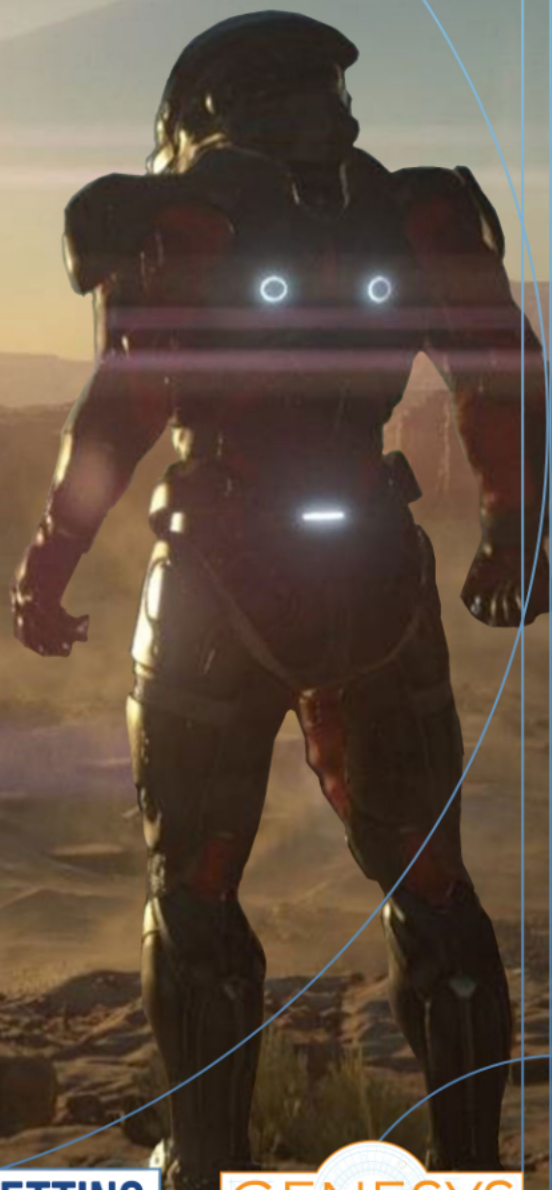


MASS EFFECT ANDROMEDA™



SCIENCE FICTION CAMPAIGN SETTING

GENESYS

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SPECIAL THANKS

BioWare

- for creating the wonderful Mass Effect series -

Fantasy Flight Games

- for creating one of the greatest roleplaying systems -

Mass Effect Wiki

- <https://masseffect.fandom.com> -

- for being a detailed and comprehensive resource -

DOCUMENT VERSION 2.0

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INTRODUCTION

In the year 2185, humanity lives in a golden era of interstellar travel. Our discovery of ancient alien ruins on Mars propelled our understanding of science and technology ahead by thousands of years.

While many now enjoy the newfound freedom and challenges of exploration in the Milky Way, others look to even more distant stars.

For the hundred thousand adventurers embarking on this one-way voyage, the future begins in... ANDROMEDA.

Welcome to Andromeda, in the setting of **MASS EFFECT**. Using the Narrative Dice System by Fantasy Flight Games, you will take your character to new horizons in the Heleus cluster.

Leaving the Milky Way behind, you and your friends will explore Andromeda to meet new people, tackle new challenges, defeat dangerous enemies and help colonize this new cluster for the thousands that left their homes behind to embark on the 600 year journey.

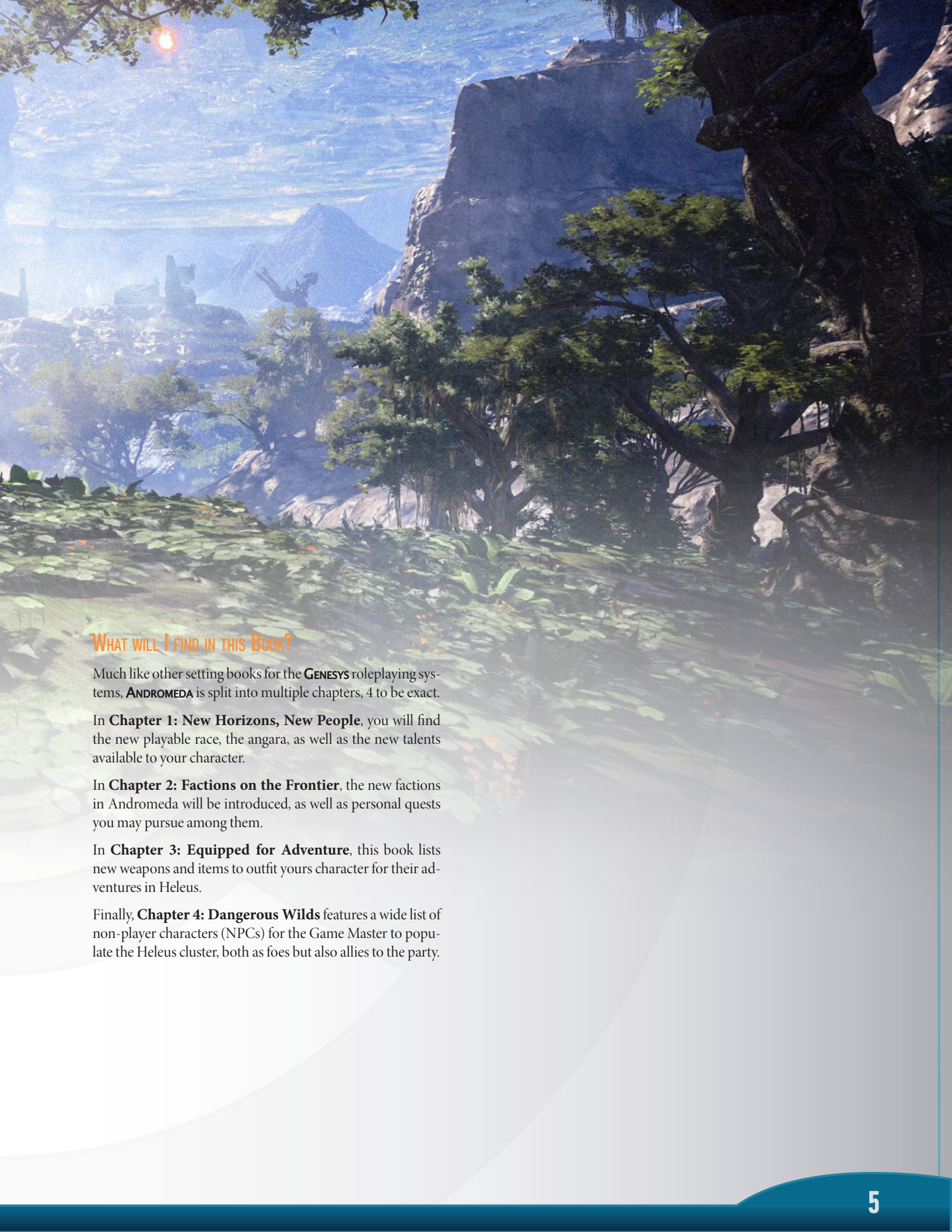
WHAT IS IN THIS BOOK AND HOW DO I USE IT?

MASS EFFECT ANDROMEDA (which will be referred to as **ANDROMEDA** from here on out) is an additional sourcebook to the **MASS EFFECT** setting for the **GENESYS** System. It offers a variety of new character options, items and information about the Andromeda galaxy and the Heleus cluster, which is where the plot of Mass Effect Andromeda takes place.

This book - like the book it expands on - is not a detailed

guide to the world of Mass Effect Andromeda, nor does it feature a deeper insight into the inner workings of that setting. As a fan-made expansion, and written from the perspective of a fan, it assumes fans to be the target audience, and expects a previous level of understanding of the Mass Effect universe. For a good primer on the series, consider reading the fan-maintained, well-kept, wiki referenced in the credits. Maybe even consider picking up and playing the game if you haven't yet!

Also be aware that this book is not a standalone product, but an expansion to the **GENESYS** Core Rulebook as well as the **MASS EFFECT** setting book, which are both required to have full access to the rules, skills and talents of the system.



WHAT WILL I FIND IN THIS BOOK?

Much like other setting books for the **GENESYS** roleplaying systems, **ANDROMEDA** is split into multiple chapters, 4 to be exact.

In **Chapter 1: New Horizons, New People**, you will find the new playable race, the angara, as well as the new talents available to your character.

In **Chapter 2: Factions on the Frontier**, the new factions in Andromeda will be introduced, as well as personal quests you may pursue among them.

In **Chapter 3: Equipped for Adventure**, this book lists new weapons and items to outfit your character for their adventures in Heleus.

