starting level points to distribute	low	med	high	epic		points required	0	1	3	6	10	15
						skill level	untrained	novice	apprentice	proficient	expert	master
	20	30	40	50		value	1	2	3	4	5	6

MASS EFFECT pdb-6

Species

Species	+ 1 value to three skills of choice from the list	Other gains
Human	All skills	+3 points
Asari	Ranged, biotics, doctor, reasoning, charm	Better fist impression. Mind meld (biotic power).
Turian	Endurance, melee, ranged, tech	Rad resistance. +2 points.
Salarian	Ranged, agility, perception, doctor, tech, reasoning	Amphibious. Photographic memory. +2 points
Krogan	Endurance, melee, ranged, survival (N), biotics, intimidate	Rad-tox resistance. Multiple organs. Blood lust. +3 life. -1 to reasoning and charm.
Quarian	Ranged, tech and survival (C)	Hermetic suit. Augmented feat costs 6 (instead of 8).
Drell	Endurance, melee, ranged, perception, survival	Eidetic memory. +2 points

Skill	Value
Endurance	
Melee	
Ranged	
Survival (N)	
Survival (C)	
Agility	
Perception	
Doctor	
Tech	
Reasoning	
Biotics	
Charm	
Intimidate	

Class		Gained powers and preferred weapons
⚛	**Adept**	Push/pull. Warp. Barrier. Singularity. Pistol. Light Armor.
⚙	**Engineer**	AI hack. Drone. Sabotage. Overload. Pistol. Light Armor.
◎	**Soldier**	Adrenaline rush. Pistol. Shotgun. Assault rifle. Sniper rifle. Heavy weapons. Heavy Armor.
⚛ ◎	**Vanguard**	Push/pull. Barrier. Biotic charge. Pistol. Shotguns. Heavy Armor.
◎ ⚙	**Infiltrator**	AI hack. Tactical cloak. Sabotage. Pistol. Sniper rifles. Light Armor.
⚙ ⚛	**Sentinel**	Push/pull. Warp. Tech armor. Overload. Pistol. Light Armor.

Feats	Points	Effect
Augmented	8	Ocular, cerebral, muscular, vascular, visceral, dermal, biotics.
Pilot	2/5	Fly chosen ship type in proficient (2) or master (5) level.
Medic	5	+3 MG cap. Heals 2xS. Treat different species w/o penalty. Neural shock.
Knowledge	2/5	Proficient (2) or master (5) level knowledge regarding a subject.
Focus	5	+1 S with specific power/weapon.
Training	5	Learn a power from another species/class or how to use chosen weapon.

Equipment	Points	Effects
Regular	0	+0 roll, armor: +0 (light armor) or +1 (heavy armor), shields: 5, firewall: 0
Exceptional	2	+1 roll, armor: +1 (light) or +2 (heavy), shields: 10, special ammo, medigel (3 or 6), tox and rad resistance, heavy weapon I (or extra ammo), firewall:1, booster (shield, stim or biotics)
Elite	5	+2 rolls, armor: +2 (light) or +3 (heavy), shields: 15, heavy weapon II (or extra ammo), firewall:2

Name	
Life	
Defense	
Armor	
Shield	

Personality

Conduct (choose one)	Paragon	Mixed	Renegade
Bonds (choose 1 or 2)	Self, Love Interest, Family, Squad, Colony, Faith, Species, Citadel, Organics, Synthetics, All life forms, Organization / other: _____		
Defining Characteristics (choose 0 or 1)	Cheerful or Melancholic, Racist or Xenophilic, Spiritualist or Materialist, Progressive or Traditionalist, Rational or Emotional		

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General

Checks	Roll one or more D6 (depending on the value of the skill) for all attempts. Count the number of successes (S=4, 5 or 6). Each double 6s will increase your total S by one.
Actions	Number of things you can do in a turn = 3 Actions: movement (4-5sq), attack with a weapon, use a power*, set up an ambush, concentration (continue an action next turn) * You cannot use same power more than once in a turn.
Life	Number of damage you can take before going down = 3 x endurance + 3 (Krogan)
Defense	Reduces the damage taken = agi/2 + 1-2 (cover)
Shield	Absorbs damage and prevents effects of biotics. Regenerates between combats (or by "take cover" action). Booster instantly regenerates shield.
Armor	Reduces the damage taken after shield is depleted = + 1-3 (equipment) + 1 (augment)
Firewall	Reduces effects of AI hack and sabotage. Depends on equipment (1-2) but can be set via tech check.
Resistance	+2 to armor vs radiation and/or toxins
Damage	Depends on the result of a skill check (S). Reduced by defense and armor of the enemy.
Ranges	Close (1 to 4sq). Medium (5 to 14sq). Far (15+sq). Powers are effective in close-medium range.

