

MASS EFFECT™



Ascension Conversion
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Mass Effect: Ascension Conversion 1.3

The Savage Worlds Core Rules provide a fantastic framework for Mass Effect, but it's not quite perfect as-is. In this conversion, you will find many adjustments to current rules as well as some brand new ones. The Power Point rules, while effectively robust for other settings, do not quite fit the feel of the Mass Effect Franchise, particularly as seen in the video games, Mass Effect 2 and Mass Effect 3. In its place, you find the Cool Down system, which better fits the nature of the gameplay found in those titles. You will also find rules for races, information on Skills appropriate to the setting, as well as the addition of a Class System and Battle Skills that will be familiar to any Mass Effect fan.

Shield (X) -

Some characters have the Shield (X) ability. "X" is equal to the volume of Shield layers the character has. If a character with remaining layers or "active" Shields suffers damage, resolve as follows:

If the damage equals or exceeds the character's Toughness, it loses one Shield layer, plus an additional layer of shielding for each raise on the damage roll. If the amount of wounds taken exceeds the target's remaining layer of shields, apply a Shaken result and then wounds as normal for each additional raise. Shields are not affected by Soak rolls. At the beginning of a character's initiative count, the character regains one layer of Shield. Characters that are Shaken at the beginning of their turn do not regenerate Shields unless they recover from being Shaken. Characters with active Shield layers are immune to effects that would cause them to be Knocked Back, Pulled, or to become Prone. Shields do not protect characters from melee attacks.

Example:

A Prototype Geth Trooper has Shield 1 and Toughness 8. The Trooper is hit with a damage roll of 13, which exceeds the target's Toughness with a raise. The Trooper loses one layer of Shielding and becomes Shaken as a result.

Heavy Armor -

Heavy Armor works the same as in the core rules, save that it additionally provides immunity to effects that would cause the character benefiting from Heavy Armor to be Knocked Back, Pulled, or to become Prone. Additionally, attacks without the Heavy Weapon quality can be made against characters with Heavy Armor, but only to remove Shield layers. Raises scored against characters with an active Shield and Heavy Armor do not cause additional Shaken or wound results unless the attack has the Heavy Weapon quality.

Arcing -

Attacks with the Arcing characteristic ignore light and medium cover penalties for attacks as well as bonuses to Toughness.

Biotic Explosion -

If a Biotic Attack that causes damage directly hits a character already under the effect of another Biotic Attack (Singularity, Warp), a Biotic Explosion occurs. Place a Small Burst Template over the character that was hit by the attack. All characters other than the target and the attacker that are under the template may attempt to Dive for Cover with an additional -2 penalty for each raise on the attack roll. Any character that failed their Dive for Cover roll suffers 2d6 damage, gets Knocked Back d3" directly away from the center of the burst (roll once for all targets), and becomes Prone. Raises on the triggering attack roll increase the Knocked Back distance as normal. If a character contacts an obstruction while being Knocked Back, they suffer an additional 1d6 Kinetic damage. Once the Biotic Explosion is resolved, the triggering attack resolves with an additional 1d6 damage against the character that was directly hit by the triggering attack.

Cool Down -

Many, but not all, combat-related Skills in this conversion have a C/D stat. To use any Skill with a C/D stat, you must place the corresponding number of C/D markers on your character sheet. At the end of each round, remove one C/D marker from your character sheet. A character may not use Skills with a C/D stat if they have any C/D markers on their character sheet. If a character draws a Joker at Initiative, remove all C/D markers from their character sheet.

Example:

During his first initiative count, Jason's Adept uses the Throw/Pull Skill, which has the stat C/D 2, so he places two C/D markers on his character sheet. At the end of the round, he removes one of his C/D markers. When his second initiative count comes up, he will still have one C/D marker on his character sheet, so he may not use any Skills with a C/D stat at that time. At the end of the second round, he'll remove the last C/D marker and will be able to use a Skill with a C/D during his third initiative count.

Knocked Back/Pulled (X) –

Many Battle Skills use the term Knocked Back or Pulled. Characters without an active Shield, Barrier, or Heavy Armor that are subject to an effect with "Knocked Back" are pushed directly away from the user or Pulled directly toward the user the accorded distance +1" for each raise on the Skill roll.

Unreliable –

Some weapons have the Unreliable quality. If an attack roll with an Unreliable weapon results in all 1s in both the Skill die and the Wild die, the weapon malfunctions and cannot be used until a Repair roll is made as a full action to correct the problem.

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Races

The following racial packages consist of typical examples of members of the most common races found in Mass Effect. If a player wishes to create an unusual member of a specific race, they might swap out an edge or hindrance with the GM's permission.

Asari -

- Willful - Asari start with a d6 instead of a d4 in Spirit during character creation.
- Attractive - Asari are often found unusually beguiling and have a reputation among civilized races as skilled diplomats, ambassadors, and courtesans. They gain +2 Charisma.
- Delicate - Asari have a penalty of -1 Toughness.

Drell -

- Strong - Drell start with a d6 instead of a d4 in Strength during character creation.
- Eidetic Memory - Drell can immediately recall images, sounds, or objects in memory with extreme precision and in abundant volume.
- Quirk (Pious) - Drell are deeply religious, believing in a dualist state of body and soul. When either their body or soul is traumatized, they feel that they are no longer "whole", and will go to great lengths to correct this.

Human -

- Versatile - Humans start with one free edge of the player's choice during character creation.
- Adept - Humans start with one Skill at d6 of the player's choice during character creation.
- Outsider (Human) - Humans are upstarts on the galactic stage, and are still generally considered untrustworthy by aliens. They suffer a -2 to Charisma when interacting with non-humans.

Krogan -

- Strong - Krogan start with a d6 in Strength during character creation.
- Tough - Krogan are incredibly hardy, and gain +1 Toughness.
- Keen Sense (Vision) - Due to their wide peripheral vision, Krogan gain a +2 bonus to Notice.
- Dim - Krogan must pay two points per step to raise Smarts during character creation.
- Mean - Krogans are well-known for their contempt of others. They suffer -2 Charisma.

Quarian -

- Intelligent - Quarians start with a d6 in Smarts instead of d4 during character creation.
- Technician - Quarians start with Repair at d6 during character creation.
- Hacker - Quarians start with Hacking at d6 during character creation.
- Quirk (Immune Deficiency) - Quarians' immune systems cannot handle foreign bacteria; when not in their own environment in the Quarian Flotilla, they must wear an enviro-suit.
- Quirk (Restrictive Diet) - Like Turians, Quarians require food compatible with their dextro-amino based genetic code and will enter anaphylactic shock if they ingest levo-amino acid based food eaten by humans and other similar biological forms.

Salarian -

- Agile/Intelligent - Salarians start with a d6 in either Agility or Smarts instead of d4 during character creation.
- Eidetic Memory - Salarians can immediately recall images, sounds, or objects in memory with extreme precision and in abundant volume.
- Frail - Salarians must pay two points per step to raise Vigor during character creation.
- Quirk (High Metabolism) - Salarians tend to be hyperactive, restless, and talkative.

Turian -

- Willful/Agile - Turians start with a d6 in Spirit or Agility instead of d4 during character creation.
- Adept - Turians start with one Skill at d6 of the player's choice during character creation.
- Quirk (Restrictive Diet) - Like Quarians, Turians require food compatible with their dextro-amino based genetic code and will enter anaphylactic shock if they ingest levo-amino acid based food eaten by humans and other similar biological forms.

Language -

Most individuals know only their mother tongue, and rely on machine translation. Modern portable computers allow anyone with a few hundred credits of equipment to enjoy seamless real-time translation of alien languages, courtesy of omni-tools, computers in clothing or jewelry, or sub-dermal implants.

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Skills

Mass Effect adds a whole new selection of Battle Skills to Savage Worlds (see the Battle Skills section). Additionally, due to the futuristic setting of Mass Effect, many standard Savage Worlds Skills are not used or are replaced by other appropriate Skills.

