Mass Effect: Andromeda

By Ovid

Different Galaxy, Same Problems

Hello Jumper, welcome to Mass Effect! Specifically, the Heleus Cluster located within the Andromeda Galaxy. I hope you are ready to fight to survive. The place looked great for a colonization effort by the species of the Milky Way 600 years ago. But between then and now, things have changed. Mysterious structures have popped up on the selected colonization candidates, and now those planets are barely inhabitable at best. In addition, there's this nasty stuff preventing convenient space travel called the Scourge, which is best characterized as space fog that will screw up anything that gets too close to it. Ships, planets, etc.

Good news though! You aren't going in empty handed. Have **1000 Choice Points**, and make them count.

(In the interests of not breaking immersion, there is additional information on the setting and perks/items/drawbacks at the end of the document.)

The year is 2819 CE. The Arks are scheduled to arrive now, and they are expecting the Nexus, which showed up a year earlier, to be set up and waiting for them. But, the conditions have changed over the last 634 years.

But enough of that! What **Race** are you? Roll 1d7.
...Congratulations, that's your lucky number! All joking aside, pick your race for free.

Human:
    Back in the Milky Way, Humanity was the latest race to join the Citadel Council after a staggeringly short waiting period. You know a human will continue to push the boundaries of what can and can't be done, so it makes sense that the Andromeda Initiative was originally founded by a human. In terms of aptitudes, humans will generally have a mix of combat, tech, and some biotic users. May change your starting position to either Ark Hyperion, or the Nexus for free.

Asari:
    Asari were the first race to discover the Protheans' space station, and thus were the founding member of the Citadel Council. They are one of the longest lived races known, and also have a fairly spread out lifespan, in that 100 years is still considered the teenage years for asari. They all have natural biotics because their homeworld has the highest recorded deposits of element zero. Asari aptitudes mainly focus on biotics, but don't be surprised to see them being good at combat abilities or tech. That long lifespan means they can learn quite a bit, in many different fields. While the Asari are a monogendered race, they are able to "Meld" with a partner of any race or gender and take minor beneficial traits for their offspring. May change your starting position to either Ark Leusinia or the Nexus for free.

Salarian:
    Salarians are an amphibian race with a preference for tropical worlds. Salarians as a species have the shortest lifespan of all known sophont races, only going for 40 years or so, but also tend to have large batches of children in order to replenish their numbers. As a result, they live fast, learn fast, and don't waste time. They have some very impressive minds, and tend to be very technologically able. Some individuals have photographic memory, and some have vocal habits that make them speak in very quick abbreviated thoughts. Back in the Milky Way, the Salarians have one of the most well known intelligence services, the STG. May change your starting position to either Ark Paarchero, or the Nexus for free.

Turian:
    Turians are known for usually having a militaristic society, and each individual having some degree of military service. Physically speaking, they have a metallic carapace because the world they evolved on had a weaker magnetic shield, thus exposing them to more solar radiation. They are also only able to eat dextro-amino foods, unlike the rest of the Initiative species. They have similar life spans to humans. May change your starting position to either Ark Natanus, or the Nexus for free. Post-Jump, the dextro-amino food restriction may be lifted if you desire.

Krogan:
    Krogan are well known as the biological tanks of the Milky Way races. With multiple redundant organs, and a long lifespan comparable to the asari, old krogan are amongst some of the most dangerous and skilled combatants. Their race was uplifted by the Salarians to fight off an insectile race, and when they continued to fight and conquer territory, the Turians were

invited into the Council for fighting them back. Eventually, it took a bio-weapon called the Genophage that caused the majority of the large krogan litters to be stillborn, thus ending the Krogan's need to take territory. The Krogan agreed to aid the Initiative since they got access to a way to use the cryogenic sleep to cause their bodies to adapt against the Genophage, thus allowing them to slowly bring up their birth rates. A new galaxy full of unclaimed territory also was a plus. May change your starting position to the Nexus or Elaaden for free.