Finally, **Chapter 4: Dangerous Wilds** features a wide list of non-player characters (NPCs) for the Game Master to populate the Heleus cluster, both as foes but also allies to the party.

CHAPTER 1:

NEW HORIZONS, NEW PEOPLE

NEW SPECIES: ANGARA

The angara are the only known sentient species local to the Heleus cluster. Scattered across numerous worlds, the angara are reuniting as a people. Though much of their culture and scientific knowledge has been lost, the angara continue to rebuild and resist the kett conquest of Heleus.

Angara have a unique control over electromagnetism. Specialized skin cells and organs allow them to generate and control electromagnetic fields artistically or unleash them in combat.

Their oral histories describe how ancient angara were tribal and nomadic before settling in cities. Many of them still live in large, tight-knit families and workplaces have a guild-like organizational structure. Politically the angara remain divided. Attempts at a reformed government were disrupted by the kett. Approximately five years ago, a coherent resistance movement emerged on Aya, the first to draw unilateral political support, with the goal of driving the kett out of Heleus for good.

WHY PLAY AN ANGARA?

A people divided by their internal resistance movements and under constant threat by the kett, the angara are not dealt an easy lot in life.

Yet still they chose to accept the milky way races into Heleus, shared their knowledge and assistance.

Angaran are in turn daring to leave their tight knit communities and engage in cultural exchange with the newcomers. They are socially capable and talented in matters of survival and technology, making them a great addition to any party exploring the new mysteries of Heleus.

SPECIES ABILITIES

2	2	2	1	2	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 11+Brawn
- **Strain Threshold:** 10+Willpower
- **Starting Experience:** 100
- **Starting Skills:** Angara begin the game with one rank in Cool, Charm, Discipline or Survival. They obtain this rank before spending experience points, and this skill may not be increased higher than rank 2 during character creation.
- **Environmental Adaption:** Angara may remove ■ imposed by cold environments.
- **Sunlight Dependency:** If an angaran is not exposed to natural or artificial sunlight over the course of 24 hours, they "go dark", reducing their wound and strain threshold by 2. This condition remains in effect until the angaran is exposed to sunlight again for at least an hour.
- **Bioelectric Focus:** Angara may use tech powers without an omni-tool, instead relying on their natural bioelectric abilities. When doing so, they may ready a number of tech powers equal to their ranks in Tech, add +3 to the damage of tech attacks and add ■ to all tech power checks. However, they may not ready the Incinerate or Cryo Blast powers.
- **Lack of Biotics:** Angara cannot become biotic or acquire a biotic skill rank by any means. They cannot use biotic powers, but they can be affected by them. *At your GM's discretion, you may ignore this restriction. Angara are considered to not have trained Biotics due to lacking the necessary implants. With the arrival of the Milky Way races, this could of course be changed.*



NEW TALENTS

TIER 1

A CAREER IN RUINS

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Coordination, Knowledge (Society) or Perception as a career skill. In addition, when using one of these skills to explore ruins or relics of a bygone civilization, your character may spend **AA** to heal 3 strain.

FRONTIER NAVIGATOR

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Astrocartography, Piloting or Operating as a career skill. In addition, when using one of these skills to chart a course or fly through hostile conditions, your character may spend **AA** to heal 3 strain.

OUTPOST ENGINEER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Computers, Knowledge (PhysSci) or Mechanics as a career skill. In addition, when using one of these skills to help build up an outpost, your character may spend **AA** to heal 3 strain.

WILDERNESS EXPLORER

Tier: 1

Activation: Passive

Ranked: No

When you take this talent, your character gains Driving, Knowledge (LifeSci) or Survival as a career skill. In addition, when using one of these skills to traverse hostile terrain or find shelter, your character may spend **AA** to heal 3 strain.

TIER 2

AERIAL ASSAULT

Tier: 2

Activation: Passive

Ranked: No

While your character is flying as a result of using Jump Jets (see page 71 of the **MASS EFFECT** setting) or similar equipment, they may spend **AA** to extend the duration of their flight by one round.

BLOODED

Tier: 2

Activation: Passive

Ranked: Yes

Your character adds **1** for each rank of Blooded to any checks they make to resist drugs or poisons. Reduce the duration of any effects caused by drugs or poisons (including beneficial ones) by 1 round per rank of Blooded, to a minimum of 1.

CAMOUFLAGE TECHNIQUE

Tier: 2

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

When making a Stealth check while in the wilderness, your character may use this talent to add a number of **★** equal to their ranks in Survival to the check.

GAME HUNTER

Tier: 2

Activation: Passive

Ranked: Yes

Your character counts the Critical rating of their weapon as one lower to a minimum of 1 when making an attack targeting an animal.

TIER 3

AERIAL ASSAULT (IMPROVED)

Tier: 3

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Aerial Assault talent to benefit from this talent. While your character is flying as a result of using Jump Jets (see page 71 of the **MASS EFFECT** setting) or similar equipment, they add **A** to any combat checks they make.

COMMUNITY SUPPORT

Tier: 3

Activation: Passive

Ranked: No

Your character must be an angara or have spent ample time alongside angara to benefit from this talent. When assisting another character's skill check, if your character knows the others' Strength or Desire Motivation, they may reroll up to three dice from the check.

MUNITIONS ENGINEER

Tier: 3

Activation: Passive

Ranked: No

When your character makes a Mechanics check to craft ammunition upgrades (see page 62 of the **MASS EFFECT** setting) they reduce the difficulty of the check by one. Additionally, they may spend **AA** instead of **⚙** from the check to increase the rating of the quality provided by the ammunition by one.

TIER 4

BACKLASH

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Parry talent and have at least one rank in Biotics to benefit from this talent.

While your character has one hand free, they may use the Parry talent to reduce the damage from ranged attacks as well as melee attacks targeting your character.

Additionally, after the attack is resolved, you may spend **⊗** or **⚙⚙⚙** from the attacker's check to inflict damage equal to your character's ranks in Biotics plus their ranks in Parry to the attacker.

HAVOC SLAM

Tier: 4

Activation: Active (Incidental)

Ranked: No

Your character must have purchased the Aerial Assault talent to benefit from this talent. When your character makes a melee attack, the attack inflicts additional damage equal to the number of range bands they have moved during their turn.

TIER 5

AERIAL ASSAULT (SUPREME)

Tier: 5

Activation: Active (Incidental, Out of Turn)

Ranked: No

Your character must have purchased the Aerial Assault talent to benefit from this talent. When your character is targeted by a combat check while they are flying as a result of using Jump Jets (see page 71 of the **MASS EFFECT** setting) or similar equipment, they may suffer a number of strain no greater than their ranks in Coordination to add an equal number of **✖** to the results of the check.

CHAPTER 2:

FACTIONS ON THE FRONTIER

Within the Heleus cluster of Andromeda, a variety of new factions work with and against each other for control of the sector. From the angara, who have been under duress by the kett for decades to the Initiative, newly arrived from the Milky Way and looking to set foot on the prospected golden worlds.

Any of these factions have benefits to provide, if you do right by them, and are sure to have work for your characters, should you want it. On the flip side, starting off in Andromeda may require picking up some debts with people, which may need to be repayed as your story progresses.

All but one of the factions introduced in **MASS EFFECT** are not found in **ANDROMEDA** anymore, as such institutions as C-Sec, the Citadel government, Omega or Cerberus have been left behind. In their stead, you'll find new factions to fill their positions. The Mercenary faction however, is still widely applicable throughout the cluster, as various new companies keep cropping up to do all manners of dirty work for the right price.

FACTION: ANDROMEDA INITIATIVE

After its 600 year journey, the Initiative had a rather rough start into the new life in Heleus. With the Nexus being hit by the Scourge upon arrival, and the arks all appearing late and running into trouble, tensions have been running high. Following an uprising, many of the early woken colonists fled, and the Nexus is now more dependent than ever on the Pathfinders finding viable worlds to establish outposts.

INTERACTING WITH THE INITIATIVE

As a member of the Initiative, you are likely to be one of the specialists, revived for their expertise in certain areas. Tasked with establishing outposts, solving issues on the Nexus or the arks, or establishing contact to the other factions of the cluster brings with it the benefit of influence. You may work hard to allow your friends and family an expedited retrieval from Cryo, or slowly lever yourself into a position of power within the initiative hierarchy.

PERSONAL QUESTS IN THE INITIATIVE

- Find a missing ark or supply ship, or recover a set of cryo pods ejected when an ark hit the scourge.
- Revive a friend or family member from cryo.
- Rise to the position of power among the Initiative's leaders.