The following Skills are appropriate and available in this rule set:

- Climbing (Strength)
- Fighting (Agility)
- Gambling (Smarts)
- Healing (Smarts)
- Intimidation (Spirit)
- Investigation (Smarts)
- Knowledge (Smarts)
- Notice (Smarts)
- Persuasion (Spirit)
- Piloting (Agility)
- Repair (Smarts)
- Shooting (Agility)
- Stealth (Agility)
- Streetwise (Smarts)
- Survival (Smarts)
- Taunt (Smarts)
- Tracking (Smarts)

The following Skill has been added for this rule set:

- Hacking (Smarts) - Hacking is the science of software and the knowhow to circumvent, corrupt, or exploit it. Application of Hacking can be used to unlock a door, steal information, or hijack a mech.

The Skills listed below are not used in this rule set:

- Boating (Agility) - Watercraft are all but non-existent in Mass Effect.
- Driving (Agility) - This Skill has been absorbed into Piloting.
- Lock Picking (Agility) - Locking mechanisms are controlled electronically, replaced by Repair and Hacking.
- Riding (Agility) - Biological mounts (i.e. horses, etc.) are uncommon in Mass Effect.
- Swimming (Agility) - In the distant future, swimming is somewhat of a lost art.
- Throwing (Agility) - Grenades are thrown using either appropriate Battle Skills (Frag Grenade) or Shooting.

Edges

Due to the nature of the setting, there are some changes to existing Edges, as well as the removal of others.

Changes to Existing Edges

- Any Edge pertaining to Arcane Backgrounds is not used in this conversion.
- Any Edge pertaining to the Supernatural (i.e. Champion) is not used in this conversion.
- The Beast Bond and Beast Master Edges are not used in this conversion.
- Thief - Substitute all use of the Lock Picking Skill with Hacking

New Edges

Damping

- Requirements - Novice, Smarts d8, High-Quality Omni-Tool or better
- The character gains an additional 2 points of Armor when hit by damage-causing Tech or Biotic Skills.

Improved Damping

- Requirements - Seasoned, Damping, High-Quality Omni-Tool or better
- As above, but the Armor bonus is increased to 4.

Reserve Power Cell

- Requirements - Seasoned
- The character may spend Bennies to remove C/D tokens (1/per token).

Tech Expert

- Requirements - Novice, Smarts d8, Hacking d8, Repair d8
- The character adds +2 to Hacking and Repair rolls, as well as Notice rolls made pertaining to either Skill.

Biotic Brawler

- Requirements - Novice, Biotic Concentration, High-Quality Biotic Amp
- The character's unarmed melee attacks use Spirit for damage rolls instead of Strength and may also trigger Biotic Explosions

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Advances

Due to the inclusion of Battle Skills, every 10 experience when a character makes takes an advance, they may additionally increase a single Skill that is lower than its linked attribute by one die-type.

Classes

Character creation is a slightly different process in this conversion of Savage Worlds. Firstly, instead of the normal allotment of 15 points for Skills, a character has 17 due to the addition of Battle Skills. Secondly, players must pick a Class from a selection of six. Each class comes with an exclusive base Skill at d4 in addition to a selection of other Skills available through their Class.

Soldier

Soldiers are pure combat specialists: no one is tougher or more suited to taking down enemies with barrages of gunfire. Soldiers have thorough weapons training and can use many special ammo types as well as grenades.

- Concentration(s) - Combat
- Primary Trait - Agility
- Battle Skills
 - Adrenaline Rush (Base)
 - Concussive Shot
 - Frag Grenade
 - Incendiary Ammo
 - Disruptor Ammo
- Weapon Proficiencies - Heavy Pistol/SMG/Shotgun/Assault Rifle/Sniper Rifle/Heavy Weapon

Adept

The Adept is the ultimate biotic, able to affect the physical world with the power of the mind. Adepts are durable and powerful manipulators of mass effect fields; they can use biotics to violently manipulate objects in the environment, including nearby enemy targets.

- Concentration(s) - Biotics
- Primary Trait(s) - Spirit
- Battle Skills
 - Singularity (Base)
 - Throw/Pull
 - Shockwave
 - Warp
 - Barrier
- Weapon Proficiencies - Heavy Pistol/SMG/Heavy Weapon

Engineer

Engineers are tech specialists, the most effective class at disabling the defense of the toughest enemies or incapacitating them to render them harmless. In combination with their weapons training, Engineers have the unique ability to spawn combat drones that can harass enemies or force them out of entrenched cover positions.

- Concentration(s) - Tech
- Primary Trait(s) - Smarts
- Battle Skills
 - Combat Drone (Base)
 - Incinerate
 - Overload
 - Cryo Blast
 - Sabotage
- Weapon Proficiencies - Heavy Pistol/SMG/Heavy Weapon

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Sentinel

Sentinels are unique, bringing both tech and biotic abilities to the battlefield. In addition to complete weapons training, Sentinels are equipped with an advanced shield that makes taking cover much less necessary and rushing their enemies much more productive. This armor system can also be detonated to blast nearby enemies.

- Concentration(s) - Biotics, Tech
- Primary Traits - Smarts, Spirit
- Battle Skills
 - Tech Armor (Base)
 - Overload
 - Warp
 - Throw/Pull
 - Cryo Blast
- Weapon Proficiencies - Heavy Pistol/SMG/Assault Rifle/Shotgun/Heavy Weapon

Infiltrator

Infiltrators are tech and combat specialists with the unique ability to cloak themselves from visual and technological detection. Their inventory is stacked with a wide variety of weapons, equipment, and powers. Infiltrators are deadly at any range, but particularly so with a sniper rifle. When scoping a target, superior reflexes take over, time momentarily slows down, and the Infiltrator finds an easy picking.

- Concentration(s) - Tech, Combat
- Primary Traits - Combat, Smarts
- Battle Skills
 - Tactical Cloak
 - Disruptor Ammo
 - Incinerate
 - Cryo Ammo
 - Sabotage
- Weapon Proficiencies - Heavy Pistol/SMG/Sniper Rifle/Heavy Weapon

Vanguard

Vanguards are feared for their high-risk, high-reward combat style, closing quickly on enemies and destroying them at short range with weapons and biotic abilities. They are outfitted with L5n implants, enabling them to perform a biotic charge that strikes the opponent with incredible force while bringing the Vanguard in for close-range combat.

- Concentration(s) - Combat, Biotics
- Primary Traits - Agility, Spirit
- Skills
 - Biotic Charge (Base)
 - Cryo Ammo
 - Incendiary Ammo
 - Shockwave
 - Nova
- Weapon Proficiencies - Heavy Pistol/SMG/Shotgun/Heavy Weapon

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Battle Skills

The following is a list of Battle Skills used in combat in Mass Effect. Many of these Skills are exclusive to specific classes, while others are available to any character of the appropriate Class. To use a Battle Skill, make a Skill roll with the corresponding Skill and add C/D markers to your card if indicated by a C/D stat. Remember that you may not use a skill with a C/D stat if you already have any C/D markers on your card. Since each Battle Skill is its own unique Skill that is advanced on its own, a player may use multiple Skills during the same initiative count per the Multiple Actions rule.

Example:

A Vanguard takes the Multiple Action penalty of -4 to use Biotic Charge, Nova, and Shooting in the same activation. They may not make a Biotic Charge followed by two Novas.

As a character increases in rank, the Skills they learn become more and more powerful. Every Battle Skill has an additional four ranks, the last one branching into two choices. Each rank bonus has a requirement in accordance to Skill level and player rank as follows:

Requirements for Skill Ranks

- Rank 2 - Seasoned, d6 in Skill
- Rank 3 - Veteran, d8 in Skill
- Rank 4 - Heroic, d10 in Skill
- Rank 5 - Legendary, d12 in Skill

There are two Rank 5 bonuses per Skill. When a Rank 5 bonus is unlocked, the character must choose between one of the two bonuses; they may not take both, nor may they switch between them.

Biotic Skills

Barrier (Spirit) -

Barriers surround the user with a high-gravity mass effect field that provides protection from most ballistic, biotic, and tech attacks.

