BARRIER

Type: Maneuver; Mediocre (+0) difficulty
Duration: Scene

Range: 0 (self) or see text
Recharge: 3 (see text)

Barrier provides a pool of points to a character's kinetic shield pool equal to 1 point per every three shifts of the Biotic skill roll, rounded up. Barriers act in concert with a character's shields and are a Mediocre (+0) difficulty roll to activate in normal situations. The barrier follows all normal rules for recharging as shields and will remain active until the character detonates or drops it. A barrier recharges simultaneously with shields; only one supplementary action is required.

When activated, the barrier inherently causes all biotic powers to be more difficult to use. All biotic powers have their recharge increased by 1 while the barrier is in place. The barrier power's recharge is unaffected, however.

When the barrier is created (a maneuver) the character may apply one aspect below at no cost.

A character may use the Nova power—if purchased—to self-detonate their barrier (page 127) to damage targets in the same zone as the character. Otherwise, the barrier can only be detonated as part of a biotic explosion by specific powers as indicated on page 118.

CHAOTIC BARRIER
Invoke: The barrier is unusually strong and its strength is +1. The barrier's detonation damage increases by +1 as well if using Nova. This aspect may be invoked multiple times at a cost of a fate point each.
Compel: The barrier is unusually fragile and requires a supplementary action to recharge every round or else the effect ends.

DOMINATE BARRIER
Invoke: The barrier increases the effectiveness of the biotic's other powers. While active, receive a +1 bonus to Biotics.
Compel: The barrier is completely unstable and imposes a -1 penalty to the user's Biotics rolls.

FLEXIBLE BARRIER
Invoke: The barrier is larger than normal and surrounds the biotic and all allies within that zone (Range: 1). All allies in the zone benefit from the barrier's shield rating. The barrier may be recharged as per normal but cannot move; characters can freely move in or out of the barrier. Opponents who are in the same zone as the barrier ignore it when dealing damage, however.
Compel: The barrier's mass effect field is less effective. Reduce the strength and detonation damage of the barrier by -1.

VARIANCE BARRIER
Invoke: The barrier's mass effect field is in harmony with the biotic, not applying its normal recharge penalty when using biotic powers.
Compel: The barrier's mass effect field creates unusually disruptive interference and further increases the recharge penalty by +1 while in effect.

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RECHARGE

Type: Attack   **Range:** 2
Duration: Instant   **Recharge:** 3

This attack does Weapon 2 damage, modified by the number of shifts achieved versus the target's Athletics, Biotics, or Endurance. If the amount of stress inflicted exceeds the target's Endurance then the target receives the aspect **KNOCKED PRONE** and falls to the ground (a movement or supplemental action to clear on their turn). During the attack the biotic can move freely through any intervening objects and ends their attack—if successful—adjacent to the target (melee engaged). Charge does +2 damage versus barriers and kinetic shields.

In addition, the target is potentially knocked back by the force of the charge. To knock a target back one zone requires the maneuver to generate a number of shifts equal to 1 plus the weight factor of the target. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. Each additional zone costs as much as the previous zone did plus one, so the cost increases dramatically over distance. If a target is suspended by another power such as Pull or Singularity then their weight factor is 0. Knocking back a target in this manner causes no additional damage unless there are intervening objects in the way that prevent movement. The target takes stress damage equal to the number of zones it is knocked through until it is forced to stop by the intervening object(s).

BLISTERING CHARGE
Invoke: For purposes of determining knockback—and only knockback—increase the total shifts received by two.
Compel: The charge still hits with devastating effect but the kinetic energy is dispelled upon contact; the charge lacks a knockback ability.

ENERGETIC CHARGE
Invoke: When charging, recover half of the character's barrier/shield pool, rounded up. This cannot recover a character's barrier/shield pool beyond its starting value, regardless of how many times charge is used.
Compel: The charge overloads the character's barrier pool, reducing it to zero. If the character does not have a barrier pool then their shields are reduced to zero (if any).

OVERWHELMING CHARGE
Invoke: Increase the base damage of the charge to Weapon: 4.
Compel: The charge still hits with devastating effect but does no direct damage, only knockback.

TOWERING CHARGE
Invoke: The effect of the charge is broader than normal, affecting one additional target in the same zone as the original target.
Compel: The charge lacks a phase effect; only targets in direct line-of-sight may be targeted.

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Type: Attack   **Range:** 2
Duration: Scene   **Recharge:** 3

Dark Channel shares many similarities with Reave but is considered a more insidious version of that power, lacking any restorative effects; its destructive power jumps from victim to victim until no one is left alive. Make a Weapon: 1 attack against a target within Range: 2, with damage equal to the number of shifts achieved. On each subsequent exchange the target automatically takes 1 point of stress damage—armor, shields, and barriers provide no protection to this attack. Should the target be disabled at any time, the dark channel jumps to the next closest target within 2 zones; make a new attack roll as normal as a free action. The dark channel will again automatically inflict 1 point of stress damage per exchange from that point forward until the target is defeated.

Only one dark channel may be in effect at a time; using the power again instantly ends the previous application. Unless enhanced, dark channel will only affect two targets during its duration.

ENCUMBERING CHANNEL
Invoke: The dark channel places a border 2 effect on the target (page 180).
Compel: The overwhelming darkness of the power weighs on the biotic, creating a border 2 for the biotic to move into another zone (page 180).

INSIDIOUS CHANNEL
Invoke: Increase dark channel's secondary damage to two.
Compel: Dark channel only does its initial damage; on subsequent exchange it jumps to another target for its initial attack and then dissipates.

PIERCING CHANNEL
Invoke: During the initial attack against a target, increase dark channel's damage by +1 against barrier/shields and armor.
Compel: The channel appears to work normally but the initial attack does zero damage (still roll to see if the target was hit). On subsequent rounds the dark channel drains as normal.

UNFETTERED CHANNEL
Invoke: The dark channel's field expands, attacking two targets within the same zone. Each target, upon defeat, can spawn a new dark channel attack, up to a total of potentially four. The secondary targets must be within Range: 2.
Compel: Dark channel turns against its creator after the first attack, becoming the next target. A dark channel with this aspect cannot be prematurely dissipated, although it can be detonated.

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RECHARGE

Type: Block; Fair (+2) difficulty   **Range:** 2
Duration: 1 exchange per 3 shifts, rounded up   **Recharge:** 4

The number of shifts is the level of block placed against the target to break free from dominate's control. While affected, the target fights for the biotic's side as best as it can; communication is only necessary to provide direct commands. Targets affected can attempt to break the block with Biotics or Resolve every round as a free action or until the effect ends, whichever is first. Attempts to further dominate a target after the effect has ended impose an additional +1 difficulty to do so, to a maximum of three attempts. Then the target is immune for the scene.

