

OMEGA

MASS EFFECT HOMEBREW RULES
FOR USE WITH CYBERPUNK RED

HIGH  SHELF
COLLECTIVE

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ABOUT HIGH SHELF COLLECTIVE

A collective of creators who love games in all forms. High Shelf Collective started as High Shelf Gaming, a tabletop centered podcast run by best friends David and Rich. They chatted about everything from board games, role-playing games & gaming conventions. During COVID they branched out with their friends into TTRPG streaming on Twitch. There the HSG group grew playing Cyberpunk Red, Agon, Blades in the Dark, Red Markets, D&D, and more.

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USING "OMEGA" RULES

"Omega" is a set of Mass Effect themed rules to be played with Cyberpunk Red by R. Talsorian. If not specifically stated in this module, refer to the Cyberpunk Red Core Rulebook.

In "Omega" you will find rules detailing how to include Mass Effect alien species as playable characters as well as how to incorporate Mass Effect Roles like Soldier, Vanguard, Engineer and more into play.

CHARACTER CREATION

When building your Mass Effect characters, refer to the Cyberpunk Red Core Rulebook for basic stat and skill allocation. The Game Master will define your starting stats or character creation mode. (i.e. Streetrats, Edgerunners, or Complete Packages)

In this module, we have incorporated the Mass Effect classes as "Backgrounds". Those will correlate with the Cyberpunk Role Ability Level and will level up as your Career Ability does.

Cybernetics and equipment from the Cyberpunk Red Core Rulebook are still compatible. We have also compiled an "Omega Gear Guide" that includes specific Mass Effect weapons, mods, and vehicles to enhance combat. Feel free to download that expansion for free [HERE](#) to incorporate into your game!

REMEMBER: GM has supreme say on how to implement homebrew rules and core rules.



SPECIES AND SPECIAL SPECIES ABILITIES

Asari	Do not need implants to upgrade biotics. To upgrade biotics they need time and training.	Their natural biotic ability makes them the perfect deadly Adept, Vanguard, or Sentinel.
Angara	+1 EMP	"The Angara as a people are very free with their emotions, demonstrative and "larger than life". They'll say and do what they mean, even if it entails violence; this extends to their own family members.
Batarian	+1 REF	Years of piracy have made them quick on the trigger.
Drell	+1 DEX	Their dedication to protecting the Hanar has made them deadly weapons.
Elcor	MOVE no higher than 4 & +1 to hit with Shoulder Arms and Heavy Weapons	Living on a high gravity planet has made them slow to move but hard to phase.
Geth	+1 to Library Search, +1 to Cryptography, +1 to Deduction, +1 to Tactics	Hive Mind-like machine that has learned to work within a group.
Hanar	+1 to EMP	Spiritual thinkers are not necessarily prone to violence. (unless it is Blasto)
Human	+1 to WILL	Newer to the world of intergalactic space travel, they are quickly adapting to the new normal.
Krogan	Can have a natural BODY stat MAX of 12 without the need for augmentation & need half as much downtime to heal.	Years of living on the rough planet of Tuchanka and centuries of combat have made them fighting machines!
Prothean	+1 to BODY	An ancient race of spartan-like warriors.
Quarian	+1 TECH	Being stuck on the migrant fleet, they learned to bend technology to their needs.
Salarian	+1 INT	Their short lives have caused them to learn as much as they can as quickly as they can.
Turian	+1 REF	Their quick feet and military training make them a danger on the battlefield.
Volus	+1 INT	The original money men. They helped create the intergalactic banking system.
Vorcha	Can have a natural BODY stat MAX of 12 without the need for augmentation & need half as much downtime to heal.	Years of being treated as the "scum of the universe" has caused them to become HIGHLY adaptive.

MASS EFFECT ROLES AS BACKGROUNDS

Mass Effect characters are categorized in the following classes:

- Adept
- Engineer
- Soldier
- Vanguard
- Infiltrator
- Sentinel

In this module, you will choose a Mass Effect class as a “Background”. These backgrounds will level up as you level up your Cyberpunk Role, opening up new abilities for your character.

NOTE: The abilities you unlock during leveling up are FREE (meaning you do not need to spend money or training to unlock them) but you do still have the ability at GM discretion to unlock other abilities for the right price and training.

These abilities are listed within the Biotics, Tech, and Soldier categories.

Some abilities require intense training that only a character with a dedicated background can accomplish.

Soldiers are the only background able to use Battle Armor and their Armor Mod Abilities.

Adepts are the only background trained enough to use Singularity.

Engineers are the only background trained enough to use Assault Drones.

The following backgrounds can learn any ability under their chosen background categories (ie. Biotics, Tech, and/or Soldier) except for those locked to the above backgrounds that require higher training:

Vanguard is able to pick any ability under the *Biotic* and *Soldier* classes (EXCEPT for Singularity and Battle Armor and their Armor Mod Abilities.)