Augments

Aug: ocular	+1 value to ranged, perception. Built-in sensor module. Superior vision. IR vision
Aug: cerebral	+1 value to tech, reasoning. Built-in computer module. Superior intelligence.
Aug: muscular	+1 value to endurance, melee. Superior strength.
Aug: vascular	+1 value to agility, melee. +1 move action. Superior speed.
Aug: visceral	+1 value to endurance. Regeneration (1 life/turn). Tox resistance.
Aug: dermal	+1 value to endurance. +1 armor. Rad resistance.
Aug: biotics	+2 value to biotics.

Equipment

Medigel	(melee range). 3 or 6 (medic) first aid uses. Used via doctor skill. Heals squamates.
Booster	Shield: fully regenerates shield. Stim: +2 actions for 3 turns. Biotic: +2S to biotic checks for 3 turns.
Omnitool	Used for tech checks. Exceptional: +1 roll 1 firewall. Elite: +2 rolls 2 firewall
Bioamp	Used for biotics checks. Exceptional +1 roll, Elite: +2 rolls
Melee	(melee range). Exceptional +1 roll, Elite: +2 rolls
Pistol	S: 0/-1/-2 (close/medium/far). Exceptional +1 roll, Elite: +2 rolls
Shotgun	S: +1/0/NA (close/medium/far). Exceptional +1 roll, Elite: +2 rolls
Assault Rifle	S: 0/+1/0 (close/medium/far). Exceptional +1 roll, Elite: +2 rolls
Sniper Rifle	S: -1/0/+1 (close/medium/far). Exceptional +1 roll, Elite: +2 rolls
Heavy weapon-I (3 ammo. AP: 2) DC: [S]	**Grenade Launcher** (Medium range. Effects 4sq area vs agi.). Bypasses defense. **Frag** (4-9 [D6+3] damage to all targets), **EMP** (7-12 [D6+6] damage to synths and shields), **Stun** (2 action damage to all organics), **Smoke** (creates smoke for 3 turns) **Missile Launcher:** 7-12 (D6+6) damage against a target at far range (vs agi). 3 damage to target with successful agi and to all adjacent targets (vs agi). Bypasses defense. **Flamer:** 4-9 (D6+3) canonical close-range damage (½ to synths). Effects 4-9 sq area vs agi. Bypasses defense.
Heavy weapon-II (1 ammo. AP: 3)	**Nuclear Launcher:** Disables shields. 11-21 (2D6+9) damage to area (25-41sq) at far range. Bypasses defense. Rad damage: 4 per turn to all effected until end of combat. **Arc Projector:** Ranged (medium) attack with +5S bonus. Moves to the next (med) target at random with -1 S. 2x damage to synth-shield, 2 AP damage to unarmored org vs End. DC: [S] **Singularity Projector** (10 tons/area/med). Effects 9-13sq. Ineffective against shield. 15 damage to all targets.
Special ammo	Armor Piercing (+2 damage to armored), Phasic (+2 damage to shields)

Abilities and Powers (Species)

Mind meld	Asari Biotics	Communicate with (S:1), read minds of (S-reas), or dominate (S/2↓-reas) organics for a turn. Ineffective against shield. Concentration.
Blood lust	Krogan Reasoning	Krogans are difficult to control/direct in battle unless they attack nearest target (S:1 or 2 to bypass).

