Outdated Heatsink</i> attachment			
Carapace Blades	5	3	
Vicious 1			

COLLECTOR: POSSESSED

NEMESIS

3 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	3 WILLPOWER	1 PRESENCE
SOAK VALUE 5		WOUND / STRAIN THRES. 14 12		M/R DEFENSE 2 2	

2		2		2	
3		Discipline 1		Resilience 1	
Leadership 2					

- ★ Adversary 2.
- 💡 **Twisted Biotics:** Add 3 ❤️ to biotic attacks; treat this character's ranks of *Knowledge (PhysSci)* and *Knowledge (LifeSci)* as 2 for the purposes of adding biotic effects.
- ⚙️ Can use everything except *Dominate*. Most often uses *Reave*, *Shockwave* and *Warp Detonation*.

	❤️	💀	↔️
Collector Assault Rifle	8	3	>>>
Auto-Fire; <i>Outdated Heatsink</i> attachment			
Carapace Blades	5	3	⚔️
Vicious 1			

SEEKER SWARM

RIVAL

1 BRAWN	4 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 1	WOUND THRESHOLD 16		M/R DEFENSE 0 0		

2 Coordination 2
 Perception 2

- Swarm:** Before applying soak, halve received of weapons that have neither the *Blast* nor the *Burn* quality (regardless of whether they're activated).
- Paralyzing Sting:** Enemies wounded by the swarm must succeed in a Hard() *Resilience* check or become staggered until the end of their next turn.
- Silhouette 2.**

Hindering Mass 1 Make an opposed *Coordination* check against an opponent's *Coordination* to immobilize them.

Stingers

Pierce 3

1	4	

HUSKS: BANSHEE

NEMESIS

2 BRAWN	2 AGILITY	2 INTELLECT	3 CUNNING	4 WILLPOWER	1 PRESENCE
SOAK VALUE 4		WOUND / STRAIN THRES. 16 18		M/R DEFENSE 2 2	

3
 3 Discipline 2

2
 4 Resilience 3

Adversary 2. Synthetic Zombie.
 Twisted Ardat-Yakshi Biotics: Add 3 to attacks; - for all checks; assume Knowledge (PhysSci / LifeSci) to be 2.

Can use everything.

Impale 3 Your next *Brawl* combat check has *Pierce* 4 and *Phasic* 2.

Petrifying Scream 3

On failing a Hard() fear check, targets are immobilized until the end of their next turn; spend to disorient or to stagger.

Grapple 2 Until the start of your next turn, enemies need 2 to disengage.

Long Claws	Vicious 2	5	2	

HUSKS: BRUTE

RIVAL



★ Adversary 1, Durable 2.

💡 Synthetic Zombie, Silhouette 2.

Death Lunge 1 When incapacitated, may make one *Brawl* attack against an opponent; add to this check.

Takedown 1 Make a *Brawl* check against target's *Resilience*. If successful, target is knocked prone and immobilized until the end of your next turn.

Rending Claws

Disorient 3, Knockdown

8	4	

HUSKS: CANNIBAL

RIVAL

3 BRAWN	2 AGILITY	1 INTELLECT	2 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 12		M/R DEFENSE 0 0	
2		2		2	
1		Resilience 1			

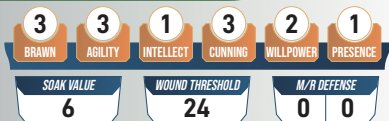
Synthetic Zombie.

Cannibalize 1 Consume an engaged corpse of a husk; you heal 4 wounds and increase your soak by 1 for the rest of the encounter.

Arm Cannon	7	4	>>
Disorient 2			
Grenade Cannon	7	3	>
Blast 6, Slow-firing 2, Vicious 2			

HUSKS: HARVESTER

RIVAL



3 Coordination **3**
2 Resilience **1**

- 💡 **Synthetic Zombie, Silhouette 3.**
- 💡 **Flyer:** Can fly; see the *Flying* sidebar on p. 100 CR.
- 💡 **Post-Mortem Explosion:** Explodes when incapacitated; dealing 6 damage to all engaged characters.

Head-Mounted Cannons Disorient 2, Linked 1	9	4	>>>
Clawed Legs Pierce 2	6	3	

HUSKS: HUSK

MINION



- 💡 Synthetic Zombie.
- 💡 Overwhelming Numbers: Add ⚙ to all combat checks for each minion in the group beyond the first.

 **Charged Claws**

Disorient 2, Stun 3

		
3	5	

HUSKS: MARAUDER

RIVAL

2 BRAWN	3 AGILITY	2 INTELLECT	1 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 14		M/R DEFENSE 0 0	
1		3		2	
1					

Synthetic Zombie.

Reinforce Ally 1 Targeted allied minion is immobilized and staggered until the end of its next turn, after that it increases its soak by 1 until the end of the encounter.

Assault Rifle Auto-Fire	8	3	>>>

HUSKS: RAVAGER

RIVAL

3 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 5		WOUND THRESHOLD 13		M/R DEFENSE 0 0	
3		1		Resilience 1	

- Synthetic Zombie.**
- Swarmer Sack:** When you suffer wounds from a combat check, may spend from the check to spawn a Swarmer Mass at engaged range which joins the combat encounter.
- Acidic Blood:** When hit by a Melee or Brawl attack, may spend a number of to inflict the same number of wounds to the attacker.

