

# Mass Effect Reference Guide

## QUICK REFERENCE PAGES

Biotic Explosions (119)	Tech Fire Explosions (137)
Tech Burst Explosions (138)	Combat Mastery (152)
Environmental Hazards (187)	Zero Gravity (187)
Explosions (188)	Ranged Weapons (203)
Bio-Amps (211)	Omni-Tools (215)
Explosives (217)	Archaic & Melee Weapons (220)

## RUNNING CONFLICTS (page 176)

1. **Frame the scene** set **zones** (176) and scene aspects (164)
2. **Establish initiative** highest Alertness, ties by highest Resolve (164)
3. **Begin the exchange**
4. **Take actions** see Actions and maneuvers below
5. **Resolve actions**
6. **Begin a new exchange**

## ATTACKING

the attacker wants...	So he uses...	And the defender can use...
To physically harm	Fight or Guns	Athletics, Fight, or Guns
To deceive	Deceit	Empathy or Rapport
To scare	Intimidation	Resolve
To charm	Deceit or Rapport	Deceit or Rapport
To force movement	Fight or Endurance	Endurance

**FREE ACTIONS:** (178) Unlimited number small actions that take little time

**FULL DEFENSE:** (178) Forego all actions to +2 defense vs all attacks. If you take no damage by your next exchange recharge shields to full.

**HOLD YOUR ACTION:** (179) Hold action to start just before another person's action

**BLOCK:** (179) Use a skill or power to place a **block**. The block sets the difficulty to overcome with subsequent attempts. Pass/fail.

**SUPPLEMENTAL ACTIONS:** (179) A minor action that takes some time (draw a weapon, pick up an item on the run); -1 penalty to any actions during the round. Only one supplemental action allowed per exchange.

**RECOVER SHIELDS:** (180) Spend a supplemental action to recover 2 points of shields

**MOVEMENT:** (180) Move 1 zone for free, 2nd zone as a supplemental (no roll), Athletics shifts for additional zones or to overcome borders

**SPRINTING:** (180) Spend entire action moving via Athletics

**TEAMWORK:** (180) Provide an applicable Average (+1) skill to a friendly character's roll for a bonus of +1; multiple characters can assist simultaneously

**MANEUVERS:** (178) Alter the scene in some subtle way for an advantage; many skills can create **maneuvers**. Causing damage is an **attack**.

**BLINDING:** (186) Fight vs Athletics to make foe **BLINDED**

**DISARMING:** (186) Opposed test to drop weapon, supplemental + shifts to recover

**INDIRECT ATTACKS:** (186) Opposed roll to create a **maneuver** (aspect) or a **block**

**CARRYING:** (186) Penalty of -1 per weight factor carried; 1 weight factor = 100 lbs.

**PUSHING:** (186) Attack vs Endurance to push target # of zones equal to shifts

**THROW OR KNOCKBACK:** (187) Move something away with # of shifts equal to weight factor + 1; each additional zone is same amount +1 more

## APPLYING MODIFIERS (page 228)

**Base damage**

**Damage multiplier or reduction (e.g. "half damage")**

**+/- modifiers for stunts, powers, situation, etc.**

**Apply, reducing for shields, barriers, and armor, then applying as stress or consequence**

## The Fate Ladder (16)

+8	Legendary
+7	Epic
+6	Fantastic
+5	Superb
+4	Great
+3	Good
+2	Fair
+1	Average
+0	Mediocre
-1	Poor
-2	Terrible

## Skill List (72)

Academics	Mental
Alertness	Mental
Artillery	Physical
Athletics	Physical
Biotics	Mental
Contacts	Social
Deceit	Social
Empathy	Social
Endurance	Physical
Engineering	Mental
Fight	Physical
Guns	Physical
Intimidation	Social
Investigation	Mental
Leadership	Social
Medicine	Mental
Pilot	Physical
Rapport	Social
Resolve	Social
Resources	Social
Security	Physical
Stealth	Physical
Survival	Mental
Systems	Mental

## Time Increments (174)

Instant
A few moments
Half a minute
A minute
A few minutes
15 minutes
Half an hour
An hour
A few hours
An afternoon
A day
A few days
A week
A couple of weeks
A month
A few months
A season
Half a year
A year