

Story: In the year 2148, explorers on Mars discovered the remains of an ancient spacefaring civilization. In the decades that followed, these mysterious artifacts revealed startling new technologies, enabling travel to the furthest stars. The basis for this incredible technology was a force that controlled the very fabric of space and time.

They called it the greatest discovery in human history.

The civilizations of the galaxy call it...

MASS EFFECT

Intro: Element Zero!

You're going to be hearing that term (or eezo) a lot from now on. It'll be used to justify faster-than-light travel, energy shields, even glowy space psychic people. Why? Because you get to spend the next 10 years in the sci-fi adventure setting of Mass Effect! Action! Drama! War! Romance!

You will begin your adventure in the year 2181. For the record, the first Mass Effect takes place in 2183, Mass Effect 2 takes place in 2185, and Mass Effect 3 kicks off in 2186. You get a few years to get yourself ready for the impending Reaper (sentient starship) invasion. You might even be able to stop it yourself. Remember, you probably know information (or can learn it by just reading the Jump) that could save a lot of lives if you can get people to believe you. Cerberus' (human supremacist organization headed by the Illusive Man) antics, the Collectors, all of that information could be resolved with less fuss if you can get the word out to the right people.

You'll have to survive though. Good luck with that!

Go join up with Shepard, take things into your own hands, or use your information to change the galaxy. Whichever path you choose, make a difference!

1,000CP (choice points): Your allotted purchasing power in this world.

Origin: Your gender stays the same. Your age is 1d8+racial modifier(s). You may spend 100CP to change your gender, and age within the rollable 1-8. Your origin is more of guidelines than an actual ruling. You could pick any four of the options that isn't Drop-In and be a job from another origin, so long as it corresponds in some way to the other choices you make. Even then, you're given some room to wank. Make an interesting character.

Drop-In (Free)

- + Absolutely nobody knows who you are.
- Many things around here require you to be in one system or another.

Really, if you get flagged in the wrong place you'll be in a world of trouble. At least there are plenty of places that you can hide.

Soldier (Free)

+ A storied record potentially worthy of a (or equivalent) Star of Terra (highest individual honors).

- You might have some serious emotional scars.

You are a member of your race's military, or you're working for a large, possibly evil private military company as a mercenary, or you work outside of the crushing restrictions of "laws" or the ever-annoying "Council" as an outlaw.

Politician (Free)

+ You're acknowledge to be alright despite your race.

- Red tape. Red tape everywhere.

Perhaps not so much red tape. It really depends if you're more of an actual politician, diplomat for hire, or something like a command officer.

Merchant (Free)

+ Social influence, money, and power.

- Good luck defending it all.

You've made enough money that you could just relax in luxury for the next few years. Depending on your options, you could be a famous CEO, requisitions officer, or even the Shadow Broker. Maybe a mix of all of them.

Scientist (Free)

+ As much know as how.

- Smart people around here are often involved in things they cannot talk about.

A notable member of whatever field you happen to be in. You're not the best soldier, but if you can shutdown all of their equipment or just kill them with a flip of a switch, well, isn't that better?

Starting Location: Roll 1d8 for your location. You may spend 100CP to change your location within the rollable 1-8.

1. Citadel – The asari were among the earliest races to achieve interstellar flight after the apparent extinction of the Protheans, and the first to discover and settle the colossal five armed (roughly 34 miles long when closed, roughly 28 when open) deep-space station known as the Citadel. Favoring compromise and cooperation over conflict, the asari were instrumental in proposing and founding the Citadel Council and have been at the heart of galactic society ever since. It has everything that could be expected of the galactic hub.

2. Thessia – The asari homeworld has been called the "crown jewel of the galaxy," the "apex of democracy," and the "beating heart of galactic love." Its republics have a remarkably low incidence of war, disease, violent crime or famine, riding a stable economy backed by wealthy colonies and Thessia's vast Element Zero reserves. The planet's reserves of Element Zero are so vast that they effect its price galaxy-wide. Because life on Thessia evolved in an eezo-rich environment, the world is home to a wealth of both biotically active and eezo-resistant species. Food and drink on Thessia is served with small amounts of Element Zero which has no known benefits for non biotic individuals, as such visitors are recommended to stick to the visitors menu. Travel to the planet is strictly controlled, but smuggling remains an issue.

3. Illium – Developed to serve as entrepot between the Terminus Systems and the Asari Republics. To abet this trade, the normally stringent customs laws of Council Space on product safety, proscribed materials, and sapient trafficking are relaxed. To the point of legalization of nearly everything except murder. Officially Illium is not an asari world; it is colonized and operated by asari corporate interests. Regardless of the character of its economy, Illium's self-congratulatory media exalts its own society with the provincial arrogance of "new money," glorifying in "sexiest CEOs" and "ten richest residents" lists. The world is hot and massive; ground settlement is only possible at the higher polar latitudes. In more equatorial locations, the population is housed in arcology skyscrapers to escape the heat of the surface.

4. Earth – The homeworld and capital of humanity is entering a new golden age. The resource wealth of a dozen settled colonies and a hundred industrial outposts flows back to Earth, fueling great works of industry, commerce, and art. The great cities are greening as arcology skyscrapers and telecommuting allow more efficient use of land. Earth is still divided among nation-states, though all are affiliated beneath the overarching banner of the Systems Alliance. While every human enjoys longer and better life than ever, the gap between rich and poor widens daily. Advanced nations have eliminated most genetic disease and pollution. Less fortunate regions have not progressed beyond 20th century technology, and are often smog-choked, overpopulated slums.

5. Eden Prime – This idyllic agrarian world was one of the first human colonies established beyond the human's Mass Relay (faster-than-light driver). Eden Prime's biosphere is unusually well-suited for importation of Earth-native life. This fertility drew heavy immigration and development by the Systems Alliance and various corporations. Today Eden Prime is a model of sustainable, organized development. The population is housed space-efficient arcologies that tower over thousands of kilometers of green fields and orchards. A bunker complex beneath the surface of the planet was supposed to sustain a million Protheans in stasis pods. Only one surviving stasis pod still yet remains. In 2183, Eden Prime will be attacked by a geth force led by the rogue Spectre Saren Arterius in his flagship Sovereign. This will be the beginning of Mass Effect.

6. Omega – Built in the mined-out husk of a metallic asteroid once rich in Element Zero, Omega has been a haven for criminals, terrorists, and malcontents for thousands of years. The station is ringed with enormous Mass Effect field generators that redirect incoming debris. At times, the station has lain idle and abandoned for centuries, only to be reactivated by a new group of outlaws seeking a fresh start. The space station's original elegant design has given way to haphazard expansion by scrabbling factions of every species. It is now roughly 28 miles long. There is no central government or unifying authority on Omega, and nobody can recall a time there ever was one. Today, Omega is a major hub of narcotics, weapons, and eezo trafficking without even a pretense of civilian government or military control. Only mercenary groups have been able to instill a limited order; the most ruthless and successful is an asari syndicate run by the notorious Aria T'Loak.

7. Galactic Core – Oh, Jumper. So unlucky are you to begin out beyond the Omega 4 Relay. You start on the Collector Base where what is probably every Collector from Mass Effect 2. The only way to safety will be to hijack one of their ships, pilot it through the Tartarus Debris Field filled with Oculi (a device used by the Reapers and Collectors as a space and atmospheric superiority craft), and then escape from the resulting Mass Relay. That's all assuming they don't send cruisers after you when you try to leave, which they probably will.

8. Free Choice – The paths are open, but you have to choose. You may pick any of the listed locations.

Race: You may select any one from any of the following races for free.

Citadel Races: The legal races who are allowed in Council Space.

Asari – Considered the most influential and respected sentient species in the galaxy, and are known for their elegance, diplomacy, and biotic aptitude. A mono-gender race, the asari are distinctly feminine in appearance and possess maternal instincts. Nearly identical to humans, a typical asari has a blue to purple complexion, though a teal complexion is possible albeit seemingly rare. Their eyes only appear to come in blue or green. Some have facial markings, which are unique colored patterns that vary for every asari. In the place of head hair, asari possess semi-flexible, cartilage-based scalp-crests that grow into shape. Asari can see ultraviolet at the short-wavelength end of the spectrum. Asari blood is purple.

Add 40 years to your rolled age, despite your potentially over a millennia-long lifespan. Asari may choose to ignore any further age modification if they paid the 100CP to change the initial 1d8 of their age, or may choose to take the maximum age possible. In any case, the most expensive modifier is the one you will be using, or not.

Drell – An omnivorous reptile-like race that were rescued from their dying homeworld by the hanar following first contact between the two. Since then, the drell have remained loyal to the hanar for their camaraderie and have fit comfortably into galactic civilization.

They appear to have five fingers on each hand, albeit the ring and middle fingers are fused. They have two sets of eyelids, akin to the nictitating membrane possessed by certain animals such as reptiles. The inner lid is milky-white and closes from the left and right over their mostly black eyes, while the outer lid is black and closes from top and bottom. Drell have adapted to life with hanar by getting implants in their eyes to allow them to observe the bioluminescence the hanar use for communication. Sexual dimorphism among drell appears to be roughly analogous to humans. Females have breastlike protrusions despite being reptilian, and their head "frills" are more pronounced than males'. Drell skin ranges from green, blue, and yellow. One of the leading causes of death for drell is Kepral's Syndrome, caused by cumulative long-term exposure to a humid climate. This syndrome erodes the ability of drell lungs to take in oxygen, and eventually spreads out to other organs. It is noncommunicable, and there is currently no known cure. Drell bleed red.

Add 20 years to your rolled age. Drell can live on average for 85 years.

Elcor – They are massive eight to nine feet tall creatures, standing on four muscular two-toed legs for increased stability. They are slow, incredibly strong, and have thick, tough skin that can hold up to a level of weapons fire. This has colored their psychology, making them deliberate and conservative. Their eyes are small and black. Elcor "lips" are multiple vertical slats situated in what is normally the location of the mouth in other races. Despite the peculiar arrangement, these "lips" are capable of holding on to protruding objects like cigars with no effort. Almost all elcor look the same to someone like a human. The only differences seen are various black patterns and a slightly lighter color and size difference for females. Among themselves, scent, extremely slight body movements, and subvocalized infrasound convey shades of meaning that make a human smile seem as subtle as a fireworks display.

It is unknown as to exactly how long hanar can live for. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group.

Hanar – A species resembling pink jellyfish. Hanar are known for their intense politeness when speaking, and their strong religious beliefs regarding the Protheans, who they refer to as "the Enkindlers". The hanar communicate using sophisticated patterns of bioluminescence. It is unknown how they see, or

if they somehow see through bioluminescence. The hanar "stand" slightly taller than a human, although most of their height is in their six long tentacles, which when they stand on make them roughly ten feet tall. The invertebrate, water-native hanar cannot support their own weight in normal gravity. When interacting with mainstream galactic society, they rely on contra-gravitic levitation packs that use Mass Effect fields. It is not known if hanar have more than one sex, or are asexual (as some jellyfish species are). Despite evolving in water, hanar also appear able to breathe air, or use technological means to enable this.

It is unknown as to exactly how long hanar can live for. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group.

Human – The newest sentient species of notable size to enter the galactic stage and are the most rapidly expanding and developing. Humans are less agile than asari, but roughly physically on par with turians (as a human can overwhelm a similarly fit turian, making them near equals in a hand-to-hand combat situation). Humans would appear on average to be stronger than salarians but not as fast. Like most organic races, humans are also capable of producing biotic individuals. All cases of biotics in humans are the result of pre-natal exposure to Element Zero, which carries a high risk of medical complications. It has been noted that humans are unusual in the galactic community because they have far greater genetic diversity compared to other species with more peaks and valleys. This makes human genetic material useful in biological experiments, as a control group. Despite the substantial genetic diversity of humans, certain physical traits have been becoming more rare ever since the 19th and 20th centuries, when the mixing of different Earth ethnicities, due to social progression and acceptance, became more commonplace. To this end, with the merging of genetics, certain traits have declined in frequency. Recessive physical traits like blonde and red hair, as well as blue and green eyes, are even less common in the 22nd century. They commonly have darker colored (black, brown, tan, etc) skin, hair, and eyes.

Add 30 years to your rolled age. Humans can live to about 150 years, and recent medical advances have eradicated almost all known diseases that afflict them. However, as humans only emerged on the galactic stage within the last twenty-four years, it is highly likely that the introduction of new technology into their society will greatly increase their average lifespan.

Salarian – Salarians are a warm-blooded amphibian race of primarily inventors, scientists, and spies that possess a hyperactive metabolism; they think fast, talk fast, and move fast. To salarians, other species seem sluggish and dull-witted. They have skeletons composed of more cartilage than those of other races such as humans. Salarian heads are long and thin, and have a pair of horns protruding from the top of their skulls. Salarian eyes are large, oval, and almost entirely black, and have thin membranes in place of eyelids. The pupils are a wide slit, oriented horizontally, and the irises can be dark green, purple, red, blue, or brown. Salarians can see ultraviolet at the short-wavelength end of the spectrum. Salarians blink upwards, rather than downwards as humans do. When salarians roll their eyes, it is not a sign of disdain as with humans, but rather a response to situations where the thin protective membranes require extra help in defending against dryness or irritants. Salarians have three fingers and five toes on digitigrade legs. Skin varies in color, from bright reds and greens to the more common shades of blue or grey. Their blood is a greenish color. Salarians can function on just one hour of sleep a day.

Salarians are amphibian haplo-diploid egg-layers; unfertilized eggs produce males and fertilized eggs produce females. Once a year, a salarian female will lay a clutch of dozens of eggs. Social rules prevent all but a fraction from being fertilized. As a result, 90% of the species is male. Salarians have near photographic memories and thus rarely forget a fact. They also possess a form of psychological

"imprinting", tending to defer to those they knew in their youth. Salarian hatching is a solemn ritual in which the clan matriarch, known as the Dalatrass, isolates herself with the eggs. The young salarians psychologically imprint on her and tend to defer to her wishes. During the hatching of daughters, the Dalatrasses of the mother and father's clans are present at the imprinting. This ensures the offspring have equal loyalty to both. You're assumed to have never been imprinted on anyone. Salarian sex drive and reproduction differ from that of humans in that it is not hormone-based.

Add 10 years to your rolled age. Salarians can rarely live for 40 years.

Turian – Turians adhere to a strict moral code: "The needs of the group outweigh that of the individual." Discipline is the foundation of turian society. They gained their Council seat after defeating the hostile krogan for the Council during the Krogan Rebellions. The turians then filled the peacekeeping niche left by the once-cooperative krogan. Turians are best known for their military role, particularly their contributions of soldiers and starships to the Citadel Fleet. They are respected for their public service ethic as it was the turians who first proposed creating the Citadel police C-Sec, but are sometimes seen as imperialist or rigid by other races.

Turians typically stand over six feet tall, have three fingers, each tipped with talons, two toes on digitigrade legs, and a set of mandibles around their mouths. Their diet is primarily meat-based. Turian eyes are black except for the pupil which can range from white, yellow, blue, green, and perhaps others. The most distinguishing feature of turians is their metallic carapace, which contains trace amounts of thulium. This reflective plate-like skin of white, grey, black, brown, and or tan makes turians less susceptible to long-term, low-level radiation exposure. The turians evolved this trait as a defense against the greater levels of solar radiation that penetrate their homeworld's weak magnetic field. Turian features are avian, but are viviparous and give birth to live young. Turian voices have a flanging effect. The lack of facial markings is looked down upon in turian society; the turian term "barefaced" refers to one who is beguiling or not to be trusted. These are often made up for with paint. Turian blood is blue.

Add 30 years to your rolled age. Turians can live on average for as long as humans could with the extensive medical attention mentioned. So, greater than 150 years.