Abilities and Powers (Classes)

Push/pull	Biotics	Push or pull objects with biotics (2^{S-1}X100kg). Bypasses defense. May cause damage (S). Ineffective against shield.
Warp	Biotics	Deal biotic damage (S) to a target. Ineffective against shield. Cannot hit behind cover. Armor penetration.
Barrier	Biotics	Boosts (or generates) shield with biotics check (2XS+2) for a turn with 1S or more.
Singularity	Biotics	Alter gravity on target 2x2sq area (2^{S-1}X100kg) for 3 turns. Ineffective against shield. Floaters receive 2X damage from push and weapons. . Area of effect can be increased (-1 S, +1x1 sq).
AI hacking	Tech	Stun (AP damage: 2S-firewall) or control (Turns: S/2↓-firewall) synthetics.
Drone	Tech	Create and control a regular (S:1), advanced (S:2) or combat (S:3) drone. Concentration.
Sabotage	Tech	Overheat weapons, omni-tools or bio-amps for S/2-fw turns or incinerate mechanical equipment causing armor penetrating damage (S/2). Damage may stun organics (1 AP, damage vs End). Bypasses defense.
Overload	Tech	Damages shields (3xS) and synths (S) in a 1x1sq. Bypasses defense. Area of effect can be increased (-1 S, +1x1 sq). Double damage to overheated targets.
Adrenaline rush	Endurance	1 (S:2), 2 (S:5) or 3 (S:9) bonus attack actions each turn for the next 4 turns.
Biotic charge	Biotics	Charge (AP:2) with a bonus to melee damage (S). May grant bonus attack (S:3+).
Tactical cloak	Tech	Invisibility over time (S turns). When invisible +2 S to all attacks.
Tech armor	Tech	Repairs or boosts max shields of the squad by S (unstackable).
Neural shock	Doctor Medic	Melee range: S/2 AP damage to organics (vs Reas). Also shuts down biotic powers for two turns (vs Reas).

Abilities and Powers (Skills and weapons)

Overkill	Proficient Ranged/ Melee	(melee/pistol/assault rifle) Attack two adjacent targets or same target twice. -1 to S.
Covering Fire	Apprentice Ranged	(pistol/assault rifle) Provides defense bonus to one or more allies for a turn (S/2)
Carnage	Proficient Ranged	(shotgun) (2AP) 2x damage in a close-range attack. 2 damage to all adjacent enemies. May knock enemies down (vs End).
Assassinate	Proficient Ranged	(sniper rifle) (2AP) +3 to S against a target in far range.
Ambush	Apprentice	Ready an action with a skill which will be triggered as a response (like enemy leaving cover, ally hitting an enemy with an overload/pull etc.)
First aid	Novice doctor	Heals: S (2S for medic) -1 when treating species (except for medic).
Take cover	-	Stay in cover to improve defense (+1) for a turn and regenerate shields (+2).
Set firewall	Apprentice Tech	Create a firewall of S/2 for all squad for 4 turns.

Cerberus

Assault Trooper

Shield	0
Life	6
Defense	1
Rifle	2D6
-range	0/1/0
Frag gr AP:2 vs agi	D6+3 - armor Dam
Melee	2D6
-extra	(stun)

Centurion

Shield	5
Life	9
Defense	1+1
Rifle	4D6
-range	0/1/0
Smoke gr	Smoke
Melee	2D6
-extra	stun

Guardian

Shield	0
Life	9
Defense	0+1+2*
Pistol	3D6
-range	0/-1/-2
Melee	3D6
-dam	2-stun

Combat Engineer

Shield	5
Life	6
Defense	0
Pistol	2D6
-range	0/-1/-2
Hack	4D6
Turret	AP:4
Firewall: 1	

Turret

Shield	5
Life	6
Defense	0+2*
Attack	4D6
-range	0/1/0
Firewall	0

Nemesis

Shield	10
Life	3
Defense	2+1
Sniper	5D6
-range	-1/0/1

Phantom

Shield	15
Life	12
Defense	3+2
Actions	3
Blade	5D6
Cloak	+2 S

Atlas

Shield	20
Life	27
Defense	0+3*
Cannon	5D6
RPG vs agi	D6+3-arm dam
Claw	4D6
Firewall	2

Geth

Trooper

Shield	0
Life	6
Defense	1
Rifle	2D6
-range	1/2/1

Firewall:0

Rocket Trooper

Shield	5
Life	6
Defense	0
RPG	DC:2
AP:2	D6+3 –
vs agi	armor

Firewall:1

Pyro

Shield	5
Life	6
Defense	0
Flamer	DC:2
AP:2	D6+3 –
vs agi	armor

Firewall:1

Hunter

Shield	10
Life	12
Defense	0+2
Shotgun	4D6
-range	1/0/X

Cloak: +2 S

Firewall:2

Prime

Shield	15
Life	24
Defense	0+3
Actions	3
Pulse ca	6D6

Drone (AP:1)

Turret (AP:1)
Once per com.