FACTION: ANGARA

As the only known sapient species from the Heleus cluster, the angara have been harassed by the kett for decades. As such, their initial disposition towards outsiders is cautious and reserved, though the recent interactions with the Initiative and the Pathfinder have warmed them up. The Roekaar a militant subgroup disagrees with this position and expresses their xenophobia through hostile action against the angara and Milky Way races.

INTERACTING WITH THE ANGARA

If your character is an angara and part of a diverse party of characters, they are likely to be a member of the Angaran Resistance, the current largest group of your people, organized under a quasi-government on Aya. In your service to this faction, you may have fought the kett for years, holding them back on the few worlds that your people have settled on. These good relations may allow you to call on support from Resistance and its members, to help yourself and your new-found allies from the Milky way.

When working for the angara, you can trust most of them to be just and true in their requests. Your character may be tasked to organize supplies or otherwise assist in the struggle against the kett and the Roekaar, or called upon to improve relations with the Initiative.

PERSONAL QUESTS AMONG THE ANGARA

- Establish long lasting diplomatic relations and trade deals between the angara and the new arrivals from the Milky Way.
- Find a disillusioned angara among the Roekaar and convince them to return.
- Uncover and chronicle the past of the Angara, and the true reason the Jardaam created them.



FACTION: OUTLAWS

A collection of exiles of the Initiative, Outlaws is a term referring to various groups of criminals in the Heleus cluster. The majority of them fall into two factions, the Outcasts led by Sloan Kelly and the Collective, led by the illusive “Charlatan”. Both groups struggle over control of Kadara, though currently Kelly’s Outcasts hold the Kadara Port settlement, and thus the planet.

Their acts of piracy, smuggling and other criminal activity is found across most of the cluster, and many of them will work for hire as mercenaries or raiders.

INTERACTING WITH OUTLAWS

If your character is part of a group of outlaws, they are unlikely to ask for legal business. Stealing, threatening, even killing are part of the daily work of the outlaws, and it is all too easy to get embroiled in the conflict between the two major groups.

In return, having friends among the outlaws means easy access to all manner of illegal equipment, illicit substances, hiding places and restricted information. Just make sure not to get the groups confused.

PERSONAL QUESTS AND THE OUTLAWS

- Build up a front of legal businesses, raking in enough money to make a comfortable life in the Heleus cluster.
- Create a smuggling outfit to rival the other outlaw groups.
- Rise to a position of power among the Outcasts or Collective.



FACTION: OUTPOSTS

With the pathfinders establishing new outposts across the viable worlds of Heleus, each of them slowly matures into its own faction. While they are still associated with the Initiative, and receive their directives, supplies and assigned colonists from the Nexus and arks, each outpost quickly becomes its own society, with individual needs and opportunities.

This faction is a broad cover for the various outposts established in the cluster, and any work done and recognition gained should be specific to one outpost, not all of them. This faction may also represent outposts not created by the Initiative, by exiles or those who departed the Nexus for other reasons.

Examples of known outposts are:

- **Ditaeon:** Settled on Kadara and populated largely by miners, this outposts excavates the planet's rich supply of sulfur. Holds a fragile peace with Kadara port.
- **New Tuchanka:** The krogan settlement, founded by those who departed the Nexus after the uprising. Following negotiations with clan-leader Nakmor Morda, the Initiative now has their own outpost connected to this settlement and is working with the krogan settlement to ensure prosperity for both.
- **Prodromos:** Founded in the Fairwinds Basin on Eos, Prodromos is the third attempted outpost on the barren planet, and the first successful one. With the kett's hold on the planet diminished, and the vault's activation reducing the radiation in the atmosphere, this outpost now serves as a scientific research base for new Initiative technologies.
- **Taerve Uni:** Founded on the frozen world of Voeld, this outpost was named in angaran as a symbol of cooperation. With the planet's rich supply of frozen water, this has become the outpost's primary export.

PERSONAL QUESTS AND OUTPOSTS

- Becoming a governor of one of the newly founded colonies.
- Build a house for yourself, your family and your friends, to live out a peaceful life on the new frontier.
- Immortalize yourself through an outpost or colony named after you.

INTERACTING WITH AN OUTPOST

If your character is one of the first to have settled a planet, you were undoubtedly given important tasks in regards to making it viable and sustainable for the new arrivals. These duties are not to be taken lightly, and despite your travels and exploration of Heleus, you are expected to make appearance and contribute to the outpost regularly.

When asking for support from the inhabitants of an outpost, you are sure to be given assistance where it does not endanger the colony, and are likely to find valuable information and breakthroughs in technology here, at the frontier.



CHAPTER 3:

EQUIPPED FOR ADVENTURE

NEW WEAPONS

With the journey into Andromeda and the exploration of the Heleus cluster, the armories available to mercenaries, explorers, criminals and the military have developed into new directions. The angara and kett each possess unique arsenals and the Initiative and exiles have adapted foreign technologies as well as advanced their own to withstand the harsh conditions of many of the new colony worlds.

All weaponry from the core **MASS EFFECT** setting should be considered available in **ANDROMEDA**, though some of the unique weaponry may increase in rarity.

NEW WEAPON MAKINGS

With the new possibilities of Andromeda, weapon construction has led to additional design approaches, resulting in more weapon makings. These function as described on page 56 of the **MASS EFFECT** setting.

RELIABLE

New designs of the Andromeda Initiative and the exiles are designed with reliability and adaptability in mind. They use more rugged constructions, composite materials and removable, watertight paneling to reduce the risk of environmental damage and improve maintainability. This making can only be applied to ranged weapons.

Ranged Weapon: The weapon comes equipped with the Environmental Adaption Kit attachment (see page 19) at no cost of hardpoints. Add   to all Mechanics checks made to repair or modify this weapon.

Price: Cost x 1½.

Rarity: No Change.

REMNANT

Adapted from Remnant technology, these weapons look as if created from black crystal, with glowing lines and circuits running over their surface. They expel bolts of plasma at the target, often in the form of many small pellets or as a continuous stream. Initiative scientists designed them to use previously popular heat dispersal systems due to an incompatibility with common thermal clips. This making can only be applied to ranged weapons.

Ranged Weapon: The weapon comes equipped with the

Outdated Heatsink attachment (see page 74 of the **MASS EFFECT** setting) at no cost of hardpoints. The weapon gains the Reinforced quality. It also gains the Phasic 2 quality or increases an existing Phasic quality by 2.

Price: Cost x 20.

Rarity: 10.

NEW MELEE WEAPONS

CRYO-GAUNTLET

One of the few discovered pieces of Remnant weaponry that can be wielded by humanoids, the cryo-gauntlet is an encompassing armor piece that deploys itself from a Remnant tech core, and then covers the target with a flood of super-cooled particles. While its impact is not particularly powerful, the freezing effect is near instantaneous.

A cryo-gauntlet's Ensnare quality triggers automatically on any target the weapon hits, with no need to spend . A  from a successful combat check with this weapon may be spent to stagger the target. The cryo-gauntlet is a unique weapon and can not have any weapon making applied to it.



TABLE 3-1: NEW WEAPONS

NAME	SKILL	DAM	CRIT	RANGE	ENCUM	HP	PRICE	RARITY	SPECIAL
MELEE WEAPONS									
Cryo-Gauntlet	Brawl	+2	4	Engaged	2	0	4,000	9	Ensnares 2, Reinforced
RANGED WEAPONS									
Combat Shotgun	Ranged (Heavy)	8	3	Short	4	2	1,300	5	Auto-fire, Blast 5, Inaccurate 1, Vicious 2
Cobra RPG	Gunnery	15	3	Medium	0	0	3,400	7	Blast 5, Breach 1, Inaccurate 1, Limited Ammo 1
Sticky Grenade	Ranged (Light)	10	4	Short	1	0	150	8	Blast 5, Limited Ammo 1
Venom Shotgun	Ranged (Heavy)	8	4	Medium	4	2	2,075 (R)	8	Concussive 1, Inaccurate 1, Knockdown

COMBAT SHOTGUN

These fully automatic variants of the commonly carried weaponry are far more lethal and rarely found in civilian hands. With their high fire-rates, they are highly lethal in the tight hallways of spaceships, making them popular in the hands of mercenaries and pirates.

COBRA RPG

While not a separate weapon, the Cobra RPG is a software installed on a user's omni-tool, combined with an upgrade to its fabrication module. It uses a mix of omnigel and other fabrication components along with volatile chemicals to fire an explosive projectile.

The Cobra requires two slots on the omni-tool and behaves like an omni-blade (see page 60 of **MASS EFFECT**). Additional shots for this weapon cost 700 credits and are encumbrance 0.