Infiltrator is able to pick any ability under the *Tech* and *Soldier* classes (EXCEPT for Assault Drones and Battle Armor and their Armor Mod Abilities.)

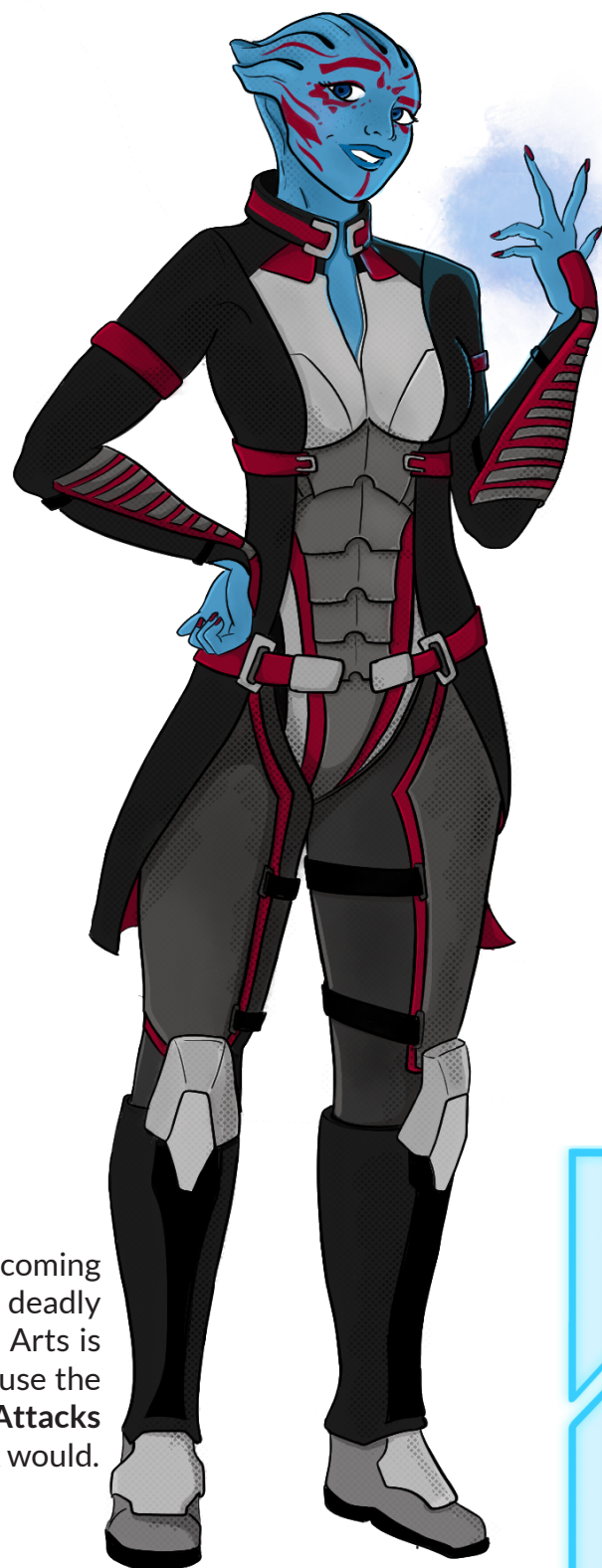
Sentinel is able to pick any ability under the *Biotic* and *Tech* classes (EXCEPT for Assault Drones and Singularity.)

BIOTICS

ROLE ABILITY	BACKGROUND ABILITY UNLOCK
1	
2	
3	
4	STARTING BACKGROUND ABILITY
5	
6	Learn 2nd free ability
7	
8	Learn 3rd free ability
9	
10	Learn 4th free ability

GENERAL BIOTIC RULES

In Omega Biotic abilities are viewed as your body becoming your weapon. You harness the abilities you possess into a deadly force. This means that for Cyberpunk Red purposes Martial Arts is your key stat. When attacking with a **Biotic Ability**, you will use the **Biotic DV Chart** listed below. Most importantly, **ALL Biotic Attacks** ignore half armor in the same way a Brawling or Melee attack would.



Biotics also **do not** ablate armor unless specifically stated and are only ROF 1. Damage is also listed per ability instead of being related to your BODY stat.

At Rank 4, 6, 8, and 10 you learn a free Biotic Ability. Others can be taught from other Biotics* for the right price. It is up to your G.M. on availability and how much those would cost.

Weapon Type	0-6	7-12	13-25	26-50	51-100	101-200	201-400
Biotic	15	13	15	20	25	25	30

When attacking with biotics. Defenders can still use the Evasion skill if they have the ability to do so based on Cyberpunk Red Core Rules **unless** the Biotic Ability calls for a specific Skill Check or DV.