- Requirements - Class (Adept), Biotic Amp
- Range - Self
- Duration 1
- C/D 3
- The character must make a Barrier Skill Roll when wounded by a ranged weapon attack. Each success and raise reduces the number of wounds suffered by one. Attacks against the user affect the Barrier first, then their Shield (if it is active). Characters protected by Barrier are immune to effects that would cause them to be Knocked Back, Pulled, or to become Prone.
- Rank Bonuses
 - Rank 2 - Barrier can be used to protect adjacent characters.
 - Rank 3 - C/D is reduced by 1.
 - Rank 4 - The user may use their Barrier to protect characters within 1" of them.
 - Rank 5 Branch -
 - The user gets +2 to their Barrier rolls
 - The user may use their Barrier to protect characters within 2" of them.

Biotic Charge (Spirit) -

The Vanguard uses biotics to augment speed and strength to charge across the battlefield towards a target. This culminates in a powerful collision that puts unprotected enemies on their backside, inflicting massive damage.

- Requirements - Class (Vanguard), Biotic Amp
- Range - 12
- Duration - 1
- Damage - 2d6 Kinetic damage
- C/D 2
- If the skill check is a success, place the character using Biotic Charge within 1" of the target. The target becomes Prone and suffers a -2 penalty to all Skill rolls. Biotic.
- Rank Bonuses
 - Rank 2 – On a success, all other characters within 1" of the target aside from the user must make an opposed Vigor roll with a -2 penalty against the user's Biotic Charge roll or suffer a 2d6-2 damage roll.
 - Rank 3 - Range is increased to 18.
 - Rank 4 - C/D is reduced by 1.
 - Rank 5 Branch -
 - Damage against the target is increased to 2d8 and damage against other characters within 1" of the target is increased to 2d6 damage.
 - If the attack hits and the user's Shields are inactive, they immediately restore one layer.

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Nova (Spirit) -

Utilizing the energy from their personal shields, the Vanguard channels it through their biotic amplifier to deliver a devastating attack to those in close proximity.

- Requirements - Class (Vanguard), Biotic Amp
- Range - Special
- Duration - Instant
- Damage - 2d6 Kinetic Damage
- Every adjacent character must make an opposed Agility roll with a -2 penalty against the user's Nova Skill roll or suffer 2d6 Kinetic damage and become Prone. The user must have an active Shield when making this attack. After this attack is resolved, the user loses one Shield layer. Biotic.
 - Rank 2 - When Nova is used, characters within 1" of the user now suffer the effects of the Skill.
 - Rank 3 - Damage is increased to 2d8.
 - Rank 4 - This Skill gains Knock Back d3"
 - Rank 5 Branch -
 - Using Nova now removes one C/D token from the user's character sheet.
 - When Nova is used, characters within 2" of the user now suffer the effects of the Skill.

Shockwave (Spirit) -

When used, Shockwave sends out a series of explosive biotic impacts in front of the user ignoring any obstacles. It can be unleashed along the ground to launch all enemies in its path into the air, or used against airborne targets.

- Requirements - Class (Adept or Vanguard), Biotic Amp
- Range - Special
- Duration - Instant
- Damage - 2d6-2 Kinetic Damage
- C/D 3
- All characters in a 6" straight line originating from the user must make an opposed Agility roll with a -2 penalty against the user's Shockwave Skill roll or they suffer 2d6-2 Kinetic Damage and are Knocked Back d3". Biotic.
- Rank Bonuses
 - Rank 2 - Damage is increased to 2d6.
 - Rank 3 - The attack now affects all characters in an 8" straight line originating from the user.
 - Rank 4 - C/D is reduced by 1.
 - Rank 5 Branch -
 - Damage is increased to 2d8
 - The attack now affects all characters in a 10" straight line originating from the user.

Singularity (Spirit) -

Singularity launches a dark energy sphere to create an intense mass effect field. The field creates a warp in the space-time continuum, creating a gravity well akin to a black hole.

- Requirements - Class (Adept), Biotic Amp
- Range - 12/24/48
- Duration - 2
- C/D 3
- Small Burst Template. If the roll is failed, the blast deviates as a launched projectile. For each raise, characters attempting to Dive for Cover suffer an additional -2 penalty to their Agility Roll. All characters without an active Shield, Barrier, or Heavy armor within the burst cannot move except toward the center of the burst and suffer a -4 penalty to Skill rolls. While inside the burst, characters cannot regenerate Shields. A character may only have a single instance of Singularity active at a time. Using Singularity again before a previous use expires causes the previous use to immediately expire. Biotic Explosions cause Singularity to expire. Arcing, Biotic.
- Rank Bonuses
 - Rank 2 - At the beginning of each round for Singularity's duration, characters within the burst must make a Strength roll at -2 or be Pulled 1" towards the center of the burst.
 - Rank 3 - C/D is reduced by 1.
 - Rank 4 - When Singularity expires due to duration, all characters within the template suffer 2d6 damage.
 - Rank 5 Branch -
 - The attack now uses a Medium Burst Template.
 - Duration increases by 1.

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Throw/Pull (Spirit) -

Throw and Pull attacks use mass effect fields to apply tremendous force to push or pull targets, damaging them further if they slam into walls or obstacles.

- Requirements - Class (Adept, Sentinel), Biotic Amp
- Range - 12/24/48
- Duration - Instant
- C/D 2
- This attack causes the target to be Knocked Back or Pulled d3" and become Prone. Additionally, targets without an active Shield, Barrier, or Heavy Armor must pass a Vigor check with a -2 penalty for each success and raise or they become Shaken. Pull can also be used to pull objects (per the GM's discretion). If the object is being held by a character, then that character must make an opposed Strength roll with a -2 penalty against the user's Pull roll, or else the object is yanked free and is pulled d3" towards the user. This attack can detonate a Biotic Explosion. Arcing, Biotic.
- Rank Bonuses
 - Rank 2 - The Knocked Back/Pulled distance is increased to d4".
 - Rank 3 - The penalty for Strength rolls made when attempting pull an object away from a character is increased to -2 per each Success and Raise.
 - Rank 4 – Knocked Back/Pull distance is increased to d6".
 - Rank 5 Branch -
 - Increase the damage of Biotic Explosions triggered by Throw/Pull by 2.
 - The nearest character within 2" of the target is also hit by the attack.

Warp (Spirit) -

Warp works by creating rapidly shifting mass effect fields that shred a target apart, similar in function to the disruptor torpedoes used by starships.

- Requirements - Class (Sentinel or Adept), Biotic Amp
- Range - 12/24/48
- Duration - 2
- Damage - 2d6 Damage
- C/D 3
- Attacks made against a character affected by Warp count as have the Heavy Weapon quality. Characters affected by Warp may not regenerate their Shield. At the beginning of every round until Warp expires, the target suffers an additional 2d4 damage. Arcing, Heavy Weapon, Biotic.
- Rank Bonuses
 - Rank 2 - At the beginning of every round until Warp expires, the target now suffers 2d6 additional damage.
 - Rank 3 - The initial damage gains AP 2.
 - Rank 4 - Short range is increased to 18".
 - Rank 5 Branch -
 - Duration is increased by 1, all attacks against the target gain an additional AP 2 for Warp's duration.
 - Biotic explosions triggered by Warp cause 2d10 damage and d6" knockback (roll once for all targets).

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Tech Skills

Combat Drone (Smarts) -

Combat drones serve as excellent diversions on the battle field, distracting enemies while draining their shields or even stunning them.

- Requirements - Class (Engineer), Omni-Tool
- Range - Self
- Duration - 5
- C/D 3
- Place a Combat Drone within 3" of the user. Normally, the Combat Drone may not activate this round unless the user succeeds with a Raise. A character may not have more than one active Drone at a time. If a character already has an active drone when a new one is placed, the previous one becomes disabled.
- Rank Bonuses
 - Rank 2 - The Drone's Shield rating increases by 1.
 - Rank 3 - Duration becomes persistent.
 - Rank 4 - The Drone's Taunt is increased to d12.
 - Rank 5 Branch -
 - The Drone's Electric Shock attack now inflicts a -2 penalty to Skill rolls on the target (Duration 1).
 - The Drone's Electric Shock attack damage increases to 2d8.