STICKY GRENADE

These grenades are covered in a shell of sticky glue. While inactive, the glue is hardened, but moments after activation, it is made sticky by an electric pulse, allowing the device to be stuck to walls, ceilings, vehicles or people.

Sticky grenades can be set to detonate on contact or set with a timer to detonate up to three rounds after being activated. Setting the timer can be done as an incidental. Once a sticky grenade hits a target, it adheres to it and requires an **Average** (◆◆) **Athletics check** to remove.

VENOM SHOTGUN

Developed by the salarian Special Tasks Group, the Venom is designed as an exceptional weapon for dangerous sorties. Its projectiles are effectively micro-grenades, flying in a low arc to explode at the target. It also possesses a secondary fire which fires a cluster charge that explodes into multiple smaller grenades on impact. Due to its state as a STG weapon,

the initiative only possesses very few of them, and are dear to part with them.

As an maneuver, a user may chose to charge the Venom to fire a cluster round; the next attack with the weapon gains the Blast 6 quality. The Venom is a unique weapon and can not have any weapon making applied to it.



NEW GEAR

The following section presents a variety of new or newly popular items within use in the Heleus Cluster.

CARRYING AND STORAGE

MODULAR CARRY FRAME

With the far more limited options for resupplying in the Heleus cluster, carrying additional equipment into the field becomes all the more important. As such, large, modular backpack systems have gained popularity again with explorers, travelers and soldiers alike. A sturdy metal frame which accepts a variety of modules in addition to providing the usual magnetic mounting points for weaponry.

The frame can be outfitted with up to three of the following modules. Each module beyond the first adds one ■ to any Coordination and Stealth checks the character makes.

- **Temperature Management Module:** This module comes with a bodysuit or may plug into a character's armor to serve as an advanced climate control system, removing up to ■■ from the user's checks added due to extreme heat or cold.
- **Communications Module:** A communications hub with a strong antenna that allows encrypted communication at great ranges across a planetary surface. The encryption adds ■■ to any checks made to intercept and unscramble them.
- **Sensor Module:** With advanced scanning software and VI systems, this module provides awareness of any movements in the surrounding area. The system adds ✨ to any checks to detect movement at up to long range and adds ▲ to any Vigilance checks made to determine initiative.
- **Atmosphere Module:** When attached to a vacuum sealed suit or a breath mask, this module provides an additional 12 hours of breathable atmosphere to the user.
- **Storage Module:** An array of boxes and pouches which allows storing a variety of survival gear, ammunition, spare rations and other pieces of equipment. This module increases a character's encumbrance threshold by 3.

CYBERNETICS

DIRECT AI INTERFACE

Designed for the Pathfinder program, these unique neural implants allow for a direct connection to a shipboard Artificial Intelligence. The user's raw sensory input is relayed to the AI, which in turn can offer feedback on all perceived situa-

TABLE 3-2: GEAR

ITEM	ENCUM	PRICE	RARITY
CARRYING AND STORAGE			
Modular Carry Frame	0	50	2
Temperature Management Module	2	500	3
Communications Module	2	500	4
Sensor Module	2	800	3
Oxygen Module	3	300	3
Storage Module	+3	25	2
CYBERNETICS			
Direct AI Interface	-	6,000 (R)	9
Reflex Booster	-	800	5
DRUGS, POISONS & MEDICINE			
Corrosive Acid (1 dose)	0	600	6
Oblivion (1 dose)	0	65 (R)	6
SURVIVAL			
Environmental Protection Field	7	2,200	4
Condenser-Filtration Unit	3	300	2
Survival Shelter	2	150	4
TOOLS AND GENERAL GEAR			
Climbing Gear	2	400	4
Cryo Pod	10	3,000	4
Forward Station	15	6,000	7
Ultraviolet "Angaran Sun" Lamp	4	1,500	4

tions. When fully synchronized, the implant becomes two-way, allowing the AI to provide direct neural input which the body of the user processes as its own - though the Andromeda Initiative normally has safeguards in place to prevent this from happening.

A character with the direct AI interface decreases their strain threshold by 1. They can establish a link with an AI to allow them direct access to their sensory experiences - though usually the implant comes pre-made for a specific AI. While operating in one-way mode, the direct AI interface upgrades the ability of all Intellect-based checks once.

Additionally, once per session, a character with this implant may spend an action and select three skills that they have one or no ranks in. Until the end of the current encounter, they count as having four ranks in each of the selected skills and one fewer rank in all other skills. They also

suffer 2 strain at the beginning of each of their turns. If they are incapacitated, the implant changes back to one-way mode.

REFLEX BOOSTERS

Originally designed to heal or replace damaged nervous systems, this invasive procedure uses nanomachines and nerve therapy to supercharge a user's nervous system. They gain incredibly speed and reflexes, but some claim that after the upgrade, their perception changed to perceive everything slower than usual.

A character with this implant increases their ranks in Coordination and Vigilance by 1 and decreases their strain threshold by 1.

DRUGS, POISONS & MEDICINE

CORROSIVE ACID

Acids are dangerous, if imprecise weapons. They come in various states, as aerosols or liquid and can be applied to a target by exposure, as well as injection or ingestion.

A character affected by acid must make a **Hard (◆◆◆) Resilience check**. On a failed check, they suffer 2 wounds at the beginning of their turn for the next three rounds, plus one additional round per ☼.

OBLIVION

Discovered among the plant-life of Kadara, Oblivion is a highly addictive drug synthesized from a strain of bacteria. Despite its potential lethal consequences, it has quickly grown to become the most popular drug on Kadara, due to its relaxing and hallucinogenic effects.

A character may consume a dose of Oblivion as a maneuver. When they do, they heal all strain but are disoriented and lose their free maneuver for the remainder of the encounter (or one hour in narrative time).

Taking a second dose makes the character unable to perform actions for this duration. Consuming a third dose within that time span requires the character to make a **Daunting (◆◆◆◆) Resilience check**. If they fail, they suffer an immediate critical injury with a +40 modifier. Any additional doses upgrade the difficulty of the check once.

SURVIVAL

ENVIRONMENTAL PROTECTION FIELD

These large energy fields are commonly projected around small, budding colony setups to protect them from the various dangers of the environment. Comprised of myriads of nanomachines suspended in a mass effect field, their settings are variable depending on the requirements posed. On plan-

ets with dangerous wildlife, they may simply be formed into a fence whereas they can be expanded to fully encompassing domes to shield against radiation and toxins. The energy requirements of these systems are massive and colonies require many field projectors to work in unison to cover their area.

The environmental protection field serves as a mostly narrative tool to facilitate the survival of a small installation or colony in hostile terrain. The given price and encumbrance are given mostly for the purposes of PCs acquiring this technology for a colony in need.

While inside an environmental protection field, reduce the difficulty of any Resilience checks to resist environmental conditions by one. Additionally, the rating of any external hot or corrosive environment (see page 111 of the **GENESYS Core Rulebook**) is reduced by 5 to a minimum of 0.

CONDENSER-FILTRATION UNIT

A combination of water pump, filtration system and condenser, this portable device serves to provide liquid water for up to 3 people per day. It can extract moisture from the water or filter water from other sources such as pools and rivers. Additionally, it contains a heating system for boiling the water for cooking. The rechargeable power cell can power the device for a month.

SURVIVAL SHELTER

Designed as a one-person emergency solution, the survival shelters are standard upon most Initiative vessels. Made of strong fabrics, a few composite elements and an insulating compound dispensed between the layers it offers ample protection from the elements. It's waterproof to full submersion, fireproof to temperatures common for volcanic areas, and can withstand lightning strikes. Setting up a shelter takes only a few minutes. First time users can rely on the aid of an augmented reality assembly guide, deployed from their omnitool.

TOOLS AND GENERAL GEAR

CLIMBING GEAR

A set of climbing gear features a variety of tools useful to scale up various surfaces, from rock faces to buildings. The kit comes with a harness, two coils of micro-filament rope, some pitons that use small mass effect fields to attach themselves to any surface. The harness has a small motor that allows it to automatically ascend the rope, and a one-shot grapnel launcher for quick ascents.

To use the grapnel launcher, a character must make a Ranged (Light) skill check with a difficulty set by the range of the wall, building, or other structure. The harness allows the character to ascend or descend without making a check.

Cryo Pod

Cryogenic stasis chambers, or cryo pods, are a relic from long-range space exploration, before the discovery of mass relays. By lowering an individual's body temperature to slow down vital function and then suspending them in a mass effect stasis field, the pod entrant is preserved perfectly on their long trip through space. While the technology fell out of favor in the milky way, it became relevant again for the 600 year journey to Andromeda.