The target is fully aware of their actions while being dominated. The biotic may only dominate one target at a time; a second usage of dominate immediately ends the first. Specific commands that may run counter to the dominated target's concept or aspects can generate its own aspect, **WAVERING CONTROL**, at the GM's discretion that can be tagged to overcome the domination.

FURIOUS DOMINATE
Invoke: The dominated target receives a boost in power as well as a measure of protection while under the biotic's control: increase all damage dealt by +2 and reduce incoming damage by half. These benefits end when the target is freed from dominate.
Compel: The negative feedback from the domination link causes 1 point of stress to the biotic for every exchange dominate is in use. Armor and shields have no effect.

INSIDIOUS DOMINATE
Invoke: Until the block is removed or the duration ends, the target takes 1 point of stress damage per exchange, unaffected by barriers, shields, or armor.
Compel: The control of the dominate is such that it takes much of the biotic's attention to hold. Increase the recharge of all powers while dominate is active by +1.

LINGERING DOMINATE
Invoke: For each point of fate spent, increase the dominate's duration by one exchange.
Compel: The biotic's level of control is not particularly strong; once a target defeats the dominate or its duration ends, that target may not be dominated again for the remainder of the scene.

VULNERABLE DOMINATE
Invoke: The dominated target is especially vulnerable; increase all damage done by the next attack to the target by +2.
Compel: The target is in part protected by the domination, gaining a +1 to its defenses while under the effects of dominate.

FLARE

Type: Attack **Range:** 2
Duration: Instant **Recharge:** Use once per scene

The biotic takes in all of their energy and focuses it in one large, overwhelming burst, causing Damage: 4 to all enemies within a zone unless successfully defended by Athletics or Biotics. In addition, targets that are hit are **KNOCKED PRONE**. Clearing the aspect requires the target to use a movement or supplemental action to stand up.

Flare is equally effective against shielded and armored targets.

BLINDING FLARE
Invoke: The explosion of the flare is exceptionally large, causing an Area 2 explosion. Because of its size, the flare affects all targets in its area of effect.
Compel: Blinded by its intensity, the biotic's flare targets only one individual, not all the enemies in the zone.

CHARGED FLARE
Invoke: A surplus of energy allows the biotic to potentially use the flare power again in this scene. Treat this power as having Recharge: 3 until used again.
Compel: Use of this power is so draining that after its use, the biotic no longer can use it for the remainder of the adventure.

FURIOUS FLARE
Invoke: The biotic's flare is particularly strong. Increase the flare to a Damage: 6 attack.
Compel: Bio-feedback from the flare causes equal stress damage to the biotic as to the primary target.

SEARING FLARE
Invoke: The intensity of the flare is particularly strong, doing Damage: 6 when used to set off a biotic explosion.
Compel: The flare does its full damage against unshielded targets, but shielded targets are unaffected by the blast.

RECHARGE

Type: Attack　　　　　　　　　　　　　　**Range:** 3
Duration: Instant　　　　　　　　　　　　**Recharge:** 2

Make a Biotic skill roll against a target's Athletics or Biotics up to three zones away. Success potentially pulls the the target closer and does Damage: 2. Targets with functioning kinetic shields or barriers only suffer the damage from the attack but are immune to the pull until their shields are down. If the shields are brought down by the damage of the lash then move the target normally (see below). Alternately, if the target is carrying a physical shield or defensive cover, an aspect, **OUT OF COVER**, is placed upon the target instead of moving them.

To lash something one zone requires the maneuver to generate a number of shifts equal to the weight factor of the target because it is so effective at moving targets. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. Each additional zone costs as much as the previous zone did plus one, so the cost increases dramatically over distance. If a target is suspended by another power such as Pull or Singularity then their weight factor is 0.

FORCEFUL LASH
Invoke: Increase the pull power of the lash by one additional zone. The force of the lash attack is increased to Damage: 3.
Compel: Feedback from the lash's mass effect field causes a counter neutron effect. Increase the number of shifts to required to pull a target by 1 per zone. The lash's damage is reduced to Damage: 0.

PIERCING LASH
Invoke: The lash is particularly good versus shields and barriers and affects those targets normally by pulling them.
Compel: The mass effect field of the lash is bolstered by siphoning by any shields/barriers the biotic has, draining their power. Lower any shields/barriers the biotic has to zero, if applicable.

ROBUST LASH
Invoke: When used to detonate another power increase the explosive damage by +1.
Compel: The mass effect field of the lash is highly concentrated, preventing its use to cause a detonation against an armored target.

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RECHARGE

Type: Attack   **Range:** 0 (self)
Duration: Instant   **Recharge:** na

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If a character wishes they may detonate their barrier as a Damage: 4 attack rolling their Biotic skill against all targets in same Area as them. The biotic must have an active *barrier* up. The target defends with Athletics or Biotics. This detonation completely depletes the character's barrier pool (including their kinetic shield pool). Their kinetic shields will recharge as normal but the character will not benefit from the barrier unless created again. Nova never has a recharge value.

1 ☐

Because nova is an expanding explosion within a zone, any other source powers that happen to be in the same zone will detonate as well. Nova is unable to distinguish between detonating other powers and avoiding doing so.

EXPANDING NOVA

2 ☐

Invoke: For each fate point spent, expand the Area of the nova by one. Targets who have an opportunity to react can attempt to roll or dodge the blast, as per the rules on page 188.
Compel: The nova is tightly contained and affects targets in the same zone (melee engaged) only.

OVERWHELMING NOVA

3 ☐

Invoke: The nova's base damage is equal to the biotic's barrier rating. For example, if, when detonated, the biotic has a barrier rating of 6 then the nova becomes Damage: 6.
Compel: The biotic's barrier is unstable and as a result the nova is as well. Reduce all damage by half.

PIERCING NOVA

4 ☐

Invoke: The nova is particularly good versus shields and barriers, doing double damage to them. Versus armor the nova gains Penetration equal to its damage value.
Compel: The explosive force of the nova is less damaging and instead stunning; determine damage as normal but inflict no stress. Treat damage as a block of equal value.

5 ☐

UNCONTROLLABLE NOVA

Invoke: The explosion of the nova is as such that it also throws targets into adjacent zones. To throw something one zone requires the attack to generate a number of shifts equal to 1 plus the weight factor of the target. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. Each additional zone costs as much as the previous zone did plus one, so the cost increases dramatically over distance.