Combat Drone

Attributes - Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills - Shooting d8, Taunt d10, Notice d6

Traits - Pace 6, Parry 4, Toughness 8(2)

Abilities -

- *Shield 1*
- *Synthetic* - +2 to recover from being Shaken; no additional damage from called shots; synthetics do not suffer from poison.
- *Fearless* - Drones are immune to Fear and Intimidation
- *Flight* (Pace 6, Climb 0)
- *Electric Shock* (3/6/12, 2d6 Damage, ROF 1)
- *Tech Armor* - +2 Toughness

Cryo Blast (Smarts) -

When activated, the user's omni-tool fires a mass of super-cooled subatomic particles capable of snap-freezing a target in place.

- Requirements - Class (Engineer, Sentinel), Omni-Tool
- Range - 12/24/48
- Duration - 1
- C/D 3
- Targets without an active Shield, Barrier, or Heavy Armor that are hit by Cryo Blast may not move and Kinetic damage rolls against the target receive an additional d4. For each raise on the Cryo Blast attack roll, increase the additional damage by one die-type to a maximum of d12. Arcing.
- Rank Bonuses
 - Rank 2 - The base die type for Kinetic damage roll bonuses is increased to d6.
 - Rank 3 - Duration is increased by 1.
 - Rank 4 - C/D is reduced by 1.
 - Rank 5 Branch -
 - The first time an Extra affected by Cryo Blast becomes Shaken as a result of taking Kinetic damage, they are destroyed.
 - The attack now uses the Small Blast Template. If the roll is failed, the blast deviates as a launched projectile. Characters may attempt to Dive for Cover with an additional -2 penalty for each raise on the attack roll.

Incinerate (Smarts) -

This is a high-explosive plasma round fired from the user's omni-tool that can penetrate Heavy armor or set the target on fire.

- Requirements - Class (Engineer or Infiltrator), Omni-Tool
- Range - 12/24/48
- Duration - Instant
- C/D 3
- Damage - 2d6 damage
- When making this attack against a target without an active Shield or Barrier, make one Spreading roll for each Success and Raise to see if the target catches fire. Targets that are on fire may not regenerate their Shield. Arcing. Heavy Weapon.
- Rank Bonuses
 - Rank 2 - The initial damage gains AP 2
 - Rank 3 - Damage is increased to 2d8
 - Rank 4 - C/D is reduced by 1
 - Rank 5 Branch -
 - Spreading rolls now cause the target to catch fire on a 5 or 6.
 - Incinerate's initial damage increases to AP 4.

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Overload (Smarts) -

The user's omni-tool fires a high-energy round designed to overload the target's mass effect field emitters.

- Requirements - Class (Engineer, Sentinel), Omni-Tool
- Range - 12/24/48
- Duration - 1
- C/D 3
- Targets with an active Shield and without an active Barrier immediately lose one layer of Shield for each success and raise. Targets without an active Shield, Barrier, or Heavy Armor must make Vigor roll with a -1 penalty for each success and raise or become Shaken. The target may not regenerate Shield layers for Overload's duration.
- Rank Bonuses
 - Rank 2 - Synthetic targets without an active Shield, Barrier, or Heavy Armor additionally suffer 2d6 damage after resolving their Vigor roll.
 - Rank 3 - With a raise, targets with an active Shield now suffer two Shaken results or an additional -2 to their Vigor rolls.
 - Rank 4 - C/D is reduced by 1.
 - Rank 5 Branch -
 - If the attack roll hits, the nearest character within 1" of the target also suffers the full effect of the attack.
 - Organic targets without an active Shield, Barrier, or Heavy Armor additionally suffer 2d6 damage after resolving their Vigor roll.

Sabotage (Smarts) -

A hacking attempt is made targeting the computerized systems of modern firearms or synthetics which causes the target to briefly malfunction while it purges the administered virus.

- Requirements - Class (Engineer, Infiltrator), Omni-Tool
- Range 12/24/48
- Duration - 1
- C/D 3
- A Synthetic target without an active Shield, Barrier, or Heavy Armor briefly becomes under the control of the user. The target may immediately move up to its Pace and make one action, then Sabotage expires. Non-Synthetic targets without an active Shield, Barrier, or Heavy Armor suffer a damage roll from the weapon they are carrying and may not make a ranged attack with that weapon. All damage rolls from Sabotaged synthetics or equipment are at -2.
- Rank Bonuses
 - Rank 2 - Duration increases to 2 (in regards to the affected weapon)
 - Rank 3 - Sabotaged Synthetics and equipment now roll damage normally.
 - Rank 4 - C/D is reduced by 1
 - Rank 5 Branch
 - Synthetics or weapons affected by the power explode at the end of the duration - dealing weapon damage or Vigor x 2 (i.e. d6 vigor becomes 2d6) in a Small Burt Template. Characters other than the target that are under the may attempt to Dive for Cover with an additional – 2 penalty for each raise on the attack roll.
 - Duration increases to 3 and all Tech abilities targeting the affected model gain +2 to attack and damage rolls.

Tactical Cloak (Smarts) -

Infiltrators are equipped with powerful cloaking devices, rendering them nearly invisible to the naked eye and granting them the time they need to line up the perfect attack.

- Requirements - Class (Infiltrator), Omni-Tool
- Range - Self
- Duration - 2
- C/D 3
- This may be used as a free action during the character's initiative count. Tactical Cloak may not be used during a round in which it expired. The character using Tactical Cloak becomes invisible. Attacks made against an invisible foe suffer a –6 penalty (which does not stack with other abilities). Foes get a Notice roll at –4 to detect their presence if given some reason or if the invisible character closes within 1" (2 yards). While Tactical Cloak is active, the user gains a +2 bonus to damage rolls, but may not regenerate their Shield. Tactical Cloak lasts for two rounds or until after resolving an attack made by the user.
- Rank Bonuses
 - Rank 2 - While Tactical Cloak is active, the damage bonus is increased to +3.
 - Rank 3 - Duration increases to 3.
 - Rank 4 - When the user makes an attack with Tactical Cloak active, they may make a Tactical Cloak Skill roll with a -4 penalty to stop it from expiring after making a ranged attack.
 - Rank 5 Branch
 - While Tactical Cloak is active, the damage bonus is increased to +4
 - When the user makes an attack with Tactical Cloak active, they may make a Tactical Cloak Skill roll with a -2 penalty to stop it from expiring after making a ranged attack.

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Tech Armor (Smarts) -

Sentinels deploy powerful holographic armor to help protect them in dangerous fire fights. When it is destroyed, it sends out a burst of kinetic energy, damaging nearby enemies.

- Requirements - Class (Sentinel), Omni-Tool
- Range - Self
- Duration - Until Deactivated
- C/D 1
- This may be used as a free action during the character's initiative count. While active, the user gains +2 Armor (this bonus stacks with normal armor) and reduces AP values of attacks against them by 2. While Tech Armor is active, all Skills with a C/D stat have their C/D increased by 1. During the character's initiative count, they may deactivate Tech Armor as a free action. As a part of deactivating Tech Armor, the user may make a Tech Armor roll to cause the Tech Armor to burst, forcing every adjacent character to make an opposed Agility with a -2 penalty against the user's Tech Armor roll or suffer 2d4 Kinetic Damage. Causing the Tech Armor to burst adds C/D 1 to the Free Action. This may not be done during the same initiative count that Tech Armor is activated.
- Rank Bonuses
 - Rank 2 - Armor burst damage increases to 2d6 and adjacent characters are also Knocked Back d4".
 - Rank 3 - Armor bonus increases to +3.
 - Rank 4 - Armor bonus increases to +4.
 - Rank 5 Branch
 - Tech Armor now reduces AP of attacks against it by 4 when Tech Armor is active. Additionally, armor burst damage increases to 2d8 and now affects characters within 1".
 - While Tech Armor is active, the Sentinel no longer suffers from the C/D increase and all tech and biotic powers receive +2 to damage rolls.