Twin Artillery Cannons			
	7	4	>>>
Disorient 2, Linked 1			

HUSKS: SWARMER MASS

RIVAL

1 BRAWN	3 AGILITY	1 INTELLECT	1 CUNNING	1 WILLPOWER	1 PRESENCE
SOAK VALUE 1		WOUND THRESHOLD 10		M/R DEFENSE 0 0	

 2  

- 💡 **Synthetic Zombie.**
- 💡 **Swarm:** Halve the damage dealt to this character before applying soak, unless the weapon has the *Blast* or *Burn* quality (regardless of whether the quality is activated).
- 💡 **Suicide Leap:** Add *** to all combat checks; suffer 3 wounds after the check is resolved.

 Acid Detonation Burn 1	  		
	5	6	

BATARIAN PIRATE

MINION

2 BRAWN	3 AGILITY	1 INTELLECT	3 CUNNING	2 WILLPOWER	1 PRESENCE
SOAK VALUE 3		WOUND THRESHOLD 6		M/R DEFENSE 1 1	

Group Size

	2	3	4

1 / 1

Outlaw Shotgun

9 | 3 | >

Blast 5, Inferior, Knockdown, Vicious 2

Outlaw Submachine Gun

Auto-Fire, Inferior

6 | 3 | >

BATARIAN PIRATE CAPTAIN

NEMESIS

3

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

5

WOUND / STRAIN THRES.

15

12

M/R DEFENSE

1

1

 3   

Coercion 3   

 2    

Leadership 2  

 2    

Operating 2  

 2  

Resilience 2   

 2   

Streetwise 2   

Knowledge (Underground) 2  

★ Adversary 1, Quick Draw.



Tactical Direction

>> 1

Direct a friendly minion group; that group may immediately perform a free maneuver or adds  to its next check.

 2 /  1



  Kishock Harpoon Gun

10

2



Limited Ammo 1, Pierce 2, Vicious 2

 Spiked Omni-Gauntlet

4

2



Knockdown, Pierce 1, Vicious 3

BATARIAN SLAVER

RIVAL

3

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

2

WILLPOWER

1

PRESENCE

SOAK VALUE

4

WOUND THRESHOLD

15

M/R DEFENSE

1

1

 2   

Coercion 2  

  2    

Streetwise 2   

 2  

Knowledge (PhysSci) 1  

 2   Knowledge (Underground) 2  

★ Adversary 1.

💡 **Non-Lethal Apprehension:** Trigger
Disorient / Knockdown / Stun with A.

⚙️ 2 readied, most often *Non-Lethal*
Anti-Organic Cryo Blast and *Non-Lethal*
Anti-Organic Neural Shock.

✂️ **Custom Slaver Omni-tool:** + ❤️ to
attacks, free *Anti-organic / Non-Lethal*.

 1 /  1

❤️ 💀 ↔

  **Outlaw Shotgun with Stun Ammo**

Blast 5, Inferior,

9

3

>

Knockdown, Stun Damage

 **Spiked Omni-Gauntlet**

4

2

✂️

Knockdown, Pierce 1, Vicious 3

BLACK MARKETEER

RIVAL

2 BRAWN	2 AGILITY	3 INTELLECT	3 CUNNING	2 WILLPOWER	3 PRESENCE
SOAK VALUE 2	WOUND THRESHOLD 12	M/R DEFENSE 0	0		

 1   Negotiation 2   

 1   Skulduggery 2   

Streetwise 3   

Knowledge (Underground) 2   

 **Black Market Contacts:** When searching the black market for items, may decrease their rarity by 2.

 **Mercantile Datapad:** Add  to all *Negotiation* checks to buy or sell wares in the Terminus Systems.

 **Outlaw Heavy Pistol**
Inferior

		
7	3	>>

DRELL ASSASSIN

RIVAL

2

BRAWN

4

AGILITY

2

INTELLECT

3

CUNNING

3

WILLPOWER

2

PRESENCE

SOAK VALUE

3

WOUND THRESHOLD

16

M/R DEFENSE

1

1



3



Athletics

1



2



Coordination

2



3



Skulduggery

2



1



Stealth

2



Knowledge (Underground)

1



Adversary 1, Dual Wielder, Quick Draw.



Finesse: May use Agility instead of Brawn when making *Melee* or *Brawl* checks.



1



0



2 Suppressed Heavy Pistols

+■■ to Perception / Vigilance

6

3



checks to locate wielder.

EXPERT FORGER

RIVAL

2 BRAWN	2 AGILITY	3 INTELLECT	4 CUNNING	2 WILLPOWER	2 PRESENCE
SOAK VALUE 2	WOUND THRESHOLD 12	M/R DEFENSE 0	0		

! 1  

Perception 2    

Computers 2   

Streetwise 2    

Knowledge (Underground) 2   

💡 **Expert Forger:** After making a *Mechanics* or *Computers* check, may suffer up to 2 strain to convert that many ☼ to ♠.

✂ **Precision forging tools.**

			
🎯 Light Pistol	5	4	>>

INFORMATION BROKER

RIVAL

2

BRAWN

2

AGILITY

4

INTELLECT

3

CUNNING

2

WILLPOWER

3

PRESENCE

SOAK VALUE

2

WOUND THRESHOLD

12

M/R DEFENSE

0

0



2



Computers 2

Negotiation 2

Perception 2

Streetwise 2

Knowledge (Society) 1

Knowledge (Underground) 3



Knack for It 2: Remove ■■ from any *Computers*, *Knowledge (Underground)* and *Streetwise* checks.



Encrypted datapad.



Light Pistol

5

4



👑 110