Boost (+1)

Firewall: 3

Adv. Drone

Shield	10
Defense	2*
Shock	3D6

2x dam to sh.
Firewall:1

Turret

Shield	5
Life	6
Defense	0+2
Rifle	4D6

Firewall:1

Armature

Shield	25
Life	30
Defense	0+4*
Pulse ca	6D6
Shock	5D6
Area	+2stun

Firewall: 4

Reapers

Husks

Shield	0
Life	3
Defense	0*
Grab	3D6

Cannibal

Shield	0
Life	6
Defense	0
Arm-gun	2D6
-range	0/1/0
Frag gr	2D6
-dam AP:2	2D6

Marauder

Shield	5
Life	9
Defense	1+1
Rifle	3D6
-range	0/1/0
Boost	+1S

Ravager

Shield	0
Life	12
Defense	0+2*
Cannon	4D6
Swarmer Close range	2 tox dam/turn Bypasses shield
Death: acid dam vs agi close range	8 tox dam Bypasses shield

Brute

Shield	5
Life	18
Defense	0+3*
Crush	5D6
Charge	+2 S

Banshee

Shield	15
Life	24
Defense	0+2*
Actions	3
Teleport	5m
Warp	6D6
Impale	6D6
-extra	Stun (2)
Barrier	6D6
Nova	6D6/2dam Knockdown Vs End
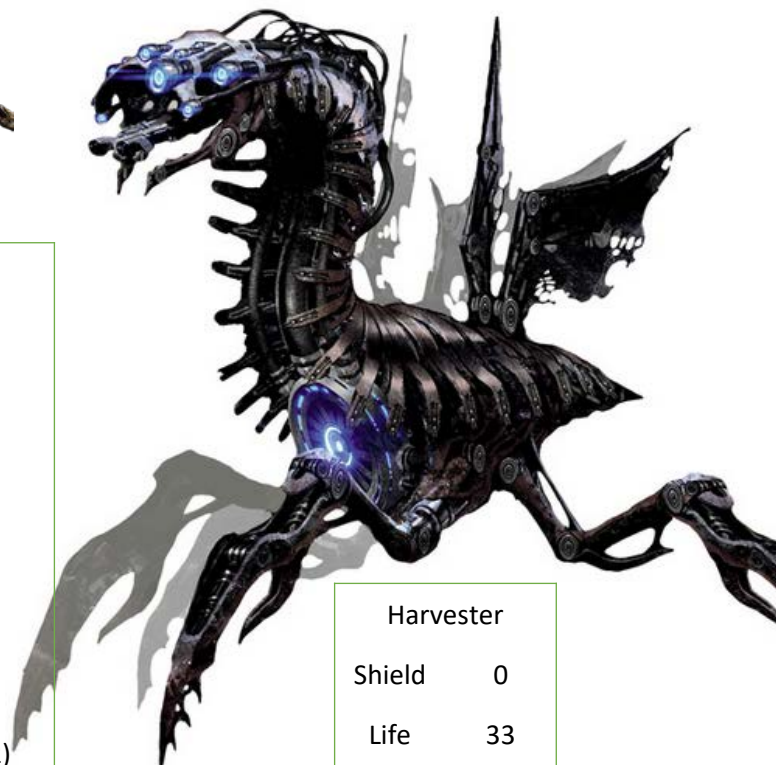
Harvester

Shield	0
Life	33
Defense	0+4*
Cannon	7D6

Collectors
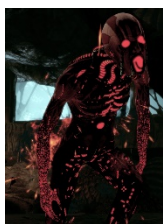
Abomination

Shield	0
Life	3
Defense	0*
Grab	3D6

Drone

Shield	5
Life	6
Defense	1
Rifle	2D6
Blade	2D6
-dam	3

Assassin

Shield	5
Life	6
Defense	2
Sniper	4D6
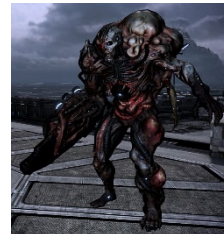
Scion