BIOTICS ABILITIES

Charge:

Use biotics to augment speed and strength to charge across the battlefield towards a single target. Roll a Martial Arts check to hit with the Biotic DV Chart. On a successful hit, the target takes 4d6 damage.

Can upgrade to 5d6 with a L-5n implant.

Biotic Sphere:

Create a defensive shield that surrounds the caster and nearby allies. Biotic Sphere has a 2 m/yds radius centered on the caster. The sphere creates 15 SP worth of cover & lasts for 5 combat rounds or until the damage has been absorbed. Must cool down for 2 rounds before being deployed again.

Can be upgraded with a L-5n implant to allow you to move while maintaining the sphere for 3 rounds, though you can not fire a weapon while concentrating on this ability in that way. Must cool down for 2 rounds before being deployed again.

Lash:

Lash this biotic field onto enemies to jerk them towards you, doing massive damage in the process. Use the Biotic DV Chart to hit with a Martial Arts attack roll. On a successful hit, deal 3d6 damage & move the target 2m/yds closer to you.

Can be upgraded with a L-5x implant to 4d6 damage & move the target 4m/yds closer to you

Throw:

Use a mass effect field to hurl a target away from the user with damaging force. Roll a Martial Arts Attack vs. Evasion of the target. On a successful hit the target takes 3d6 damage and is pushed 4m/yds away from you.

Can upgrade to push a target 8m/yds away from you with a L-5n implant.

Singularity:**Adept Only**

This gravitational power sucks multiple enemies within a radius to a single area, leaving them floating helplessly and vulnerable to attack. Roll to hit an area of effect using the Biotic DV Chart to hit with a Martial Arts attack roll.

On a successful hit, you target 2 enemies within 2m/yds of each other. The targets take 3d6 damage and is stuck inside the Singularity for three rounds. At the beginning of each of the target's turns, they can roll a DV 20 athletics check to get out of it. They cannot evade attacks while stuck in a Singularity.

Unaffected targets or any equipment attached to you (i.e. Melee Weapons, Grapple Guns, ect.) cannot pass within the area of effect without making a DV 20 Athletics check or get pulled into the Singularity. If a held object gets caught in the Singularity, you are disarmed. If it is a piece of equipment attached to you then you are also pulled into the Singularity.

Can be upgraded to target up to 4 enemies within 2m/yds of each other and the damage can be upgraded to 4d6 with a DV 25 Athletics Check to escape with L-5x implants.

Warp:

Use a strong biotic surge to lower the armor on a target, increase the damage the enemy takes, as well as deal damage over time. This works similarly to armor piercing rounds. Use the Biotic DV Chart to hit with a Martial Arts attack. On a hit the target takes 3d6 damage. If any damage goes through the armor --- the armor is instead ablated by 2.

Can be upgraded to 4d6 damage with a L-5x implant.

Shockwave:

Shockwave is essentially a biotic freight train, swatting aside everything in a long path. This ability targets a 2m/yd by 4 m/yd line radiating out from the caster. Roll a Martial Arts attack v. Evasion of each target in the area of effect. On a hit the target takes 4d6 damage.

Can be upgraded to target a 2m/yd by 8 m/yd line and 5d6 damage with a L-5x implant

Slam:

Use a mass effect field to hurl a target away from the user with damaging force. Roll a Martial Arts Attack vs. Evasion of the target. On a successful hit the target takes 3d6 damage and is pushed 4m/yds away from you.

Can upgrade to push a target 8m/yds away from you with a L-5n implant.

Stasis:

This gravitational power sucks multiple enemies within a radius to a single area, leaving them floating helplessly and vulnerable to attack. Roll to hit an area of effect using the Biotic DV Chart to hit with a Martial Arts attack roll.

On a successful hit, you target 2 enemies within 2m/yds of each other. The targets take 3d6 damage and is stuck inside the Singularity for three rounds. At the beginning of each of the target's turns, they can roll a DV 20 athletics check to get out of it. They cannot evade attacks while stuck in a Singularity.

Unaffected targets or any equipment attached to you (i.e. Melee Weapons, Grapple Guns, ect.) cannot pass within the area of effect without making a DV 20 Athletics check or get pulled into the Singularity. If a held object gets caught in the Singularity, you are disarmed. If it is a piece of equipment attached to you then you are also pulled into the Singularity.

Can be upgraded to target up to 4 enemies within 2m/yds of each other and the damage can be upgraded to 4d6 with a DV 25 Athletics Check to escape with L-5x implants.

Smash.*

Use a strong biotic surge to lower the armor on a target, increase the damage the enemy takes, as well as deal damage over time. This works similarly to armor piercing rounds. Use the Biotic DV Chart to hit with a Martial Arts attack. On a hit the target takes 3d6 damage. If any damage goes through the armor --- the armor is instead ablated by 2.