Angara:
    The Angara are the true natives of the Heleus cluster. What they don't know is that they are an engineered race by the same race that created the Remnant robots and facilities. They have an ability to feel and manipulate their personal magnetic field for various purposes. Socially, the current Angara people are a remainder of what they were before the Kett came. The Angara were placed on several planets around the cluster, and in time, found each other through the Scourge. They were on the way to unifying as a people, and then the Kett showed up in the cluster. The Kett have managed to decimate the Angara, to the point that the remainder is hiding away, and only a Resistance force is fighting back. May change your starting position to Aya or Voeld for free.

Kett:
    The Kett are a large empire that is located in the Andromeda galaxy, but not local to the Heleus cluster. At some point in the far past, the Kett species came to a point where their ability to genetically advance naturally was no longer enough, and they invented a method to exchange traits with non-kett life, which also corrupts and transforms the non-Kett into a new Kett. They call it Exaltation. As a result of this process, the Kett no longer have the ability to reproduce naturally. Their empire has been built on the premise of Kett-forming other life, and they came to Heleus 80 years ago to do just that. However, the Kett Archon has been distracted by the potential of the Remnant technology, so that has slowed down the focus on converting the Angara. And now these new species from the Milky Way galaxy have turned up. It's an exciting time to be a Kett. May change your starting position to any location with significant Kett activity for free.

The Initiative Drew All Sorts:
    You can also choose to be any Milky Way race that is not already listed above. You'd be a rare individual, and are highly unlikely to be able to have kids of your own race, but if the call of the unknown is that appealing to you, you'll be able to sign on with Andromeda Initiative. There's already two Batarians who signed up with APEX in order to get away from their criminal pasts, so as long as you are able to be a benefit to the Initiative, you'll be welcome. You can change your starting point to the Nexus or any of the Arks.
        You are restricted to races in the Milky Way that are already involved on the galactic stage during the current Reaper Cycle. Protheans are not allowed. Reapers are also not allowed, since they are not really a race and more a galactic Roomba horde.

Gender: Free pick. However, you must pick a gender that is biologically possible for your race.

Age: Pick your age for free. Must be appropriate for your race. A teenager in Asari years is 100 years old. And teenagers basically don't exist for the Kett (as far as we know…).

Now that we know *What* you are, *Where* are you? Roll 1d8, or pay 100CP to choose. Keep in mind that each race can change their starting location for free.

1. The Nexus: The heart of the Milky Way civilizations' efforts in the Andromeda Galaxy. While it's been hit hard by a lack of supplies, and an uprising that lead to the expulsion of the Exiles and the departure of most of the Krogan, it's still going to be the main place for a Jumper who will be working with the Milky Way races.
2. Ark Hyperion/Paarchero/Leusinia/Natanus: You wake up in your cryopod aboard your racially-appropriate Ark. Each Ark will have its own set of challenges to handle. Just remember, Kett bad, Scourge worse. For most cases, your only chance of things going well is going to be linking up with the rest of the Arks and the Nexus. If you aren't a Milky Way race, your shuttle crashed into one of the Arks, and now you are wandering it alone, and the crew is waking up from Cryo-sleep.
3. Voeld: This Angaran planet is currently having a bit of an Ice Age. And a Kett infestation. The Resistance has several locations here, and there's some civilians too. Make sure to stay warm.
4. Havarl: This planet is thought to be the homeworld of the Angara. Right now though, the plant life is growing rampant, and most of the Angara's cities are gone.
5. Aya: This is a hidden Angara sanctuary world that is surrounded by the Scourge. While it has a limited population capacity, each Angara has a chance to live here, at least for a little while. If you aren't useful, you may be rotated out.
6. Elaaden: It's dry, hot, barely any water, and damn near uninhabitable. Unless you are a Krogan, which is why Elaaden is home to the Krogan colony of New Tuchanka.
7. Khi Tasira: This enormous space station is thought to be key to the Remnant Vault network, potentially allowing for control of the network. The Archon has sent many Kett scientists to this location to discover its secrets, and as a result it is one of the greatest Kett strongholds in the cluster.
8. Meridian: ...what are you doing here? How did you find this place? Meridian is the single largest known artificial structure in the Heleus cluster. With a radius of 1800 kilometers, It is essentially a smaller mobile dyson sphere, but with a power source at the center that isn't a sun. Khi Tasira isn't the central command for the Vault network, it's a command core for Meridian that was ejected when the Scourge first appeared. Meridian is the single greatest collection of technology and data (in the Heleus cluster) for the Remnant's and Angara's creators, a race called the Jardaan. The interior contains lush green biomes, well suited for life. However, unless you've got a talent for cracking completely foreign computer systems, or a AI linked to you to do the computations for you, you are going to have a nearly impossible time trying to access the systems.