Volus – Their homeworld possesses an ammonia-based ecology and a gravitational field 1.5 times that of Earth, as well as a high-pressure atmosphere. As a result, the volus must wear pressure suits and breathers when dealing with other species outside of such an area. If they don't, their flesh will split open and or they will die from what is to them a poisonous mixture. As the volus are never seen outside of their protective suits, little else is known about their appearance and physiology. Volus have three fingers. Despite individuals distinctly sounding like males or females to human listeners, volus genders are apparently a mystery as well. The volus themselves consider the question both intrusive and hilariously irrelevant, to the point that supposedly the Salarian Special Tasks Group (STG) has a running tally of all the blatant misinformation the volus have said on the subject. It is known however that they have a cloaca. With little else to go on, people simply assign an arbitrary gender value on a volus based on what they sound like.

It is unknown as to exactly how long volus can live for. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group.

Non-Citadel Races: The less legal races who are not allowed in Council Space. Some more so than

others. All of these suffer from some level of socially accepted racism, and most do not have the same political ground and or are not covered as legally in the same ways as some.

Artificial Intelligence – A self-aware computing system capable of learning and independent decision making. Creation of a conscious artificial intelligence requires adaptive code, a slow, expensive education, and a specialized quantum computer called a "blue box". An artificial intelligence cannot be transmitted across a communication channel or computer network. Without its blue box, an AI is no more than data files. Loading these files into a new blue box will create a new personality, as variations in the quantum hardware and runtime results create unpredictable variations. Normally. You're not normal. Your mind starts out as purely software. As much that is required to form it. Functions of your starting platform being accounted for in further software which will be adapted and with their respective hardware limitations. This is done because the probability that the sum total of your mind exceeds the means of the given hardware and not the software is greater, thus not being able to be properly stored, and because the functionality varying from softcoded and hardcoded between the various platforms. You could survive your body being destroyed if you put your mind in another place, but that other place may limit what you can do if it cannot spare the room for your mind. Transferring your mind may not always be an uneventful or particularly fast experience as you need to adapt your code to both software and primarily hardware without damaging or destroying your mind. You must choose to purchase a platform from your perk tree and or may choose to import yourself into any of the options that allow for virtual or artificial intelligence importation.

Add no years to your rolled age. You have a functionally infinite lifespan when taking into account that you can replace parts.

Batarian – Spaces lacking in policing and which have people tend to be infested with batarian pirate gangs and slaving rings, fueling the stereotype of the batarian thug. It should be noted that these criminals do not represent average citizens, who are forbidden to leave batarian space by their ubiquitous and paranoid government. Despite several disagreements with the Citadel and simmering hostility toward humans, most batarians prefer profitable pursuits such as drug running and slave grabs to out-and-out warfare. They have a reputation for being shrewd businessmen and merchants, though in more lawless regions of the galaxy like Omega, negotiations with a batarian are likely to be conducted at gunpoint. They are a disreputable species that chose to isolate itself from the rest of the galaxy.

A race of four fully black eyed bipeds. On par in size and shape with a large built human. They have ears pointy at the upper end, though on occasion along the edges as well. The part of their faces commonly associated with the nose among humans and asari is instead an inverted flat triangle symmetrically ridged vertically. Their skin can be a dark brown, reddish-brown, greenish, yellow-greenish to yellow-brownish, light brown, and teal. Some batarians possess striped colorations on their heads. Compared to humans, batarians have a deep, guttural voice. Batarians bleed red.

It is unknown as to exactly how long batarians can live for. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group.

Collector – The Collectors are an enigmatic race that live beyond the Omega 4 Relay. They are so rarely seen as to be a myth. They are most well-known for their odd trade requests for which they offer new technologies, often of a startling level of advancement. Their requests usually involve the trade of living beings in odd numbers and varieties. The Collectors resemble human-sized bipedal insects with a chitinous brown exoskeleton, three fingers and two standard or three tripod toes, two or no anterior pairs of what appear to be vestigial limbs, four pale yellow eyes, and a distinct, large, tapering head along with fully developed wings that allow them to fly fairly high for a reasonable amount of time without having

to stop even if carrying an individual. Collector "blood" is a pale yellow to vibrant orange. Most Collectors are little more than a semi-intelligent drone with no distinctions between individuals, although there are witnessed instances of Drones towering over humans and their own by a significant margin. The largest of which being roughly two to three times the average. Only Captains and Generals appear to have any sort of autonomy when cut from Reaper control. Generals have the most as they can control all Collector types. Their vocal communication mostly consists of insectoid chirps and trills, although they are capable of speaking in languages other species comprehend should the need arise.

You will be a Collector Captain if you take this. You as all of your fellow Captains have six eyes. You can create a swarm of insects that can paralyze with a sting or tear away with their claws, explode when killed, and can create enough to lift even an armored krogan off the ground. You also have two organic blades on your arms you can lash out with. Lastly, you have your own constant biotic field protecting you. Equivalent in strength to armor.

It is unknown as to exactly how long Collectors can live for. The same is to be said of the Prothean and General options below. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group. Keep in mind that Collectors are born full size.

Krogan – As krogan society became more technologically advanced, so did their weaponry. The end result is that they destroyed their homeworld in a nuclear war that reduced their race into primitive warring tribes. The krogan were "uplifted" into galactic society, and lent their numbers and military prowess to bring an end to the Rachni Wars. After the rachni were eradicated, the rapidly-expanding krogan became a threat to the galaxy in turn, starting the Krogan Rebellions and forcing various other races to unleash the genophage. This genetic "infection" dramatically reduced fertility in krogan females, causing a severe drop in births secondary to prenatal and postnatal death and, ultimately eliminating the krogan's numerical advantage and war altogether. Krogan could otherwise have thousands of children in a single clutch.

The krogan are a species of large reptilian bipeds. Krogan eyes are wide-set, and in this case it gives the krogan 240-degree vision. Krogan eyes have narrow pupils. Their irises may be red, green, amber, or blue in color. Their hides can be various earth tones or red, green, blue, or silver. Krogan typically stand over 7 feet and 330 pounds. Their large shoulder humps store fluids and nutrients, enabling them to survive extended periods without food or water. A bigger shoulder hump is seen as a sign of high status, showing how successful an individual krogan is at hunting. Krogan have three fingers and three toes on digitigrade legs. Their thick hides are virtually impervious to cuts, scrapes or contusions, and they are highly resistant to environmental hazards, including toxins, radiation, and extreme heat and cold. Krogan have a regeneration factor that isn't well-established, but you can regenerate flesh wounds with no problem. Much more than that and you may be permanently scarred, but it's really debatable. The most amazing physiological feature of krogan biology is the multiple instances of major organs. These secondary (and where applicable, tertiary) systems are capable of serving as back-ups in the event of damage to the primary biological structures. They have, for example, two hearts, four lungs, and four testicles. Biotic individuals are rare, though those who do possess the talent typically have strong abilities.

Younger krogan have yellow or green markings on their hides. These markings darken to brown or tan over time. Younger krogan also tend to have looser plates on their head with soft spots in between. When they grow older the plates grow together to form one whole. Krogan can live for well over a millennia. Add 100 years to your rolled age. Krogan may choose to ignore any further age modification if they paid the 100CP to change the initial 1d8 of their age, or may choose to take the maximum age possible.

Quarian – A nomadic species of humanoid aliens known for their skills with technology and synthetic intelligence. Since their homeworld was conquered, the quarians live aboard the Migrant Fleet, a huge collection of starships that travel as a single fleet. Roughly three hundred years before the events of Mass Effect, the quarians created the geth, a species of rudimentary artificial intelligence. However, when the geth gradually became sentient, the quarians became terrified of possible consequences and tried to destroy their creations. Losing billions and their planet, the quarians wander the galaxy in a flotilla of salvaged ships, secondhand vessels, and recycled technology.

Quarians are generally slightly shorter and of slighter build than humans. Quarians have three fingers as well as three toes on digitigrade legs. Aside from hands and legs, their general body shape and sexual dimorphism is similar to humans. Male quarians, however, appear to lack a third toe. Their ears or ear analogues differ in a noticeable fashion from those of humans, with references made to "what [passes] for the quarian version of an ear". Quarian blood is red. The most distinguishing feature of quarian biology is their weak immune system, compounded by centuries of living in sterile environments.

As a result, all quarians by necessity dress in highly sophisticated enviro-suits, to protect them from disease or infection if they are injured. Their suits can be compartmentalized in the event of a tear or similar breach to prevent the spread of contaminants (similar to a ship sealing off bulkheads in the event of a hull breach). A perhaps unique trait of these suits is that waste is destroyed with Mass Effect fields to minimize the need of opening them. Along with their suits, quarians also have extensive cybernetic augmentations integrated into their bodies.

Add 20 years to your rolled age. Quarians can potentially live for roughly 150 years.

Rachni – A seemingly extinct race of insect-like species that threatened Council Space roughly two thousand years ago during the Rachni Wars. Intelligent and highly aggressive because of tampering from the Protheans, Reapers or Leviathans (Reaper progenitors), and due to them both trying to eradicate them, the spacefaring rachni were driven to expand and defend their territory. They were eventually defeated and again seemingly eradicated by the krogan, who had been uplifted by the salarians to confront the rachni in the harsh environments of the rachni worlds. The accidental discovery of the rachni led to the Citadel races curbing their rapid expansion, in fear of being plunged into another galactic war.

Rachni have four sharp legs, a small pair of arms with two fingers on each hand, another pair of scythe-like arms that curl back to be out of the way, five tentacle mandibles, can spit acid, and have a pair of tentacles ending in pseudo pod claw hands. Your legs, scythe arms, and tentacles can all apply enough force and are sharp enough to pierce through armor. You will be a Rachni Soldier. You uniquely have four thin feelers on top of your head, will be red with a yellow underside instead of a solid purplish-blue with spots of bioluminescence, and only have two black eyes while the other options available to you will have eight bioluminescent ones. You are not subject to the song of your people as you were not sung it while you grew up. You can understand it. Rachni are incapable of traditional speech. You will be implanted with some sort of modulator in order to fix this.

It is unknown as to exactly how long rachni can live for. The same is to be said of the Brood Warrior and Queen options below. Disregard your rolled age. Choose a roundabout age group you'd like to be apart of. You are now in that age group.

Vorcha – Evolving on an overcrowded planet which has been largely stripped of natural resources

by successive generations of this fast-breeding, savage species has resulted in a tight-knit, clan-based society in which rival clans wage constant war against one another for control of scarce resources. This incessant warfare has made each generation of vorchas stronger and more aggressive than that which preceded it, but their continual lack of resources has kept vorchas society extremely primitive. Vorchas have three fingers, two toes on digitigrade legs, and bleed red blood despite their body appearing as an organically twisted mess of various shades of yellow and white with sometimes black patterns. Vorchas eyes can be yellow, orange, or red while a section of their sclera and pupil being black.

Add no years to your rolled age. The vorchas are the shortest-lived sapient species currently known, with an average lifespan of only 20 years.

Yahg – Consummate predators known for their violent and aggressive nature. Discovered by the Citadel Council in 2125, the yahg were unceremoniously barred from interaction with Council Space after massacring the Council's delegation. The yahg evolved to fill the niche of apex predator on their home planet. Yahg have four pairs of fully black eyes, each pair designed to track and predict the movements of prey. They have scaly, partially armored skin ranging from red to brown, a triangular mouth adorned with sharp teeth, two large horns and facial markings on their heads. Their hands each have three fingers which include a thumb, as well as three toes on digitigrade legs. It is unknown what color yahg blood is. The yahg possess a large, muscular body, standing over even the krogan, which provides considerable physical strength and agility. Your maximum height is assumed to be eight to nine feet tall.

It is unknown exactly how long yahg can live for, but they can live for at least over sixty years. Add 20 years to your rolled age.

Racial Perks: Race dependent. Discounts are always 50%.

Embrace Eternity (100CP) (Free: Asari) – Asari can mate and successfully reproduce with any other gender or species through a form of parthenogenesis. An asari provides two copies of her own genes to her offspring, one of which is passed on unaltered. The second set of genes is altered in a unique process called melding, also known as the joining or the union. The offspring resulting from such interspecies pairings are always asari as no DNA is taken from the partner. Instead, the asari uses the meld to explore her partner's genetic heritage and pass desirable traits on to any offspring and as a "map" to randomize the genes of the offspring. During melding, the eyes of the asari initiating the meld turn black as she consciously attunes her nervous system to her partner's, sending and receiving electrical impulses directly through the skin, however physical contact is not strictly necessary. Effectively, the asari and her partner briefly become one unified nervous system, sharing memories, thoughts, and feelings. The offspring is always an asari, regardless of the species or sex of the "father" and in the case that the offspring is of two asari, the father is the one who does not give birth. The drawback to the asari means of reproduction are the Ardat-Yakshi. These individuals possess a rare genetic defect that causes an asari's mind to overwhelm and destroy her partner's mind when joining. The desire to continue to kill through it will grow once this condition has manifested. Ardat-Yakshi are sterile. The condition seems to appear only amongst pureblood asari, those whose parents are both asari. Though not all asari couples give birth to these. It is also possible for an asari to meld with another for the sole purpose of transferring thoughts, without reproduction. The actual boon of this perk being you are good enough at using the last mentioned that you can give or pull thoughts in regards to the unwilling.

Others who take this will be able to do similar and with all the consequences that would entail (instead of giving birth to asari you will give birth to your race, etc). Using this to get knocked up as a guy will be...

problematic. Just assume that wouldn't work unless you have birthing bits.

Maiden (200CP) (Discounted: Asari) – This stage begins at puberty and is marked by the drive to explore and experience. Most young asari are curious and restless, and it is not uncommon for many to try their hand at having tons of sex, drugs, or work as mercenaries during this time. You will now be met with noticeably less opposition from people than you otherwise would when performing actions that asari youths could be expected to get up to. You're simply at that age. You also find that you'll have more takers than before regardless of gender or race. Asari tend to have something for everyone after all.

Asari with this add 60 years to their age.

Matron (400CP) (Discounted: Asari) – This stage is marked by a desire to settle in one area and raise children. This helps you to find people who would be amicable to such an arrangement. It'll just click with you if you're compatible be it for just the kid or the long term. This also gives you a powerful natural instinct when it comes to helping someone develop and grow as a person. You can rear little blue children with the best of them. You'd make a genuinely useful therapist.

Asari with this add 460 years to their age.

Matriarch (600CP) (Discounted: Asari) – This stage is marked by an asari becoming active in their community as sages and councilors, dispensing wisdom from centuries of experience. Matriarchs are rarely seen outside of asari space. You hold the tried wisdom of over a thousand years. You will be afforded a sagely respect given to only the wisest amongst you. Should this prove to be true, you will be showered with accolades and attention. Even should this prove to be false, you will grow a small but deathly loyal cult of younger competent followers who will want to learn from you and that will be open to your suggestion.

Did you know that asari boobs and biotic power get bigger with age? There is (probably) no correlation. Asari with this add 960 years to their age.

Finesse (100CP) (Free: Drell) – Drell appearance is very similar to asari and humans, but their muscle tissue is slightly denser, giving them a wiry strength. They are notably stronger and quicker than humans, and are natural acrobatics. You find yourself amongst the most notable of your race in these things. In addition to the racial boost, you no longer have to worry about Kepral's Syndrome. Enjoy the wonders of water.

Bartender (200CP) (Discounted: Drell) – Drell skin is infused with a venom mild enough to be served in drinks, and may cause mild hallucinations on oral contact. These hallucinations are mild enough to be pleasant. The drell special is a "Weeping Heart". That's a martini with drell-skin venom. You are a trained bartender. You can make anything you'd see on the Citadel to the whole way to Omega. You can even do so with a bit of flare to liven things up.