While inside a cryo pod, a character is considered incapacitated. They do not age physically, nor are they affected by the effects of disease or poison. Time spent inside a cryo pod does not count as natural regeneration for the purposes of recovering wounds or healing critical injuries. Awakening from cryogenic stasis can be a disorienting experience, and at the GM's discretion may result in a Resilience check resulting in strain or disorientation.

Forward Station

Forward stations serve as important tools in the initial exploration and colonization of the Heleus cluster. Usually deployed into the orbit of viable planets by automated ships, they are then called down into areas by explorers with appropriate Initiative authorization.

When deployed, a forward station acts as a point of resupply, and any character engaged with a station may spend a maneuver to retrieve and immediately use a spare thermal clip, reloading their weapon if it has run out of ammo. The station also serves as a beacon and allows communication to any vessel in orbit.

Additionally, the stations is equipped ground-penetrating sensor equipment that adds ■ ■ to any checks made to find valuable minerals within extreme range.

ULTRAVIOLET "ANGARAN SUN" LAMP

Due to the angaran's dependency on sunlight - or specifically the electromagnetic radiation emitted by stars, long time spent aboard spaceship, stations or underground brings potential health risks for them. To ensure they receive enough sunlight intake, the angara produce powerful ultraviolet lamps which provide them with heat, light and comfort.



New Item Attachments

With the new surroundings and dangers of the Heleus cluster, the weapons and armor of the people exploring it need to be adapted. Additionally, the influences of angara, kett and Remnant technologies leads to revolutions in the fields of engineering.

Armor Attachments

Electrical Conduits

By layering a fine metallic mesh on the outside of the armor and connecting it to the power supply, the resulting electrical shocks can serve as a deterrent to local wildlife or foolhardy colonists. As such, this attachment has gained popularity with the guards and security forces on the new colony worlds.

Use With: This attachment can be applied to any armor.

Modifiers: If your character is targeted by a melee combat check while wearing the armor, they may spend ⚡ or ⚡ to cause the attacker to suffer 2 strain.

Hard Points Required: 1.

Experimental Heat Vents

In what is considered a rather radical move by most, certain Outlaws and other mercenaries use their armor's heat-regulation systems as a way to vent excess heat from their weaponry. This comes at a cost to their health, but greatly increases the uptime of their automatic fire.

Use With: This attachment can be applied to any armor with a rigid carapace.

Modifiers: When using a weapon with the Auto-fire quality, your character may suffer 1 wound instead of spending ⚡ to trigger the quality. Additionally, when using any weapon that uses thermal clips and does not have the Limited Ammo quality, your character may suffer 2 wounds to ignore an out of ammo result caused by ⚡ or ⚡.

Hard Points Required: 1.



TABLE 3-3: ATTACHMENTS

ITEM	HP	PRICE	RARITY
ARMOR ATTACHMENTS			
Electrical Conduits	1	600	5
Experimental Heat Vents	1	2,300	7
WEAPON ATTACHMENTS			
Ballistic Shield	1	150	3
Charged Surface	1	450	5
Environmental Adaption Kit	1	100	2
Flak Cannon	2	1,500	5
Neurochemical Reward System	1	1,250	7
Plasma Charge Bolt Conversion	2	2,700	8
Plasma Seeking Bolt Conversion	2	2,700	8
Ricochet Projectiles	1	600	6

Weapon Attachments

Ballistic Shield

A strong metal shield that attaches to the barrel of a gun, designed to protect the user's face and neck from incoming shrapnel and projectiles. These shields are most commonly found attached to machineguns or other weapons designed to be used from an emplacement, where the shield can help to cover the remaining parts exposed from the position.

Use With: This attachment can be applied to any Ranged (Heavy) or Gunnery weapon that could logically mount such a shield.

Modifiers: The weapon gains the Deflection 1 quality or increases their existing Deflection quality by 1.

Hard Points Required: 1.

Charged Surface

By sending an electrical current through the striking surface of a melee weapon, the weapon's effectiveness against kinetic barriers and synthetic targets is greatly increased. A popular modification with the angara, who use their own bioelectric fields when wielding their close-quarter weapons, the use of a more artificial power source has made them a common sight among the Milky Way colonists.

Use With: This attachment can be applied to any melee weapon.

Modifiers: The weapon gains the Phasic 1 and Stun 2 qualities or increases their existing Phasic or Stun qualities by those amounts.

Hard Points Required: 1.

ENVIRONMENTAL ADAPTION KIT

Within the rough and potentially dangerous environments of the Heleus cluster, proper maintenance and preventive measures are necessary to prevent weaponry from suffering malfunctions and be potentially rendered useless.

Use With: This attachment can be applied to any ranged weapon.

Modifiers: Prevents the weapon from breaking down as a result of a specific type of environment.

Hard Points Required: 1.

FLAK CANNON

Popular especially among krogan mercenaries and soldiers looking for portable heavy firepower, the flak cannon is an extension mounted under a rifle's barrel or integrated into its lower frame. With a flick of a button, the weapon's trigger is changed to fire the flak round, which explodes into a cluster of shrapnel explosives at its target point.

Use With: This attachment can be applied to any Ranged (Heavy) weapon.

Modifiers: The as an incidental, a wielder may switch their weapon to fire using the following profile:

- **Flak Cannon:** (Ranged [Heavy]; Damage 8; Critical 4; Range [Medium]; Blast 6, Limited Ammo 1, Vicious 2).

The weapon's encumbrance increases by 1. Spare shells for the Flak Cannon cost 100 credits.

Hard Points Required: 2.

NEUROCHEMICAL REWARD SYSTEM

A cruel invention of the kett, the use of microscopic needles in the grip of a weapons dispenses a chemical cocktail that induces a high whenever an opponent is defeated with the weapon. While not technically outlawed, the use of this technology is frowned upon.

Use With: This attachment can be applied to any weapon that features a hilt, handle or grip.

Modifiers: Upon incapacitating an enemy with the weapon, the character wielding it recovers 2 strain. The GM may spend ♠♠ from the combat check to disorient the character for one round.

Hard Points Required: 1.

PLASMA CHARGE BOLT CONVERSION

Replacing a majority of the internal components of a rifle with tech adapted from kett and angaran weaponry, this modification allows the weapon to fire explosive bolts of Plasma instead of mundane metal projectiles.

The downside to this conversion is the greatly increased thermal output, which has been known to overload common thermal clips.

Use With: This attachment can be applied to any ranged

weapon that fires projectiles.

Modifiers: The weapon gains the Blast 6 and Disorient 2 qualities, or increases their existing Blast or Disorient qualities by those amounts. The GM may spend ♠♠ to have the weapon run out of ammo.

Hard Points Required: 2.

PLASMA SEEKING BOLT CONVERSION

Another modification based on kett technology, this major conversion replaces a weapon's projectiles with plasma bolts that home in on a target. As with the explosive bolts, this system also tends to overheat a weapon quickly.

Use With: This attachment can be applied to any ranged weapon that fires projectiles.

Modifiers: The weapon gains the Guided 3 quality. The GM may spend ♠♠ to have the weapon run out of ammo.

Hard Points Required: 2.

RICOCET PROJECTILES

A popular modification among mercenaries and pirates, involving the replacement of the metal projectile block of a weapon with a composite material that bounces and ricochets off of hard surfaces, causing a chaotic hail of bullets within close quarters.

Use With: This attachment can be applied to any ranged weapon that fires projectiles.

Modifiers: When a combat check against a target misses, you may spend ▲▲▲ or ☼ to cause a lucky ricochet to hit the target, inflicting the weapon's base damage. The GM may spend ♠♠♠ or ☼ from a combat check involving the weapon to inflict one hit dealing base damage on you or another character in the encounter.

Hard Points Required: 1.

CHAPTER 4:

DANGEROUS WILDS

The following section contains a variety of foes and allies a party may encounter in the Heleus cluster of the Andromeda galaxy. From the dangerous wildlife, to the new allies found within the angara to the unyielding kett troops and Remnant constructs, they offer a variety of challenges to anyone exploring the new worlds.

ANGARA

Stemming from the planet Havarl, the angara are a civilization strained by the conflict with the kett and the Roekaar rebels within their midst. Yet despite all this, many of them show themselves open and welcoming to the Milky Way races, hoping for a partnership that will benefit both sides for stability throughout the cluster.

ANGARAN RESISTANCE (RIVAL)



Fighting their hardest against the kett and the rebel Roekaar, these soldiers make use of powerful weaponry and their own bioelectric fields to control the battlefield.