Can be upgraded to 4d6 damage with a L-5x implant.

Lift Grenade:

Shockwave is essentially a biotic freight train, swatting aside everything in a long path. This ability targets a 2m/yard by 4 m/yard line radiating out from the caster. Roll a Martial Arts attack v. Evasion of each target in the area of effect. On a hit the target takes 4d6 damage.

Can be upgraded to target a 2m/yard by 8 m/yard line and 5d6 damage with a L-5x implant

Pull:

You send out a force of biotics to pull non shielded targets to you or rip an item out of their hands. Roll a Martial Arts attack v. Evasion against one target of your choice within 10 m/yds. On a hit the target takes 3d6 damage and you pull the target directly to you in a straight line or take an object from their grasp.

Can be upgraded to deal 4d6 with a L-5x implant and you can target an enemy within 16 m/yds.

Cluster Grenade:

When thrown, the initial grenade splits up into 3 extra grenades. The area of effect is now 10m/yrd; anyone in the radius takes 4d6 damage. (Use normal grenade rules for evasion).

Can be upgraded by a specialized tech to split into 5 grenades and a 15 m/yrd radius of effect with 6d6 damage.

Biotic Slash:****Requires a Melee Weapon ****

You can sacrifice one melee attack to charge your weapon with biotic power. Add 1d6 of damage on top of your weapon damage on a successful hit.

Can be upgraded to 2d6 damage with either a L-5x implant.

Biotic Hammer:****Requires Very Heavy Melee Weapon & BODY score of 10****

When activated, you have 3 charges of upgraded damage. Can be activated as part of an attack. Announce ahead of time if you choose to activate the charges. You can now inflict 5d6 damage for 3 rounds when you make a successful melee weapon attack. Or you can choose instead to gain 2 charges of 6d6 damage. After the charges are spent it will take 2 full combat rounds to recharge.

Barrier:

A field of biotic energy surrounds you, protecting you from damage. This ability stacks with your usual shields. Adds 10 SP for 3 combat rounds or until spent. Any damage taken chips away at your Barrier before your other shields. Once spent, this ability cannot be used until AFTER your next turn.

Can upgrade to 15 SP for 5 rounds with a 1 round cool down with L-5x or L-5n implants.

Nova:*

Must have Barrier Ability active*

This is a close-range shock wave power which utilizes a high-risk, high-reward combat system. While expending the remainder of the player's biotic barrier, Nova inflicts a high amount of damage to surrounding enemies, pushing them back and sending them flying through the air. Roll a Martial Arts attack v. Evasion against anything within a 2m/yd radius.

On a successful hit, everything takes 4d6 damage PLUS whatever points remain in your biotic barrier and are pushed 4 m/yds. A target who has successfully evaded the blast must use their movement to get out of the blast radius.

This is a high power release of your biotic ability that puts strain on the body. It will then take 15 seconds (5 combat rounds) before you are able to use ANY biotic abilities.

Can be upgraded to 5d6 base damage with a L-5x implant

TECH

ROLE ABILITY	BACKGROUND ABILITY UNLOCK
1	
2	
3	
4	STARTING BACKGROUND ABILITY
5	
6	Learn 2nd free ability
7	
8	Learn 3rd free ability
9	
10	Learn 4th free ability

GENERAL TECH RULES

It is up to the GM discretion on how to use Tech Skills out of combat.

Make note that **Electronic Security** is the skill designated for many of the Mass Effect specific **Tech Abilities**. Due to this, the **Electronic Security** skill is no longer 2x when upgrading. Treat it as a Typical Skill Improvement when using IP to level up.

At Rank 4, 6, 8, and 10 you learn a free Tech Ability. Others can be taught from other Tech Professionals for the right price or even bought at markets (think programs for netrunners). It is up to the G.M. on availability and how much those would cost.



Overload:

Select a target to disrupt shields completely. Make a DV 15 Electronic Security roll to use your Omni-tool to disrupt a target's shield within 15 m/yds. On a pass, the target's shields are down for 1 round. On a failure, their shield is only lowered by half for one round. OR if the target is unshielded – you take advantage of their weakness and deal 2d6 damage. If the target is an unshielded synthetic the target takes instead 3d6 damage. Can upgrade to chain up to three nearby targets and the damage is increased by 1d6. If you inflict a critical hit (Double 6 on damage roll) , they are stunned for 2 rounds. They still suffer the -5 directly to their HP like a normal critical injury would inflict. (Do not use the critical injury table)

Incinerate:

Roll on the shotgun chart to hit. On a successful hit the target takes 4d6 damage. If the damage is enough it would ablate armor; it does so x4. If you score a critical hit, the target is set on fire and must use their action for 2 rounds to put it out or instead take another 2d6 damage per round that they remain on fire. They still suffer the -5 directly to their HP like a normal critical injury would inflict. (Do not use the critical injury table)

Assault Turrets/ Drones:

Engineer Only

Players get a Drone when they choose to take the Engineer class. You deploy a combat turret or drone. For 3 combat rounds it does 3d6 damage to a target in the assault rifle range. If destroyed or at the end of the third round it must be recharged for 2 rounds before being deployed again. The turret/drone has a SP of 15 & 1 HP. As an Engineer you have the ability to interface with your drone and see through its camera. When you do this you lose all visual of your immediate surroundings.