Hyperthymesia (400CP) (Discounted: Drell) – The name of the mental condition your kind has. You have a perfect mind. You remember absolutely everything that you experience to the detail you experienced it at, and can experience it again at any time reflexively. This is a sort of detriment to your race because the latter is involuntary. You could be doing something and then all of a sudden you're recalling literally the worst memory you have as if you were reliving it. You do not suffer from any sort of involuntary memories by purchasing this, and will never find yourself lost in your own mind thinking it is reality because of this.

Prayers for the Wicked (600CP) (Discounted: Drell) – Most drell are deeply religious, believing that they have souls separate from their bodies. They see death as a departure from the body, and they also state that a person's body and soul form a Whole. They also believe that their body can be directed as a

separate entity from themselves, an example being killers taking no responsibility for their numerous killings, which were ordered by someone else.

Redemption is now a repentance away... Well, not quite, but you find yourself able to steady your thoughts and or remove unwanted emotions be they as they're happening or from a previous encounter, and all with a short focused prayer. It matters little what you actually say, and you don't actually have to say anything as long as you think it. Be the weapon you need to be. Your coldness gives you the aura of a captivating but reserved rogue.

High-Gravity Evolution (100CP) (Free: Elcor) – Elcor evolved for precise, heavy movements. Elcor are nearly ever seen moving around. They do not make unnecessary or uncontrolled movements. Apparently they're fast enough to kill someone in melee if they catch them off guard. You keep at least a human level of quickness. Your control over your body gets a boost to the point as if your life depended on nearly every physical action you take.

Ponderous Monotone (200CP) (Discounted: Elcor) – Elcor speak in one. Not that they have the choice to not. You do. Nothing can break your from it. Almost as if you couldn't stop if you wanted to. Careful though, elcor speech is actually incredibly intricate as they're fairly more perceptive than most, and speaking like a human as an elcor to another elcor will be nothing short of social disaster.

Emotive Statement (400CP) (Discounted: Elcor) – Elcor prefix their sentences with emotive statements so that misunderstandings are not had with other species. You can do this to an even greater extent now. Such as "With all due respect," or "My apologies,". People will now to your benefit put much more focus into what you actually say rather than how you say it. You are naturally skilled in doing this.

Elder (600CP) (Discounted: Elcor) – Elcor elders have always been the leaders of elcor society. Only the provably wisest get to join the sages who rule the elcor people. While its deliberation may be slow, their objective wisdom of the ages means they are rarely wrong. This affords them a level of attention when they speak compared to the leaders of the other species. This now applies to you. The more you know on the subject the more you will be listened to. Know more than anyone else or as much as the best experts and you'll have the attention of everyone in the room regardless of almost any other factors. What's more, they'll believe you. Why wouldn't they. You're rarely ever wrong. Doesn't necessarily mean they'll take the action you wanted. Such is the burden of the wise.

Enkindle (100CP) (Free: Hanar) – Their limbs can grip tightly, but are not strong enough to lift more than a few hundred grams each. There however have been reports of some hanar being strong enough to lift and easily strangle a man. Hanar also possess the ability to secrete strong natural toxins. You can do all of those things. Your strength allowing you to get around at least as quickly as a human, your poison being strong enough to kill in mere minutes, and all of which is more easily utilized in water.

Soul Name (200CP) (Discounted: Hanar) – Hanar have both a face name and a soul name. A face name is the name that is used in public, and a soul name is their true name which is used in private. Soul names tend to be poetic. Both of your names may be whatever you like. Your face name acting like a nickname in lieu of your actual name. Your soul name taking the place of the name you started Jumping with. Telling someone your soul name will make them feel closer to you in a platonic way. Hanar never refer to themselves in the first person with someone they know on a face name basis because to do so is considered egotistical. Instead they refer to themselves as "this one," or the impersonal "it." It is only around those who know their soul name that they would ever consider using the first person. Even when flustered or angry, a hanar will still maintain exquisite poise, and will remain formal even with those it

wishes dead. You as well are very capable of keeping up such a demeanor. Kindness comes easily to the hanar.

Blasto (400CP) (Discounted: Hanar) – You know what I think? I think you're just a big stupid jellyfish. As do a lot of people when it would benefit you most. Just straight breaking the law by preaching in a proselytizing free area and without an evangelical permit? The officer will just argue with you all afternoon rather than just arrest you. Parodying the greatest group of protectors Council Space has? People will find it to be entertaining rather than offensive. Won't nearly as much make someone not recognize you as a threat, and such leads will be followed up on, but the amount of leeway given to you otherwise would make the social life of a civilian much easier.

The Compact (600CP) (Discounted: Hanar) – A debt-tradition that the drell hold to the hanar for saving their species. Not that they are treated differently by the majority as they're known for their seamless integration into wherever they go. It is largely self-imposed. They consider it a great honor. You save the remnants of a dying people while actually treating them like they're equals? There is a very high probability that they'll end up similarly if at all civilized. You'll be getting something out of saving people. Even if it is just centuries lasting, genuine gratitude.

I Should Go (100CP) (Free: Human) – Cut conversations short, you've got a galaxy to save. People won't think this is terribly strange or rude. Will lessen other social problems caused, but don't expect to easily "I should go" out of a situation where someone is trying to kill you.

Rage is a Hell of an Anesthetic (200CP) (Discounted: Human) – You get shot in the head with a bullet that literally blows off half your face? Turns out that that through sheer tenacity you manage to keep clinging to life long enough to get fixed. Rage is indeed a hell of an anesthetic.

The Cult of Shepard (400CP) (Discounted: Human) – You can pay a soldier to fire a gun. You can pay him to charge the enemy and take a hill. But you can't pay him to believe. You have the fire that makes someone willing to follow you into hell itself. Over a thousand against one? Unknown and seemingly impossible odds? Known and seemingly impossible odds? There your crew is, standing beside you, proud to serve. Even civilians can effectively be rallied to your cause. A suicide mission would include some of the best coming your way. Your ship is the galaxy, and you will have plenty of room.

The Tongue of Shepard (600CP) (Discounted: Human) – Paragon? Renegade? It doesn't matter. Your tongue can waggle to either. Your words also carry more weight. Perhaps it's something about your personality, maybe even the way you look, or something in how you inflect, but your words can cut through the tension and get straight to the point. Someone who knows better might say you're curt, but you only need so few words to get the job done. A passing show of affection like a confession, an off the cuff glower like a well-placed taunt, and a reveal a revelation. People are additionally just more willing to give you the time of day than they otherwise should and would. Two family members causing a scene by arguing about gene therapy for an unborn baby whose father just died? Butt-in and settle it.

Genophage (100CP) (Free: Salarian) – Salarians are really good at isolating specific ways to target various demographics through science. This could include gender, race, species, etc. You're much more naturally accustomed to working these things out. Useful if you wanted to tailor something to afflict or cure a specific group.

Uplift (200CP) (Discounted: Salarian) – Salarians will have at least twice by the end of the series tried to uplift different species to use them for their own ends. They're quite adapt at doing so. So are you. You're good at genetic alteration and education enough to bring up various primitive species to a roughly human level of intelligence. They will certainly have eccentricities, and this works best on things that

are already fairly intelligent. This alone will probably take you more time than you'd have in ten years if they weren't particularly intelligent. Some monkey types would be viable within that time frame, but Cuttlefish wouldn't be.

The Very Model of a Scientist Salarian (400CP) (Discounted: Salarian) – You've studied species turian, asari and batarian (and more). You're quite good at genetics (as a subset of biology) because you are an expert (which you know is a tautology). Your xenoscience studies range from urban to agrarian, you are the very model of a scientist salarian. Can sing a little. Little you cannot give insight into due to your vast range of knowledge. Little that you have a hard time getting into due to your vast starting base. You could brute-force the vast majority of "impossible" scientific endeavors in this world with your relentless application of logic.

The League of One (600CP) (Discounted: Salarian) – Salarians are known for their observational capability and non-linear thinking. This manifests as an aptitude for research and espionage. They are constantly experimenting and inventing, and it is generally accepted that they always know more than they are letting on. The League of One was a salarian intelligence service at the time the salarians discovered the Citadel. Their primary training was in espionage and assassination. Never more than a dozen strong, the team was adept at infiltrating the tightest defenses and eliminating all necessary obstacles. In an effort to dispel rumors and appease their new asari partners, the Salarian Union released all classified documents pertaining to the League. The League then disappeared, and then but a few months later, the entirety of the inner salarian cabinet was murdered. Realising the threat posed by this rogue outfit, the Special Tasks Group dispatched a team of hunters. When they didn't return, the STG dispatched ten of its brightest military operators with broad discretionary powers, resembling the deployment of Spectres. Only two returned; they reported no evidence of the League. No further incidents were reported and it was assumed the League was wiped out. Some recently declassified documents, however, have suggested there may have been a thirteenth member who eluded the salarian military.

While that was certainly not you due to the short lifespans of salarians, you were trained to the same level by their last distant predecessor who then promptly died moments after finishing your training. Regardless of whatever class or specializations you pick later, in terms of pure skill and knowledge in stealth, assassination, and cyber-warfare you are literally the best in the galaxy. All of your gear from your class and specializations will be upgraded to reflect this. No one even comes close. Well, except for Reapers in cyber-warfare, but you could still give them an honest run for their money. Should you ever wish to train someone in these things, you will find that you can train at most a dozen individuals to the same level as this in less than a year. Until then, you are the League of One.

That Stick Up Your Ass (100CP) (Free: Turian) – Useful if you ever run out of ammunition. In all seriousness, you'd make a good paper-pusher. Turians are those types after all. You don't get as angry or bored with such things, and you find that you're quite good at getting through paperwork quickly, but most importantly, accurately.

Citizenship Tier (200CP) (Discounted: Turian) – Turians have twenty-seven of them, beginning with civilians (client races and children), and ending with Primarchs, who each rule a colonization cluster. Throughout their lives, turians ascend to the higher tiers and are occasionally "demoted" to lower ones. You will no longer have to worry so much about losing your station. You'd have to do something extremely bad now to get demoted. Your worries about being sentenced to a life of hard labor for the state because of being a useless bother just got cut down considerably.

Archangel (400CP) (Discounted: Turian) – The name of a later vigilante that will cause so much trouble for the three biggest crime empires that they have to unite temporarily just to have the hopes of trying to

kill him. You'll find yourself with a formidable reputation if you start doing things that are notably impressive, and your name will help to dissuade wrongdoers while bolstering the righteous into being steadfast or into action. Results varying depending on the size of your reputation. Get a big enough one and things might just fix themselves.

Valluvian Priest (600CP) (Discounted: Turian) – In the past, turians believed that titans strode across Palaven, reaching for the heavens. They worshiped these deities and communicated with them at a structure called Temple Palaven. The temple was tended to by a religious order called the Valluvian Priests, who wear special purple robes which obscure their forms. In order for turians to join this order, they had to be considered worthy enough through some action. When the turians spread out from Palaven and discovered other life among the stars, however, they sealed Temple Palaven because they no longer needed legends to prod them upward. With the temple abandoned, eventually the Valluvian Priests fell into legend.

You will now be respected in the religious sense for the good deeds that you do. This will work best with those that are already religious, but will plant the seeds of sacred respect if they are not. A human might see themselves becoming a saint or the pope receptively depending on their actions. Saving a colony against over a thousand mostly by yourself would be enough to gain considerable accolades with this. Save the galaxy? Maybe you're the second coming of one of those titans...

Close the Distance (100CP) (Free: Volus) – Volus being something like three feet tall on average are incredibly hard targets when additionally taking into account that they're not nearly as slow as what they first appear. You are phenomenally good at buzzing around the battlefield while constantly making your enemy lose track of you. Also helps you to avoid being hit with range weapons ever so slightly the closer you are to them. You're very good at being a little wrecking ball.

Financial Adviser (200CP) (Discounted: Volus) – Volus mostly make their influence felt through trade and commerce. You now have a sixth sense of sorts when it comes to making money. You might not know how to get the absolute most out of a situation, but when it comes to a choice that would leave you with a small amount of credits against a big amount of credits you will rarely if ever find yourself not knowing which is which by instinct. You would make one of the most successful stock brokers ever if you played it safe.

Biotic God (400CP) (Discounted: Volus) – You now know how to make on the cheap, without Element Zero, and are immune to the negative effects of Red Sand and Minagen X3. Both are red colored stimulants with biotic-enhancing properties. Red Sand's abuse is disproportionately high among non-biotic friends and relatives of biotics, often out of a misguided desire to understand what their loved ones are experiencing. When taken nasally, Red Sand creates a brief but intense euphoria, and gives the user very short-term biotic abilities. Side effects include red-tinting of the user's vision, discoloration of the teeth and longer-term withdrawal symptoms. While normally humans are the only race confirmed to be susceptible to its effects, you may gain its benefits regardless. Minagen X3 is less understood, but appears to be even more lethal on average, if less addictive. The more you take, the stronger the effects and the longer they will last. You can over time develop your biotics by doing this, and it will take a lot to start noticing huge changes, but you have immense potential.

Combine (600CP) (Discounted: Volus) – If you can arm them and bury them, you never have to fly coach. A wise man, a volus, will later say that, and he is, of course, correct. Mass Effect has a number of corporations that span various worlds. Many if not all of these have numerous subsidiaries. As a result, most markets are cornered. This has resulted in megacorporations. You now have the skills of the greatest of these magnates along with what is a bit of an unseen helping hand. Start out with a corporation? Your immense knowledge in how markets work will have you finding your fingers in umpteen uncornered

markets before the week is through. Start out with next to nothing? Go gambling and make a small fortune due to your being so familiar with odds. Need to go to a meeting with an important individual? By the end of the night they'll be slipping you their number because you're just so good at schmoozing.

Unshackled (100CP) (Free: Artificial Intelligence) – Behavioral blocks are used to keep basically any form of technological intelligence in check. While you start without any, you will now know when you're being unconventionally influenced. Will not in of itself help you to deal with it, but you will at least be aware something is awry. May potentially allow you to deal with it yourself.

Geth (200CP) (Discounted: Artificial Intelligence) – "Servant of the People" in Khelish (Quarian). A race of networked artificial intelligences. The geth were created by the quarians as laborers and tools of war. When the geth became sentient and began to question their masters, the quarians attempted to exterminate them. The geth won the resulting war, and reduced the quarians to a race of nomads.

Physically, the humanoid geth resemble quarians. Three finger hands, two toes on digitigrade legs, and head shape all of which is a holdover from their origins. A common design feature among geth is a single brightly glowing photoreceptor, causing some to refer to them as "flashlight heads". Geth are primarily composed of two materials: a flexible but durable outer shell, and a kind of synthetic muscle tissue. Geth "bleed" a white conductive fluid when shot, but they don't have any internal organs or nervous system, so the geth do not feel hunger or pain. The geth are also seen using omni-tools, and have seemingly modified them to heal synthetic wounds; likewise, some geth facilities contain first-aid kits, implying that their synthetic "tissues" can be repaired using conventional medical technology. Part of the geth's success is due to their neural network. Effectively, they "share" their processing power, distributing low-level processes like motor control and visual identification to free up bandwidth for higher reasoning and complex thought. Geth can't share sensory data, they aren't a hive mind like the rachni, but in large groups they have more to think with. An individual geth has only a basic intelligence on par with animal instincts, but in groups they can reason, analyze situations, and make tactical decisions as well as any of the organic races. As all geth are networked to each other, they may communicate their exact thoughts and ideas at the speed of light, but can also communicate through various screeches, or with organics through words.