Origin:

Drop-In: You showed up out of nowhere. No one knows who you are, which means while there are no records to support your existence, you also don't have any enemies after you specifically. Sadly, you are going to have to learn as you go, since you don't have any background memories to help you out.

Soldier: You are a soldier of your race, fighting for your people, to protect those that can't protect themselves. Or, you are here to oppress or conquer them. Either way, you have basic training for your race, able to contribute to the overall campaign.

Scientist: Brute force is not the answer, learning is! You're a highly educated member of your species. You have a driving need to learn how something works, and your mind will show you the way.

Technician: Some people think up things, others just break them. You? You actually make the stuff, and keep it running. Without you, all those fancy-pants would be stuck with a pile of scrap, suffocating on stale air. Let's build our way to a better future!

Leader: Others look around themselves, and think only about their needs. But your job is to look at the big picture and determine what will benefit the whole, then guide others towards that goal. You know how your people work, and how to motivate and lead them.

Perks: Discounts based off of Origins.

  Love Sees No Boundaries (100CP): You have so much love to give, why be limited to only your own race? This allows you to start a romance with any sophont species you like. This will only remove objections based on race. If they legitimately don't like you because of who you are, that's your own fault. In the interest of safety, you and they will be protected from potentially transmissible illnesses, and you will also know if the species you are getting involved with is hazardous to your health. Unless you want to seduce the praying mantis race that consumes their partners to provides nutrients for their young? In which case, at least you know what's coming.
  In other jumps, this perk will effectively alert you if you are trying to seduce a race that means you harm and is disguised as another species. There is no warning though if you are speaking with an outlier example of that race with simple mental problems. It's your own fault for trying to stick it in crazy.

  Biotics (100CP, free for Asari, not available for Angara): You have element zero in your body, potentially allowing you to use Biotics. If you don't choose to take biotic combat powers below, you will have the potential to grow your biotic skills with time, and have the fiat-backed ability to not randomly let loose with biotics. For reference, untrained biotics are like untrained magic, you never know when they may flay someone alive.

Just Another Kind of Mind (200CP): You've always been fascinated by the idea of Artificial Intelligence. Where others fear the differences of organic and synthetic minds, you see the similarities, and are able to use them to peacefully grow your relationships with synthetic intelligences. You are able to learn from them, just as they do from you. If a synthetic is confused about a topic, you are able to understand both the topic causing confusion, and why it's causing it. You can clear up any confusion or misunderstandings a synthetic may have, before they take any irreversible actions. If a synthetic were to strike out at organics, you'd be left unharmed because of your sympathy for synthetics.

Auto-Pilot (200CP): When one travels throughout space, one comes to the realization that space is actually pretty empty. With this perk, you have the option of putting yourself into a sort of autopilot, where you go through your day to day routine without having to think about it, or consciously realize the passage of time. Anything out of the ordinary would immediately snap you out of auto-pilot, or if you simply want to pay more attention. While in Auto-Pilot, you do and say what you normally would, and you can clearly recall anything that occured during Auto-Pilot. This perk is great if you are just grinding out paperwork, got stuck with guard duty, doing mechanical computations while your experiments are processing, or just stuck on a shuttle going between systems.

This perk also grants you an inverse ability, as in you are able to realize when you are in a (non-perk) autopilot mode, and want to pay more attention to your surroundings. Paradoxically, this option is also very good for guard duty, so you don't miss details.

SAM-Connection (300CP. Free for Ryder Self-Insert drawback): The Simulated Adaptive Matrix lets the Andromeda Initiative take on some rather impressive obstacles. From allowing a Pathfinder greater flexibility in combat with combat, tech and biotic powers, to making the Scanner function in omni-tools a real time method of gathering a staggering amount of information. For non-Milky Way races, you have a powerful cybernetic connection to a computer based intelligence that can help you control your abilities, and boost your technology use. This is also a Capstone Booster.