Shield	0
Life	9
Defense	0+3*
Cannon	5D6

Captain

Shield	10
Life	12
Defense	2 + 2
Actions	3
Rifle	6D6
-range	0/1/0
Seeker swarm	1 AP Conc.
-1 AP vs 3 End	

Praetorian

Shield	20
Life	24
Defense	0+4*
Actions	3
Cannon	7D6
Claw	7D6
Recharge (3AP)	7D6 Sx5 shield

Blue Suns

Legion

Shield	5
Life	9
Defense	2
Rifle	3D6
-range	0/1/0

Phasic (+2 vs shield)
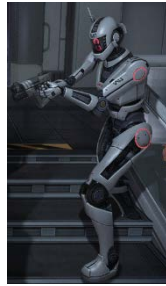
LOKI

Shield	0
Life	3
Defense	0*
Pistol	2D6
-range	0/-1/-2
Firewall	0

Pyro

Shield	0
Life	6
Defense	1

Flamer	DC: 2
AP:2	D6+3 –
vs agi	armor

Centurion

Shield	10
Life	12
Defense	2+1
Shotgun	5D6
-range	1/0/X
Shield rep	4D6
Overload	4D6
Firewall	1

Commander

Shield	10
Life	15
Defense	2+2
Rifle	6D6
-range	0/1/0

AP (+2 vs arm)

Boost: +1
Booster (1)

YMIR

Shield	15
Life	21
Defense	0+3*
Cannon	5D6
RPG vs agi	2D6-arm dam
Claw	4D6
firewall	3

Eclipse

Trooper

Shield	0
Life	6
Defense	1
Rifle	2D6
-range	0/1/0
Flash gr	1 turn

LOKI

Shield	0
Life	3
Defense	0*
Pistol	2D6
-range	0/-1/-2
Firewall	0
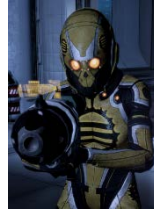
Heavy

Shield	0
Life	6
Defense	0
RPG	DC:2
AP:2	D6+3 –
vs agi	armor

YMIR

Shield	15
Life	21
Defense	0+3*
Cannon	5D6
RPG vs agi	D6+3-arm dam
Claw	4D6
firewall	3

Operative

Shield	10
Life	12
Defense	2+1
Actions	3
SMG	4D6
-range	0/-1/-2
Hack	5D6
Shield rep.	5D6
Sabotage	4D6
Drone (1 AP)	
Firewall: 2	

Drone

Shield	5
Defense	1
Shock	D6
2x vs shield	
Firewall:0	
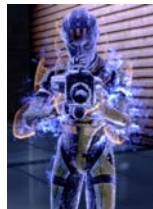
Commando

Shield	15+
Life	15
Defense	2+2
Actions	3
Shotgun	5D6
-range	1/0/X
Barrier	6D6
Warp	6D6
Boost: +1 S	

Blood Pack

Trooper	
Shield	0
Life	6
Defense	1+1
Rifle	2D6
-range	0/1/0
Regenerate: 1	

Warrior	
Shield	5
Life	12
Defense	0+2
Shotgun	4D6
-range	1/0/X
Headbutt	4D6

Pyro	
Shield	0
Life	3
Defense	0+1
Flamer	DC:1
AP:2	D6+3 –
vs agi	armor
Regenerate: 1	

Boom-squad	
Shield	0
Life	3
Defense	0+1
RPG	DC:1
AP:2	D6+3 –
vs agi	armor
Regenerate: 1	
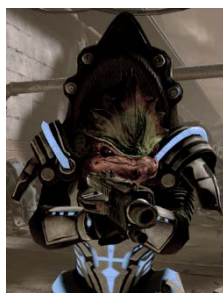
Battlemaster	
Shield	5+
Life	24
Defense	1+3
Action	3
Shotgun	6D6
-range	1/0/X
Headbutt	5D6
Barrier	4D6
Charge	4D6

Drones

Drone	Normal	Advanced	Combat
Shield	5	10	15
Defense	1	2	3
Shock	2D6	3D6	4D6
Firewall	0	1	2
2x vs shield			