

# MASS EFFECT

## Polyhedron

### Enemies & NPC Codex

PLAYTEST 2.0

Designed by **DUSTIN AHONEN & BRIAN HAGEN**

COMPATIBLE WITH D&D FIFTH EDITION, **SYSTEM REFERENCE DOCUMENT 1.5**

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## MINIONS CR 1-3

### ENEMY DRONE

- **Challenge Rating:** 1
- **Keywords:** Minion, Synthetic

ENEMY DRONE			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 14	<b>KC</b> 12	<b>LC</b> 14
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	5 spaces		
ACTIONS			
<b>Attack 1</b>	-		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Enemy Targeting:</b> aura 1; allies gain advantage on attacks against all creatures in the aura		
<b>Power 2</b>	<b>Focus Fire:</b> Action; 1 target; ranged 5; +3 vs AC; target is unable to benefit from cover until the start of the Enemy Drone's turn		
<b>Power 3</b>	-		
<b>Skills</b>	+4 Decryption, +4 Electronics		

## GRENADIER

- **Challenge Rating:** 3
- **Keywords:** Minion, Organic

GRENADIER			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	3		
<b>Defenses</b>	<b>AC</b> 14	<b>KC</b> 12	<b>LC</b> 10
<b>Save Bonus</b>	+1 Combat, +1 Tech		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+4 pistol (10/35) 1d8+1 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Disruptor Grenade:</b> recharge 5+; Action; range 10; blast 2; +3 vs AC; 1d6 electrical damage and hit creatures must make a saving throw (Combat, DC 11) or lose shields until the end of the creature's next turn		
<b>Power 2</b>	<b>Incendiary Grenade:</b> recharge 5+; Action; range 10; blast 2; +3 vs AC; 1d6 fire damage and hit creatures must make a Combat saving throw or take ongoing 3 fire damage until the start of the Grenadier's next turn		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Athletics		

## HUSK, BOOMER

- **Challenge Rating:** 1
- **Keywords:** Minion, Organic, Synthetic

HUSK, BOOMER			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 13	<b>LC</b> 12
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	-		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Self-Destruct:</b> burst 1; +3 vs AC; 1d6 fire damage and targets must make a Tech saving throw or take ongoing 3 fire damage (save ends); the Boomer is destroyed		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	-		

## SECURITY MECH

- **Challenge Rating:** 1
- **Keywords:** Minion, Synthetic

SECURITY MECH			
<b>Detection</b>	Alertness +2, Initiative +0		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 14	<b>KC</b> 10	<b>LC</b> 12
<b>Save Bonus</b>	-		
<b>Speed</b>	5 spaces		
ACTIONS			
<b>Attack 1</b>	+4 pistol (10/35) 1d8 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Explosive Death:</b> triggered when crit; burst 2; +2 vs. AC; 1d6 fire damage		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	-		

## SLAVE SOLDIER

- **Challenge Rating:** 3
- **Keywords:** Minion, Organic

SLAVE SOLDIER			
<b>Detection</b>	Alertness +2, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 10
<b>Save Bonus</b>	-		
<b>Speed</b>	7 spaces		
ACTIONS			
<b>Attack 1</b>	+4 pistol (10/35) 1d8+2 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<i><b>Protect the Master:</b></i> self; the Slave Soldier makes an attack when a Batarian Slaver takes damage; only one Slave Soldier can be triggered by this power per round		
<b>Power 2</b>	<i><b>Slave Collar:</b></i> attacks against the Slave Soldier have disadvantage if the attacker wants to spare him or her		
<b>Power 3</b>	<i><b>Terrified:</b></i> Slave Soldiers are Frightened of Batarian Slavers		
<b>Skills</b>	-		