Drop-In Perks:

First Contact Protocol (100CP, Free Drop In): When you are in a new place where everyone else is speaking in languages you don't recognize, misunderstandings could lead to bad stuff going down. Thankfully, that's not going to happen to you. Anytime you (or a group you are a part of) meet a group of beings that you don't know the language of, any tensions will be temporarily eased so that communications can be safely established. You will then have a massive learning boost for learning new languages. If the other group is talking to you, you will learn much faster than if they were just silent. You'll also pick up body language as well, since body language can change the context of any sound. If the other group is truly alien and doesn't communicate in any way you currently understand, you will be able to establish some sort of common ground to start the exchange of knowledge, and have the learning boost apply to establishing that common link.

Any potential errors or accidental insults made during the "getting to know the language" stage will be forgiven as the unintended mistake it obviously was, and they will be happy to inform you that you just insulted their matriarchal unit's lineage, and will help you fix your translation error.

Somebody Always Needs Something (200CP, discount Drop-In): You know what builds relationships between cultures who just met? Trade. You are perfectly aware that someone wants something that someone else has, and who better to expedite such a transaction than you? You have a fantastic ability to figure out what someone would want, what they'd pay or trade for it, and have an idea of how to find that item. And if someone else owns that item, you are quickly able to figure out what they want for it. Trade makes the galaxy go round, and if you happen to make a profit helping others make deals, well, that's only fair for you giving up your time.

As for other benefits, anyone trading with you understands that you are a neutral party, and won't hold you accountable for the other party's actions or words. Well, assuming you truly aren't connected to the other party. Even if you are, you'll find that no borders are closed to you if you are truly operating with plans of trade. But if you break that neutrality, you will quickly find yourself held accountable for your decisions. As a trader, your name is your most valuable asset. Lastly, if you are considering actions that would break your neutrality, you will get a feeling reminding you of the costs.

Extreme Homesteading (400CP, discount Drop-In): You know what really stinks? You find a planet, bring everything you need to make a home to it, and then there's something wrong with it. Maybe there's so much radiation that you can boil polymers, let alone your own flesh? Or the water is incredibly toxic, or the local plant life wants to colonize your chest cavity while you fall asleep for the night? Well, good news! That only happens to other people. For you, planets you settle will somehow become much more manageable where you put your home. Your stuff doesn't get blown away by super tornados, and your guests don't get eaten alive by rapid breeding fungal slime. It doesn't really do much for the rest of the planet, so that still needs some work, but the places you live are perfectly habitable. As a side benefit, you personally are immune to any environmental dangers to help you pick out the best spot to build your home.

If you do change where you live, that protection disappears, and if the rest of the planet is still unfriendly, well, anyone still expecting that safety at your old place is going to have a very unpleasant surprise...

To further clarify, if you need some sort of resource to live there, such as an atmosphere or water, that isn't currently available, you still need to find a source of that resource. It doesn't magically show up. This just means that you don't have to worry about asteroids dropping on your moon-house, or your water being toxic.

Code Wizard (600CP, discount Drop-In): Some folks are good at surviving in the jungle, but you are the pro at conquering the Concrete Jungle! Or, well, whatever material your surroundings end up being constructed out of. Towards that end, you can get access to whatever local electronics and/or computer systems are around. Even a completely different

programming language or hardware materials science is only a temporary speed bump to someone like you. You can quickly figure out what hardware does what for computer systems, and can interpret the coding language of the systems you encounter. Once you know *how* to say what you want, it's a simple step to figure *what* to say to gain access to the system.

SAM Connection: With an AI in your head to quickly handle all the brute work of figuring out the system, you can simply wave your hand to get a foreign technology to do what you want. You still need a bit of time for you and your head-buddy to figure out the system, but once you know the basics, the things you can achieve by just waving your hand at a computer is positively magical. Why, it's almost like technopathy…

Soldier Perks:

Detection (100CP, Free Soldier): There is a saying: "Soldiering is 99% boredom, and 1% terror." You now know when that 1% is coming. You become aware when someone or something is watching either you, or someone/thing/where you are guarding. You will also have a feeling of the level of hostility, and of how immediate a threat may be. Shortly before an attack occurs, you will also gain a sense for where the threat is coming from.