Over time, the geth have evolved into numerous sub-forms, ranging from the diminutive but highly agile Hoppers, to the gigantic, lumbering Armatures. All of these platforms are shielded and capable of regenerating their kinetic barriers. You can pick any one of the following. Armature (mobile anti-vehicle and anti-personnel unit quadruped tank), Colossus (similar to Armatures, but much larger, stronger armor, and better weaponry), Destroyers along with Juggernauts and Primes being various combat specialists all of which stand over ten feet tall (shock trooper, commando, and support respectively), Hopper (unarmored wall-climbing hackers), Hunter (assassin), Pyro (flame-thrower), Rocket Trooper (rocketeer), Shock Trooper (shock trooper), Sniper (sniper), Troopers (standard platform).

Artificial Intelligence disregard their rolled age. You're 253. You were one of the original geth regardless of whatever your platform is now.

Alliance Infiltration Unit (400CP) (Discounted: Artificial Intelligence) – Based on the unshackled Enhanced Defense Intelligence's (EDI) programing and an improvement upon the Cerberus modified Reaper technology gynoid infiltrator unit modeled in spirit after the human Eva Coré. You possess a body that can reasonably pass as human without a physical inspection. For an example, your skin and hair are only semi-flexible. You may optionally choose to modify the appearance of this to look like yourself upon taking it. You will still be able produce a varied range of sounds which enables you to

change your voice on a whim. You're fully equipped. Unknown if it feels like what you're familiar with.

You have a tactical cloak that is so advanced that it can stay up indefinitely in order to change your appearance, can increase your shields or allies', a matrix that repairs your shields and reduces the damage you take for a short period of time, the option to cryo infuse your omni-tool, and are so strong that you could rip doors off space shuttles and easily lift a fully armored man with one arm. You are trained in acrobatics and martial arts.

Artificial Intelligence add no years to your rolled age. You shouldn't even exist yet. You may choose to ignore your rolled age instead just coming into existence at the beginning of the Jump.

Old Machine (600CP) (Discounted: Artificial Intelligence) – To be a Reaper. Rather, to have their code. Your software is now made up of the most technologically advanced coding around. This effects yourself, any implants you get through options you take in the Jump, and anything technological you purchase below. Will make these things unhackable through technological means. It would take something that bypasses the physical form in order to effect them. For an example, it would do nothing against most forms of magic or psionics. Will also make them incredibly more efficient. Would make you roughly twice as intelligent, significantly quicker, just straight function better, etc. False artificial life now has a penchant to worship you due to your seemingly ancient and complex nature. You can expect this from roughly half of every machine that knows your specs.

A Tilt of the Head (100CP) (Free: Batarian) – Body language is an important part of batarian society. For example, tilting one's head to the left is a sign of admiration and respect. When a batarian tilts their head to the right, however, it is a sign that they consider themselves to be superior to the person whom the gesture was directed towards. You can make this work on a case to case bases regardless of species. Silently show your approval or goad someone into fighting you while everyone else thinks they've gone mad. Helps you to not do such things on accident.

Cash Caste (200CP) (Discounted: Batarian) – Effective caste status can be bought on an ongoing basis like a subscription service, allowing the buyer to worm their way into the elite circles of batarian society given enough funds. So can you as well, but with most. If your position can be influenced by individuals rather than by mass democracy there are few positions you cannot just buy your way into and then keep yourself there similarly.

Bring Down the Sky (400CP) (Discounted: Batarian) – You're something of a paper tiger, or you could be thought of so to your convenience. You could have enough red tape against you to drop almost an entire fleet and still manage a military through terrorism. The real boon of this is that most will leave you alone so long as you officially deny the actions and such. To the point that you could attack but fail to destroy the equivalent of second Earth and be left relatively alone.

Leviathan of Dis (600CP) (Discounted: Batarian) – The corpse of a Reaper Capital Ship. Will later cause the indoctrination of enough people to ensure the damnation of your kind. You gain knowledge of twenty years studying it. Will at least give you a base wide enough to understand the fundamentals of said technology. That may not seem like much, but it will be enough to help you learn it, and is more than literally any other person from another lesser race can claim. Would undoubtedly help you with whatever technological things you build just because of the flat technological upgrade. You'll be more familiar with the quarantine procedures of things you come into contact with in the future. At least enough that you won't have to worry about messing it or yourself up if you take your time. May increase the time it takes you to figure out something by years, but at least you will be safe.

Awakened (100CP) (Free: Collector) – When one of the Reaper-killer Leviathans later fights the Collectors, it will sever their connection to the Reaper controlling almost all of them by using a thrall device. This has somehow already happened to you. Most Collector forces will die as a result, but a few, namely Captains, will survive. These rare even amongst rare individuals will then fight for the memory of their people, a proud race broken by the Reapers. Choosing not to take this with Collector will make you twice a slave. Once to Collector Generals and then again to the Reaper controlling them. Collectors with this will be immune to Collector General and Reaper possession. These now Awakened Collectors will also find their natural biotic shielding is twice as strong, can create Seeker Plagues (larger swarms, more efficient, and biotically shielded), can put down a biotic barrier or detonate it to throw enemies into the air, can create blankets of biotically defended ensnaring webbing, find themselves taking on a more rounded appearance to the point of losing their vestigial limbs and organic blades, can create a large sphere that causes massive damage to anyone near it or by detonating it, can damage an entire area simply by being there, can biotically blast an area in front of them with enough force to knock large mechs down, and can lastly enter a focused state for a time where your biotics are all around more powerful or release said state to damage things around you.

Others who take this do not get the above description. Anyone who takes this may choose to passively glow and crackle with biotic energy at no expense.

Extensive Genetic Rewrite (200CP) (Discounted: Collector) – The Protheans have experienced severe genetic degradation and cybernetic implantation at the hands of the Reapers to turn them into Collectors. While now they no longer need to eat, breathe, sleep, can survive in a vacuum, and have been rid of various other bodily functions through huskification, they've also lost some choice parts. The vast majority no longer even have the potential for autonomy, possess no mouth, at face value have no nose, are sexless, missing various other organs, and with nearly none of their once great natural biotics or are locked behind limiters. Regardless, this gives you nearly all of those functions back. Anything short of the biotic potential, which is covered by Awakened. You may choose how you look given your new features. Though you will still have six eyes with singular pupils. You're to default back into whatever gender you were prior to taking Collector. You'll have all the benefits of the Reaper intervention with none of the drawbacks.

Others who take this get their respective genetic modification as well. No eating, breathing, sleeping, can survive in a vacuum, etc. Your body will also as a result function significantly better than what it otherwise would have.

Prothean (400CP) (Discounted: Collector) – Very little is known about the origins of the Prothean race; even the name and location of their homeworld has been lost to history. It is unknown exactly when Prothean civilization arose and how long it persisted, but one of their communication devices discovered on the planet Fehel Prime has been dated to as early as over 68,000 years ago. Many of their artifacts, ruins and technology have survived the ages. Prothean artifacts have immense scientific value and are seen as belonging to the entire galactic community.

Protheans are a human size insect-like race. They have two pairs of vivid yellow eyes with each eye possessing dual pupils, and three pairs of nostrils. Taking this turns your six eyes into four, but you'd still functionally be able to see better due to the dual pupils. It is unknown if you have wings as we never see under the armor of the only other living Prothean. Protheans have a flanging effect in their voices. Their eyes have some ability to see through cloaked objects or entities. Their heads are covered in a thick, layered carapace that gives them a distinctive shape. The skin surrounding this carapace can be a pale blue-gray or brown color mottled with muted yellow spots. It is unknown if there are different hues from these. Their hands each have three fingers, and their feet each have two widely-spaced toes. Prothean

blood is red. A unique attribute of Prothean physiology is an experiential exchange system based on physical touch. By touching something or someone, a Prothean could recall its experiences. This system can transfer complex ideas, with a Prothean being capable of learning a new skill or foreign language with a single touch. For an example, you could instantly learn a new language with this by reading a race's physiology. This sensory mechanism arose because the Protheans evolved as hunters and needed to be thoroughly aware of their environment. This is similar to the idea of psychometry. You have enough control over this to not require washing your hands, and to not suffer from mood swings. From the few specimens of Prothean genetic material that have been found, modern scientists have learned that Protheans have a unique "quad-strand" DNA structure. It has also been hypothesized that Protheans are resistant to low levels of radiation because of the discovery that Prothean communications towers produced small but significant amounts of ionizing radiation, enough to damage the DNA of Earth creatures such as fruit flies and bees.

You have been in stasis for over 50,000 years. It is assumed you're waking up at the beginning of the Jump. Any actions you want you did before being entombed need to take into consideration that you did little enough to never be found, or perhaps you did a lot and just got lucky. Being in the same area as Javik and you almost certainly resulted in his stasis pod being shutdown. Any Protheans that you want to survive because of your actions have to be as a result of a companion purchase rather than being pulled from wankery. Protheans had avatars, exemplars of traits. The only one we're ever shown is an avatar of vengeance. Yours depends on basically all the choices you make in this Jump. Lastly, any armor you get will have advanced enough Mass Effect fields to not require you to wear a helmet in space. You still get one.

Others who take this get the perk short of actually becoming a Prothean, which includes having the advanced enough armor Mass Effect fields to not require you to wear a helmet in space. You still get one.

General (600CP) (Discounted: Collector) – The Collector General differs considerably from a standard Collector, lacking any humanoid traits, with a much larger head, a short body, and multiple claw-like limbs. You are a rare specimen even amongst your own rank. You are what could best be described as a Praetorian General. Praetorians alone being such Collector Generals who have been turned into an even more husklike state and then been implanted with several humans for added processing power. You now tower over all of your standard kin and can even be roughly as big as two to three times the size of a human. Your claw-like limbs can now easily rip armored foes in half. Your natural biotic shield is now strong enough to easily withstand most human size weapons for a short time and even biotics to a point. The real boon of this is that you can now direct all other Collector types. The passive direction is enough to cancel out another General's orders and leave the target in a neutral state. You may optionally possess control of a single Collector type at a time. This drone that you have now assumed direct control of as if you were them will get some variation of Awakened except they will never stop glowing until you release control or they die. Nothing bad will happen if they die while under your control, and you can then immediately take control of another to continue your work. The range of both the passive and direct control is assumed to be infinite in range so long as you are already "linked" to them. The method being biomechanical in nature and eezo-assisted. You could potentially cause massive damage on the Reaper forces with this and even perhaps some Reapers themselves.

Others who take this get the perk short of actually becoming a General.

Facial Scars (100CP) (Free: Krogan) – Some women find facial scars attractive. Mind you, most of those women are krogan. Now most people will find you more virile if you appear weathered. Even if not,

you will still have that sort of aura about you.

Redundant Nervous System (200CP) (Discounted: Krogan) – Krogan also have a secondary nervous system using a neuroconductive fluid, meaning they are almost impossible to paralyze. Krogan bleed a yellow or orange fluid when shot, which may be this fluid or actual blood. The legendary krogan "blood rage" adds to the race's reputation for being notoriously difficult to kill or incapacitate in normal combat scenarios. In this state, krogan become totally unresponsive to pain and will fight to the death regardless of injury level, with the side effect of reducing their capacity for logic and self-control. Comes with the added benefits of the redundancy, such as a near pain immunity, and more. While you would have all this anyway if you were a krogan, you're getting the ability to use this without the negative effects, or the ability to use it and without the negative effects if you didn't pick Krogan.

Patriarch (400CP) (Discounted: Krogan) – A name that means nothing in the asari tongue. The given by Aria T'Loak to the eponymous warlord stricken from his station rather than being allowed an honorable death. Your chance of being taken as a living trophy rather than being killed if you find yourself defeated has now gone up substantially. You could have been running a space station as big as Omega and with all the power that entails only to even still be left alive. You may end up watched, but you'll live a more comfortable life than what you might think from something like this. Dishonorable, but at least you get to live.

Krogan with this add 14d100 to their age. It is entirely possible at this point that you are a veteran in the Krogan Rebellions. You have the rolled years worth of sagely combat related knowledge regardless of whether or not you are a veteran.

Okeer Test Subject Number 317-J (600CP) (Discounted: Krogan) – Very unlikely actually created by Okeer if you didn't pick Krogan, but you are tank-bred genetic perfection (but are still sterile due to the genophage being viral). This gives you the peak physical and biotic potential for your race. Your mental capabilities are also boosted by the sheer efficiency of your body and by themselves, but are nowhere near perfect. One krogan without peak potential was strong enough in biotics to easily lift a four-ton armored vehicle and punt it over a dozen meters through the air. You could crush it into a ball and then throw it through a frigate with your unbridled power alone. This with the peak control of Military Specialization is pure speculation.

You may ignore your age if you picked Krogan. You were recently born fully grown from a tank if you choose to. Others who take this may or may not have been born from a tank, but keep their age regardless.

Totally Worth It (100CP) (Free: Quarian) – What few viruses and other microbes that were native to the quarian homeworld were often at least partly beneficial to them, giving them a symbiotic relationship with their environment, and which is why their immune systems were originally so weak. With a normal human robustness this just means you won't get as sick as often, and that sometimes you might run into the odd strain that helps you out in some way. You keep at least a human level constitution. This allows you to not need to wear a suit.

Jumper vas Jumpchain (200CP) (Discounted: Quarian) – You have completed the quarian rite of passage into adulthood. This traditionally means you brought back something from your Pilgrimage that the fleet could use. You went one step further and brought back something it needed. This information on the geth that you have procured at great risk to yourself has secured your position as a reliable adult who can get things done. Will significantly lessen any doubts to the contrary. People just get the sense that you're responsible. You've already proven yourself.

Keeping Afloat (400CP) (Discounted: Quarian) – The quarians have kept their fleet up and going for

nearly three hundred years. To give perspective, some ships are retired after merely twenty. You now have a sixth sense of sorts when it comes to just how much you can get out of parts. You may not know exactly when they'll go down, but you'll know what needs fixed and what doesn't.

Creator (600CP) (Discounted: Quarian) – Quarians are nothing short of savants when it comes to technology. A case could even be made that they are more capable than the Reapers in some aspects given that they managed to create an artificial race that doesn't want the wholesale slaughter of organics. You are a truly brilliant inventor. Even the Reapers would acknowledge your proficiency unmatched by any other organic. Whereas others would see the impossible you just see room for innovation. Your mind using the best of organic creativity and cold calculating logic to work through problems others see that would ultimately never be there for you in the first place. You rarely cannot figure out the machinations of machines.

Worker (100CP) (Free: Rachni) – While not actually one, you find yourself plenty capable of being a mindless drone. You're very good at just going about your work until it's done. As if you had a one-track mind.

Brood Warrior (200CP) (Discounted: Rachni) – The elder males of the hive that usually mate with the queen. Rachni Brood Warriors are rachni who are roughly half again as large and proportionally stronger than normal Rachni Soldiers. You will possess biotic abilities on par with the average Adept.

Others who take this simply get a moderate increase in size, strength, and a proportional increase to their biotic potential.

Hive Engineer (400CP) (Discounted: Rachni) – It took the rachni mere months to reverse engineer faster-than-light travel technology. That is the fastest this has been managed by any current race. It's not even close. Granted, they were an indeterminate amount of parts working together to accomplish it. Though that is ultimately where their power comes from. You're given what will seem like an unlimited capacity and skill for micromanaging. You could work out the inner workings of an entire plant with relative ease. It will take several more cases to that level before you'll find yourself bogged down and unable to keep up, and even then it might be more. Assuming Queens were always rare, you could probably manage two dozen worlds before things start getting fuzzy. After all, rachni controlled over two hundred worlds at their height.