Skills: Cool 1 (♦♦♦), Melee 2 (♦♦♦), Ranged (Heavy) 2 (♦♦♦♦), Survival 2 (♦♦♦), Tech 2 (♦♦♦).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Environmental Adaption:** Remove ■ imposed by cold environments.
- **Bioelectric Focus:** Add +3 to the damage of tech attacks; add □ to all tech power checks; may not ready the Incinerate or Cryo Blast powers.

Tech: Angara can have up to 2 tech abilities readied and may select any of their additional effects. The tech powers they use most often are the following:

- **Energy Drain:** Make a **Average (♦♦) Tech check** targeting an opponent in short or medium range; if suc-

cessful, until the end of the marksman's next turn, the target decreases their melee and ranged defense by up to 1 and the angaran increases their defense by an equal amount. The angaran can maintain these effects with the concentrate maneuver.

- **Overload:** Make an **Average (♦♦) Tech check** targeting an opponent in short range; if successful, the target suffers 5 damage + 1 damage per uncanceled ★, with the Phasic 1 quality.
- **Tactical Cloak:** Make an **Average (♦♦) Tech check**; if successful, until the end of the angaran's next turn, they are rendered invisible, disengage from all foes, are unable to be engaged and gain concealment worth three dice. The angaran can maintain these effects with the concentrate maneuver.
- **Supply Pylon:** Make an **Average (♦♦) Tech check**; if successful, summon a barricade at engaged range that lasts until the end of the angaran's next turn and provides ranged defense of 2 for up to three characters. The angaran can maintain this construct with the concentrate maneuver.

Equipment:

- **Marksman Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Accurate 1.
- **Combat Knife:** Melee; Damage 3; Critical 3; Range (Engaged); Pierce 1.
- **Light Armor:** 1 defense, +1 soak.

ANGARAN HISTORIAN (RIVAL)



Studying the artifacts of their own people, as well as those few recovered from the kett or Remnant bases, the historians and curators of the angaran people try to decipher more about their mysterious past and their own connection to the Jar-daan.



Skills: Astrocartography 1 (●●◆◆), Charm 1 (●●◆◆), Knowledge (LifeSci) 1 (●●◆◆), Knowledge (Society) 3 (●●●●), Perception 2 (●●◆◆), Streetwise 1 (●).

Talents:

- **Applied Research 1:** Once per session may use a knowledge skill and Intellect when making a check instead of the skill and characteristic the skill would normally require.

Abilities:

- None.

Equipment:

- Cultural Etiquette Manual (Angara).

ANGARAN SPEAKER (NEMESIS)



Filling roles of teacher, preachers and military commander, those angara gifted with rhetoric talent are able to shape the future of their people and set a course towards cooperation or confrontation.



Skills: Charm 2 (●●●◆◆), Cool 2 (●●●◆◆), Coercion 1 (●◆), Deception 1 (●◆◆), Discipline 2 (●●●), Leadership 3 (●●●◆◆), Knowledge (Society) 2 (●●●).

Talents:

- **Inspiring Rhetoric:** May make an **Average** (◆◆) **Leadership check** as an action; for each ★ the check generates, one ally within short range heals 1 strain; for each ▲, one ally benefiting from Inspiring Rhetoric heals 1 additional strain.

Abilities:

- None.

Equipment:

- None.

ANIMALS AND CREATURES

ADHI (RIVAL)



A large creature, similar to canine species. While it retains a spinal fin similar to certain reptiles, its genome indicates limited amounts of uplifting, granting the creature resistance to hazardous environments and a cunning predatory mind. The creature's powerful jaws can even pose a threat to travelers wearing hardsuits. The Outlaws of the Heleus cluster are known to use domesticated Adhi, outfitted with cybernetics to control them.



Skills: Athletics 2 (●●●◆◆), Brawl 2 (●●●◆◆), Perception 2 (●●●◆◆), Survival 2 (●●●◆◆), Vigilance 1 (●◆).

Talents:

- None.

Abilities:

- **Environmental Adaption:** Remove ■ imposed by hot or cold environments.
- **Pounce:** As an action make an **opposed Athletics vs Resilience check** targeting an opponent within short range; if successful, the Adhi moves into engaged range and the target is knocked prone.

Equipment:

- **Strong Jaws:** Brawl; Damage 5; Critical 3; Range (Engaged); Pierce 3.



CHALLYRION (RIVAL)

3 1 2

This quadrupedal, heavy-bodied creature seems to possess a natural camouflage ability, which renders it nearly invisible to the naked eye. Using this ability, Challyrions sneak up on their prey before tackling it to the ground with a powerful pounce and tearing into it with their sharp claws.

3	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
3	9	0 0			

Skills: Athletics 1 (), Cool 1 (), Brawl 2 (), Ranged (Light) 1 (), Stealth 2 (), Survival 2 ().

Talents:

- None.

Abilities:

- **Photoreflective Camouflage:** As an action may make an **Average () Survival check**; if successful, until the end of the Challyrion's next turn, they are rendered invisible, disengage from all foes, are unable to be engaged and gain concealment worth three dice.
- **Pounce:** As an action make an **opposed Athletics vs Resilience check** targeting an opponent within short range; if successful, the Challyrion moves into engaged range and the target is knocked prone.

Equipment:

- **Claws:** Brawl; Damage 5; Critical 3; Range (Engaged); Pierce 2.
- **Spit:** Ranged (Light); Damage 6; Critical 4; Range (Short); Burn 1.

EIROCH (NEMESIS)

4 1 1

Large, aggressive carnivores found throughout the Helios cluster, Eirochs are mostly solitary hunters that seem to hunt prey for the chance to feed as much as demonstrating their physical strength. They are covered in tough scales and plates that make them highly resistant to physical damages and environmental conditions, and their large claws and caustic spit make them lethal to humanoids.

4	2	1	2	3	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
7	26	15	0 0		

Skills: Athletics 2 (), Brawl 3 (), Perception 2 (), Ranged (Light) 1 (), Survival 3 (), Vigilance 2 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Charge:** When making a Brawl or Melee attack immediately after using a maneuver to engage a target, may spend **AAA** or **⊗** to use this talent to knock the target prone and move them up to one range band away.
- **Silhouette 2.**

Equipment:

- **Claws:** Brawl; Damage 8; Critical 3; Range (Engaged); Concussive 1, Knockdown.
- **Acid Spit:** Ranged (Light); Damage 7; Critical 3; Range (Short); Burn 2.



Kaerkyn / Shemrys (Minion)



Kaerkyn are a species of insects native to Eos and other desert planets. They remain indifferent to humanoids, unless provoked by an attack or an explorer unknowingly entering their nesting grounds, in which case they will swarm and defend it furiously.

Shemrys are a subspecies which develops a set of glands that allows them to spit a mildly corrosive acid.



Skills (group only): Brawl, Ranged (Light), Survival.

Talents:

- None.

Abilities:

- Silhouette 0.**
- Swarming:** As an incidental, at the start of its turn a group of Kaerkyn that is engaged with an enemy may remove a member of its group as a casualty to add +4 damage to the minion group's next Brawl attack in that turn.

Equipment:

- Pincers:** Brawl; Damage 4; Critical 4; Range (Engaged); Pierce 2.
- Spit (Shemrys only):** Ranged (Light); Damage 6; Critical 4; Range (Short); Burn 1.

Rylkor / Echidna (Rival)



A lanky herbivore found throughout the Helios cluster. Initially believed to be reptilian, later investigation showed them to be monotremes, a variation of mammals that lays eggs. While usually neutral, they turn hostile when their nests are threatened, attacking with an acidic spit attack or a swiped of their powerful tail.

The Echidna is a subspecies showing up on Elaadeen or Voeld, indicating that it is more adjusted to extreme temperature conditions.



Skills: Brawl 2 (●●), Coordination 1 (●●●), Perception 1 (●●), Ranged (Light) 2 (●●●), Survival 2 (●●).

Talents:

- Swift:** Does not perform extra maneuvers to move through difficult terrain.

Abilities:

- Tail Swipe:** May spend ▲▲ from a tail attack to hit another engaged target.

Equipment:

- Spit:** Ranged (Light); Damage 6; Critical 4; Range (Short); Burn 1.
- Tail:** Brawl; Damage 5; Critical 4; Range (Engaged); Knockdown.

Taurg / Galorn (Rival)



Taurgs are slow, bulky, hoofed creature that are docile unless provoked. When aggravated, they attempt to scare their targets off with trumpeting barks before charging to headbutt or trample them. The Andromeda Initiative is currently investigating the viability of these creatures as livestock for the newly founded colonies.