6 ☐

Compel: The nova fails to detonate with any measurable effect, however the biotic's barrier and kinetic shield pool are still reduced to zero.

7 ☐

Type: Maneuver; Fair (+2) difficulty   **Range:** 3
Duration: 2 exchanges   **Recharge:** 3

Functionally, Pull is very similar to Throw (page 134) in effect. Instead of applying a lateral effect, pull lifts a single target helplessly into the air. Make a roll, placing a block on the target equal to the amount of the maneuver. If a target has no shields or armor, apply the aspect, **FLOATING HELPLESSLY**, that may be tagged freely by first character to target. However, pull has no effect on armored targets or those with shields beyond placing the block.

Targets under the effect of pull effectively have a weight factor of 0 for purposes of being thrown via Lash or Throw (or some other power/effect).

CRUSHING PULL

Invoke: The pull's mass effect field also crushes its target, doing damage. Inflict Damage: 2 stress to the target, regardless of the maneuver roll made (as long as it was successful).

Compel: As above, apply the Damage: 2 effect but the pull has no block effect nor may apply the **FLOATING HELPLESSLY** aspect against targets caught by it.

EXPANSIVE PULL

Invoke: Increase the radius of the pull to a full zone and affect up to two enemy targets within that range.

Compel: As above, but the pull randomly selects its targets, potentially including allies.

LINGERING PULL

Invoke: Increase the duration of the pull by an additional exchange and increase any biotic combo explosions by +2 damage.

Compel: The pull's mass effect field is so weak that it cannot be used as a valid target for a biotic combo explosion.

Type: Attack **Range:** 3
Duration: 1 or see text **Recharge:** 3

Make an attack on an opponent up to Range: 3 away as a Damage: 2 effect, defending with Biotics or Resolve. For the biotic, they gain an extra measure of protection, reducing all incoming damage by 1 until the next exchange. This damage reduction is applied first, prior to any shields or armor. If its duration is extended, on subsequent exchanges reave automatically inflicts an additional point of stress at the beginning of the attacker's next action as long as the original attack was successful. Armor, shields, and barriers have no effect on this subsequent stress loss. Also, the biotic keeps their damage reduction ability through to the end of the duration of reave.

Inorganic targets are affected by reave's damage attack but do not provide the damage reduction ability to the biotic.

ABLATIVE REAVE
Invoke: The mass effect field generated by the reave is stronger than most; reduce all incoming damage to the biotic by 2.
Compel: The reave protective field is transitory and provides protection to the biotic against the next attack or until its duration expires.

BIOMNEMONIC REAVE
Invoke: The power of the reave is unusually strong and attacks as a Damage: 4 effect.
Compel: Use of the reave is particularly damaging to the biotic's nervous system: consume a stress box upon use of the power.

PIERCING REAVE
Invoke: The reave is particularly strong as armor, barriers, and shields are at -1 effectiveness against the initial attack.
Compel: The target's protection is unassailable and the reave does no damage (no attack roll is necessary). However, the biotic still receives the damage reduction benefit for the exchange.

VOLATILE NEURO REAVE
Invoke: The power of the reave is so great that it lasts a number of exchanges equal to the shifts of the attack.
Compel: The target is able to shrug off the attack, taking only the initial damage but causing the reave field to dissipate, not providing the biotic with the damage reduction benefits.

WANDERING REAVE
Invoke: The reave power can affect all opponents in a zone. Make an attack as normal for each target in the zone. Regardless of the number affected, the damage reduction of the reave is 1 (unless **ABLATIVE REAVE** is also invoked).
Compel: The biotic loses control of the reave power and all targets in a zone—friendly and enemies—are affected.

Type: Attack **Range:** 2 max; starts at biotic
Duration: Instant (see text) **Recharge:** 3

Make an attack against *all* targets up to Range: 2 away within each zone (the effect can attack multiple targets lined up in multiple, adjacent zones) starting from the biotic's position. Defend with Athletics or Biotics. Against shielded targets, shockwave is a Damage: 2 attack that can also throw a target backwards. To throw something one zone requires the maneuver to generate a number of shifts equal to 1 plus the weight factor of the target. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. Each additional zone costs as much as the previous zone did plus one, so the cost increases dramatically over distance. If a target is suspended by another power such as Pull or Singularity then their weight factor is 0. For each zone a target is thrown back by the shockwave, increase the damage inflicted by +1.

When shockwave is used against a target under the effect of cryo blast (page 139), treat each positive ⊞ result rolled as inflicting a consequence, reduced by the number of negative ⊟ rolls. It is still possible for shockwave to work as normal without causing any additional consequences for being under the effects of cryo blast.

EXPLOSIVE SHOCKWAVE
Invoke: When used to detonate biotic powers, increase the detonation damage by +2.
Compel: The shockwave cannot be used to detonate biotic explosions.

FORCING SHOCKWAVE
Invoke: The range of the shockwave is increased by one zone per fate point spent. All targets in this additional zone are affected. All affected zones must be in a linear (straight) fashion from the starting point (the biotic).
Compel: The range of the shockwave is shorter than usual and only extends for one zone.

LIFTING SHOCKWAVE
Invoke: If the targets have no shields then they receive the aspect **FLOATING HELPLESSLY** which may be tagged. This immediately lowers their weight factor to 0 for purposes of being pushed backwards by the shockwave. The effect lasts for one exchange.
Compel: The mass effect field of the shockwave is solely focused on the ground; targets cannot be lifted into the air or moved.

RUMBLING SHOCKWAVE
Invoke: The shockwave's base damage is increased to a Damage: 3 attack.
Compel: The shockwave does no damage; treat its Damage: 3 attack as a block.

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Type: Maneuver; Fair (+2) difficulty **Range:** 1
Duration: 1 exchange per 2 shifts **Recharge:** 2

1

A singularity can affect a single target or targets within the zone of where the singularly is placed (melee engaged). Enemies entering the same zone of the singularity are subject to its effects. The effects of a singularity vary if the target has shields/barriers or not. If the target has no shields or barriers and the maneuver is successful then place an aspect, **FLOATING HELPLESSLY**, upon the target. The target also immediately receives a block equal to the shifts generated by the singularity.

2

Targets that have shields are unaffected by the pull of the singularity but still receive the block. If, during the duration of the singularity, the target has their shields removed then they receive the **FLOATING HELPLESSLY** aspect.

2

Singularity is typically defended by Athletics or Biotics when a target enters its gravity well or attacks (see below). Because of the nature of a singularity, once created it cannot be dispelled by the biotic; the singularity persists through to the end of its duration. Only one singularity per biotic may be created at a time; creating a second immediately ends the first.