Combat Skills

Adrenaline Rush (Agility) -

Soldiers can call upon an adrenaline rush at the most crucial moments of battle, increasing their reflexes and making them deadly combatants.

- Requirements - Class (Soldier)
- Range - Self
- Duration - 1
- C/D 3
- This ability may be used as a Free Action during the character's initiative count. While Adrenaline Rush is active, the user receives a +2 bonus to ranged weapon and melee damage rolls.
- Rank Bonuses
 - Rank 2 - While Adrenaline Rush is active, the user receives a +2 bonus to Shooting and Fighting attack rolls.
 - Rank 3 - C/D is reduced to 2.
 - Rank 4 - damage bonus is increased to +4.
 - Rank 5 Branch
 - A character may take an additional combat action as a Free Action, ignoring the multi-action penalty. All of the character's other actions follow normal multi-action rules. (i.e. run & shoot, would cause a -2 penalty)
 - A character may immediately gain two levels of Shields until the start of their next initiative count, at which point the character either regenerates a Shield layer up to the Shield stat, or they remove layers until they are no longer above their Shield stat.

Concussive Shot (Agility) -

A guided micro-grenade loaded with a small element zero core to generate an anti-gravity field that knocks the target back with significant force.

- Requirements - Class (Soldier), Ranged Weapon
- Range - 12/24/48
- Duration - Instant
- Damage - 2d4 Kinetic Damage
- C/D 1
- This attack causes the target to be Knocked Back d3". Arcing.
- Rank Bonuses
 - Rank 2 - Knock Back distance is increased to d4"
 - Rank 3 - Damage is increased to 2d6.
 - Rank 4 - C/D is reduced by 1.
 - Rank 5 Branch
 - This attack now uses the Small Blast Template. If the roll is failed, the blast deviates as a launched projectile. Characters under the template may make a Dive for Cover roll with an additional -2 penalty for each raise on the attack roll. Characters who fail their roll suffer the full damage and effect of the attack roll (2d6 damage, Knocked d4").
 - Concussive Shot also benefits from current ammo abilities in use.

Mass Effect: Ascension Conversion I.3

Cryo Ammo (Agility) -

When activated, the user's weapon is empowered and has a chance of freezing enemies for a short time, preventing them from moving and making them more susceptible to damage.

- Requirements - Class (Vanguard)
- Range - Self
- User Duration – Until Deactivated, Superseded
- Target Duration - 1
- This ability may be used as a Free Action during the character's initiative count. When the user makes a successful ranged weapon attack against a character without an active Shield, Barrier, or Heavy Armor, the target must make a Vigor roll. If the Vigor roll is failed, the target may not move during their next initiative count. A character may only have one Ammo Skill in use at a time. Activating a new Ammo type will supersede previous Ammo types, causing them to immediately expire.
- Rank Bonuses
 - Rank 2 - Kinetic damage to targets that failed their Vigor roll is increased by +1 for Cryo Ammo's duration.
 - Rank 3 - Vigor rolls take a -1 penalty for each raise on the attack roll.
 - Rank 4 - Kinetic damage to targets that failed their Vigor roll is increased by +2 for Cryo Ammo's duration.
 - Rank 5 Branch
 - While the user has Cryo Ammo active, up to 5 friendly characters gain the effects of Rank 2 Cryo Ammo.
 - Targets that fail their Vigor roll may not take actions for the duration of the Skill.

Disruptor Ammo (Agility) -

This ammunition empowers the user's weapons with an electrical field that provide extra damage against synthetic enemies and shields.

- Requirements - Class (Infiltrator, Soldier)
- Range - Self
- User Duration - Until Deactivated, Superseded
- C/D 0
- This ability may be used as a Free Action during the character's initiative count. The user's ranged weapon attacks gain +1 damage vs. targets with an active Shield or Synthetic targets. A character may only have one Ammo Skill in use at a time. Activating a new Ammo type will supersede previous Ammo types, causing them to immediately expire.
- Rank Bonuses
 - Rank 2 - Damage bonuses with ranged attacks against targets with active Shields or Synthetic targets is increased to +2
 - Rank 3 - When attacking a Synthetic target without an active Shield, Barrier, or Heavy Armor, the target must make a Spirit roll with a -2 penalty for each success and raise or suffer a -2 penalty to all Skill rolls until the end of the target's next initiative count.
 - Rank 4 - Ranged weapons using Disruptor Ammo gain +2 to damage rolls against targets with an active Shield or Barrier or Synthetic targets.
 - Rank 5 Branch -
 - While the user has Disruptor Ammo active, up to 5 friendly characters gain the effects of Rank 2 Disruptor Ammo.
 - Any target hit by Disruptor Ammo without an active Shield, Barrier, or Heavy Armor must make a Spirit roll with a -2 penalty for each success and raise or suffer a -2 penalty to all Skill rolls until the end of their next initiative count.

Frag Grenade (Agility) -

Soldiers often come armed with powerful fragmentation grenades capable of wiping out swathes of enemies or penetrating heavy armor.

- Requirements - Class (Soldier)
- Range - 5/10/20
- Duration - Instant
- 2d8 Kinetic Damage
- Small Burst Template. Characters with Frag Grenade may use it once per scene. If this attack misses, it deviates as if it were a launched projectile. Characters under the template may attempt to Dive for Cover with an additional -2 penalty for each raise on the attack roll.
- Rank Bonuses
 - Rank 2 - Characters with Frag Grenade may use it twice per scene.
 - Rank 3 - Damage is increased to 3d6 Kinetic Damage.
 - Rank 4 - Characters with Frag Grenade may use it three times per scene.
 - Rank 5 Branch
 - The area of effect increases to a Medium Burst Template.
 - Frag Grenade damage is increased to 3d10 and gains the Heavy Weapon quality. Frag Grenade loses the Small Burst Template quality.

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Incendiary Ammo (Agility) -

This ammo type has the potential to set the target alight while providing additional punch against heavily armored targets.

- Requirements - Class (Soldier, Vanguard)
- Range - Self
- Duration - Until Deactivated, Superseded
- C/D 0
- This ability may be used as a Free Action during the character's initiative count. The user's ranged weapon attacks gain the Heavy Weapon quality. When the user makes a ranged weapon attack against an organic character without an active Shield or Barrier, make one Spreading roll (2d4 Fire Damage) for each Success and Raise to see if the target catches fire. Characters that are on fire may not regenerate their Shields. A character may only have one Ammo Skill in use at a time. Activating a new Ammo type will supersede previous Ammo types, causing them to immediately expire.
- Rank Bonuses
 - Rank 2 - Weapons using Incendiary Ammo gain +1 to damage rolls against targets without an active Shield or Barrier.
 - Rank 3 - Fire Damage from spreading increases to 2d6.
 - Rank 4 - Weapons using Incendiary Ammo gain +2 to damage rolls against targets without an active Shield or Barrier.
 - Rank 5 Branch
 - While the user has Incendiary Ammo active, up to 5 friendly characters gain the effects of Rank 2 Incendiary Ammo.
 - Weapons using Incendiary Ammo gain +4 to damage rolls against targets without an active Shield or Barrier.

Mass Effect: Ascension Conversion I.3

Equipment

Mass Effect plays host to a wide assortment of highly-sophisticated technology from the far-future, many of them possible due to Mass effect fields. Mass effect fields are created through the use of element zero. Element zero can increase or decrease the mass content of space-time when subjected to an electrical current via dark energy. With a positive current, mass is increased. With a negative current, mass is decreased. The stronger the current, the greater the magnitude of the mass effect. These mass effect fields allow things like FTL travel, powerful shields, potent rail guns, and is the central aspect of biotics.

Medi-Gel -

An all-purpose medicinal salve combining an anesthetic and clotting agent used by paramedics, EMTs, and military personnel, produced by the Sirta Foundation. It heals various wounds and ailments, instantly sealing injuries against infection and allowing for rapid healing by having the gel grip tight to flesh until subjected to a frequency of ultrasound. It is sealable against liquids, most notably blood, as well as contaminants and gases.