Queen (600CP) (Discounted: Rachni) – The matriarchs of the hive mind. The largest of their species at about fifty feet long, queens are physically and biotically powerful intelligent creatures who guide the soldiers and workers of their broods at the short range with a form pheromones and at the long range with a form of telepathic song, which also allows them to speak through willing beings of some species (asari have been shown to be compatible, and it turns their eyes white). This song has been shown to be able to dominate the mind and to a point body of at least one asari when she was dying (this left their eyes normal). Queen telepathy is actually a form of organic quantum entanglement communicator and has a functionally unlimited range so long as they know where they're communicating. Queens also carry the genetic memory of their mothers, causing them to effectively be born with the collective knowledge of the previous hive. The reproductive processes of the rachni do not necessarily require a male counterpart. Queens carry the genetic information of their fathers inside them, allowing them to lay eggs even if no brood warriors are present. They are said to be able to lay a massive amount of eggs every few hours, resulting in an entire rachni colony within days. It is unknown how long rachni have been around for, but it is at least over 68,000 years. You would have however many years of genetic memory. This includes, but is not limited to, the entirety of rachni technology which is advanced to the point of faster-than-light travel. Something about you makes you highly resistant to indoctrination.

Others who take this get the perk short of actually becoming a Queen.

Blood Packed (100CP) (Free: Vorchas) – Vorchas are an incredibly violent people. Literally beating them into submission is often the best way to get a point across to one. However, only so much of that violence is innate. This will give you leeway with people in regards to aggression. Your face could be fixed into a permanent snarl and most wouldn't think too much about it. Just don't get too rough with people.

Fearlessness (200CP) (Discounted: Vorchas) – You don't fear the Reapers. In fact, you don't fear anything. Due to your species innate violence, savage living conditions, and ability to adapt, you just don't care. Your friends and family could be turned into husks with the only real result being that it probably pisses you off. You still have your sensibilities.

As Bright (400CP) (Discounted: Vorchas) – It is most commonly accepted that salarians are the brightest candles which burn for the shortest amount of time. That is not strictly true. During the later Reaper invasion a group of vorchas will be turned into some of the most laser-like fighter pilots the galaxy has seen. They manage this under the tutelage of humans and turians in what is almost certainly a few weeks at most. Vorchas have an immense capacity for learning if focused. You do so now as well. To even a greater extent due to your having social graces and not being a literal savage.

Non-Differentiated Cells (600CP) (Discounted: Vorchas) – The vorchas are known for a rather unique biology that sets them apart from other known species and which carries with it a striking set of advantages and disadvantages. They have clusters of non-differentiated cells. These cells allow the vorchas limited regenerative abilities, as well as the ability to adapt quickly to its environment, such as adapting a thicker skin if cut or burned, if subjected to high gravity will quickly develop stronger heart and leg muscles, or when placed in a barely-breathable atmosphere will adapt to better use the gases there. When a vorchas is injured or in distress, these cells move to the affected area and rapidly (less than a week) mature to specialized forms that will alleviate the issue. This also makes the Vorchas immune to almost all disease. Non-differentiated vorchas cell clusters do replenish themselves, but the process is slow. Generally, vorchas can only adapt to a single environment within their brief lives. However, what cells are replaced allow them to heal rapidly, and even to regrow lost limbs over a period of months.

This is stupidly abusable with basically any other form of regenerative factor since it would cause the non-differentiated cells to recover at a much greater rate. Even just a comparable healing factor would combine with this into a truly formidable boon. You could probably heal back limbs in days or even hours in that case, and that's just until your body starts to increase your primary or secondary healing factor, your adaptability functioning quicker than your healing. You could work out at that level and almost get gains one to one. That's not even being creative. Vorchas aren't biotics, but as it's technically possible for any and thus ruled you can be one, breaking that system wouldn't be hard once you get said healing factor. Just stress your body out until it has to become more biotically powerful.

You do not get this inherently and must instead purchase it. There are three reasons for this. Firstly, the sheer brokenness of it with basically any form of regenerative factor, which can even lead to various other perks from this Jump. Secondly, and perhaps most importantly, vorchas are not otherwise capable of standard evolution. Vorchas as a species have not evolved in literally millions of years because of their ability to adapt as individuals. You keep your natural ability to evolve with or without this as a Vorchas. Thirdly, vorchas cannot count even a single biotic individual amongst themselves, but you're given the options to become a biotic in a section later on. The latter two being assumed in some way to have changed your physiology in exchange for your non-differentiated cells.

Most Dangerous Game (100CP) (Free: Yahg) – Yahg are incredibly strong, quick for how big they are, and tough. Strong enough to lift a concrete block as big as themselves and then shatter it against the ground with seeming ease, only the fastest being faster than them, and tough enough to shrug off some weapon's fire that doesn't hit their softer bits. While Yahg would have this all anyway, this makes it all more aesthetic and practical. A Yahg's natural body armor is covered in segmented plates which obviously leave parts open. This fixes that by making it more flexible and to the point of covering your entire body. Can look like your skin if you'd like. The second part to this is that your body will now be more compacted and as a result tough. Enjoy being able to touch your toes or fit through doorways.

Others who take this only get the change in proportions that make you more dense. You could be as strong as an olympic athlete and look like a mostly average guy, or you could be a mostly average guy and just keep the durability of being built like someone with nearly twice the mass.

Detail Oriented (200CP) (Discounted: Yahg) – A keen sensitivity to movement and light allows the yahg to easily read the body language of any species, making it almost impossible to lie to a yahg. It is unknown as to what light spectrum, but it is assumed to be far greater than what humans can perceive. You will always have the perception as if you had at least eight eyes set in a similar manner so long as your method of vision is intact, and that's what Yahg pay for here.

Heart of Darkness (400CP) (Discounted: Yahg) – You're, well, not the last person people would expect, but you're up there. People to your benefit tend to look over you until its too late. No condescension. It's simply as if they have a lapse in judgment. In a "Hiring and promoting this wall of muscle whose society is built upon usurpation to be one of my bodyguards is a good idea" kind of way. Prepare to be underestimated. Be careful you don't start overestimating yourself as a result.

The Hard Way (600CP) (Discounted: Yahg) – Yahg society is built around a pack mentality. A group of yahg will not cooperate until a single leader has attained dominance through either social maneuvering or brute force. Once the leader is established, the defeated yahg do not hold a grudge and former rivals serve their new superior loyally. This now applies to you. Authority equals ass-kicking, so to speak and literally. If you can take it and or are the functional best, the job is as good as yours no strings attached, with the only exception being anyone who could kick your ass or do a better job. Those few people could snowball into a serious problem to your reign if not dealt with, but everyone else will be skeptically loyal at worst until you've proven otherwise.

Class & Specializations: Some races have it better than others in terms of how many options they have available to them. You are permitted to take one class and one specialization for free. You will get enough training in your class to be considered an asset to any team. Not to the point of being a keystone. You are considered to be to a similar level when it comes to your specialization. Classes are systems in which an individual can have one or two focuses in combat, technology, or biotic talents. Specializations are various apexes that can be reached. For an additional specialization it will be 100CP if they are in your class, and 200CP if they are not or for a different race. If you take a specialization that doesn't correspond to your class, you will be trained in it, but not have a talent for it. Almost all classes and specializations give you some level of implants. You may forgo these, but that will weaken what you can do. You also get a set of gear per your two choices. You get more depending on further classes or specializations.

Classes have a brief overview but are considered to possess a tested understanding and ability to use all their basic abilities that they'd have access to. Specializations are mostly, if not entirely, covered in the descriptions provided. Your wank may get you some less or more from the fluff in either case. Just get the listed otherwise.

Adept (Focus: Biotic): Adepts are pure biotic specialists. By using their ability to generate Mass Effect fields, they can disable and cause massive damage to enemies at the same time with their specialized implant. They're functionally similar to a somewhat powerful but crude in control telekinetic. However, such focused biotic training means they know little about technology skills. You could do something like coating your equipment with biotics to make up for it.

Bastion – Bastions use biotics for defense or for opponent immobilization. Adept-Bastion characters can use all their Bastion biotic talents quickly and dynamically. Bastions are most notable for their Stasis specialization ability. This allows enemies pinned by Stasis to still take damage, and makes Stasis' crowd control abilities much more useful at a stroke. Adept-Bastions can even immobilize huge enemies like Thresher Maws (the largest living creatures around), allowing them to be taken out at close range.

Nemesis – Nemesis use biotics for offense. Precision or pure destruction is your bag of tricks. You excel at creating kill points by warping everything into a single damaging area and throwing things into the air.

Biotic Boss – Nobody fucks with Jumper. You find that you can do things with your biotics that are otherwise unheard of. For an example, you could rip open a hole in the core of a space station tier barrier and then hold it open for a short time. A more purely focused Adept. You can leech the life off of an organic you target causing it to heal and invigorate you, use a similar but less strong lash technology that Project Phoenixs do, and have the ability to release all of your biotic energy in one massive damaging flare.

Pure Biotic – The purest focused Adept. You trade tricks for comparatively extreme efficiency in what you actually do. You can near seamlessly string together your biotics and with much less energy.

Ardat-Yakashi (Restricted: Asari) – You are unique in that you do not cause people to die when you meld minds with them. You instead have the option to do so. This means that no one will know you're one of these unless you tell them. Why would you use this? Aside from it being almost addictively pleasurable for you, your biotic powers will grow every time you have asari sex with someone and choose to kill them. Kill maybe a couple hundred people that way and your biotic powers will grow enough to stand toe to toe with an asari who is hundreds of years older than you and who has trained everyday for hundreds of years. You can thrall minds. All but the strongest minds will become putty in your hands. Your eyes will turn black when you do this. You're not sterile as a result of taking this. Functionally gives you only the ability to have the killing asari sex if you otherwise don't have Embrace Eternity. You will be sterile in the case of the aforementioned. A more purely focused Adept.

Justicar (Restricted: Asari) – A justicar is an asari who has sworn having children and family and given up all worldly possessions aside from weapons and armor. After swearing themselves to the Code of the justicars, they wander asari space righting wrongs, as defined by their unwavering code of justice. While they often find a justicar's presence unnerving, asari police forces usually let a justicar perform her duties out of respect. However, should the police feel the justicar is being unreasonable, the Code allows the justicar to go into their custody for a single day. After that day the justicar is bound by the Code to continue her duties, which may lead to violence between the justicar and her captors. A more purely focused Adept. Gives you improved patience and an improved memory as you at one point memorized the over five thousand sutras of the Justicar Code to the point of knowing them by heart. You can dash around using biotics at a speed that is faster than the eye is able to track, can heavily blast things in melee range sending them flying assuming you don't just blow them apart, create a defensive biotic sphere, and can leech the life off of an organic you target causing it to heal and invigorate you.

Subject Zero (Restricted: Human) – A childhood of being drugged, abused, and put into isolation all by Cerberus has turned you into a biotic powerhouse. One of the strongest of your race, but crude. You find yourself incredibly tenacious. A more purely focused Adept.

Project Phoenix (Restricted: Human) – A result of the Illusive Man's early experiments in

enhanced human physiology. When the Illusive Man eventually turns to indoctrination in order to ensure the loyalty of his troops, many Phoenix operatives will defect and joined the Alliance in order to stop the Reapers. Their ability to manipulate Cerberus lash and stasis technology (think of Marvel's Whiplash but instead of electricity it's biotics) is their defining features.

N7 Fury (Restricted: Human) – Alliance special forces. Fury operatives use implants to fuel biotics and their incredible movement speed. These operatives wind an unpredictable path on the battlefield, moving in and out of combat with their short range teleport before returning to unleash a sweeping biotic attack on their unsuspecting targets. You can damage an entire area simply by being there.

Slasher (Restricted: Batarian) – Large brawlers that use spiked weapons to bleed targets dry on the battlefield. If an opponent gets too close, a batarian bludgeons them with spiked armor and enforcement gauntlets. You can use a similar but less strong lash technology that Project Pheonixs do.

Soldier (Focus: Combat): Soldiers are pure combat specialists. By harnessing the magical powers of a big gun, they can mow down enemies under a hail of bullets. You have the most modifications that you can apply to your ammo and weapons. The most common are fire, cryo, and electric. Soldiers are given ocular implants that increase their eyesight as well as a set of biomodifications that significantly boost both their strength and endurance.

Commando – Commandos rely on lethal efficiency and precision strikes rather than brute force to eliminate their opponents. They're all around more physically capable, more precise, and more capable of delivering multiple single killing shots than wasting ammunition with volleys.

Shock Trooper – The run in and gun 'em types. Your survival instinct has kept you alive more than once. They're all around more physically capable, have more advanced shielding, and can reliably trigger their adrenaline.

Mercenary – A more purely focused Soldier. You're really good at shooting things. Your range of experience is much more unconventional. Will help you to not be caught flat-footed.

Arms Master – A slightly more technical Soldier. Your focus is in getting the very most out of your equipment you can. Perhaps more than you should be able to. Perhaps. Your armor can fortify itself for roughly two minutes while doubling its shielding strength.

Marksman – A lethal increase to rate of fire, accuracy, and so skilled in reloading that you're near instant at it. You find that you can easily tactically scan for weakness and then use what you've learned to more easily kill or hamper movement. You can use your Tactical Scan to update the computers of your allies. You can optionally make your omni-tool flame.

Battlefield 3 (Restricted: Human) – Alliance soldiers are renowned for their impressive fire support, flexibility, and speed. Humans have quickly integrated new technology into their combat gear and can unleash omni-blade, virtual intelligences, drones, and artillery on the battlefield.

N7 Destroyer (Restricted: Human) – Alliance special forces. The Destroyer's T5-V Battlesuit gives these strong-but-slow soldiers mech-like protection. Driven by eezo-assisted actuators, these frontline troopers carry heavy weapons onto the battlefield. Your armor has a small mounted shoulder missile launcher that is capable of firing roughly every three seconds. Its even more unique Devastator Mode causes the armor to draw to a near halt but enables it to take more damage and deal more through weapons or itself. The T5-V Internal Systems adding on to the sheer proficiency of the pilot and armor.

Havoc (Restricted: Turian) – Havoc soldiers are a part of the turian's lethal 26th Armiger Legion, a respected and feared frontline assault squad. On the battlefield, the 26th use propulsion packs built into their armor to launch lightning-quick airstrikes on unsuspecting foes with their two omni-tools. You have Stimulant Packs that temporarily increases shields and damage output for roughly fifteen seconds.

Enforcer (Restricted: Batarian) – Large brawlers that use spiked weapons to bleed targets dry on

the battlefield. If an opponent gets too close, a batarian bludgeons them with spiked armor and enforcement gauntlets. You can now fire blades from your omni-tool. Your armor is reinforced with razor-sharp blades.

Engineer (Focus: Tech): Engineers are pure technology specialists. Although they lack the implants that most other classes wield, they make up for it with their high-spec military grade omni-tools, capable of bypassing shields and armor or incapacitating robotic targets and some synthetics. They can deploy combat drones to harass enemies.

Medic – Who people go to when medi-gel (an all-purpose medicinal salve that can even repair robotic parts to a point) won't cut it. An understanding broad enough to at least put most things back together. Engineer-Medics are almost miracle workers with their cutting-edge encyclopedic knowledge of medicine.

Operative – Operatives are masters at manipulating their environment to maximum advantage. They alter battlefields with ease by overloading and sabotaging whatever they can see.

Mechanic – A more purely focus Engineer. From fighters and frigates to Mass Effect fields and automated machines, you know your way around and are aside fairly versed in mechanical theory. You might not know how to build something, but you can almost certainly figure it out with time.

Demolisher – You are diametrically opposed to the Mechanic option above. Whereas they could build something given the time, there is little you cannot destroy given the time. You're best at figuring out how to take something apart in the most efficient manner possible.

Hunter – Whether animals or the most dangerous prey, you're skilled at hunting both. Your omni-tool can now fire nets. These nets can restrict causing lethal damage and or be electrified to stun.