Galorn appear to be a subspecies found prominently around Remnant ruins, though so far no causation between the two has been discovered.



Skills: Cool 2 (●●), Brawl 1 (●●●), Survival 1 (●●), Vigilance 1 (●●).

Talents:

- None.

Abilities:

- Charge:** When making a Brawl or Melee attack immediately after using a maneuver to engage a target, may spend ▲▲▲ or ● to use this talent to knock the target prone and move them up to one range band away.
- Silhouette 2.**

Equipment:

- Headbutt:** Brawl; Damage 6; Critical 3; Range (Engaged); Disorient 2, Knockdown.



MERCENARIES AND OUTLAWS

While the majority of mercenaries, pirates and criminals is covered in **MASS EFFECT** already, and most of them should easily fit within **ANDROMEDA**, this section adds some of the more unique adversaries encountered in Heleus.

HYDRA (RIVAL)



The Hydra is a mechanized hardsuit built from security mechs, but controlled by an organic pilot. These units are employed by the various Outlaw factions and occasionally the Roekaar, when they can get their hands on one. While not particularly mobile, the arsenal on this unit is devastating to light infantry.



Skills: Athletics 2 (), Brawl 1 (), Coordination 1 (), Gunnery 3 (), Resilience 2 (), Vigilance 2 ().

Talents:

- None.

Abilities:

- **Airdrop Deployment:** When falling any distance, may make an **Easy** () **Coordination** check as an out-of-turn incidental; on a success this character does not suffer any damage from falling and lands on their feet.
- **Wide-Spectrum Optics:** Remove ■■ due to smoke or darkness from all checks.

Equipment:

- **Accelerator Cannon:** Gunnery; Damage 10; Critical 3; Range (Long); Cumbersome 4, Pierce 5.
- **Missile Volley:** Gunnery; Damage 12, Critical 4, Range (Long); Blast 10, Guided 3, Prepare 1, Slow-Firing 1.
- **Mechanical Claw:** Brawl; Damage 7; Critical 4; Range (Engaged); Ensnare 1, Knockdown.
- **Hydra Mechanized Hardsuit:** +3 soak, +1 Brawn, +5 wound threshold, vacuum sealed.

SMUGGLER (NEMESIS)



With the sparse resources in Heleus, and the storages of the Nexus and arks being rationed and restricted, the black market is experiencing a boom in business, resulting in the prosperity of such ports as Kadara. Smuggling, thievery and other less-than-legal acquisition of goods is profitable and widely practiced. If there is an item you need, or need to transfer to someone without Nexus security finding out, a smuggling contract is a worthwhile investment.



Skills: Charm 2 (), Cool 1 (), Ranged (Light) 2 (), Piloting 3 (), Skulduggery 2 (), Streetwise 2 (), Vigilance 1 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- None.

Equipment:

- **Heavy Pistol:** Ranged (Light); Damage 6; Critical 3; Range (Medium).
- **Durable Clothing:** +1 soak.

KETT AND THEIR VASSALS

A race of hostile invaders from beyond the Heleus cluster, the kett strive towards the perfection of their race by assimilating their foes and absorbing their most potent genetic traits. With a fervor second to none, they have been waging a terrifying war on the angara, though with the arrival of the Milky Way races, they are also looking to subjugate and “exalt” them.

ANOINTED (RIVAL)

A selection of Chosen, equipped with shields and heavy weapons, the Anointed are powerful shock troopers of the kett infantry. They often serve as officers, commanding squads of troopers, and barrage enemy positions with their Soned plasma cannons.



Skills: Athletics 2 (●●●), Brawl 2 (●●●), Discipline 2 (●●●), Gunnery 2 (●●●), Resilience 2 (●●●), Vigilance 2 (●●●).

Talents:

- None.

Abilities:

- Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.

Equipment:

- Plasma Machine Gun:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Cumbersome 3, Phasic 2, Pierce 2, Vicious 2.
- Light Armor:** 1 defense, +1 soak.



ASCENDANT (NEMESIS)



The highest known caste of kett that has been seen in the Heleus cluster, the Ascendant serve as commanders of kett bases and commanding elite detachments. Their armor is woven with eezo nodes that allow them to levitate, using their bioelectric abilities - no doubt adapted from angara - to control this ability and send lethal shocks at their targets. Additionally, they are constantly protected by an energy field generated by the orb that travels with them, making the Ascendant a deadly opponent in offensive and defensive abilities.



Skills: Cool 2 (●●), Coordination 2 (●●●), Discipline 3 (●●●), Leadership 3 (●●●), Tech 3 (●●●), Vigilance 2 (●●●).

Talents:

- Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.
- Hover:** Hovers above the ground (see the Flying sidebar on page 100 of the GENESYS Core Rulebook).
- Ascendant's Orb:** While the Ascendant is protected by their orb, they reduce any damage dealt to them by 10 before applying soak. The orb can be destroyed with a successful combat check after spending at least one maneuver to aim at it (see the aim maneuver on page 98 of the GENESYS Core Rulebook). The GM should indicate the effects of the shield stemming from the orb. As an action, the Ascendant may make a **Hard** (◆◆◆) **Tech check** to summon a new orb if theirs has been destroyed.

Equipment:

- Ball Lightning:** Tech; Damage 8; Critical 4; Range (Medium); Disorient 2, Linked 2, Phasic 3, Prepare 1.
- Durable Clothing:** +1 soak.

CHAPTER 4: DANGEROUS WILDS

BEHEMOTH (RIVAL)

5 1 1

The monstrous result of combining kett and krogan genetics, the Behemoth is a violent creature controlled by its instincts. Unable to communicate, their minds broken by the exaltation, Behemoths are used as heavy support units. Their thick natural armor plates render them nearly impervious to small arms fire, which makes them a deadly enemy in close quarters.



Skills: Athletics 3 (), Brawl 2 (), Ranged (Heavy) 2 (), Resilience 2 (), Vigilance 1 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.
- **Berserker Rage:** After suffering wounds equal to or higher than half its threshold, a behemoth will discard any previous attempts at ranged combat and instead charge and attack any enemies at close range, adding ★▲▲ to any Brawl checks they make.

Equipment:

- **Plasma Shotgun:** Ranged (Heavy); Damage 8; Critical 3; Range (Short); Blast 5, Knockdown, Phasic 2, Vicious 2.
- **Headbutt:** Brawl; Damage 7; Critical 5; Range (Engaged); Concussive 1, Knockdown.

CHOSEN (MINION)

5 1 1

The common infantry troopers of the kett, chosen are disciplined and loyal frontline soldiers. They are conditioned to not question any orders and perform them with ruthless efficiency. Their modified genetic makeup compensates their lack of shields and sealed armor.



Skills (group only): Athletics, Cool, Discipline, Melee, Ranged (Heavy), Ranged (Light).

Talents:

- None.

Abilities:

- **Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.

Equipment:

- **Burst-fire Plasma Rifle:** Ranged (Heavy); Damage 8; Critical 3; Range (Long); Linked 2, Phasic 2.
- **1 High Explosive Grenade:** Ranged (Light); Damage 8; Critical 4; Range (Short); Blast 5, Limited Ammo 1.
- **Monomolecular Sword:** Melee; Damage 6; Critical 2; Range (Engaged); Defensive 1, Pierce 2, Unwieldy 2.
- **Chosen Armor:** +1 soak.



DESTINED (RIVAL)



The Destined are kett soldiers chosen to lead their troops in the field. They are genetically engineered from a species beyond the Heleus cluster, and are far closer to the “original” kett genome. Working as support specialists in combat, they command troops and grant them cover with their biological smoke screen.

3	3	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD		M/R DEFENSE		
4	14		1 1		

Skills: Athletics 1 (●●●), Cool 2 (●), Discipline 2 (●●●), Leadership 2 (●●), Ranged (Heavy) 2 (●●●), Ranged (Light) 1 (●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.
- **Smoke Glands:** May spend a maneuver to exude a smoke screen from their position, granting all characters in short range concealment worth +3 dice for two rounds (see the Concealment section on page 110 of the GENESYS Core Rulebook).

Tech: Destined have access to the Augment action but may only use the following tech power:

- **Tactical Cloak:** Make an **Average (◆◆) Tech check**; if successful, the destined is rendered invisible, disengages from all foes, is unable to be engaged and gains concealment worth three dice.

Equipment:

- **Plasma Shotgun:** Ranged (Heavy); Damage 8; Critical 3; Range (Short); Blast 5, Knockdown, Phasic 2, Vicious 2.
- **1 High Explosive Grenade:** Ranged (Light); Damage 8; Critical 4; Range (Short); Blast 5, Limited Ammo 1.
- **Light Armor:** 1 defense, +1 soak.