3

EXPLOSIVE SINGULARITY

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Invoke: While a singularity may be detonated via other biotic powers, this singularity will automatically detonate at the end of its duration as per the biotic detonation rules (page 118) without intervention from the biotic. Allies are unaffected as they are shielded by a mass effect field.

Compel: This unstable singularity will detonate at the end of its duration as per the biotic detonation rules (page 118) unless the biotic ends the effect earlier. The detonation will affect all targets—not just enemies—including the biotic.

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LINGERING SINGULARITY

Invoke: The singularity is stronger than most, lasting an additional exchange per fate point spent.
Compel: The crushing density of the singularity ensures that it will last for 1 exchange only, regardless of the number of shifts achieved.

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OVERWHELMING SINGULARITY

Invoke: The strength of the singularity's mass effect field is such that crushing damage is applied to all targets caught in its gravity well. Starting on the next exchange any targets caught in the singularity field take 1 stress. Armor, shields, and barriers have no effect on this subsequent stress loss. Damage ends if the target is able to escape the gravity well.

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Compel: A biotic can normally attune a singularity to affect specific targets (enemies) only; this singularity makes no distinction and affects all targets within range, including the biotic.

VARIABLE GRAVITY WELL SINGULARITY

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Invoke: The singularly has a particularly large gravity well and affects all enemies within a single zone.
Compel: The singularly is highly compacted and can affect only a single target at a time.

Type: Attack
Range: 3
Duration: Instant
Recharge: 1

Attack a single target and lift them into the air, then immediately throw them down into the ground for Damage: 4 effect. To lift something requires the attack to generate a number of shifts equal to 1 plus the weight factor of the target. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. If a target is suspended by another power such as Pull or Singularity then their weight factor is 0. As long as the attack yields enough shifts to lift the target 1 zone, the damage is inflicted. Targets defend with Athletics or Biotics.

EXPLOSIVE SLAM
Invoke: When used to detonate another biotic power, the slam does so by increasing the damage by +2.
Compel: Your slam's mass effect field is too small to cause a biotic explosion. It otherwise acts as normal.

MASSIVE SLAM
Invoke: Increase the damage of the slam by +1 per fate point spent.
Compel: The slam causes no damage; treat any damage as a block against the target that lasts for the next exchange only.

STUNNING SLAM
Invoke: In addition to its normal damage, the aspect **STUNNED** is applied to the target for a duration of one exchange if it is successfully lifted into the air.
Compel: The slam causes no damage; treat any damage as a block against the target that lasts for the next exchange only.

WIDE SLAM
Invoke: Select a second target within the same zone as the first and affect it separately with its own attack roll.
Compel: Because the force is spread across a larger area the weight factor required to slam a target is increased by one.

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RECHARGE

Type: Block; Fair (+2) difficulty **Range:** 3
Duration: 1 exchange per shift **Recharge:** 3

Stasis blocks all actions of a target up to Range: 3 away. This effect will last for a number of exchanges equal to any shifts generated in the initial contest. While in stasis the target's defense is treated as Mediocre (+0) and they can be attacked, however for every point of damage taken by the target treat as a bonus to overcome the block on their turn. If the biotic uses stasis again then the initial stasis immediately ends. Attempts to further place a target under stasis after the duration has ended—or the target has broken the block—impose an additional +1 difficulty to do so, to a maximum of three times. Then they are immune for the scene.

Armored opponents are completely unaffected by stasis.

BASTION STASIS
Invoke: The biotic can manipulate the mass effect stasis field and inflict damage on the target without breaking the field. Their damage does not provide a bonus to escape the block.
Compel: The target is immune to damage from the first attack against it and is then freed from the block.

FLUCTUATING STASIS
Invoke: The stasis field creates a "bubble" effect. This bubble can capture an additional target, subject to all of the normal effects of stasis. Both targets must be within the same zone. Escaping the block on one target does not end the block for the other. This bubble can be placed separate from a target and will affect anyone moving into its range, subject to the normal rules.
Compel: The stasis field gains a life of its own, randomly targeting a character in range, including the biotic. While in stasis, the biotic cannot end the effect voluntarily.

VULNERABLE STASIS
Invoke: The target takes +2 damage from the next attack while in stasis.
Compel: Stasis can only affect the target once; the target is then immune for the remainder of the scene.

Type: Attack   **Range:** 3
Duration: Instant   **Recharge:** 1

Make a Biotics skill roll against a target's Athletics or Biotics up to three zones away. Success places the aspect **KNOCKED PRONE** on the target and does Damage: 2. Targets with functioning kinetic shields or barriers only suffer the damage from the attack but are immune to the aspect until their shields are down. If the shields are brought down by the damage of the throw then apply the aspect normally.

To throw something one zone requires the maneuver to generate a number of shifts equal to 1 plus the weight factor of the target. A normal person has a weight factor of 2, a volus has a weight factor of 1, a krogan is 3, etc. Each additional zone costs as much as the previous zone did plus one, so the cost increases dramatically over distance. If a target is suspended by another power such as Pull or Singularity then their weight factor is 0. For each zone a target is thrown, increase the damage inflicted by +1.

When throw is used against a target under the effect of cryo blast (page 139), treat each positive ➕ result rolled as inflicting a consequence, reduced by the number of negative ➖ rolls. It is still possible for throw to work as normal without causing any additional consequences for being under the effects of cryo blast.

FORCEFUL THROW
Invoke: Increase the power of the throw by one additional zone.
Compel: Feedback from the throw's mass effect field causes a counter neutron effect. Increase the number of shifts to required to throw a target by 1 per zone. The throw's damage is reduced to Damage: 0.

EXPLOSIVE THROW
Invoke: When used to detonate another power increase the explosive damage by +1.
Compel: The mass effect field of the throw is very concentrated, preventing using the power to cause a detonation.

SWEEPING THROW
Invoke: Throw affects a second target within range; attack as normal. Both targets must be thrown in the same direction.
Compel: The throw randomly affects a second target in the same zone as the target. Make a second attack. Both targets must be thrown in the same direction.

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RECHARGE

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Type: Attack **Range:** 3
Duration: 3 **Recharge:** 3

Make an attack using the biotic skill up to three zones away resisted by the target's defenses as normal, Athletics or Biotics. Warp causes a Damage: 3 attack that ignores 1 point of armor. Versus shields, warp does half damage but double damage versus barriers. This is a special case where barriers are not treated the same as shields. Consequences created by warp to species with fast healing abilities—such as the krogan or vorcha—cannot be cleared out.