In addition, Engineers are able to upgrade their machines with abilities! Your drone comes stock with one ability of your choice. (i.e. Incinerate, Overload, ect) You can then use time, training, and/or IP to add one additional ability. These abilities can be swapped out using 1 week of downtime and a DV 21 using Electronic Security and/or the Maker Role Ability. It has a move of 6 and can be upgraded to P.C.movement

What is available and the cost and time to implement these upgrades are up to GM discretion!

Cryo Blast:

Roll on the shotgun chart to hit. On a successful hit the target takes 4d6 damage and movement is cut in half for 2 rounds. If you score a critical hit the target is frozen and movement is reduced to 0 m/yds for 2 rounds. They still suffer the -5 directly to their HP like a normal critical injury would inflict. (Do not use the critical injury table)

Energy Drain:

Make a DV 18 Electronic Security roll aimed at a target within 10 m/yds. On a success you steal up to 15 SP worth of shields (or their entire shield if it is less than 15 SP) from the target and add them to your overall shield capacity until it is used or end of combat.

Tactical Cloak:

When activated, you gain a +3 modifier to stealth for 4 combat rounds or until you open fire or take an action. A specialized Tech can upgrade the ability to allow for full speed movement and the option to take 1 shot undetected or the ability to stay still and fire for 4 rounds undetected.

AI Hacking:

This ability gives you a +2 to electronic security against AI technology like Mechs. If the DV is beaten (the DV is up to GM's discretion) the mech will fight for you for 2d6/2 rounds. A specialized tech can upgrade the ability to have the option to control the AI for 2 rounds automatically.

Sabotage:

Make an electronic security check against a target within 5m/yds. (the DV is up to GM's discretion) If successful the target's weapon shorts out and is completely inoperable for 1 round. A specialized tech can upgrade the ability to last 2 rounds.

AI Hacking:

This ability gives you a +2 to electronic security against AI technology like Mechs. If the DV is beaten (the DV is up to GM's discretion) the mech will fight for you for 2d6/2 rounds. A specialized tech can upgrade the ability to have the option to control the AI for 2 rounds automatically.

Electric Slash:

Requires Bladed Melee Weapon *

You can sacrifice one melee attack to charge your weapon. Add 1d6 of damage on top of your weapon damage on a successful hit. Can be upgraded to 2d6 additional damage by buying the upgrade from a specialized tech or, if you are skilled enough, a DV 20 Cybertech roll.

Electric Hammer:**Requires Krogan War Hammer & BODY score of 10 ***

When activated, you have 3 charges of upgraded damage. Can be activated as part of an attack. Announce ahead of time if you choose to activate the charges. You can now inflict 5d6 damage for 3 rounds when you make a successful melee weapon attack. Or you can choose instead to gain 2 charges of 6d6 damage. After the charges are spent it will take 2 full combat rounds to recharge.

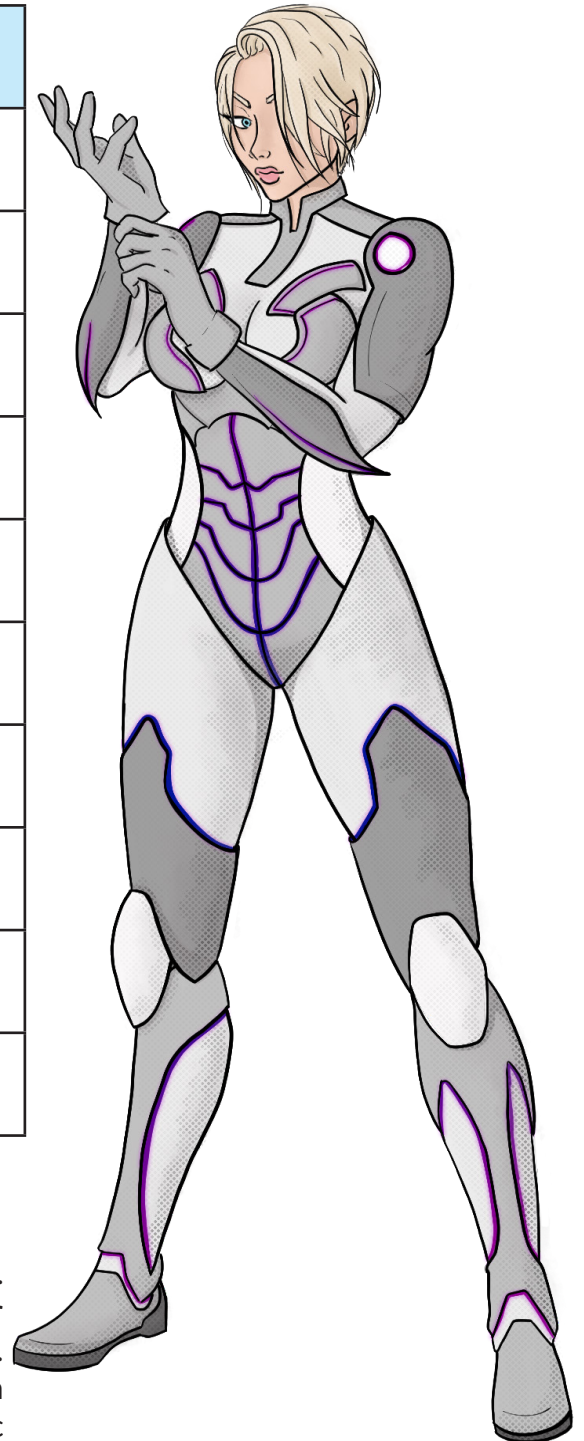
Tech Armor:

Use an action to activate Tech Armor. You automatically gain 10 extra SP to your armor until ablated or combat is over. When it is used – this ability can not be activated again until combat is over. A specialized tech can upgrade the Tech Armor to unleash an electrical shock in a 3m/yds radius when depleted, dealing 2d6 damage to everyone in range around you.



SOLDIER

ROLE ABILITY	BACKGROUND ABILITY UNLOCK
1	
2	
3	
4	STARTING BACKGROUND ABILITY
5	
6	Learn 2nd free ability
7	
8	Learn 3rd free ability
9	
10	Learn 4th free ability



GENERAL SOLDIER RULES

Rank 4, 6, 8, and 10 you learn a free Combat Ability. Others can be taught from other Combat Professionals or even bought at the right price at markets. Up to your G.M. on availability and how much those would cost. (Keep in mind the level of play with pricing for Mods... Ex. Ballistic Blades aren't and SHOULDN'T be cheap)

When you choose the Soldier background, you receive a custom set of Battle Armor (15 SP & no movement penalty normally caused by heavy armor). The armor is able to house 4 armor ability upgrades that only Soldier Background have access to. Soldier, Infiltrator, and Vanguard have access to Weapon Mod Abilities.

Assassination:

Assassination is a powerful damage boost applied to the next shot from a sniper rifle. This can quickly dispatch enemies which would normally take two or three shots with a single round. As part of your attack action you activate Assassination. While this skill is active your sniper rifle scope will have no sway, allowing you to accurately place a shot. Though slow, this attack is deadly when combined with the right ammunition. It negates called shots once per combat. (You must fire within two combat rounds upon activation). Has a one round cool down before being activated again.

Marksman:

As part of your attack action, you activate Marksman. Marksman increases the ROF +1 on all pistols for 1 round and +2 to hit for that round. Upgrading allows a ROF +2 and a +2 to hit for two rounds.

Carnage:

As part of your shotgun attack action, you activate Carnage. Upon activation, if the shot would ablate armor, it does so for 4 points instead and knocks the enemy prone. Upgrading allows for armor ablation of 6, and extra d6 of damage, and the enemy is knocked prone.

Turbocharge:

As part of your attack action, you activate Turbocharge. When activated, autofire shots will get an automatic x3 for an SMG and x4 for rifle damage and armor piercing. This ability allows the autofire WITHOUT expending any ammo.

The abilities below are gained via **ARMOR MODS** that are **ONLY** compatible with the Soldier Battle Armor.

Hawk Missile Launcher:

(Soldier only armor mod)

Hawk Missile Launcher is a targeted weapons system that deals a ton of concentrated damage. Use the Heavy Weapons skill when making an attack. Use the Rocket Launcher DV chart. On a hit, the Hawk Missile Launcher deals 3d6 with a 4m splash damage range with a 2 round cooldown. To upgrade the Hawk Missile Launcher you need to purchase and install the Devastation Mod. Damage will then be increased to 5d6 with a 6m splash damage range with a 2 round cooldown

Devastation Mode Mod:

(Soldier only armor mod)

On activation immediately, your shield increases by 5 and weapon damage increases by 1d6 for one round. In addition, Anti-dazzle is integrated into your helmet for 1 minute.