Medi-Gel can be applied during the Golden Hour to automatically heal one wound or remove the Incapacitated state. Medi-Gel may only be applied like this once per-patient during the Golden Hour, and it may be done in addition to a normal Healing attempts. Armor suits typically have three storage slots for Medi-Gel applications.

Omni-Tool, Omni-Blade -

Omni-tools are multipurpose diagnostic and manufacturing tools used for a variety of battlefield tasks, such as hacking, decryption, or repair. When equipped, an omni-tool appears over a person's left hand and forearm as an orange hologram. Omni-tools are handheld devices that combine a computer microframe, sensor analysis pack, and fabricator. Versatile and reliable, an omni-tool can be used to analyze and adjust the functionality of most standard equipment, including weapons and armor, from a distance.

The fabrication module can rapidly assemble small three-dimensional objects from common, reusable industrial plastics, ceramics, and light alloys. This allows for field repairs and modifications to most standard items, as well as the reuse of salvaged equipment and applying medicine from stimulants to medi-gel. Many military-grade variants also house an Omni-Blade as reports of husks at war zones increase, and the need for close-quarters weaponry has risen. Many military-grade omni-tools have incorporated deadly blades, appropriately named "omni-blades" that are diamond-hard and sharp enough to cut through armor.

Omni-Tools are required for most Skill rolls using Healing, Hacking, Repair, Investigation, and Tracking, but each situation's requirements will be left to the GM to decide. Omni-Tools are always considered to be readied by the character in their off-hand. Omni-Tools of Cheap quality confer a -2 penalty to all Skill rolls that would require an Omni-Tool.

When a character wishes to make an attack with an Omni-Blade during their initiative count, they may ready it as a free action just before attacking with it. Since Omni-Tools are attached to the user's off-hand, Omni-Blade attacks are made with their off-hand (confering the usual -2 penalty), which must be empty when doing so. After the attack is resolved, the Omni-Blade is immediately stowed as a free action and is no longer considered readied. Omni-Blades can never count as being armed when they are defending against a Fighting roll.

Biotic Amp –

Biotics manipulate mass effect fields using dozens of element zero nodules within their nervous system that react to electric stimuli from the brain. Bio-amps allow biotics to synchronize the nodules so they can form fields large and strong enough for practical use. Amplifiers can improve a specific discipline or talent. An implant is a surgically-embedded interface port into which amps are "plugged in". They are also known as 'wetware' because of their cybernetic nature. In humans, the implant is usually placed at the base of the skull for convenient access, though the user must be careful to keep it free of contaminants.

Biotic Amps can only be used by characters with the Biotic concentration. All Biotic amps allow the character to use Telekinesis with a Will roll (per the GM's discretion). Cheap-quality Biotic Amps confer a -2 penalty to all Skill rolls that would require a Biotic Amp.

Thermal Clips and Grenades -

Personal weapons have undergone a massive shift. It was discovered that, in an age of kinetic barriers, most firefights were won by the side who could deliver the most rounds the fastest. As such, detachable heat sinks, known as thermal clips, were adopted first by the Geth, and shortly thereafter by organic arms manufacturers. Ammunition may never be a concern, but the availability of thermal clips is; weapons without thermal clips have nowhere to disperse their heat and are incapable of firing. Luckily, thermal clips litter modern battlefields, and can be obtained from fallen enemies or found around the environment.

Thermal Clips are treated just like regular ammunition clips from the Savage Worlds core rules. Armor suits can carry a maximum of six thermal clips (in addition to clips already loaded into weapons) or Grenades.

Weapons –

Weaponry in the late 22nd century has progressed by huge leaps. Explosive-driven weapons are largely a thing of the past, replaced by tiny projectiles shaved from dense blocks of metal in the weapon's body that are launched at supersonic velocities by decreasing its mass in a mass effect field. Weapons are designed to be collapsible so that they may be stored with ease. Additionally, weapons of higher quality are built to accommodate modular components that can improve a weapon's performance in some specific way.

Standard ranged weapons come in three qualities: Cheap, Common, and Military. Cheap weapons have the Unreliable rule and are prone to malfunction, and lack slots for mods. Common weapons are less prone to malfunction than weapons of Cheap quality, but they also lack mod slots. Military weapons are high-quality and come with two available mod slots. With the exception of Heavy Pistols, all ranged weapons require two hands to fire, but may be held in one hand while the other used for another purpose (i.e. Omni-Blade attack, etc.).

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Special Weapons –

Specialty ranged weapons like missile launchers and flame throwers are usually only available through military channels and have the added challenge of using power cells that are not compatible with normal thermal clips. These power cells are often bulky and do not travel as well as other equipment.

Armor suits can carry a single, spare Power Cell for a Special Weapon.

Armor –

Protecting your person in the 22nd century is serious business, as there are dozens of means of doing so on the battlefield. Sophisticated armor often comes with built-in kinetic barriers which shield the user from anything traveling at a high enough velocity to warrant stopping. High-grade armor can also be upgraded via mods to increase survivability, augment user strength, or make them more effective combatants.

Like ranged weapons, armor comes in three qualities: Cheap, Common, and Military. Cheap armor usually just provides a normal bonus to your Toughness. Standard armor additionally provides a single layer of Shield to the user. Military Armor not only provides a single layer of Shield, but also a single mod slot for Recon Armor, and two mod slots for Combat and Assault armor. All armor suits have the capacity to hold the following:

- One of each weapon type for which the user is proficient
- Three applications of Medi-Gel
- A combination of up to six Thermal Clips or Grenades
- One Special Weapon Power Cell

Starting Equipment –

Novice characters should typically start with 1,100 credits for equipment. Other funds available should be determined by the GM per the nature and demands of their adventure or campaign. For example, characters embarking on a serious military campaign might get 1,500 credits to start.

Purchasing Goods and Services

Purchasing goods and services throughout the galaxy can vary in difficulty and cost depending on several factors. Is something being purchased legally or through a back-alley dealer? Are you trying to secure services on a planet or in a district that is friendly to your kind? Are you looking for high-quality items, or something to just get you by? Below you'll find a list of goods and services as well as modifiers that will affect their overall cost and quality.

Numbers separated by a slash differentiate the cost between cheap, common, and high-quality/military-grade goods and services. Weapons with the Rare tag are very expensive and are not readily available, often making good mission rewards.

Meals

- 5/20/100 credits
- MREs – 5 credits
- Location-based cost adjustments for levo-amino acid/dextro-amino acid diets - +40%

Lodgings

- Per-night - 50/200/1000 credits

Omni-Tools (Cheap/High-Quality)

- 50/100 credits
- Omni-Blade attachment – 50 credits

Biotic Amp (Cheap/High-Quality)

- 100/200 credits

SMGs, Shotguns, Assault Rifles, Sniper Rifles

- 100/200/300 credits
- Mods - 50 credits per-slot requirement

Heavy Pistols

- 50/100/150 credits
- Mods - 50 credits per-slot requirement

Special Weapons

- M-451 Firestorm Flamethrower – 2000 credits
- ML-77 Missile Launcher – 2000 credits
- M-100 Grenade Launcher – 1500 credits

Battlefield Consumables

- Thermal Clips – 10 credits
- Special Weapon Power Cell – 150 credits
- Mk-14 Grenades – 25 credits
- Flashbang Grenades – 25 credits
- Smoke Grenades – 25 credits

Armor

- 100/200/300 credits
- Mods - 50 credits per-slot requirement

Travel

- Intrasystem travel - 100/200/400 credits
- Intersystem travel - 200/400/800 credits
- Mass Relay Jump - 100/200/400 credits

Extranet Access

- Free Access (60-minute delay) – Free
- Poor Access (30-minute delay) - 10 credits per-day
- Common Access (15-minute delay) - 20 credits per-day
- Expensive Access (5-minute delay) - 60 credits per-day
- Priority Access (1-minute delay) - 200 credits per-day

Medical

- Doctor's visit - 50 credits
- Per-night stay - 200 credits
- Cybernetic prosthesis - 100/200/400 credits
- Medi-gel applications - 20 credits

Security, Productivity, Legal, etc.