This Is My Weapon… (200CP, discount Soldier): As a soldier in a new galaxy, there will come times where you will stumble across a new instrument of death dealing. You are fully aware of your own faction's weapons, and when you encounter new ones, you are able to pick it up and use it as effectively as an average soldier of the group that made/uses it. You can also quickly learn to use it to the level of a specialist in that weapon, if you put in the time to train and become familiar with it.

...There Are Many Like It... (400CP, discount Soldier): As a soldier, you never know what combat situation will occur. So, now you are able to take enough equipment to be ready for any of them. You can carry a large number of any type of weapon on you, and the less that they weigh, the more you can carry. You are also capable of carrying an armory's worth of ammunition, grenades, useful consumables, etc. If your capacity of weapons is actually more than another member of your race could physically carry (for example, a human can't reasonably carry 20 rifles), then you will be able to store them in a pocket dimension that still lets you quickly pull out or switch weapons you need. You are still carrying it, so you still feel the weight, the pocket universe just removes the sheer amount of stuff you have to juggle.

Your skill with a weapon also affects the weight of it. If you only know what end is dangerous, it's going to be full weight. At the level of an average soldier, it'll be a third less. At a skilled specialist level, it'll be a quarter of its original weight. And your capacity will go up as your carrying capacity goes up. Lastly, no one will question how you are carrying an army's worth of weapons, or how you pulled that minigun out of thin air.

...But This One Is Mine (600CP, discount Soldier): Your enemies may rain down fire upon you, but a single shot in the right place can end wars. You are always fully aware of where your weapon is, what its orientation is, what area it will impact, and know exactly where an

attack made with that weapon will go. You can make impossible shots with guns, an object thrown out a window will hit exactly on target, a blind knife stab will go exactly where you want it.

SAM Connection: Your connection to SAM further improves your ability to make decisions, not just taking a shot. With SAM constantly checking your sensors and feeding you data through your connection, you know what's going on in the battlefield around you. Your reaction time is AI boosted too, so that in most cases you damn sure will fire first. And having an AI run the outcomes of your decisions lets you pick the best one faster than a normal person could even consider the problem itself.

Scientists perks:

For the SCIENCE! (100CP, free Scientist): Sometimes, others will wish to stick with old ways, ones that are tried and true. But you see a new path. Why uplift a cluster body by body, when you can go looking for an advanced terraforming technology and uplift your enemies all at once? With this perk, you will notice when a new option for advancement via SCIENCE will present itself. You'll also get a boost towards convincing both your superiors and subordinates that follow that pursuing the path of science will advance them even further, or if you already did it, that the decision you made is the right one. This should help if you sacrificed a beloved cultural icon in favor of navigational data through the Scourge. Convincing someone with high morals may be difficult, but you'll always have a chance to persuade them.

Nice Death-Bot? (200CP, discount Scientist): Science has no boundaries! But the things you are trying to figure out may not be completely comfortable with you getting up in their space. You have the uncanny ability to walk into a fortified area and have the automated defenses not immediately trigger on you. When they do start to realize you maybe don't belong here, you get a very clear sign that you may want to get into cover. Non-sophont species will also give you the same consideration, you just have to be more aware of the warnings signs. Sophonts are unaffected by this perk.

This Isn't A Race (400CP, discount Scientist): When you are plumbing the active depths of a civilization's ruins, sometimes it's better to be last. Why should you be the one to trigger all the traps and defenses? With this perk, any time a hostile rival shows up at the site of a find you want, they will use their own forces to clear the traps and defenses for you. You'll catch up to them right before the prize, and have a perfect position to show them that cheating doesn't pay. The rival will be in a hazardous position, and if they are at all redeemable, you will have a chance to save them too.

If there isn't a rival you can throw at the traps and defenses, this perk just increases your ability to figure out traps, puzzles, riddles, etc, and in both a timely and more importantly safe manner. You can still figure things out even if you know little-to-nothing about the civilization you are exploring/looting/discovering.