On subsequent exchanges, warp automatically inflicts an additional point of stress at the beginning of the attacker's next action if the original attack was successful. Armor, shields, and barriers have no effect on this subsequent stress loss.

CHARGED WARP
Invoke: The mass effect field of your warp is highly charged. Increase its secondary damage by +1.
Compel: The warp's mass effect field is so highly variable that it cannot be targeted for detonation. Its effect ends normally.

ENDURING WARP
Invoke: The warp lasts an additional exchange. This may be increased multiple times via additional expenditures of fate points.
Compel: The flame that burns brighter lasts half as long; reduce your warp's duration to 1 exchange.

EXPOSING WARP
Invoke: The warp makes the target more vulnerable to damage, increasing damage taken from the next attack by +2.
Compel: A collapsing mass effect field makes the warp end after its initial attack.

FICKLE WARP
Invoke: The warp, if detonated, is more powerful than normal. Increase its damage by +1.
Compel: Your warp is unusually condensed and does fewer damage when detonated. Lower detonation damage by -1.

INTIMIDATING WARP
Invoke: Any unarmed targets receive the aspect **PANICKED!** This is a fragile aspect and disappears after one exchange if not tagged.
Compel: The size and intensity of the warp's mass effect field is off-putting, even to you. You receive the aspect, **OVERWHELMED**, which requires a supplementary action to clear. This aspect may be tagged freely by opponents.

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CRYO BLAST

Type: Attack
Duration: 1 exchange per three shifts, rounded up

Range: 0
Recharge: 2

Upon a successful attack the target immediately has a border 2 effect placed upon it for purposes of moving (page 180). This border rating lowers all applicable defense rolls for the target, depending on the situation, potentially lowering their defense to Mediocre (+0) due to their inability to move. Cryo blast does no damage unto itself. At the end of the duration the target is immediately freed from the freezing effects and can move as normal. With assistance or via environmental conditions—such as incendiary ammo—an aspect such as **ON FIRE!** may provide a bonus to break free of the cryo blast.

Cryo blast is particularly devastating when used in conjunction with Incinerate (pages 136 and 146) or Shattershot (page 154). When used in tandem with a biotic, Throw (page 134) and Shockwave (page 130) can be equally devastating.

FRIGID BLAST
Invoke: The blast is so cold, increase the border's effect to border 3, adjusting the target's defense penalty accordingly.
Compel: The target is still affected by the border 2 but does not apply the rating as a defense penalty; defend against attacks as normal.

OBLITERATING CRYO BLAST
Invoke: The target is particularly vulnerable to damage from the next attack, receiving an additional +2 to damage while under the effects of the cryo blast.
Compel: The cryo blast outfits the target with a measure of exceptional protection, increasing its armor value by +1. The target is still subject to the border 2 effect, however.

UNSHAKABLE BLAST
Invoke: The effect of the cryo blast lasts one additional exchange per fate point spent.
Compel: The effect of the cryo blast is only effective for one total exchange and then harmlessly dissipates.

WHIRLWIND BLAST
Invoke: The cryo blast fills an area around the target, potentially catching other foes. For every three shifts rolled in the attack (rounded up), an additional target in Range: 0 of the original target is affected at the tech's discretion.
Compel: Strangely, the target is outfitted with warm weather gear, nano weave technology, or has their own omni-tool set to counter any potential cryo blasts. The attack has no effect.

RECHARGE

Type: Maneuver; Fair (+2) difficulty   **Range:** 0 (self)
Duration: Instant   **Recharge:** 3

A defense matrix uses reinforced armor with supercharged particles to make it available to be tapped to increase shields for an emergency. As such, you must be wearing armor (Tech Armor does not count). Make a maneuver roll: recover up to half (round up) of your kinetic shield pool immediately. As part of this maneuver, gain a free power aspect from those below. Although you have essentially "used" your armor, the nanoweave particles still give you a fixed armor value of 1. All tech power recharge are increased by +2 while this effect is in use.

Ending this power returns your armor to its normal value.

ENHANCED MATRIX
Invoke: The shield restoration is increased by another +2 points that can exceed your normal maximum shield rating.
Compel: Your shields may be restored, but doing so causes a strain on your systems. You must use a supplemental action to keep this power running.

NIMBLE MATRIX
Invoke: The benefits of the defense matrix do not increase any of your recharge penalties.
Compel: The defense matrix is overwhelming; use of any tech power while under its usage requires a fate point (in addition to any other requirements).

PRODIGY MATRIX
Invoke: The shield restoration is doubly powerful, increasing your shields by another 50% (round up). Gain it now and this amount can exceed your normal maximum shield rating.
Compel: The underweave matrix provides Armor: 0 protection and no consequence.

REINFORCED MATRIX
Invoke: The armor matrix regains a measure of its power, providing Armor: 2.
Compel: Your armor provides no bonus consequence boxes for the duration of the scene until repaired.

SYNERGETIC MATRIX
Invoke: Damage of all tech powers while defense matrix is in use is increased by +1.
Compel: Increase all tech power recharge penalties by +1.

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Type: Maneuver; Fair (+2) difficulty **Range:** 1
Duration: 5 **Recharge:** 3

The decoy is identical in every way and uses special programming—constantly updated over time—to reflect your every move. The decoy has a shield rating of 4 but no armor. It can take some punishment before being eliminated and its shields do not regenerate.

If both persons—the original and the decoy—are available as targets the aggressor may choose to shoot at both (if possible), none—perhaps using a maneuver to **SEE THE DECOY**—or shoot at one. Compare the successes of the maneuver to generate the decoy versus an Alertness or Systems check by the aggressor. Failure means the target is unable to pierce the veil. Maneuvers to set up aspects, such as **SEE THE DECOY**, can be used to study the decoy more closely for clues and determine the true target. Until the veil is penetrated, all attacks are applied to the decoy.

When created, the decoy comes with a free aspect that is generated immediately (see below). Every round the decoy can be moved as a supplemental action by the tech to "act" or appear to do actions, although the decoy cannot interface with systems, disarm a bomb, or fly a ship as a matter of example. Make an opposed Deceit versus Resolve to "sell" the decoy's actions as seemingly real if necessary.

EXPLOSIVE DECOY
Invoke: When its shields are gone—or its duration has expired—the decoy explodes, doing Weapon: 3 damage to all targets in its zone.
Compel: The decoy cannot be used as part of a tech explosion.

HARDY DECOY
Invoke: Increase the decoy's kinetic shield rating to 6 for a fate point or 8 for a second fate point.
Compel: The decoy is easier to see through; apply the aspect **IMPERFECT VEIL** upon it that may be freely tagged when trying to determine which target is the decoy.