FIEND (NEMESIS)



Created from Eirochs that have been exalted with kett genetics, the Fiend is a heavily armored siege unit. With an even more pronounced violent tendency than the creature they were created from and an unnatural threshold for pain, these monsters charge their victims and pummel them to the ground, or cover them in caustic acids from a distance, should they be unable to close in.

4	2	1	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD		STRAIN THRESHOLD	M/R DEFENSE	
7	26		12	0 0	

Skills: Athletics 2 (●●●), Brawl 3 (●●●), Perception 2 (●●), Ranged (Light) 1 (●), Survival 3 (●●●), Vigilance 2 (●●●).

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.
- **Charge:** When making a Brawl or Melee attack immediately after using a maneuver to engage a target, may spend ▲▲▲ or ● to use this talent to knock the target prone and move them up to one range band away.
- **Silhouette 2.**

Equipment:

- **Claws:** Brawl; Damage 8; Critical 3; Range (Engaged); Concussive 1, Knockdown.
- **Acid Spit:** Ranged (Light); Damage 7; Critical 3; Range (Short); Burn 2.

WRAITH (RIVAL)



Wraiths are exalted from Challyrions, another species of wildlife found in the Heleus cluster. The kett kept the biological camouflage of the creature, while improving its natural weapons and enhancing its cognitive capabilities to make them worthwhile attack or guard animals.



Skills: Athletics 1 (), Cool 1 (), Brawl 2 (), Ranged (Light) 1 (), Stealth 2 (), Survival 2 (), Vigilance 2 ()

Talents:

- None.

Abilities:

- **Exalted Physiology:** Remove ■■ imposed by hostile environmental conditions. May operate in vacuum for 8 hours before suffering its effects.
- **Photoreflective Camouflage:** As an action may make an **Average () Survival check**; if successful, until the end of the the Wraith's next turn, they are rendered invisible, disengage from all foes, are unable to be engaged and gain concealment worth three dice.
- **Pounce:** As an action make an **opposed Athletics vs Resilience check** targeting an opponent within short range; if successful, the Wraith moves into engaged range and the target is knocked prone.

Equipment:

- **Claws:** Brawl; Damage 6; Critical 3; Range (Engaged); Pierce 2.
- **Spit:** Ranged (Light); Damage 6; Critical 4; Range (Short); Burn 1.

REMNANT CONSTRUCTS

The synthetic units that protect and maintain the mysterious vaults and structures found around the Heleus Cluster have been uniformly dubbed “Remnant”. Left behind by the Jar-daan, they exist and replicate to keep all installations active and protected from outside influence, though it appears that they are no longer able to (or maybe never could) discern between criminals and looters or those looking to use the technology to make Andromeda habitable and viable for the organic species.

ASSEMBLER (RIVAL)



This maintenance unit is not designed primarily for combat purposes, and as such, its personal defense weapons are rather unimpressive. What it lacks in firepower, it makes up with processing power and fabrication speed however, constantly churning out Breacher units to deter intruders.



Skills: Mechanics 2 (●●●), Knowledge (PhysSci) 1 (●●●), Ranged (Light) 1 (●●), Vigilance 2 (●●).

Talents:

- None.

Abilities:

- **Deploy Breacher:** As an action may make an **Average** (◆◆) **Mechanics** check; if successful, add a new Breacher rival to the combat encounter, which rolls initiative at the end of the round. May spend ▲▲ from a failed check to gain an additional use of Unfinished Breacher Core.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Defense Beam:** Ranged (Light); Damage 5; Critical 4; Range (Short); Pierce 2, Phasic 1.
- **Unfinished Breacher Core:** Ranged (Light); Damage 8; Critical 3; Range (Short); Blast 7, Limited Ammo 1.

BREACHER (RIVAL)



A hovering combat drone, assembled at fast speeds as an immediate response to intruders. What they lack in mechanical and system stability they make up in speed and aggressiveness, charging at targets to grapple them and break them apart with crude mechanical tools.



Skills: Brawl 2 (●●), Coordination 2 (●●), Vigilance 2 (●●).

Talents:

- None.

Abilities:

- **Hoverer:** Can hover; see the Flying sidebar on page 100 of the **GENESYS** Core Rulebook.
- **Latch On:** May spend ▲▲ from a combat check to latch onto an enemy. They must spend 2 maneuvers to disengage from the Breacher. While latched on, the Breacher's attacks gain the Breach 1 quality.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Grinding Wheels:** Brawl; Damage 6; Critical 3; Range (Engaged); Vicious 1.



CHAPTER 4: DANGEROUS WILDS

CREEPER (MINION)

1 1 1

These small, bug-like machines are designed as maintenance and repair units, crawling around remnant structures and keeping them intact. When provoked by intruders or damage to the structure, they will swarm the hostile entities and “bite” them with their miniature cutting tools.

2	2	1	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	M/R DEFENSE			
2	4	0 0			

Skills (group only): Brawl, Mechanics.

Talents:

- None.

Abilities:

- **Silhouette 0.**

Equipment:

- **Pincers:** Brawl; Damage 4; Critical 4; Range (Engaged); Pierce 2.



DESTROYER (NEMESIS)

6 1 1

A hulking construct, designed as a heavy weapons platform to defend the most sensitive Remnant structures. Plated in strong armor, covered by very powerful shield generators, and armed with a wide arsenal of weapons, these units are only exceeded in lethality by Progenitors (an even more powerful version of the Destroyer) and Architects (which dwarf even the krogan's military vehicles).

4	3	1	1	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	WOUND THRESHOLD	STRAIN THRESHOLD	M/R DEFENSE		
7	24	16	3 3		

Skills: Athletics 2 (), Brawl 2 (), Cool 2 (), Gunnery 3 (), Vigilance 2 ().

Talents:

- **Adversary 1:** Upgrade difficulty of all combat checks against this target once.

Abilities:

- **Dome Discharge:** May spend AA from a successful attack with Energy Discharge to hit all characters engaged with the Destroyer that are not Remnant.
- **Independent Turrets:** Once per turn, may spend from a successful attack with the Auto Turrets to make another attack against a different target within range.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Auto Turrets:** Gunnery; Damage 10; Critical 3; Range (Long); Auto-fire, Pierce 2, Vicious 2.
- **Heavy Pulse Cannon:** Gunnery; Damage 12; Critical 4; Range (Long); Blast 8, Pierce 5, Phasic 2, Prepare 1.
- **Energy Discharge:** Brawl; Damage 8; Critical 5; Range (Engaged); Phasic 3, Stun 4.

ARCHITECTS

The largest known Remnant constructs, Architects, are those that supposedly dug out the large caverns that now house the vaults. While a few of them are encountered and fought by Ryder, they are not given stats in this chapter, due to their rarity and very unique, multi-phase combat.

NULLIFIER (RIVAL)



Excavation drones that have been refitted and reprogrammed to attack intruders, the Nullifiers are heavily armored and hard to damage once they deploy their shields. Their powerful cannons can be dangerous even to well equipped adventurers.



Skills: Athletics 2 (●●●●), Brawl 2 (●●●●), Cool 2 (●●●), Gunnery 2 (●●●), Vigilance 2 (●●●●).

Talents:

- None.

Abilities:

- **Deploy Shield:** As a maneuver, may anchor to the ground and deploy a shield, gaining 3 ranged defense. While anchored, may not perform the move maneuver and can not be forced to move by talents, biotic or tech powers.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Plasma Pulse Cannon:** Gunnery; Damage 8; Critical 4; Range (Medium); Concussive 1, Phasic 2.

OBSERVER (RIVAL)



Levitating drones used to monitor, maintain and patrol remnant structures. They are equipped for precise scans of any Remnant technology to detect even minor damages, while also using their lasers to analyze and repair structures. When provoked, their beam technology's wave pattern is adjusted on the fly to make for a dangerous weapon.



Skills: Cool 1 (●●●), Coordination 2 (●●●●), Perception 3 (●●●●), Ranged (Heavy) 2 (●●●●), Vigilance 3 (●●●●).

Talents:

- None.

Abilities:

- **Hoverer:** Can hover; see the Flying sidebar on page 100 of the **GENESYS** Core Rulebook.
- **Mechanical:** Does not need to breathe, eat, or drink, and can survive in vacuum and underwater; is immune to poisons and toxins.

Equipment:

- **Focus Beam:** Ranged (Heavy); Damage 6; Critical 3; Range (Medium); Linked 3, Pierce 3, Phasic 2.



APPENDIX: HELEUS CLUSTER MAP



APPENDIX: HELEUS CLUSTER MAP