Dead Men Have No Secrets (600CP, discount Scientist): You've got samples of a civilization's tech, and maybe even pure data recovered from their computers. But now what? Now, you actually get to put them to use. You now have the fantastic ability to reverse engineer unknown technologies, and the more alien they are to you, the better you are at it. The reason why is because a civilization's technology isn't just one single thing. You can detect the intricacies behind every little detail, and extrapolate from those details how a civilization thinks, what materials they'd use and why, and so on. The wider the variety of samples you have, the greater the insights you have into every level of their civilization. And once you know how they thought, you can make your own versions of copies of their tech, as if you were a scientist of that civilization. You are not just acquiring raw data, but understanding what you are discovering.

SAM Connection: With an AI backing you up, you are able to process information much faster. When you observe a phenomenon, or the effects of a phenomenon, you can correctly infer the cause and/or effects of what you are observing. See someone get gunned down by a new race that uses weapons that goes easily through kinetic barriers? Obviously, they're using plasma rounds. Watch an alien robot use beams to repair a structure? You could write a paper on how, and reprogram it to work on other types of materials. The more information you have access to, the greater the amount of info you can figure out on what's going on. Be careful though. Just because you can deduce that those are ferrofluid bombs being propelled at you, doesn't make you invulnerable to them.

Technician perks:

Automatic Looting (100CP, free Technician): A Technician can be called in to fix things in the middle of a fight. But when your focus is on keeping your head on your shoulders, who has time to pick up those supplies you ran past 3 hours ago? You, that's who! You now have two things:

First, you have some sort of pocket-universe/bag-of-holding/bigger-on-the-inside backpack/whatever that allows you to carry a large amount of loot. The loot will be unsorted, and while you can carry a lot and not notice, you also cannot immediately use what's in your "loot bag". You'll first have to have your mineral wealth in the right place to build something with it, and equipment needs to actually be equipped before it can be used.

Second, you gain a sort of aura or field that will automatically put anything (that hasn't been claimed by another being) nearby you into your loot bag. Stumble across a dead Kett, you get all the loot a thorough check would have found you if you'd taken your time. A farmer's vegetable field wouldn't work, unless you are knowingly stealing from the owner. The size of the looting-aura grows with how quickly you can move and what areas you can actually access. And the loot you get is determined by your skills. For example, if you have butchery skills, you can auto-loot meat, bones, and/or skin, while skills with electronics would let you get intact pieces of robots. The size of a single item would go up to and include a shuttle or the Nomad. If you run into something bigger than that, you'd need to have the skills to break it down to fit it.

Waste Not, Want Not (200CP, discount Technician): Sometimes a Technician just doesn't have the resources they need to get the job done. That's when you have to get creative

with what you consider a resource. You have the ability to break down objects that you can personally move into their component parts and/or resources, whichever you wish. If you need a bit of Eezo, an Initiative gun should have some. Don't want to murder some harmless Eirochs? Kett gear usually has some Eiroch Fluid Sacs incorporated into it.

In addition to breaking down objects, you also have an accompanying pocket dimension for just resources and/or component parts. It doesn't weigh on you, and you can easily carry around enough resources for any job. If you have the Automatic Looting perk, you can choose to have any raw resources you pick up to go straight into your "Resources Bag". And any crafting you do can pull straight from your "Resources Bag".

Resource Efficiency (400CP, discount Technician): It's nice being efficient. It lets you make more with less, stretching out vital supplies even further. With this perk, any time you are crafting something, you can make it for half the materials. Just… don't ask how you got a full cake from half the amount of ingredients.

In addition, anytime you break down an item, you get the full amount of resources that went into it. So, breaking down a gun you made for 50% resources would give you those 50% resources, compared to a gun made by someone else who used the full amount in the construction, and thus giving you the total amount.

Development & Improvement (600CP, discount Technician): When you've got a really rare item on your hands that's made out of materials you need absolutely right now, the regret of doing so might paralyze you. After all, who knows when you will next be able to get your hands on one? Well, fear no more! Now when you break something down for resources, you can make a blueprint for it. So you can build it later, or even make even more of them. And if you don't want to break it down for resources, you can also be careful to just take it apart into its constituent parts, learn what every little thing does, and then put it back together. And you now have a blueprint you can use to make copies. Blueprints for ~~everyone~~Jumper!