- Mercenaries, Bodyguards, Couriers – 100-400 credits per-day
- Legal Counsel – 200-800 credits per-day
- Information Broker Services - Dependent on the information requested, can vary from 100 credits to sums in the millions.

Criminal

- False Documents, Fake IDs - 100/200/400
- Assassination - Mercenary cost + 50%
- Surcharge for otherwise legal activities or goods – 10-40% increase

Ships (Cheap/Common/Military)

- Shuttle (FTL-capable) - 100,000/200,000/400,000 credits
- Corvette - 500,000/1,000,000/2,000,000 credits

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Armory

Assault Rifles

Name	Range	ROF	Damage	AP	Min Str	Notes	Ammo
M-8 Avenger	12/24/48	3	2d6	-	-	Auto	30
Phaeston	12/24/48	4	2d6-1	-	d6	Auto	50
M-96 Mattock	18/36/72	1	2d8	2	d6	Semi-Auto	16
M-55 Argus	10/20/40	1	2d8	2	d8	3RB	21
M-15 Vindicator	15/30/60	1	2d6	1	-	3RB	24
M-76 Revenant (Rare)	15/30/60	5	2d6	-	d10	3RB, Auto, Snapfire	60

Sniper Rifles

Name	Range	ROF	Damage	AP	Min Str	Notes	Ammo
M-13 Raptor	20/40/80	1	2d6	-	d6	Semi-Auto	15
M-97 Viper	30/60/120	1	2d8	2	d8	Semi-Auto, Snapfire	6
M-92 Mantis	30/60/120	1	2d8	4	d8	Snapfire	1
M-29 Incisor	25/50/100	1	2d6	-	d8	3RB, Snapfire	15
M-98 Widow (Rare)	30/60/100	1	2d10	4	d10	Snapfire, Heavy Weapon	1

Submachine Guns

Name	Range	ROF	Damage	AP	Min Str	Notes	Ammo
M-4 Shuriken	8/16/32	1	2d6-1	-	-	3RB	36
M-9 Tempest	10/20/40	3	2d6-1	-	-	Auto	50
M-12 Locust	15/30/60	3	2d6-1	-	d6	Auto	30
M-25 Hornet (Rare)	10/20/40	1	2d6	-	d6	3RB	36

Shotguns

Name	Range	ROF	Damage	AP	Min Str	Notes	Ammo
M-23 Katana	8/16/32	1	1-3d6-2	-	-		5
M-27 Scimitar	5/10/20	1	1-3d6	-	d6		8
M-22 Eviscerator	5/10/20	1	1-3d8	-	d8		3
M-300 Claymore (Rare)	3/6/12	1	1-3d10	-	d12		1

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Heavy Pistols

Name	Range	ROF	Damage	AP	Min Str	Notes	Ammo
M-3 Predator	12/24/48	1	2d6	-	-	Semi-Auto	15
M-5 Phalanx	12/24/48	1	2d8	-	d6	Semi-Auto	12
M-6 Carnifex (Rare)	12/24/48	1	2d8	2	d8		6

Special Ranged Weapons

Name	Range	Damage	ROF	AP	Min Str	Burst	Notes	Ammo
M-451 Firestorm Flamethrower	Cone Template	2d10	1	-	d8	Cone	Ignores Standard Armor	10
ML-77 Missile Launcher	24/48/96	4d8	1	20	d6	MBT	Heavy Weapon, Snapfire	1
M-100 Grenade Launcher	15/30/60	2d6	3	-	d6	SBT	Auto	12

Grenades

Name	Range	Damage	AP	Burst	Notes
Mk-14 Grenade	5/10/20	2d6	-	SBT	-
Flashbang Grenade	5/10/20	-	-	SBT	Characters in the burst become Blinded and Deafened, Duration 1
Smoke Grenade	5/10/20	-	-	MBT	Use of Smoke Grenade targets anywhere the user can see. Ranged attacks made against characters that are in the burst suffer a -2 penalty and blocks line of sight to characters behind it. The template remains in play for one round (Duration 1)

Melee Weapons

Name	Damage	AP	Notes
Omni-Blade	Strength+d4+2	AP 2	See rules
Monomolecular Sword	Strength+d8+2	AP 4	+1 Parry
Electrified Baton	Strength+d6	-	If an organic target is not already Shaken, and the damage roll is not high enough to cause a Shaken result, the target must pass a Vigor check or become Shaken. Damage against Synthetic targets is increased by 1d6.

Armor

Name	Armor	Shields (Military and Common only)	Mod Slots (Military only)	Notes
Recon	+2	1	1	Granted: Fleet-Footed Edge, -1 C/D for all Battle Skills to a minimum of 0
Combat	+4	1	2	
Assault	+6	1	2	+1 C/D for all Battle Skills

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Mods

Weapons and armor can be upgraded by using mods. All Military-grade ranged weapons have two mod slots while Military-grade armor suits have different allowances depending on type. Each mod takes ten minutes to replace. This time can be reduced by one minute for each success and raise on a Repair roll.

Armor Mods

Name	Slots Used	Notes
Hardening	1	Negates 2 AP from an attack (ignored by attacks with Heavy Weapon)
Shield Reinforcement	2	Increases Shield rating by 1
Biotic Amp Augment	1	Increases damage with Biotic Skills by 1
Omni-Tool Capacitor	1	Increases damage with Tech Skills by 1
Ammo Bandolier	1	Increases Thermal Clip/Grenade Capacity by 2
Armor Actuators	2	Increases Strength by 1 die type
Medi-gel Suit Network	1	Grants the Combat Reflexes Edge

Weapon Mods

Name	Slots Used	Notes
Barrel Extension	2	+2 damage with the attached weapon.
Mass Effect Stabilizers	1	Reduces the Strength requirement of a ranged weapon by one die type or reduces the recoil penalty for firing a weapon on full automatic by 1 when the user does not move. Bonus must be chosen at installation. Max 1 per weapon.
Thermal Clip Extension	1	Increases ammo capacity of each thermal clip used in the weapon by 25% (round up)
Scope	1	Reduces penalties from range by 2 with the attached weapon. Comes standard on and does not take up a slot on Sniper Rifles. May not be taken on Shotguns.
Auto-Targeting Scope	2	Reduces penalties from range by 2 and ignores penalties from cover by 2 with the attached weapon. This mod only takes up one slot on Sniper Rifles. Its bonuses are not cumulative with the Standard Scope on Sniper Rifles. May not be taken on Shotguns
Bayonet Attachment	1	The user counts as always being armed in melee combat, suffering no penalties while defending against melee attacks. Shotgun, Assault Rifle only.

Space Combat

As space travel is an extremely common part of the Mass Effect universe, space combat is as well. The rules found here for ship-to-ship combat are designed around skirmishes of smaller ships, fighters and interceptors. Battles involving larger vessels like Cruisers, Carriers, and Dreadnoughts are better resolved using the rules for Mass Battles as found in the Savage Worlds: Deluxe Rulebook.

Initiative

Initiative is determined on a ship-by-ship basis. Smaller, single-man ships that are Game Master-controlled should be grouped together like any other combat.

Mass Effect: Ascension Conversion I.3

Activation

When a ship activates, the crew on board that ship work together in an order determined by what systems they are using. Most ships use systems that can be accessed and manipulated through any of the main system terminals aboard the vessel, meaning a person doesn't necessarily need to be at a specific station in order to use a specific system; they merely need to change their terminal profile to the desired system as a free action. Not all ships have every system, so parts of the activation order will be skipped in some cases. Systems activate in phases in the following order:

- Electronic Warfare Suite (EW)
- Damage Control
- Piloting Suite
- Turret-Mounted Weapons
- Fire Control
- GARDIAN System

Electronic Warfare Suite

EW uses the Hacking Skill to reduce the effectiveness of a specific system on an enemy ship. Simply make a Hacking skill roll targeting a ship and a valid system on that ship. For every success and failure, the ship suffers a -2 penalty with that system until the end of the target's next activation. The Electronic Warfare Suite may only be used by one character per-turn. This system may also be used to thwart enemy EW attacks. If an enemy successfully makes an EW attack on your ship, you may reduce the penalty suffered from it by 2 for each success and failure.