## SUPPORT TECH

- **Challenge Rating:** 1
- **Keywords:** Minion, Organic

SUPPORT TECH			
<b>Detection</b>	Alertness +2, Initiative +0		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	2		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 14
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+4 pistol (10/35) 1d8+1 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<i><b>Omni-Care:</b></i> recharge 6+; melee; target 1; target regains 1d6+4 hit points		
<b>Power 2</b>	<i><b>Flashbang Grenade:</b></i> recharge 5+; range 10; blast 2; +3 vs AC; targets are deafened and must make a Tech saving throw or become blinded until the start of the Support Tech's turn		
<b>Power 3</b>	-		
<b>Skills</b>	-		

## VORCHA, BERSERKER

- **Challenge Rating:** 3
- **Keywords:** Minion, Organic

VORCHA, BERSERKER			
<b>Detection</b>	Alertness +0, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 14
<b>Save Bonus</b>	+2 Combat		
<b>Speed</b>	7 spaces		
ACTIONS			
<b>Attack 1</b>	+4 SMG (15/40) 2d4+1 physical damage		
<b>Attack 2</b>	+4 unarmed strike (melee) 3 physical damage		
<b>Power 1</b>	<b>Blood Thirsty:</b> self; +2 physical damage on damage rolls against Bloodied targets		
<b>Power 2</b>	<b>Vicious Death:</b> triggered on death; a Vorcha makes a weapon attack, but this power is negated if reduced to 0 HP by a critical hit		
<b>Power 3</b>	-		
<b>Skills</b>	+4 Intimidation		

## VORCHA, FLAMER

- **Challenge Rating:** 3
- **Keywords:** Minion, Organic

VORCHA, FLAMER			
<b>Detection</b>	Alertness +0, Initiative +2		
<b>Hit Points</b>	1; bloodied 0		
<b>Shields</b>	0		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 14
<b>Save Bonus</b>	+2 Combat		
<b>Speed</b>	7 spaces		
ACTIONS			
<b>Attack 1</b>	+4 flamethrower (blast 5) 3d6 fire damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Flaming Death:</b> triggered when target of a Tech power; burst 2; creatures must make a Combat saving throw or take 2d6 fire damage; the Flamer is destroyed		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	+4 Athletics		

## ENEMIES CR 1-3

### BATARIAN SLAVER

- **Challenge Rating:** 3
- **Keywords:** Organic, Elite

BATARIAN SLAVER			
<b>Detection</b>	Alertness +2, Initiative +1		
<b>Hit Points</b>	24; bloodied 12		
<b>Shields</b>	3		
<b>Defenses</b>	<b>AC</b> 16	<b>KC</b> 12	<b>LC</b> 10
<b>Save Bonus</b>	+1 Combat		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+4 assault rifle (20/50) 1d10+2 physical damage		
<b>Attack 2</b>	+4 shock rod (melee) 1d4+2 electricity damage		
<b>Power 1</b>	<b>Cracking the Whip:</b> recharge 4+; Bonus Action; burst 5; all Slave Soldiers within the burst can shift up to 3 spaces		
<b>Power 2</b>	<b>Terrifying Attack:</b> the Batarian Slaver deals +3 physical damage to Frightened targets		
<b>Power 3</b>	<b>Terrorize:</b> recharge 6+; Action; ranged 10; target 1; hit +3 vs. LC; target is Frightened until the end of the Batarian Slaver's next turn		
<b>Skills</b>	+3 Biotics		

### BIOTIC VARREN

- **Challenge Rating:** 3
- **Keywords:** Organic, Trooper

BIOTIC VARREN			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	14; bloodied 7		
<b>Shields</b>	1		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 13	<b>LC</b> 10
<b>Save Bonus</b>	+1 Biotics, +2 Combat		
<b>Speed</b>	7 spaces		
ACTIONS			
<b>Attack 1</b>	+5 bite (melee) 1d8+3 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Knockdown:</b> Action; +5 vs. KC; target is Prone on hit		
<b>Power 2</b>	<b>Varren Charge:</b> recharge 4+; Action; self; phases up to 4 spaces and makes an attack with advantage; if the target is bloodied, a Biotic Varren's bite deals 2d8+3 physical damage		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Athletics, +3 Biotics		