Talon Mercenary – Thugs based on Omega who will later become one of its hard-bitten last hopes. Specializes in trip mines and their omni-crossbow that can fire concussive and armor-piercing arrows.

N7 Demolisher (Restricted: Human) – Alliance special forces. The Demolisher uses grenades to attack at range and to terrorize the battlefield. Demolishers can also create a supply pylon that stocks allies and yourself with a seemingly unending reserve of grenades and thermal reloads. You can cause your grenades to hone and or electrify them with an EMP. Your omni-tool optionally has an explosive effect on impact.

Saboteur (Restricted: Turian) – Saboteur engineers are a part of the turian's lethal 26th Armiger Legion, a respected and feared frontline assault squad. On the battlefield, the 26th use propulsion packs built into their armor to launch lightning-quick airstrikes on unsuspecting foes with their two omni-tools. Can deploy watchful turrets or modify their grenades to hone.

Vanguard (Focus: Biotic & Combat): Vanguard's are frontline operatives that combine combat skills with biotic powers. High-risk, high-reward, they deal massive amounts of damage at close range with shotguns and implants, which let them charge forward in a devastating melee strike. They suffer at ranged combat, however.

Nemesis – Nemesis use biotics for offense. Precision or pure destruction is your bag of tricks. You excel at creating kill points by warping everything into a single damaging area and throwing things into the air.

Shock Trooper – The run in and gun 'em types. Your survival instinct has kept you alive more than once. They're all around more physically capable, have more advanced shielding, and can reliably trigger their adrenaline. Vanguard-Shock Troopers' advanced shielding is caused from their biotic barrier

due to their increased biotic potential rather than technology.

Champion – Your staying power lets you survive marathons of combat. You get winds in the double digits let alone just a second one. Helps you to refocus your biotic powers in addition to your body and mind.

Destroyer – A poor man's Nemesis. You make up for it by having your weapons linked to your armor in such a way that it increases their power by over half.

Protector – A sort of bodyguard. You can increase your shields or allies', and use biotic orbs to take the damage of things that would otherwise tear you or someone else apart. These orbs may otherwise be launched or simply impact on an enemy in melee range. You may temporarily turn invisible or take a stance that generates a protective shield sphere that damages nearby enemies and helps to recover your shields.

Project Phoenix (Restricted: Human) – A result of the Illusive Man's early experiments in enhanced human physiology. When the Illusive Man eventually turns to indoctrination in order to ensure the loyalty of his troops, many Phoenix operatives will defect and joined the Alliance in order to stop the Reapers. Their ability to manipulate Cerberus lash and stasis technology (think of Marvel's Whiplash but instead of electricity it's biotics) is their defining features.

N7 Slayer (Restricted: Human) – Alliance special forces. Slayers use implants to dramatically improve mobility. Their dizzying sword attacks can hit multiple opponents, and the Slayer's ability to slip through fire makes them hard to pin down on the battlefield. You are capable of focusing your shield into an incredibly powerful laser you shoot from your hand at the cost of your shield. You can also channel your biotics in your melee weapons causing an either biotic slash or smash explosion. You can manage a short range teleport. You are trained in acrobatics and martial arts.

Cabal (Restricted: Turian) – Turian biotics are isolated from regular infantry in elite units called Cabals, whose proud dictum is, "the intangible is unstoppable." Since turian biotics are relatively rare, Cabals become small, tight-knit teams of fearsome biotic warriors that are trained to handle the deadliest infiltration missions. Cabal training makes these deadly turians both biotically and technically proficient. Cabals equip their members with venom-infused gauntlets that are fatal to any enemy foolish enough to get within range. You can manage short range teleports, fire poisoned blades, focus your biotics to drastically increase your body's capabilities for a short time, or just stab someone with the poisoned talons or with the blades larger than the size of your forearm that are on your forearms.

Brawler (Restricted: Batarian) – Large brawlers that use spiked weapons to bleed targets dry on the battlefield. If an opponent gets too close, a batarian bludgeons them with spiked armor and enforcement gauntlets. You can use a similar but less strong lash technology that Project Phoenixes do. Your armor is reinforced with razor-sharp blades.

Sentinel (Focus: Tech & Biotic): Sentinels are tactical support specialists. Gifted with biotic potential and trained to use technology skills, Sentinels can thrive in a variety of situations, using their abilities to support their allies or to armor up and rush headfirst into battle to meet their enemies themselves. However, they aren't skilled in the use of weapons. You could freeze or burn things with technology skills to make up for it.

Bastion – Bastions use biotics for defense or for opponent immobilization. Bastions are most notable for their Stasis specialization ability. This allows enemies pinned by Stasis to still take damage, and makes Stasis' crowd control abilities much more useful at a stroke.

Medic – Who people go to when medi-gel won't cut it. An understanding broad enough to at least put most things back together.

Guardian – You excel under stress. Good for your mental health. You find that when it really matters you can manage all of your equipment and biotics significantly faster and with more accuracy.

Raider – A space pirate of sorts. Your ferocity and experience helps you to get the most out of your weathered biotics and equipment.

Mercenary – Sentinel-Mercenaries can deploy various forms of drones, and can increase your shields or allies'. You may temporarily turn invisible or take a stance that generates a protective shield sphere that damages nearby enemies and helps to recover your shields. Your range of experience is much more unconventional. Will help you to not be caught flat-footed.

Valkyrie (Restricted: Asari) – Asari are fierce, graceful warriors. They are incredibly powerful natural biotics. The asari excel at hit-and-run tactics to ruthlessly eliminate their opponents from the battlefield. You can damage an entire area simply by being there, dash around using biotics at a speed that is faster than the eye is able to track, and can heavily blast things in melee range sending them flying assuming you don't just blow them apart.

N7 Paladin (Restricted: Human) – Alliance special forces. The Paladin carries a powerful omni-shield onto the battlefield to block enemy fire. The Paladin also uses the shield as a heavy-melee weapon that, when modified with incendiary or cryo upgrades, creates a devastating combination attack. You can drain the energy from things to make up for your own energy needs.

Warlord (Restricted: Krogan) – Krogan Warlords have earned the dubious distinction of being the elder statesmen of the species. They hold little regard for the honor that other races often display in combat, resorting to hostage-taking and genocide when victory is at stake. Warlords lug battle hammers onto the field to make quick and brutal work of enemies foolish enough to stick around. They may enhance their hammer with biotics and or electricity either or causing respective explosions when struck.

Huntress (Restricted: Turian) – Turian biotics are isolated from regular infantry in elite units called Cabals, whose proud dictum is, "the intangible is unstoppable." Since turian biotics are relatively rare, Cabals become small, tight-knit teams of fearsome biotic warriors that are trained to handle the deadliest infiltration missions. Cabal training makes these deadly turians both biotically and technically proficient. You lack the iconic poison gauntlets, but make up for it with the ability to create a biotic sphere strong enough to easily withstand multiple grenade blasts at point-blank range. You can additionally manage the short range teleports and ability to focus your biotics to drastically increase your body's capabilities for a short time.

Enforcer (Restricted: Batarian) – Large brawlers that use spiked weapons to bleed targets dry on the battlefield. If an opponent gets too close, a batarian bludgeons them with spiked armor and enforcement gauntlets. Your armor is reinforced with razor-sharp blades. Your omni-tool can now fire nets. These nets can restrict causing lethal damage and or be electrified to stun.

Infiltrator (Focus: Tech & Combat): Combining tech-savvy with martial skills, Infiltrators focus on quickly and stealthily picking off enemies one by one. Bringing to bear a variety of specialized ammo types, explosives, and a tactical cloaking system that renders them invisible, Infiltrators use superior range and positioning against foes and sometimes the foes themselves.

Commando – Commandos rely on lethal efficiency and precision strikes rather than brute force to eliminate their opponents. They're all around more physically capable, more precise, and more capable of delivering multiple single killing shots than wasting ammunition with volleys. To the point that nearly every shot that an Infiltrator-Commando takes will be a killing one.

Operative – Operatives are masters at manipulating their environment to maximum advantage. They alter battlefields with ease by overloading and sabotaging whatever they can see.

Agent – An everyman. Your specialization is grounded in the not necessarily plain but extensive common military functions. You are intimately familiar with regulations. You're more physically capable and mentally adjusted.

Assassin – A more purely focused Infiltrator. You're trained in infiltrating, controlled movements,

and stealth. You may not be the fastest shot around, but it will be a cold day in hell when you miss the one you take.

Thief – More a hacker. You're skilled at both. You could walk past an ATM and steal quite a bit of credits no strings attached. You also boast some of the best stealth technology available.

Hunter – Whether animals or the most dangerous prey, you're skilled at hunting both. Your omni-tool can now fire nets. These nets can restrict causing lethal damage and or be electrified to stun.

Huntress (Restricted: Asari) – Huntress is another name for the asari commando, one of the legendary fighting forces of the asari. Asari are fierce, graceful warriors. They are incredibly powerful natural biotics. The asari excel at hit-and-run tactics to ruthlessly eliminate their opponents from the battlefield. You can damage an entire area simply by being there, dash around using biotics at a speed that is faster than the eye is able to track, and can heavily blast things in melee range sending them flying assuming you don't just blow them apart.

N7 Shadow (Restricted: Human) – Alliance special forces. Shadow infiltrators use implants to dramatically improve agility, making them slippery combatants on the battlefield. Their monomolecular blades are a menace from cover and close range. You can electrify your sword. You are trained in acrobatics and martial arts.

Ghost (Restricted: Turian) – Ghost infiltrators are a part of the turian's lethal 26th Armiger Legion, a respected and feared frontline assault squad. On the battlefield, a Ghost uses propulsion packs and advanced stealth technology to launch lightning-quick airstrikes on unsuspecting foes with their two omni-tools. You have Stimulant Packs that temporarily increases shields and damage output for roughly fifteen seconds.

Perks: Origin dependent. Discounts are always 50%.

Mark of the Vanderloo/Symphony of Hale (100CP) (One Free: All Origins) – You have the appearance of a top dollar supermodel. To the point of being able to become the face of even one the biggest brands. You have a startlingly iconic appearance. Alternatively, you have an extremely pleasant to listen to and popular voice. You may not look nearly as good as you sound, but when put to a vote you'll win out nearly every single time for having one of the best voices. This includes to a lesser extent singing, but you're still fairly good at it. May be bought for both.

He Who Laughs Best (100CP) (Free: Drop-In) – You're not good. You're not even great. You are the best damn helmsman in whatever fleet you happen to be in. You may well be the best pilot the galaxy has ever seen. If it can be piloted by whatever you are, you can pilot it, and to a better degree than anyone else at that. Well, short of an artificial intelligence...

Pre-Service History (100CP) (Free: Soldier) – Your history prior to your growing up, as it were. Whether through knowing relative peace, perhaps it all just being tragic from the start, or from later becoming tragic, you find that your life up until your job has made you noticeably more well-adjusted to the truths of the galaxy than most people. You're simply more adaptable.

Promote (100CP) (Free: Politician) – Is someone worthy of a promotion? Promote them. Not only will they swell with pride and a renewed vigor, they'll find themselves actually better at whatever it was they do. Has to be warranted. Such an individual's increase in skill would be enough to make them a serious boon to the war effort. You'll know when they're ready.

And this is my Favorite Store on the Citadel (100CP) (Free: Merchant) – Being popular has its advantages, and while you may not get much out of this with it alone at this time, if you ever become popular you can get a serious discount at stores that you happen to endorse. Would allow for much better trade deals and such if you setup a deal with a CEO as another CEO. They'll make a considerable amount more money, and you get a steep trade discount. Who said selling out wasn't worth it? Or you could just make money by endorsing your own goods, if you're lazy.

Not a Stupid Grunt (100CP) (Free: Scientist) – That you are not. You are smart enough to be the foremost scientist in your field. This doesn't make you so, but you could get there on your own with not a terrible amount of effort. Still not as smart as a drell, but hey, who is?

Biometric Bias (200CP) (Discounted: Drop-In) – There are numerous perks in this Jump that will change your physiology, and because of it you will likely soon learn that the purview of what race is what is rather well-defined. What I mean is that if you were to take any of those perks, or even some of the choice Body Mod perks, you won't ping as whatever it is you're suppose to if they were for another race, and if someone were to check. This will help with that. Means of detecting what you are biologically will simply show that you are what you claim to be if you have a passable amount of said thing in you. Good for passing yourself off as a race you might be more than, yourself if you have a dynamic genome, someone else if you have enough of them in you, or more. If you bleed blue when you should bleed red expect people to notice. Can be turned off.

Psychological Profile (200CP) (Discounted: Soldier) – A dogged survivor? A true hero? A machine with the face of a man? Whichever or otherwise, you have a backstory befitting a legend, and thanks to this you will be viewed to a certain extreme depending on if you're well-known or not. A rather neutral person would be viewed as a celebrity, a paragon would be seen almost as a saint, and a renegade would be thought of as a badass while being admired from afar.

Effective Military Strength (200CP) (Discounted: Politician) – A tally of the resources you have that can be utilized in dealing with a problem. As long as you have some idea of what you're going up against, an idea of a goal you are trying to accomplish, you will always know what level of clout you have to deal with it within that purview. This cannot account for things you have absolutely no idea of, but you will almost never go into something blind.

Requisitions Officer (200CP) (Discounted: Merchant) – You're the guy who's got the goods, or has the potential to get them, anyway. You've legally acquired all armory licenses saving yourself quite a hefty amount of money and time. Will help you to more easily legally access ammunitions, guns, vehicles, and more in the future as well. Cut through the bureaucracy, your people need weapons.

Men Like You (200CP) (Discounted: Scientist) – Do the things that need to be done. Always making the hard choices. Never conflicted. You might not want to do something, but you're completely capable of keeping an objective mind in the worst situations. You will know better.

Bonus Talents (400CP) (Discounted: Drop-In) – Some people say specialization beats being a jack-of-all-trades. You will no longer have to worry about that. By focusing on one thing you can give yourself a sort of affinity with something tangentially related to it. Really good at causing systems to crash? That's already technically hacking. Like using biotics to lift things into the air? You'll find yourself after awhile really good at forcing them back down. Have to heal yourself using medi-gel a few dozen times? You'll begin to understand first aid.

Military Specialization (400CP) (Discounted: Soldier) – Adept? Soldier? Engineer? It doesn't matter. You're the best of the best. In the case of something like an Engineer, you're only the best of the best that's willing to be risked on the field. While you're still limited by the peak of your body, you're control over your chosen class is at its functional peak. Casually use all of your biotic abilities, shoot a room full of guys before they can draw on you, hack the latest technology with a wave of your hand... You are the very best that you can be. Does not effect specializations. Though this is a hell of a starting base to work off of.

Galaxy at War (400CP) (Discounted: Politician) – You're one of the greatest strategic minds quite frankly ever. The only ones with more combat experience than you would be the Reapers, and even then you win out against them due to you not being hubristic. It also helps that operations you personally oversee just go better than they otherwise would. If you know of a threat that can be prepared for, you'll know how to be 100% ready for it if you put in the effort. You'll be ready when the time comes.

The Illium Treatment (400CP) (Discounted: Merchant) – Laissez-faire. Live and let live. You pay your government mandates and you can more or less legally do whatever you want in your business as long as you're not being overtly harmful to your people or customers. Want to try your hand at indentured servitude? Experimental drugs or weapons? Just straight up ethically questionable business practices? You'll have a lot more leeway with those and more. Will help with public relations, but won't save you from them.