Fortification:**(Soldier only armor mod)**

Fortification is a program integrated in your armor that is activated by choice during the moment of impact on your shields. The damage your shield takes is stored into raw Kinetic energy that can be blasted back at an opponent during the next melee or brawling attack you make. Add the stored points of damage to the total before armor. In addition, you can take an additional 2d6 damage off of the damage taken to your HP during the triggering hit. Shields must regenerate before using the Kinetic Energy blast again.

ex: Harbinger shoots you with a shotgun. The damage total is 20 points. 15 points of it takes out your shield. Your Fortification Combat Mod in your armor stores 15 points as energy. On your next turn you punch Harbinger in the face. You deal 18 points of damage. Your Fortification Combat Mod then releases the stored energy from the shotgun shot and releases it back at Harbinger. Your damage total is 33 points. (Armor and shields can still absorb this damage)

Havoc Strike:***(Soldier only armor mod)**

* Requires Jets on Armor and a minimum of +1 in the Piloting Skill

The character uses high powered jets to speed across the battlefield towards their target. Roll to hit on the shotgun DV chart. On a successful hit, the target takes 4d6 damage.

SOLDIER ILLEGAL MODIFICATIONS

Up to GM discretion on the availability of these mods. Should be treated as restricted and concealed. If caught with it you could face serious jail time.

Ballistic Blades:**(Soldier only armor mod)**

This weapon uses the shotgun ability score and the shotgun DV table. Ballistic Blades are a weapon worn on the opposite arm from your omni-tool. It houses a ring of blades that propel towards your target at frighteningly fast speeds. On a hit, it deals 5d6 damage and ignores half armor like a melee attack would (treat shields as normal). If shields are down on the target before the attack is made; the injury causes a lasting bleeding effect. Meaning at the end of every round they move more than 4m on foot, they take 5 points of damage directly to their HP. A DV 13 Paramedic or First Aid check ends this effect.

Blade Armor:**(Soldier only armor mod)**

If grappled, you activate Blade Armor as an action, causing spring locked sharp objects to pop up across the surface of the armor. The grappler must succeed on a DV 18 Concentration check or immediately drop the grapple. On a failure, you also deal 3d6 damage, ignoring half the target's armor. In addition, you deal an additional 1d6 to all brawling attacks while Blade Armor is active. If you activate it outside of a grapple scenario, anyone attempting to grapple must also make a DV 18 Concentration check to successfully grapple.

*This weapon is highly illegal and should be concealed. If caught with it you could face serious jail time.

Submission Net:**(Soldier only armor mod)**

Submission Nets are a weapon worn on the opposite arm from your omni-tool. Once per combat, you shoot an electric net out towards 2 targets within 2m of each other. You roll with the shotgun skill while the targets contest with an Evasion role (no matter their REF score). If caught in the net the target is incapacitated for the rest of the combat and take 2d6 directly to their HP with the initial electric shock.

Upgrades can target up to 4 enemies within 2m of each other.

GEAR

SHIELD

Mass Effect shields are rechargeable defensive protections that prevent you from suffering damage. You subtract damage from your shield before calculating armor piercing or HP loss. When a shield is reduced below its maximum, it takes 2 rounds of cover and not taking any additional damage for the shields to regenerate fully.

Mass Effect shields absorb all damage -- meaning Melee and Brawling damage do full damage to the shield and it can absorb grenade damage up to its SP.

Any hand-held shields or cover will take damage first.

Mass Effect Shield has 15sp.

BIOTIC IMPLANTS

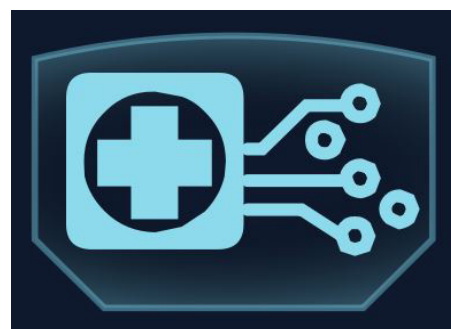
“All biotics seeking to wield their abilities on a usable level are fitted with an electronic brain implant during puberty. Once the implant is installed, it can only be replaced or altered through extremely dangerous brain surgery, so most individuals keep the same implant their entire lives” [\[MORE INFO\]](#)

Implant	Install	Description and Date	HUM Loss
L-4	Hospital	Players who pick the Sentinel, Vanguard, or Adept background will receive the L-4 implants WITHOUT the humanity loss, but those not proficient in biotics will have to spend the money, time, training, and HUM to earn their biotic implant! Soldier, Infiltrator, and Engineer backgrounds can only access the L-4. It takes time and training to be able to use the L-5 series. (this can be possible for a long enough game and at GM discretion)	4d6
L-5x	Hospital	Players who pick the Sentinel, Vanguard, or Adept background can upgrade to this model while taking the appropriate HUM loss and paying the fee.	4d6
L-5n	Hospital	Players who pick the Sentinel, Vanguard, or Adept background can upgrade to this model while taking the appropriate HUM loss and paying the fee.	4d6

ENHANCEMENTS & DRUGS

MEDI-GEL

Medi-gel (medical gel) is an all-purpose medicinal salve combining an anesthetic and clotting agent. It heals various wounds and ailments, instantly sealing injuries against infection and allowing for rapid healing by having the gel grip tight to the flesh until subjected to a frequency of ultrasound. [\[MORE INFO\]](#)



When a character drops to mortally wounded, a trained Med-Tech with access to the target's vital system can remotely administer a proper dosage amount of Medi-Gel with a DV 13 Stabilization check (Paramedic). The target then is immediately returned to half health and now will heal twice as fast during downtime. Medi-Gel can be used only once per injury.