INVICTUS DECOY
Invoke: When used to create a tech detonation, the decoy is especially effective, increasing the damage by +1. For any affected targets in the explosion that did not see through the decoy, treat their defense against the detonation as Mediocre (+0).
Compel: The decoy is jammed in some manner and no longer responds to the tech's controls; supplemental actions to control it are useless.

SHOCKING DECOY
Invoke: The decoy makes an appropriate energy attack (appears normal, like a gun) that does Weapon: 2 damage and within one zone of the decoy. Use the tech's Systems roll to make the attack, requiring the use of a supplemental action.
Compel: Poor programming makes the decoy require a supplemental action every exchange just to remain activated.

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Type: Maneuver; Fair (+2) difficulty **Range:** 2
Duration: Scene **Recharge:** 2

Unlike most powers, Drone requires you to create a "baseline" version that is fabricated every time the power is used. This base version differentiates between the types of drones and their capabilities, "attack" and "defense." Make a Systems test maneuver to manufacture the drone. As long as you do not fail, the drone is created and the drone acquires a free aspect (see below) of your choosing.

The drone is an item that can be targeted and its statistics were previously determined when you created it. Once its stress has been depleted, the drone is destroyed and you may fabricate a new one.

Drones—if capable—attack targets automatically, only requiring a supplemental action by the tech to select a specific target, else the drone attacks the most reasonable/obvious target. Attacks use the drone's Systems skill roll, Average (+1)—unless the quality was improved—versus an appropriate defense against with a Weapon: 2, presuming it has weapons! The power's range (above) is only to place the drone; a tech can operate a drone from multiple zones as long as they are within the scene via their omni-tool (or not at all if the drone is Independent). A drone acts immediately after the tech that created it.

A drone exists through the duration of the scene or until destroyed. Deploying a second drone destroys the first, requiring fabricating on the same material to make the new unit. A drone, if fate points are spent, can be constructed with multiple types of attacks.

AGRESSOR DRONE (DEFENSE)
Invoke: Increase the drone's attack to Weapon: 3 but can also shoot twice per round at a -1 penalty to each attack.
Compel: On any roll comprised of more ▬ than ➕, the gun jams. A supplemental action is required to clear.

EXPLOSIVE DRONE (COMBAT)
Invoke: The drone can explode on command, doing Weapon: 3 damage to all targets in one zone. However, this is the rare case where a drone can be used to trigger a biotic or tech explosion; when used to do so, use the standard explosion (pages 118 and 137) rules as normal.
Compel: The drone requires a supplemental action every round to keep operational, otherwise it falls to the ground, disabled due to faulty programming.

INCAPACITATING DRONE (DEFENSE)
Invoke: This drone is designed to take prisoners. Make its attack as normal but with a +4 bonus to place a block on the target, encasing it in a sticky, resilient substance.
Compel: This defensive drone is weighed down by multiple improvements, reducing its armor value to 0.

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LIGHTNING DRONE (COMBAT & DEFENSE)

Invoke: The drone generates an electrical pulse attack, hitting up to three enemy targets within its same zone. Treat all damage as a block that must be overcome.

Compel: The drone shorts out, attacking up to three targets within its same zone with a block attack, including allies.

MAXIMILIAN DRONE

Invoke: This drone contains a number of welding and manipulative tools. Give the drone a +1 to any conflict test when acting to perform a task. In unusual situations—such as using spinning omni-knives to confront aggressors—the drone can be used to attack as a Weapon: 3 but receives a -1 penalty to do so. This does not allow the drone to bypass the skill cap rule (page 22) when assisting in tests.

Compel: These blood-red drones appear very imposing and place an aspect, **CYGNUS**, in the scene that can potentially hinder the players.

PRODIGY DRONE

Invoke: The drone has an exceptionally advanced control mechanism and its quality is increased by one. This does not allow the drone to bypass the skill cap rule (page 22) when assisting in tests.

Compel: The drone's quality is one less than usual; a software bug of some kind plagues the system.

SHOCKING DRONE (COMBAT)

Invoke: The drone fires a series of non-lethal shocks that have Range: 1. Treat all damage as a block that must be overcome to take an action.

Compel: The drone shorts out, attacking all targets in Range: 1 with a block attack, including allies. Use a supplemental action to clear.

REINFORCED DRONE (COMBAT & DEFENSE)

Invoke: The drone's shield capacity is doubled but may not be recharged.

Compel: An unusually high draw on the drone's power grid halves its available kinetic shields when created.

ROCKET DRONE (COMBAT)

Invoke: A rotating rocket launcher magazine is created with the drone. The rockets do Weapon: 4 damage and have Range: 5. The rockets attack all targets in a zone.

Compel: The drone spawns anti-personnel rockets that do Weapon: 2, Range: 5, but affect only a single target. Because they are self-targeting, randomly select any target in range—including allies—when making the attack.

ENERGY DRAIN

Type: Attack or Maneuver; Fair (+2) difficulty **Range:** 3
Duration: Instant **Recharge:** 3

Use the Systems skill to make a maneuver. Every shift generated reduces an opponent's shields or barrier by one which in turn can be used to replenish the tech's shields, up to their normal maximum. An opponent may recover their shields as per normal on their action.

When energy drain is used against unshielded geth and other synthetics with the **ELECTROMAGNETIC VULNERABILITY** aspect it acts as a Damage: 2 attack and any synthetic target struck has a block against all actions equal to stress caused by the maneuver for an exchange.

When the energy drain is used as a maneuver the character may apply one aspect below at no cost. Subsequent uses of energy drain can tag this aspect for free once. Energy drain causes no damage to organics or armor.

OVERLOADING DRAIN

Invoke: Resolve the maneuver as normal except that the points recovered can increase the tech's shields beyond their maximum capacity for one exchange. At the beginning of the tech's next turn their shields are reduced to their maximum value or current rating, whichever is less.

Compel: The energy drain works as normal except the target's shield automatically refreshes to its maximum value at the start of the target's turn.

POWERFUL DRAIN

Invoke: Your energy drain is particularly harmful to synthetics, treated as a Damage: 4 attack. Any synthetic target struck has a block against all actions equal to stress caused by the maneuver for an exchange.

Compel: Your energy drain works as normal but at the start of the tech's next turn, your shields are dropped.

TEMPEST DRAIN

Invoke: The scope of the energy drain is so large that it drains all targets in the same zone. Resolve the maneuver once and apply the results equally to all targets. Shifts generated are not cumulative for purposes of restoring the tech's shields.