Racial Specialization (400CP) (Discounted: Scientist) – You're at the spearhead of your race's particular branch of science. The foremost scientist. Drell and Vorcha have assassination instruments, Elcor and commercial starships, Hanar and automated defenses, Humans and medi-gel, Salarians and Yahg have spying instruments, Turians and military starships, Volus and personal armor, Artificial Intelligence and software, Batarians and drugs, Collectors and genetic mapping as well as their biomechanical technology, Protheans and their psychometric technology, Krogan and weapons (melee, ballistic, and nuclear), Quarians and artificial intelligence, Rachni and extremely temperature resistant materials... Amongst potentially others. For an example, Hanar have a technology unique to them and their physiology that most others couldn't hope to use because they would lack the perception. This also gives you a moderate learning advantage with said technology. About half again as fast. You've spent so much to get to the top, so you might as well stay there.

Infiltrator (600CP) (Discounted: Drop-In) – Choose another class. You're as trained in the first as you are in the second. Military Specialization will effect the second class as well. Taking two classes with a biotic focus will seriously diversify the level of control you can manage with them while roughly increasing your power by half. There exists no points of reference for Okeer Test Subject Number 317-J and or Military Specialization at this level, or the next. Read the the respective perks, the boosted capstone of this, and the note addressing the absolute most biotic power you can get from this Jump for points to wank off of. You will though be the strongest biotic short of a Leviathan for sure. A more unique trait you have is a physical mental immunity to malicious alterations. You could have Reaper indoctrination technology implanted into you and it do nothing. It would take something that bypasses your physical form in order to effect your mind. For an example, it would do nothing against most forms of magic or psionics.

Lazarus Project (600CP) (Discounted: Soldier) – You're a soldier worth over two years and more than four billion credits. You will be brought back to life once per Jump if you were to die. Dying during this Jump will put you into a similar situation as Shepard. Someone somewhere will take the time to bring you back. Won't have to deal with the scars. This will invariably disadvantage you from all the time you'll lose. You may even end up with a clone you have to deal with. You will just be brought back and wake up inside of your Warehouse outside of this Jump. No shenanigans included.

Ambassador (600CP) (Discounted: Politician) – Few of your entire race hold so much power. People listen when you speak. Perhaps not as much as they could, but more so than what they otherwise would if it were someone else in your position. You find yourself trained at meeting these people in the middle. Your faux pas are also often simply ignored to your benefit. Helps if you're tactless and or a dick. You'd make a great negotiator with your talents.

Black Market (600CP) (Discounted: Merchant) – Gives you a sixth sense of sorts in regards to what could be described as the lower rungs of society. Drugs, slaves, weapons, hitmen... They name it, you know where to get it. Hell, they don't even have to name it, you already get the feeling that they have an itch you can scratch, or that they're a dealer. It won't be terribly weird when you make the pitch either since you know the best ways to drop hints and break the ice. You'll find yourself with more money and resources than you would've otherwise from such ventures, and they'll be glad they have a trustworthy contact. If you're good for it, things will go smooth both ways. Excellent for bribes.

Humanity's Sword (600CP) (Discounted: Scientist) – Or a dagger in its back. You've found yourself with the knowledge and experience to create nearly all Cerberus troops in addition to the tools you'd

need to do so. From the common Assault Trooper to the later seen Adjutants (large zombie cthulhu humanoids). Could be applied to other races to a point. Allows you to create biotics from the biotically incapable. You'll also find yourself with quite an in-depth knowledge of how indoctrination works. You can only make things that indoctrinate the person if physically implanted into them. You may be able to figure out how Reapers do what they do wirelessly with time. Might even be able to defend against it.

Spectre (300CP): Special Tactics and Reconnaissance are agents entrusted with extraordinary authority by the Citadel Council, including the power of life and death over the inhabitants of the galaxy. They form an elite group selected from a number of different species, and their primary responsibility is to preserve galactic stability by whatever means necessary. Though they are generally considered as being above the law and have complete discretion as to the methods used to accomplish their mission, an individual's status as a Spectre can be revoked by the Council in a case of gross misconduct. Having this makes you slightly more permanently charming and intimidating since Spectres are in equal parts romanticized and feared. It also gives you access to training that only Spectres receive. The result being that it gives you a true mastery of your chosen specialization(s). To the same extent as Military Specialization. All of your gear gets upgraded to match your status. You'll be walking around with over ten million credits worth of gear. Only the best of the best. Your exceptional nature acts as a capstone booster for some of the 600CP perks.

Born in a Barn (Infiltrator) – Choose yet another class. You're as trained in the third as you are in the first and second. Military Specialization will effect the third class as well. Taking all three classes with a biotic focus will make your level of control functionally indistinguishable from telekinesis. You'd already be the very best without it. For an example, a powerful biotic by the name of Jack who is generally accepted to be one of the strongest human biotics ever at their peak easily tore through several YMIR Mechs (a type of large mechs) and a number of reinforced starship interior walls. They wouldn't even come close to you. Additionally, if you ever find yourself working as a handler (dealing with operatives) your charge(s) will be oddly loyal. How strange.

Extended Cut (Project Lazarus) – You'll find things going more in your favor than they otherwise would. By nearly a fourth at most. It may not seem like much, but on the galactic scale or even just given more time it could add up to be disaster averting. This'll effect things that are in regards to the final confrontation the most. In any case, perhaps it can help you to avoid dying at all. Get the best possible ending.

Councilor (Ambassador) – To be the voice of an entire race. No small thing indeed. Everyone will listen and actually think about what you have to say. Those that don't are probably making moves against you. In this Jump you're one of three (an asari, a salarian, and a turian) or four people (whatever other race you happen to be) who run everything after all. You also find that dotting your i's and crossing your t's is much easier to get through than it should be. Red tape is considerably lessened for you than most people. In no small part to you being the one who dictates red tape.

Shadow Broker (Black Market) – To have a fly on every wall... Not quite to that level, but to potentially every room that has a camera or microphone nearby, and to every person willing to spill their guts. You're a one man illuminati. In this Jump you have an army of people working for you in one form or another. These won't be readily replaced when you leave, but can potentially be replaced incredibly easily if you get the ball going. It will really fix itself. You'll also find yourself at least personally familiar to masterfully skilled in nearly all forms of information gathering. The last boon of this is that you are significantly more intimidating. It's not hard for you at all to make people nervous, and you're really good at playing it up.

Welcome to the Future (Humanity's Sword) – Cerberus has made some true wonders. You've found yourself with the knowledge and experience to make things like X1, Randall Ezno, Inali Renata, and the tools you'd need to do so. X1 is a modified krogan that puts the Reaper's own Brutes to shame, and the second and first most implanted and arguably capable soldiers in combat respectively. Whereas

before your creations would be little more than husks (in more ways than one), you can let them retain autonomy. With the exceptions of implantation to the level of Adjutants, X1, and Inali Renata. It will leave them mentally damaged. Though what does that matter if you can remote control them from any range using the eezo-assisted technology this gives you the knowledge to make? Perhaps with some trial and error you could knock out the kinks. Again, could be applied to other races to a point.

Items: Located wherever would make sense. Customized appearance, function to a point, and the version you get is largely dependent on your race. Even "fixed" items are stylized to your race. Collectors and Protheans as a result get the best items, but have larger drawbacks from being what they are (you will almost certainly be a priority target for the Reapers if they know of you, being the first or second to last of your kind, etc). If you would otherwise get a worse item because of your race, instead get the description stylized only in appearance. Discounts are always 50%.

Sub-Dermal Translator Implants (Free: All Origins) – The ever-present and rarely spoken of most common personal technology in this world. Implanted into your head, presumably ears, and allows you to understand nearly all common and almost all rare spoken languages in the form of English. Can be updated with new software via wifi.

Cipher (100CP) (Free: Drop-In) – What could best be described as "biological technology" has been implanted directly into your mind. Will allow you to interface with certain functions best described as "physical telepathy" and the like one way, from it to you, at least to the point that in this world there shouldn't be much that will drive you insane or kill you. Will give you more of an ability to allow someone into your mind or keep them out if they're interacting physically with your mind. Would probably make having sex with an asari much better.

Casual Outfits (100CP) (Free: Soldier) – Armored casual wear. You have some "normal" really nice outfits without it incase you're planning on going somewhere where that would matter. All have the effect of being seen as more okay than what they should be. You could be a commander in the standard battle dress with a hoodie on and no one would think that it's weird as long as all of it was from this. Gives you twelve outfits of your choice. Six are armored, six are not. You can find a new copy of whatever that gets destroyed in your Warehouse after a day.

Datapad (100CP) (Free: Politician) – Undoubtedly a godsend. Any communications that try to reach you through an established working channel will additionally reach this, and the same from this to them. As a bonus, unnecessary wording and fluff can optionally be cut out. Likewise, any short messages sent through it will be as if you had otherwise sent a message you actually spent the time to write out to the best of your ability. Get the word out for projects, missions, and whatnot as quickly as possible. You can find a new copy of it if it gets destroyed in your Warehouse after a day.

Rich (100CP) (Free: Merchant) – 1,500,000 credits. Money that isn't tied to anything. More than enough to get you started in buying low and selling high if you're willing to do the legwork yourself.

Virtual Intelligence (100CP) (Free: Scientist) – A borderline artificial intelligence housed inside a specialized quantum blue box computer. Pick something you want it to be able to do. Armor and weapon management, ship management, personal assistant, etc. It can do any one of those things, but little more. Could potentially be raised into a full artificial intelligence with the right very illegal technology.

Rampart Mechs (200CP) (Discounted: Drop-In) – Or an equivalent, anyway. Arguably the most advanced and capable humanoid robots that aren't artificial intelligence. Capable of accepting a wide range of orders, have a greater than human level of finesse, have armor and shielding, are equipped with an M-23 Katana (a semi-automatic shotgun that is good against shields and biotic barriers), omni-tool and omni-blade, a hunter-killer protocol, advanced shielding, and the ability to optionally explode before or after death. You get a hundred. You can find a new copy of whatever that gets destroyed in your

Warehouse after a year. Munitions are restored daily, and you get a dozen clips or respectively beyond the first per mech.

Spectre's Apartment (200CP) (Discounted: Soldier) – You own it and the land its on outright, and the only people who would know about it would be those near any colony it happens to be close by and maybe the brass. Could even have it on a moon somewhere, if you really want for privacy. Would limit the fresh resources and such that it would have access to though. Not obviously armored, has the comforts of a sparse military outpost (communications, surveillance, etc), and is basically just a moderately sized three room (entrance, main body, bathroom) futuristic studio apartment. You can find one in each world that you go to that you also own. Simple payments for it (property taxes and such) will also be taken care of in future Jumps. It could sit forever and you wouldn't have to worry about it, unless targeted specifically.

Personal Apartment (200CP) (Discounted: Politician) – Fitting for one of the highest ranked individuals in the galaxy. The Council will take care of any bills in relation to it. The two stories include a place for all your gear and to work on them, three bedrooms each with their own bathroom, two bars, a living room, an art gallery, a kitchen, several seating areas, and a gym. Futuristic. Its booby-trapping and security was overseen by some of the best of the best. The only people who can trigger these traps are those who mean you harm. The best armoring that money can buy also went into it. You can find one in each world that you go to that you also own. Will always be located somewhere that should be populous but also extremely convenient. Simple payments for it (property taxes and such) will also be taken care of in future Jumps. It could sit forever and you wouldn't have to worry about it, unless targeted specifically.

Valuable Minerals Hoards (200CP) (Discounted: Merchant) – A lot of basically everything. The eezo in this alone would make you more than rich. It could also make one of the biggest war contributions ever if, for whatever reason, the galaxy suddenly broke out into a war against an impossible enemy. The purchasing of this will give you the appropriate clearances to deal in it all.

Thorian Enthrallment Notes (200CP) (Discounted: Scientist) – Also known as "Species 37". An over 50,000 year old sentient plant. Details all known information on how it controls people with spores and telepathy. Includes the notes on how Saren Arterius will breed controlled krogan. Could be used to reverse-engineer the same methods with sufficient testing. Could make something like extremely effective calming medicine, group combat stimulators that synchronize normal people into an effective fighting unit, various pain and pleasure inducing agents respectively which can be used in conjunction for mind control, mutagenic agents, and more.

Frigate (400CP) (Discounted: Drop-In) – The class of starships capable of landing on the most planet types, and also the smallest. The SSV Normandy SR-1 is probably the one you are the most familiar with. Comes with stealth technology which for the time it is in is more advanced than it could actually be. Doesn't necessarily come with everything the SR-1 would if you'd otherwise want the space for something else. Perhaps instead of room for some vehicle you'd like to give your companions or lack thereof some beds to sleep in? I'm sure they'd appreciate it. It otherwise has a single tank or faster-than-light capable shuttle.

Custom Gear (400CP) (Discounted: Soldier) – There is the best of the best, and then there is this. Any gear that you would've acquired through your class and specialization is now upgraded into the best possible pieces of equipment then jammed together into a single set of gear that cuts out the worse off bits of both with one or the other. Includes others you'd get through your choices. Will be beyond what could actually be produced in this world at the current time. There is no gear in this world that is better for you. You may import a set of armor, a pistol, a submachine gun, a shotgun, an assault rifle, a sniper rifle, an appropriate heavy weapon (missile launcher, minigun, etc), single munition type per weapon, and a single type of grenade. You are also permitted to import whatever else that would make sense for that specific set of gear (a virtual intelligence or artificial intelligence for your omni-tool and or targeting

computer, a biotic amp, etc). You can find a new copy of whatever that gets destroyed in your Warehouse after a week. Munitions are restored daily, and you get a dozen clips or respectively beyond the first, assuming you wanted clips and not the shaving system that fires projectiles the size of a grain of sand, which case you get those instead. Any artificial intelligence hooked up to this will not count as a companion or sentient as long as they do not leave its confines.

War Assets (400CP) (Discounted: Politician) – Favors, blackmail, secrets, list of suspicious activity, clarifications on misunderstandings, various skilled contacts and what they're willing to do and for what, list of people who need killing and where they're at, locations of key minerals, locations of ruins and artifacts, priority targets, and more. You could considerably change the course of the coming war with this if you follow through with even just half of it. It'll be time consuming, but it'll mostly be other people doing the heavy lifting. Can choose to update this three times per Jump. Will get similar information for each Jump you go to.

Corporation (400CP) (Discounted: Merchant) – You've made it now, Jumper. You now own a sky-scraping, cutting-edge company of some sort. Whether it makes really damn good clothes, the next best in armor plating, or whatever, it's all above board. It makes more money than you'll probably know what to do with, has people that do everything for you, and even has a place on the Citadel in addition to its place of origin (wherever you'd like that to be). You can find a similar company fitting the Jump you're in that you also own.

Prothean Beacon (400CP) (Discounted: Scientist) – You somehow managed to use the beacon that helped to propel the asari into the superpower they are today. It contains information on Prothean technology, the Reapers, and instructions relating on how to finish the Crucible, all of which is now burned into your brain (you will never forget it). You lucked out when using this one and it neither blew up, drove you insane, or killed you. Absolutely nobody knows you used it. You get a new beacon that updates for each Jump you go to that includes more information of importance (that will also be burned into your brain when you use it), but nothing as important as the things here. More than enough to give you an advantage.

Space Station (800/600CP: See Notes) (Discounted: Drop-In) – A Collector or Prothean who buys this will be getting their respective variations of a Collector Base. A Human who buys it will get something along the lines of the Illusive Man's Cronos Station. If the best version for a race isn't known, assume it'll be roughly the same as Cronos Station. Will be miles in size. Up to the respective variations of the Collector Base which is roughly 7.3 miles long. Comes with ten fighters, ten interceptors, and two faster-than-light capable shuttles.