VORCHATA

This is a lab created energy supplement similar to pre-workout. Vorchata gives you a boost of energy but may cause a lack of judgment. It is addictive and easy to overdose on. For each dose of Vorchata you take you gain a +2 in REF and BODY skills but take a -2 in INT and EMP skills. It is stackable.

For every dose over 2 the character must role a Resist Torture Drugs check DV 15 or suffer from Vorchata's Secondary Effect.



Secondary Effect:

While addicted, the GM will occasionally tell you when you are “raging out,” meaning your sense of reason has been overthrown with pure rage. You must attack the closest character (PC or NPC) near you.

MINAGEN X3

Minagen X3 is an illegal chemical that enhances biotics. The degree of enhancement is in proportion to the amount of exposure to the substance. However, Minagen X3 is lethal to the user in large quantities. Minagen X3 is red in color. When taken, the user can add a d6 to all biotic damage for the next hour but takes an automatic 5 damage directly to their HP. The character must role a Resist Torture Drugs check DV 15 or suffer from the Secondary Effect.

Secondary Effect:

While addicted, players take twice as much downtime to heal and additional uses of Minagen X3 cause 7 damage directly to their HP.

HALLEX

Hallex is a controlled substance which induces heightened senses and extreme euphoria in those who dose themselves with it. Hallex is taken in pill form. For each dose of Hallex you take you gain a +2 in INT and EMP skills but take a -2 in REF and BODY skills. It is stackable. For every dose over 2 the character must role a Resist Torture Drugs check DV 15 or suffer from the Secondary Effect.

Secondary Effect:

While addicted, your heightened senses have become almost too much to bear at times. At the start of gunfire you freeze. -4 to all initiative roles.

RED SAND

Red sand is a stimulant with biotic enhancing properties. Its abuse is disproportionately high among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. Red sand was originally created by criminal triads on Mars from refined element zero, and may take its name from the planet. As eezo is also used to create medicines, red sand's creation may have been a "fortunate" lab mistake. When taken nasally, red sand creates a brief but intense euphoria, and gives the user very short-term telekinetic biotic abilities. Side effects include red-tinting of the user's vision, discoloration of the teeth and longer-term withdrawal symptoms. Red sand is normally sold in small bags. The slang expression for using it is "dusting up" or being "sand-blasted".

When taken, the user can momentarily use the biotic ability "Push" but suffer a -2 to perception checks for the rest of the day due to the red-tinting to the user's vision.

The character must role a Resist Torture Drugs check DV 18 or suffer Red Sand's Secondary Effect.

Secondary Effect:

While addicted, their INT is lowered by 2 points. For each week you go without getting treatment you feel the need to take another dose of Red Sand or take another -1 hit to your INT WEEKLY.



WEAPONS, MODS & VEHICLES

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LEVELING UP

IMPROVEMENT POINTS

When leveling up your characters, use the IP system detailed in the Cyberpunk Red Core Rulebook. This will allow you to upgrade your states, abilities, and career ability level.

Since this is the future -- we chose to do away with the x2 improvement modifiers since technology has advanced to a point that makes it easier to learn those tricky skills! Up to Game Master's discretion if you also do away with that rule at the table!

PARAGON & RENEGADE POINTS

In Cyberpunk Red, reputation is a big deal! It can mean making it or breaking it in a social situation. Well, in Mass Effect Paragon and Renegade points are equally as important. So we decided to combine them!

In social scenarios the GM can decide to award either Renegade or Paragon points based on how the interaction played out. This works similarly to reputation, but less of WHO knows you and more about HOW they perceive you.

For every 10 Renegade or 10 Paragon interactions, the player can advance their Renegade or Paragon total by 1.



The GM can keep a tally of the overall party social perception.

GMs, it is important to note that Paragon and Renegade are just different styles of play and neither should be punished or favored.

For example, if the party is meeting with a Batarian Ganger they may treat someone with a high Renegade stat as someone they relate to whereas they may be more cold and "business as usual" towards someone with a higher Paragon percentage. Both may be able to get what they need from the Batarian but their ways of navigating the conversation will vary.