Damage Control

The Damage Control phase is used to repair systems or other parts of the ship that have become damaged or crippled during the fight. To repair a system, the character must make a Repair skill roll. On a success, the system is repaired and functions normally again. When attempting to repair a crippled system, the character suffers a -2 penalty. When the Damage Control system is crippled, no other systems may be repaired until the Damage Control system is functional again.

Piloting Suite

This portion of the ship's activation encompasses maneuvering actions, movement, and the firing of nose-mounted weaponry. Maneuvering actions happen at the beginning of the Piloting Suite Phase. There are a number of maneuvers available that can be performed as actions using the Piloting skill. The Piloting Suite may only be used by one character per-turn.

- Bank - turn up to an additional 90 degrees during movement
- Evasive Action - Shooting and Torpedo attacks against the ship suffer a -1 penalty for each success and raise, Duration 1, Requires Pace 6+
- Flank Speed/Retro Burn - gain/lose up to 2 Pace. If a ship has a base Pace below 10, increasing its Pace to 10 or higher using Flank Speed will not give it the Fast quality for determining shooting penalties.
- Outmaneuver – Make an opposed Piloting roll with an enemy ship within 6". On a success, the ship making the Outmaneuver action can be placed anywhere within 6" of that ship facing any direction, they may not make their normal movement, but multiple actions can be used to make an attack against the ship that was outmaneuvered. Interceptor, Fighter only.

After maneuvering actions are completed, the ship must move between half and up to its Pace, stopping during movement at any time and as often as the character wishes to either turn up to a combined total of 90 degrees or to make a Shooting skill roll to fire nose-mounted weapons at a target directly in front of the ship.

Turret-Mounted Weapons

Once the ship's movement is complete, characters operating turret-mounted weapons may fire them using the Shooting skill. These weapons have a 360 degree firing arc.

Fire Control Suite

The Fire Control Suite governs the ship's Disruptor Torpedoes using the Hacking skill to track enemy ships in order to determine trajectory, speed, and angle of attack. Only one character may use the Fire Control Suite per-turn. Disruptor Torpedoes are extremely powerful weapons that penetrate kinetic barriers and carve through armor like a knife through water. Long-Range torpedo tubes must be reloaded after every attack, requiring three turns to reload, counting the turn they fired. Short-Range torpedoes are hull-mounted to Fighters and Fighter/Bombers, and do not need to be reloaded.

- Track Ship – Gain a cumulative, +1 bonus to the next Torpedo Attack roll targeting a specific ship. This does not require a skill check.
- Launch Torpedo Attack/Begin Reload Cycle (Hacking) – Make an opposed roll against the target ship using the Hacking skill.
 - Fighters and Interceptors defending against a torpedo attack roll using their Piloting skill
 - All other craft defending against a torpedo attack roll using their Hacking skill

When using the Launch Torpedo Attack action, the ship may fire up to the total number of loaded Disruptor Torpedoes, granting a +2 to bonus to the opposed roll and the damage roll.

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GARDIAN System

The GARDIAN System provides point defense against fighters and disruptor torpedoes using hull-mounted laser clusters and counter missiles using the Hacking skill. The GARDIAN system may be used by multiple characters per turn.

- Fire Counter Missiles (Hacking) – Gain a cumulative, +1 bonus to the next opposed roll that the ship makes defending against the next Launch Torpedo Attack action.
- Fire Laser Clusters (Hacking) – This action fires hull-mounted laser clusters at fighters and interceptors near the ship or at larger, capital ships to burn through their Kinetic Barriers.

Starship Damage

Instead of using wounds like normal vehicles, starships have a number of hull points reflecting their class. Interceptors and Fighters, which are the smallest of starships, have the fewest number of hull points while larger vessels like Frigates will have more. Additionally, starships have Kinetic Barriers that function very similarly to Shields on character models. When a starship takes damage, Kinetic Barrier Layers are removed first, and then hull points. A starship regenerates a single layer of Kinetic Barrier at the beginning of the ship's activation. If a starship loses more than one hull point as a result of a single attack, the ship rolls on the Critical Damage Table, subtracting 1 from the roll for each remaining hull point. When a ship loses its last hull point, it goes "dead in the water" and may no longer activate as life support, gravity, and power to the ship begin to fail and characters make their way to escape pods.

Critical Damage Table: 2d6

- 4-: Redundant systems compensate for the damage, no effect
- 5: Kinetic Barrier Generator Damaged - The ship's base Kinetic Barrier stat is reduced by 1 (cumulative). If this stat is reduced to zero, the system becomes crippled and no longer regenerates until it is repaired. Repairing this system restores one to the Kinetic Barrier stat per success and raise.
- 6-8: System Damage – Roll a d6 (if a 3 is rolled, roll against to randomly determine which turret is damaged). Characters suffer a -2 penalty to all actions using that system until it is repaired.
 - 1 – EW Suite
 - 2 – Piloting Suite
 - 3 – Turret-Mounted Weapons
 - 4 – Fire Control Suite
 - 5 – GARDIAN Suite
 - 6 – Damage Control
- 9: Engine Damage - The ship's Pace is reduced by 2 (cumulative). If the total is reduced to zero, the system becomes crippled. Repairing this system restores 2 Pace per success and raise.
- 10: System Crippled – roll a d6 using the System Damage chart. That system becomes crippled, and the character using that system suffers a wound and must pass a Vigor roll or become unconscious.
- 11-12: Catastrophic Damage – The ship suffers a reactor breach and characters on board have one turn to reach an escape pod before the ship explodes.

Interceptors

Interceptors are fast, agile, single-man ships built to take on enemy fighters attempting to attack larger ships with their short-ranged disruption torpedoes. They ignore the penalty for shooting at Fast targets.

Starship Class Stats

Here you will find stats for basic starship classes. Weapon Points refers to the total number of weapon systems a class typically is armed with. Use of the abbreviation "NM" indicates that the point is nose-mounted. Ships with a Pace below 10 count as having Heavy Armor. The number proceeding the GS tag in the Systems column indicates the number of GARDIAN Laser Clusters on-board.

Class	Pace	Toughness	Hull Points	Kinetic Barrier Layers	Crew	Weapon Points	Systems
Interceptor	14	9	2	1	1	1 NM	PS
Fighter	12	9	2	1	1	2 (1 NM)	PS, FCS
Fighter/Bomber	10	10	2	1	2	3 (1 NM)	PS, FCS/T-MW
Shuttle	10	10	3	2	2	1	PS, GS 1
Corvette	8	12	6	3	6-10	3-5 (1 NM)	EW, PS, T-MW, FCS, GS 2
Frigate	6	14	8	4	10-20	4-7 (2 NM)	EW, PS, T-MW, FCS, GS 2
Freighter	4	12	8	3	2	0	PS, GS 0

Starship Weapons

Weapon	Range	ROF	Damage	AP	Notes	Ammo
Anti-Fighter MAC	6/12/24	3	2d6	-	3RB	60
Anti-Ship MAC	8/16/32	1	2d6	4	Heavy Weapon	20
GARDIAN Laser Cluster	6/12/-	1	2d8	-	Ignores Fast/Evasive Maneuver Penalties	-
Thanix Cannon	12/24/48	1	2d6	See Notes	The AP value of this weapon is equal to the number of Base Hull Points of the ship carrying it, Heavy Weapon	-
Short-Range Disruptor Torpedo	6/12/24	1	2d6	6	Ignores Kinetic Barriers, Heavy Weapon	2
Long-Range Disruptor Torpedo	12/24/48	1	2d8	6	Ignores Kinetic Barriers, requires 6+ Hull Points, Heavy Weapon	6
Laser Guidance System	12/24/-	1	-	-	Shooting attacks made by linked vessels against the target gain a +1 bonus for each success and raise	-