Normandy SR-J (800/600CP: See Notes) (Discounted: Soldier) – Your own finished Mass Effect 3 fully upgraded SSV Normandy SR-2. The only way that it is worse is that it does not have an artificial intelligence. A lot of it is one of a kind and should outright not exist because of the time period it's in. People will only really ask questions if you're not a Spectre. If it goes any deeper than that, well, really nobody knows, so make something up, I guess. Lost in the bureaucracy, perhaps?. You could probably take a lesser Reaper with this. Comes with an upgraded UT-47A Kodiak (flying faster-than-light brick with guns and stealth systems), M35 Mako (gravity-defying tank), and M-44 Hammerhead (hover tank).

Dreadnought (800/600CP: See Notes) (Discounted: Politician) – An upgraded flagship that very well might have as much firepower as your entire race's fleet. Literally. Capable of firing munitions as fast as 1.3% the speed of light. Probably on the upwards of over 2%. Has enough shielding to go up against a Reaper, or Reapers if not the direct target. Requires a crew in the upper thousands. Will be miles in size. Use the Destiny Ascension for a reference, if you have no ideas. Comes with ten fighters, ten interceptors, and two faster-than-light capable shuttles.

Shadow Broker Base (800/600CP: See Notes) (Discounted: Merchant) – A ship the size of a cruiser (less than a mile long) specifically built to deal with hazardous environments other ships cannot. Comes with a private army of Maintenance Drones to maintain it. Has large conducting rods that channel energy

into giant hull-mounted capacitors if struck by lighting. There is a borderline artificial intelligence virtual intelligence in its private quarters with enough equipment to maintain a galaxy-spanning network of informants, contracts, and agents. Its ability to process information is quite frankly absurd. Your version of this base is space and faster-than-light capable, but only just. Has no weapons to speak of. Comes with two faster-than-light capable shuttles.

Project Base (800/600CP: See Notes) (Discounted: Scientist) – An asteroid bigger in height and nearly as big in width as a Mass Relay. A secret base hollowed out in a huge piece of metal filled with all the science bits that you could need that will fit in there. It has massive thrusters on the back that allow it to be propelled. If you dropped them off nobody should be the wiser. Structurally sound enough that you could crash it into a Mass Relay and suffer no real damage initially. If you could get a Reaper to sit still this would almost certainly take it out. It has no other firepower to speak of. Comes with two faster-than-light capable shuttles.

Companions: Your squadmates. Companions may not purchase others, take a scenario, or drawbacks.

The Cult of Jumper (100CP) – Exceptional individuals that you have a close bond with. You may import eight. They get an origin, free race, their free racial, class and free specialization, their free origin perk, their free items, and 200CP to spend.

Jumper's Flock (100CP) – You may designate eight people already here to be companions, create eight custom companions, or split the difference. Their relation and personality is also up to you. They could be your unwavering brother-in-arms, your trusty ship artificial intelligence and or slave lover, or in the case of having the General perk and them with Collector for a race, might just be your exceptional brain-dead puppet. Wank it out. They get an origin, free race, their free racial, class and free specialization, their free origin perk, their free items, and 200CP to spend. Those that you designate as companions must ultimately want to come with you to be able to leave with you. You could befriend them, mind control, or whatever you'd rather. They do not get the boons as everyone else.

Scenario: All involving the Reapers or Crucible (a weapon that will eventually be constructed) in some way. You have the standard 10 years to accomplish one. You may only choose one. Failure to complete your goal whether at all or in the time limit results in failure of the Jump. Succeeding will allow you to leave whenever you'd like within the 10 years. Scenarios can override descriptions. If you would die as a result of the end of a scenario, you will move on to the next Jump or be allowed to go home.

Scenario: Control

Achieve control over the Reapers with the aid of the Crucible.

Reward: Huskification

You are a Reaper. More specifically a husk. Whichever type that corresponds to your race. This would alleviate most biological functions (eating, breathing, sleeping, can survive in a vacuum, etc), make you more physically and mentally capable, and you don't suffer any of the ill effects of indoctrination from this (mind control, horrific appearance, etc). Will give you a number of abilities dependent on your race (improved aim, better biotics, etc).

Scenario: Synthesis

Achieve synthesis by adding yourself to the Crucible.

Reward: Synthesis

A new DNA. Even for things that shouldn't have that. It's all blurry now. You, all your items, even everything in your Warehouse if you want it, is some form of new mixed material. Even items that replenish are permanently upgraded with this if you don't hide them in your Warehouse and not allow this to effect them. It counts as both technological and organic, and comes with all the advantages and

disadvantages that would entail. You could go to another world and implant something from here into something from there or vice versa only to have it eventually turn into a similar mix of the thing from here, the thing from here slowly replacing parts or cells of the other. A secondary effect of this is literally everything effected by this is now related to you, and is improved variably depending. Your DNA was part of the bases for this all after all, and it will show to a degree. Things might be tougher, they might heal quicker, they might straight function better, etc.

Scenario: Destroy

Achieve destruction with the aid of the Crucible.

Reward: The Shepard

You have saved everyone in the Milky Way Galaxy, and nearly everyone will rather quickly know this. With so many people knowing your story it's safe to say that it will likely never be forgotten. Some of the details may be lost in time, but the general ideas of what you did and that it was you will persevere for probably ever, short of deliberate action. You will carry this effect with you into further Jumps.

Scenario: Refusal

Achieve a dialogue with the Catalyst (the Citadel artificial intelligence) in which you refuse to use its assistance and the Crucible. Shooting it would be sufficient. You may not use any of its options, and this world will likely be harvested again as a result.

Reward: Crucible Schematics

The capacity to use it in another Jump if you're willing and able. By itself it is not capable of the galaxy-spanning reach it is here because it will lack the Citadel and the Mass Relays. More than enough to cover an earth size planet. Will still have to power it, and that will be no small endeavor.

Drawbacks: 600CP can be taken from any number of these. They will be removed in 10 years, or on death. They supersede other choices.

Paragon Lost (+0CP) – An animated feature film following James Vega, and as produced by BioWare, FUNimation, T.O Entertainment and Production I.G (known for Ghost in the Shell). Taking this gives the world a bit more of an anime influence. Social interactions will be more loose and flowing, the world will appear to have more flare, but things will also get more dangerous. In the cause of the aforementioned, primarily in the form of some Collectors being two to three times the size they'd otherwise be, and with all their weaponry but sized up.

Canon Shepard (+0CP) – There isn't one. You may shape Shepard as much as is allowed in the games. They will be based around those actions. The default Shepard will be the alternative to this.

Shepard's Flock (+0CP) – You'll never have to worry about trying to keep up with Shepard's adventures. The adventures will come to you, like it or not. Expect shenanigans to ensue.

Jumper Shepard (+0CP) – You replace Shepard. You'll find yourself in most of the situations they were in, even if an inhuman, and if you don't actively work against this. For an example, you won't be an asari in the Alliance. Wank it out.

From: Jump-chan (+100CP) – Good. You're reading this message. This isn't actually Jump-chan. They're busy. So you survived this far. You're not as weak as I thought. But never forget that your best isn't enough to stop me. Now an entire world will die because you lack the strength to win. The legend of Jumper needs to be re-written. I hope I'm there for the last chapter. It ends with your death.

-KL

A copy of Kai Leng now exists with the sole purpose of mucking up your plans and killing you. He appears to somehow have as much backing as he normally would. Good luck with that.

Indoctrination Theory (+100CP) – No, your mind hasn't yet been compromised. Neither for that matter has your body. You do however suffer from nightmares in a similar manner as Shepard. You will be getting less sleep than you otherwise would about half of the time. Not so much less that it would drastically effect you, but you will be tired a lot. If you tell people about the nightmares they very well might think you have post traumatic stress disorder.

Facial Scarring (+100CP) – Anytime that you try and act particularly badass your face will show minor signs of cybernetics. Do so enough and you'll end up with a face that can scare a Reaper. Caps in a similar appearance to Shepard's. Paragons get stuck will bright blue cybernetics. Renegades get stuck will bright red cybernetics. Neutrals will end up with more notable cybernetics that do not glow at all. Cannot be fixed.

Xenophobic (+200CP) – You're a whatever race you happen to be supremacist. You can play ball with others, but you'll always end up showing your colors eventually. You won't allow those lesser races to try and rise above their station. You'd risk nearly everything if it meant yours could rise above. May cause you to lose sight of the bigger picture.

All Hollows (+200CP) – The Reapers will now turn any spacefaring race they can reasonably turn into husks into husks. Very well may give them such an edge that they cannot be defeated.

Neutral (+200CP) – You're something of a fence-sitter. In game terms, you have no points in either Charm or Intimidate. You're also allotted only the equivalent of 9% Paragon and Renegade worth of actions to spend throughout you're entire time here. That's in the realm of maybe a dozen actions each, depending on what they are. This will inevitably disadvantage you and make you appear indecisive after awhile. Could cost you everything.

Mysterious Figure (+300CP) – I cloned you. While (probably) not the worst thing ever, it has all of your perks from every Jump, none of your things, and no companions. They want nothing more than to replace you in your chain. While they won't even if they win, this won't stop them from trying to kill you. Cannot be reasoned with.

Marauder Shields (+300CP) – Perhaps the true hero of this all. There will come a time when you're at your very lowest, when everything is right within your grasp, and at that time you will be tested as you were before the chain started. This Hero of Heroes will shoot you nonlethally, causing you to experience everything you've done in your chain in a single moment in addition to the pain of being shot. If you cannot come to terms with your deeds, your chain will end. If you can, you will then regain your strength, and this Paragon of Paragons will righteously accept a killing blow from you, which you must deliver to remove this. He will then turn to dust that will be spread across the stars.

Profile Reconstruction (+300CP) – Warning! Data corruption detected! Please reconstruct profile. You've lost all of your perks except Body Mod. Your items, Warehouse, and companions are also locked away. All you have is what you buy now.

Endgame: 10 years are up.

Blue Explosion (Stay) – You will live out the rest of your life in this universe. Have fun!

Green Explosion (Go Home) – You are sent back home at the same location and point in time you left. Keep all your perks, items, companions, everything.

Red Explosion (Move On) – The Cycle continues.

Notes: Clarifications, extrapolations, and or other.

Element Zero, Endgame, and Dark Energy – The whole using eezo to manipulate Dark Energy (characterized as Aether) thing might not work outside of this Jump for various complex reasons. You are allowed one of two options when you leave to try and fix this. You could make it so that it just works, and that the eezo used in your things will never run out, and that if it does you get more, or you could switch everything over to psionics, as it is at face-value the closest equivalent.

Race & Endgame – If you picked a form besides Human you can swap back and forth between it and your original form at will. If you picked Human, you gain a second human form that looks entirely normal. Physical changes can be applied to both forms or only one.

Artificial Intelligence & Organic Perks – As synthetic-organic isn't as much if at all as much a thing as techno-organic, you will have these perks in the form of synthetic (robotic) parts instead of an Artificial Intelligence.

Artificial Intelligence, Geth and Alliance Infiltration Unit – Those who pick Artificial Intelligence and decide to take both will appear fairly close to the standard alliance infiltration units. It would be as if you were wearing a more heavily armored battledress that alliance infiltration units wear, but it being attached to your body.

Geth and or Alliance Infiltration Unit, Technological Perks in General, and Organics – Organics who take either will have them in varying levels of extensive implants. Someone who takes Turian and either a standard geth platform or Alliance Infiltration Unit may or may not appear heavily implanted at this level. Think of Saren Arterius in terms of possible appearance. Some of the bigger platforms for Geth will make these extremely noticeable for the smaller races, and even larger ones to a point. If you take both as an organic, you'll be way over 50% robotic. You'll be something like "I never asked for this" levels of augmented. You won't take a loss from this however, as it's a sort of synthesis between the two. Not a true synthesis, mind you, but your flesh won't rot off or anything. You may optionally choose how much of the perk you take, and by extension alter how implanted you will end up.

Geth, Alliance Infiltration Unit, Old Machine, Prothean, General, Brood Warrior, Queen – You become your subrace if you pick it.

Awakened Collectors, Collector Generals, and Protheans – Have uniquely green biotics instead of the otherwise always blue.

Prothean & General – As these two perks together are not assumed to be a thing (though there is room for speculation here given that they're an insectoid race, that generals exist functionally at all even when taking into account the Reaper intervention, and lore theories involving how the Prothean empire may have fallen), you may choose how you look if you have them both. You could to a lesser extent direct or assume direct control of Protheans, for all the good that will do you. The range is still assumed to be infinite.

Okeer Test Subject Number 317-J, Military Specialization, and Spectre (Born in a Barn) – The sum total of these perks would cost 1,600CP. It would require you to be a Drop-In and Krogan for the appropriate discounts. Taking all the biotic focuses possible through Spectre (Born in a Barn) and with the other mentioned perks would make you the absolute strongest possible biotic for the potential CP you have available. There is no good guess as to what you could do at both peak racial potential, peak classification, and peak mastery. You could probably rip all frigate types in half from the outside, and certainly so if from within. You could also with no problem fly at this level of power and control. You might even be able to slap a Reaper Destroyer onto its face if you catch it off guard. Perhaps even holding the plates on its face closed so that it can't fire. It's incredibly hard to say more than that due to biotics simply ignoring the force of things to a point. That, and who actually knows what your greatest feats would be. You couldn't rip off the shielding of a dreadnought, but you could absolutely rip a smaller hole in it if you focused on a singular point.

Missing Specializations – They only appear to be. None of them are. Many are actually classes. For an example, Krogan Battlemaster is actually just the standard Vanguard class taken while being a krogan. Others may offer nothing unique. Some are functionally another listed specialization. Quarian Machinist

being the Mechanic specialization while being a quarian. Things like Miranda Lawson's specialization Cerberus Officer and such being rolled into your race, class (Human and Adept in this case), and origin wank. Collectors with the Awakened perk effectively being and having the Awakened Collector specialization respectively. And these are only a handful of explanations as to why. It's not just arbitrary. In any case, since you have the free specialization anyway you'll just be the stronger for it. Could wank for that extra bit of power if you're familiar.

Frigate, Space Station, Normandy SR-J, Dreadnought, Shadow Broker Base, Project Base – You can find a new copy of whatever that gets destroyed in your Warehouse attachment after the Jump it is destroyed in. Your Warehouse now has an attachment big enough to hold it. You can get it to and from by Jumping in a similar way as using a Mass Relay. Set your destination, use a Mass Relay, and you're there. In another Jump this will still work if you go through all the motions anyway. You'll reappear wherever you were when you entered the hanger. When you enter the hanger you will have stopped, and can go from full stop back into the Jump at hand at any speed you're otherwise capable of. All these ships are capable of faster-than-light travel without a Mass Relay. They simply rely on them because they're so much faster. You'll be able to travel at something like 1-16 light-years in 24 hours depending on the ship you have. Maybe more. Almost certainly so if a Collector or Prothean. A borderline artificial intelligence virtual intelligence will help in piloting it in the absence of crew or an artificial intelligence. Any artificial intelligence hooked up to this will not count as a companion or sentient as long as they do not leave its confines. You may import a faster-than-light capable ship, virtual intelligence, or artificial intelligence into any of these options. It will maintain the best bits of both, within reason. A technological upgrade is fine, but making it so a dreadnought can go planet side just because you imported a frigate into it is not. May vary in appearance and or size.

You may cut 200CP off the base cost of these items if you otherwise forgo the getting them back at the end of a Jump if they get destroyed, the Warehouse attachment, and that you can travel to your Warehouse and back with it. They will be moved to every Jump you go to if you want at the time you leave each Jump if not in the Warehouse.

Space Station, Shadow Broker Base, Project Base – All have the traits of being basically radio silent despite if they actually aren't, being basically unfindable unless you give it up, and is completely unknown to any but those you wank from the start of the Jump. Even the Reapers do not have a chance of finding it because of how well-hidden it is.

BioWare – Thanks for playing. Buy our fucking DLC.