Compel: Resolve your energy drain as normal except it also arcs and affects one additional target in the same zone as you, randomly. This includes allies.

RECHARGE

Type: Attack **Range:** 2
Duration: 3 exchanges **Recharge:** 3

On its surface, incinerate is a very basic power: it sets people on fire. However its uses can be very creative. At first, it affects one target as a Weapon: 3 power. Additional successes can affect for even greater damage. Because of the nature of the superheated plasma, incinerate gains Penetration: 2 for purposes of bypassing armor. Beyond the first round, incinerate does another point of stress, ignoring all armor, until the end of its duration. However, incinerate only does half damage versus barrier and shields; you should remove them first.

Consequences created by incinerate to species with fast healing abilities, such as the krogan or vorcha, cannot be cleared out. Incinerate is particularly deadly when used against targets under the effect of cryo blast. Reference the rules on page 136 for more details.

CLEANSING INCINERATE
Invoke: For each point of fate spent, extend the effect of the incinerate by one exchange.
Compel: Beyond its initial damage, the incinerate flutters out and does no additional damage over subsequent exchanges.

HELLFIRE INCINERATE
Invoke: Increase the damage of the incinerate to chilled or **FROZEN** targets with similar aspects to Weapon: 6. Also review the tech cryo explosions rules (page 136).
Compel: Your incinerate only works against chilled or **FROZEN** targets.

INFERNO INCINERATE
Invoke: The incinerate is fury incarnate. Affect all targets in Area 1 with the power, rolling as normal. Targets that are aware may attempt to dodge out of the attack. The inferno makes no distinction between friend or foe.
Compel: The inferno has a particularly short range; you must approach your target directly (Range: 0) and look them in their eyes before setting them upon fire.

VOLCANIC INCINERATE
Invoke: Treat all damage inflicted by the initial incinerate blast as having a Weapon: 4 with an equal Penetration value versus armor.
Compel: The plasma is as such that it has no special benefits or multiplier versus armor. Make a Weapon: 3 attack as normal and apply the per-exchange damage as normal, but not ignoring armor.

Type: Attack **Range:** 3
Duration: Instant **Recharge:** 3

Use the Systems skill to make an Weapon: 0 attack versus an opponent's Athletics or Systems skill. If a target is hit then their shields are down and must be recharged normally before being effective again. Organic targets take half damage and any armor worn is twice as effective versus this attack.

When overload is used against unshielded geth and other synthetics with the **ELECTROMAGNETIC VULNERABILITY** aspect it acts as a Damage: 2 attack and any synthetic target struck has a block against all actions equal to stress caused by the attack for an exchange.

NEURAL OVERLOAD

Invoke: The overload is particularly strong against organic enemies, potentially stunning them. Treat any stress damage inflicted as a block against any actions for an exchange.

Compel: The overload is so strong your own shields are affected and are dropped until restored.

WILD OVERLOAD

Invoke: Your overload arcs to one additional target per fate point spent to a maximum of two more. All targets must be within the same zone. Resolve each attack individually.

Compel: Your overload creates a feedback path, attacking you as well. Resolve as normal.

CAPACITATIVE OVERLOAD

Invoke: You build up a devastating attack. Versus organic opponents your overload damage becomes Weapon: 2. Against inorganic targets increase the damage to Weapon: 4.

Compel: Your overload is so powerful it recharges a target's shields. Apply damage as normal, ignoring shields, but do not reduce their effectiveness. Instead, refresh the target's shields to full.

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Type: Block; Fair (+2) difficulty **Range:** 3
Duration: na **Recharge:** 3

Sabotage can be used on a target's weapon or directly upon a synthetic. In the case of a weapon, the Systems skill roll determines the rating of the block that must be overcome to fire the weapon. The target can attempt to overcome the block with a Guns or Systems roll.

Synthetics are automatically compromised and fight as an ally for a number of exchanges equal to the shifts on the Systems roll. A synthetic can attempt to overcome the block with a Systems check. At the end of the duration the synthetic regains control. Until control is regained the tech can instruct the synthetic remotely, even to self-destruct.

ABERRANT SABOTAGE
Invoke: Your sabotage is deadly against synthetics; at the end of the power's duration if the synthetic has not broken the block it self-destructs, sustaining a severe complication.
Compel: Your own weapon backfires, doing Damage: 2 to you. Shields, barriers, and armor may reduce this amount.

BERSERK SABOTAGE
Invoke: When used on a synthetic to take control, for the duration increase its damage by +1.
Compel: The weak programming of this sabotage attempt reduces the rating of the block by -2.

EMPOWERING SABOTAGE
Invoke: For one exchange double any tech damage done to the target.
Compel: The sabotage takes place as normal but afterwards the target is immune from further sabotage attempts.

MASS SABOTAGE
Invoke: You may affect one additional target in the same zone as the original target, rolling once for both. The targets may be organic or synthetic; they do not have to match.
Compel: Your sabotage inadvertently propagates to the nearest random target in the same zone as you, expanding outward to maximum range until a target is found. Allies are acceptable targets. You may willingly drop the sabotage for both targets at any point.

NEFARIOUS SABOTAGE
Invoke: A sabotaged weapon backfires if not cleared by the end of the sabotage, doing Damage: 4 to the person carrying it. Shields, barriers, and armor may reduce this amount. The weapon is disabled for the remainder of the scene.
Compel: Your own weapon inadvertently responds to the sabotage and has a block placed upon it equal to the one created against the target. You may either attempt to overcome the block normally or drop the sabotage, releasing your target as well.

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Type: Maneuver; Fair (+2)   **Range:** 1
Duration: Scene   **Recharge:** 2

The basic sentry turret is an auto-fire weapon that is fabricated with an amount of ammunition that allows it to lay down aggressive fire upon enemies, as determined by the tech. The sentry turret is an item that can be targeted and has stress 2, armor 2 and kinetic shields 8. Once its stress has been depleted, the turret is destroyed. Select a free aspect from those listed as part of the maneuver.

The turret fires at targets automatically, only requiring a supplemental action by the tech to select a specific target, else the turret attacks the most reasonable/obvious target. Attacks use the turret's Systems skill roll, determined by the number of shifts generated when the sentry turret was created. This bonus may not exceed the skill cap. The turret has Range: 3 for firing and does Weapon: 2 damage. The power's range (above) is only to place the turret; a tech can operate a turret from multiple zones as long as they are within the scene via their omni-tool. A sentry turret acts immediately after the tech that created it.