## BIOTICIST

- **Challenge Rating:** 1
- **Keywords:** Organic, Trooper

BIOTICIST			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	12; bloodied 6		
<b>Shields</b>	1		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 12
<b>Save Bonus</b>	+1 Biotics		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+3 pistol (10/35) 1d8+1 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Push:</b> recharge 4+; Action; ranged 10; target 1; hit +3 vs. KC; target is pushed 3 spaces		
<b>Power 2</b>	<b>Torrent:</b> recharge 6+; Action; ranged 10; target 1; hit +3 vs. KC; target has disadvantage on attack rolls until the Bioticist's next turn and must make a Biotic saving throw or take 2d4 physical damage		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Biotics		

## GETH, FOOTSOLDIER

- **Challenge Rating:** 1
- **Keywords:** Synthetic, Trooper

GETH, FOOTSOLDIER			
<b>Detection</b>	Alertness +3, Initiative +0		
<b>Hit Points</b>	14; bloodied 7		
<b>Shields</b>	3		
<b>Defenses</b>	<b>AC</b> 14	<b>KC</b> 10	<b>LC</b> 12
<b>Save Bonus</b>	+1 Combat		
<b>Speed</b>	5 spaces		
ACTIONS			
<b>Attack 1</b>	+3 assault rifle (20/50) 1d10+1 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Geth Shield:</b> recharge 6+; self; the Footsoldier has half cover until the start of its next turn		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Athletics, +3 Intimidation		

## HUSK, THRASHER

- **Challenge Rating:** 1
- **Keywords:** Organic, Synthetic, Trooper

HUSK, THRASHER			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	12; bloodied 6		
<b>Shields</b>	1		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 12
<b>Save Bonus</b>	+1 Biotics		
<b>Speed</b>	6 spaces; Climb 5 spaces		
ACTIONS			
<b>Attack 1</b>	+3 claw (melee) 1d6+1 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Grabbing Attack:</b> Bonus Action; when a Thrasher hits with a claw, it can make a grapple attempt against the target		
<b>Power 2</b>	<b>Rend:</b> if a Thrasher hits a Grappled target, its claw deals 2d6+1 physical damage		
<b>Power 3</b>	<b>Swarm:</b> a Thrasher gains +1 AC when adjacent to another Husk		
<b>Skills</b>	-		

## KROGAN, BIOTIC BRUISER

- **Challenge Rating:** 1
- **Keywords:** Organic, Elite

KROGAN, BIOTIC BRUISER			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	20; bloodied 10		
<b>Shields</b>	2		
<b>Defenses</b>	<b>AC</b> 15	<b>KC</b> 13	<b>LC</b> 10
<b>Save Bonus</b>	+2 Combat		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+4 shotgun (7/30) 1d12+1 physical damage		
<b>Attack 2</b>	+4 improvised weapon (melee) 1d4+2 physical damage		
<b>Power 1</b>	<b>Biotic Rage:</b> triggered when bloodied; the Biotic Bruiser gains 2d8 temporary hit points and makes an attack against the nearest enemy		
<b>Power 2</b>	<b>Rush:</b> if a Biotic Bruiser moves more than 3 spaces on its turn, it gains a +2 power bonus on its next attack and damage roll		
<b>Power 3</b>	-		
<b>Skills</b>	+2 Athletics, +2 Biotics, +2 Intimidation		



## MERCENARY

- **Challenge Rating:** 1
- **Keywords:** Organic, Trooper

MERCENARY			
<b>Detection</b>	Alertness +3, Initiative +0		
<b>Hit Points</b>	18; bloodied 9		
<b>Shields</b>	2		
<b>Defenses</b>	<b>AC</b> 15	<b>KC</b> 10	<b>LC</b> 10
<b>Save Bonus</b>	+1 Combat		
<b>Speed</b>	5 spaces		
ACTIONS			
<b>Attack 1</b>	+3 assault rifle (20/50) 1d10+1 physical damage		
<b>Attack 2</b>	+3 improvised weapon (melee) 1d4+2 physical damage		
<b>Power 1</b>	-		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Athletics, +3 Intimidation		

## VARIANTS

BATARIAN MERCENARY	
<b>Power 1</b>	<b>Vengeful:</b> triggered when hit by an enemy within 10 spaces; the target is Marked until the end of the Batarian Mercenary's next turn

KROGAN MERCENARY	
<b>Power 1</b>	<b>Rifle Smash:</b> triggered when the Krogan Mercenary becomes adjacent to an enemy; the Krogan Mercenary can make an Opportunity Attack

TURIAN MERCENARY	
<b>Power 1</b>	<b>Quick-Trigger:</b> triggered when enemies move within 10 spaces; the Turian Mercenary can make an Opportunity Attack

## SPECIALIST

- **Challenge Rating:** 1
- **Keywords:** Organic, Trooper

SPECIALIST			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	12; bloodied 6		
<b>Shields</b>	1		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 13
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	5 spaces		
ACTIONS			
<b>Attack 1</b>	+3 pistol (10/35) 1d8 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<b>Activate Drone:</b> recharge 6+; range 5; creates an Enemy Drone in an unoccupied space within range		
<b>Power 2</b>	<b>Malfunction:</b> recharge 4+; range 10; target 1; hit +3 vs. LC; target takes -1 on recharge rolls until the start of the Specialist's next turn		
<b>Power 3</b>	-		
<b>Skills</b>	+3 Decryption, +3 Electronics		

## NPCs

### ARLO HRUSK

- **Species:** Volus
- **Background:** Arlo Hrusk is an executive and prospector for Hrusk Industries, a business conglomerate mainly concerned with mining in the Terminus Systems. She is sixth in line to inherit the company, which not only allows her access to vast financial resources but also the freedom to pursue her own interests and pet projects.
- **Flaws:** Thinks all problems can be solved with money and is generally naive.
- **Combat:** Hides or Dodges when she can't hide. Heals PCs when they become bloodied.

ARLO HRUSK			
<b>Detection</b>	Alertness +1, Initiative +2		
<b>Hit Points</b>	12; bloodied 6		
<b>Shields</b>	4		
<b>Defenses</b>	<b>AC</b> 12	<b>KC</b> 10	<b>LC</b> 14
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	4 spaces		
ACTIONS			
<b>Attack 1</b>	-		
<b>Attack 2</b>	-		
<b>Power 1</b>	<i>Deploy Medigel:</i> recharge 4+; Action; range 10; target 1; the target regains 5 HP or 10 HP if Arlo succeeds a DC 15 Intelligence (Medicine) check		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	+4 Astrogeology, +4 Evaluation, +2 Piloting, +2 Medicine, +2 Stealth		

### KALID VAS NORAN

- **Species:** Quarian
- **Background:** Kalid Vas Noran is a middle-aged Quarian that sells armor and weapon mods out of her scrap shop on Omega. She decided to not return to the Flotilla after her Pilgrimage, preferring her space and freedom. It is a decision she at times regrets but she is still determined to make the most of her situation.
- **Flaws:** Years on Omega have made her somewhat jaded and distrustful of the intentions of strangers.
- **Combat:** Hides and uses her powers from concealment or attacks with her shotgun when she can't Hide.

KALID VAS NORAN			
<b>Detection</b>	Alertness +4, Initiative +2		
<b>Hit Points</b>	16; bloodied 8		
<b>Shields</b>	3		
<b>Defenses</b>	<b>AC</b> 14	<b>KC</b> 10	<b>LC</b> 16
<b>Save Bonus</b>	+1 Tech		
<b>Speed</b>	6 spaces		
ACTIONS			
<b>Attack 1</b>	+3 shotgun (7/30) 1d12 physical damage		
<b>Attack 2</b>	-		
<b>Power 1</b>	<i>Recoil:</i> recharge 4+; Action; range 10; target 1; the target has disadvantage on its next attack roll or skill check		
<b>Power 2</b>	-		
<b>Power 3</b>	-		
<b>Skills</b>	+4 Engineering, +2 Evaluation, +2 Insight, +2 Persuasion, +2 Streetwise		

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