A turret exists through the duration of the scene or until destroyed. Deploying a second turret destroys the first, drawing upon the same fabricated material to make the new unit. A turret can be constructed with multiple types of attacks. These additional weapon units stack, each one requiring a supplemental action to fire by the turret on its turn. The turret sums the total number of supplemental action penalties and applies the penalty to all attacks. The turret still only attacks a single target.

ARMOR-PIERCING TURRET

Invoke: The turret is loaded with ADP rounds designed to penetrate armor. Treat all damage inflicted as having an equal Penetration value.
Compel: The turret's shells have a softer than normal casing. All armor is effectively doubled when shot by the turret.

CRYO-AMMO TURRET

Invoke: The turret is loaded with cryo ammo (page 152). The turret has a chance of freezing enemies without any special defenses for a short time, preventing them from moving. This is a **border** against checks to move from an area equal to the weapon's Damage: 2 and targets pick up the temporary aspect, **FROZEN**. **FROZEN** enemies are more susceptible to damage and can even be shattered for an instant kill via Shattershot (page 136) or receive double damage from fire attacks like Incinerate (page 146). Unless shot again with a gun with cryo ammo, the effect dissipates at the end of the exchange.
Compel: The cryo-fabrication unit is particularly finicky and fires every other round, unless a supplemental action is spent to unjam (remotely) the turret.

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FLAMETHROWER TURRET

Invoke: The turret has a Range: 1 flamethrower that does Weapon: 2 damage. It sets targets **ON FIRE!** and does an additional point of damage during the next exchange, even if the target is not shot again, ignoring all armor and shields.

Compel: Overheating of the turret's targeting systems makes it acquire a random target each exchange. The tech can override this selection for an exchange by using a supplemental action.

HEAVY TURRET

Invoke: The turret's targeting systems are upgraded, giving it +1 to its Systems skill up to the cap.

Compel: The turret's programming is faulty at times; on any given roll treat the greater number of ⊞ or ⊟ results as doubled after removing ties and blank results.

REINFORCED TURRET

Invoke: The turret's shields are overcharged to a rating of 12.

Compel: The turret's shield grid is undercharged, starting with a rating of only 4.

ROCKET-LOADED TURRET

Invoke: A rotating rocket launcher magazine is created with the turret. The rockets do Weapon: 4 damage and have Range: 5. The rockets attack all targets in a zone.

Compel: The turret's rockets are anti-personnel in nature and do Weapon: 2, Range: 5, but affect only a single target.

SHOCKING TURRET

Invoke: The turret's attack is electricity-based as opposed to using ammunition. Treat all damage as a block of equal value against organics. Against synthetics apply the damage as normal.

Compel: Turret upgrades replace the standard weapon as opposed to supplementing it.

Type: Maneuver; Mediocre (+0) difficulty   **Range:** 0 (self)
Duration: 1 exchange per shift or Scene   **Recharge:** 3

Using this power requires an active shield rating of at least 2. As a maneuver you deplete your shield's charge in order to become effectively invisible, granting you a bonus to Stealth checks—if the GM even rules that you need to make them—and causing enemies to suffer a penalty to any attack rolls against you. These bonuses are covered by the aspect, **UNSEEN PREDATOR**, which is a mandatory expenditure of the free aspect gained by the maneuver and may be tagged freely. This aspect lasts for the rest of the scene out of combat or for a number of rounds equal to the shifts generated by a Systems skill roll. You remain invisible until making an attack. Your kinetic shields offer no protection while a tactical cloak is up and must be recharged after the cloak ends as normal (page 180).

If an attack is made from ambush and the cloaked character is undetected then they need only deal with an opposing roll of Mediocre (+0) for defense. Kinetic shields and armor will provide their normal protection, however.

PROTEAN CLOAK
Invoke: Your tactical cloak is particularly strong: you are able to use one tech power without breaking the cloak.
Compel: The cloak puts an overwhelming strain on your systems, making you unable to use any tech powers while cloaked. You may still, however, attack via melee and range as normal.

IRREGULAR CLOAK
Invoke: The masking capabilities of your cloak are particularly robust, gaining a bonus of +1 towards damage on your first attack from cloak. You may increase this bonus by +1 per additional expenditure of a fate point.
Compel: The power draw of the cloak is such that the cloak must be reapplied every round via a supplemental action or fail. The maximum duration is unaffected.

MASKING CLOAK
Invoke: You are able to use your cloak one more time this scene. Treat as having a Recharge value of 2.
Compel: Drain on generating the cloak is so great that its duration in a scene is reduced by 1.

TECH ARMOR

Type: Maneuver; Mediocre (+0) difficulty
Duration: Scene
Range: 0 (self)
Recharge: 2

Tech armor provides an additional point of armor for every three shifts made on the Systems check, stacking with any existing armor they may be wearing. Damage does not reduce the strength of the armor and it lasts for the duration of the scene or until the tech elects to detonate the armor. When the tech armor is created (a maneuver) the character may apply one aspect below at no cost.

When activated, the tech armor inherently causes all tech powers to be more difficult to use. All tech powers have their recharge increased by 1 while the armor is in place. The tech armor's power recharge is unaffected, however.

Detonating the tech armor is an attack and must be performed as a separate action on the tech's next exchange. Roll Systems versus a target's Athletics or Systems skill. Detonating causes Weapon: 4 damage to all targets in the same zone as the character, modified by shifts.

MERCURIAL ARMOR
Invoke: The tech armor is unusually strong and its strength and detonation is +1. This aspect may be invoked multiple times.
Compel: The armor is unusually fragile and requires a supplementary action to recharge every round or else it fails.

VAST ARMOR
Invoke: The detonation area is larger than normal and extends to Area 2.
Compel: The armor's holographic matrix is spread out and less effective. Reduce the strength of the armor and its detonation by -1.

GILDED ARMOR
Invoke: This brightly glowing armor not only makes the tech look more impressive, but does +2 damage with melee (Fight) attacks.
Compel: Against ranged attacks the tech takes a penalty of -1 to their defense.

FITTED ARMOR
Invoke: The tech armor's holographic field is in sync with the tech and does not apply its normal recharge penalty when using tech powers.
Compel: The armor's field creates unusually disruptive interference and further increases the recharge penalty by +1 while in effect.

OTAKU ARMOR
Invoke: This armor's field provides great synergy, increasing the damage of all your tech attacks by +1.
Compel: The armor is unwieldily, applying a -1 penalty to all attack rolls for the duration.

TURBULENT ARMOR
Invoke: The armor's holographic matrix is more tightly compacted with energy; increase the detonation damage to Weapon: 6.
Compel: The armor's matrix is unstable and loses a point of strength each time it absorbs damage.

RECHARGE