SAM Connection: Having an AI observing everything you do may be creepy, but at least it's willing to give you tips for improving. Like how to improve the things you are building. Every time you build something, you can now improve it somehow, just a little bit. Take a little weight off here, shave that down, and after enough, you might have a whole new toy in your hands. Any improvements you make will be added on to the blueprint, so you can further improve it from there. It may not seem like much, but if you build a Mk X gun 100 times, your improved blueprint might very well qualify for Mk XI status, or maybe even better. You can keep improving that blueprint as much as you like.

Leader perks:

Quest-Giver (100CP, free Leader): You know how you need something done? Well, now you can give people missions to go out and do it for you. If you aren't offering them any "incentive", it'll get done in time as part of their regular duties. If it's not part of their job, it won't get done. Put up a reward, and people will do what you want and bring you what you need. This perk also allows you to tell people you need something done, and someone will show up to do it, even if you're not sure how they heard about the job in the first place. Need someone to grab

some scans of plants or rocks? Sure. Need plant species to see what makes tasty alcohol? You promise them the first round, and you'll have all the samples you need.

There are limits to this. If you offer up a measly 10K credits to wipe out the Scourge, no one is going to feel more motivated to do that than they normally would. Offer up ownership of a good quality planet, and you might start getting somewhere. The reward must be at least equal the risk. If not, the job might get eventually done. Who knows when that'll be though?

I Smell Smoke (200CP, discount Leader): Hindsight is 20/20. A problem isn't a problem until it is. That's why you've become an expert at hearing rumors and discontent with you and your leadership before they become full-on problems. Maybe your subordinates will relay rumors to you, maybe you are just really good at overhearing things. The more you know, the quicker you can nip problems in the bud. If someone is breeding malcontent at your policies, or inciting rebellion, you will quickly find out before such efforts can get too far. You also are fantastic at finding positive ways of shutting down your detractors.

This applies to any group, not just ones you are personally involved with.

Heads or Tails (400CP, discount Leader): Sometimes a leader just has to pick from 2 equally bad choices. When you are in these situations, you will get a premonition of how you will feel about the outcome. Will releasing that unknown AI onto your ship end up being a mistake? Or will giving it back to its creators give you a tactical victory? This is not true precognition, and you will have to be aware of yourself and your wants to get the most out of this. And if Choice A ends in disgust, and Choice B ends in despair, you will still have to make the choice. This perk only applies to situations with an A or B answer. If there's a C you just aren't seeing, this perk won't activate. Which I guess is a clue for you anyway...

Leadership Breeds Loyalty (600CP, discount Leader): When you are a leader in an uncertain universe, it's good to know who has your back. And now, any subordinate in any organization you are in will have yours. They will trust that you will be a good leader, and if they have an issue with your leadership, they will seek you out and try to find peaceful resolutions. You will not have to be concerned about your subordinates betraying you, or the the values you hold dear. In addition, you will know who isn't actually one of your subordinates, so infiltrators will find it impossible to trick you. If you are willing to still work with them, you might be able to help them convince themselves that you truly are worth working for, and then they will be as loyal as they come.

SAM Connection: Having an AI to manage things for you lets your organizations grow even further. Any organization you are a part of or form will be able to continue being true to your vision, even if you are no longer involved with it or disappear for some reason. Your organizations will continue to grow, and the next time you run into it, know that you will be proud of what they've done in your absence.

Racial exclusive perks:

Humanity Laughs At Your Plans (Human exclusive, Free): Humanity has a tendency to derail plans. They became part of the Citadel Council quicker than some/most races have been

on the galactic stage, and they were a major push behind creating the Andromeda Initiative in the first place. Now, a human Pathfinder is the only thing standing between the Initiative and ruin, while an alien empire plans to conquer the entire cluster.

Humans have the natural tendency to ruin the long term plans of those who don't expect them. It tends to come up when a large empire or established civilization thinks they can hold humanity down. Anytime a human gets involved, don't hold on too hard to your expectations of how the future will go.

Blue Space Monogendered People (Asari exclusive, free): Asari were one of the first species to make it to the Citadel, and have been the longest in space of all the races available here. They are aided in this endeavour by three things: A long life span of up to 1000 years or more, the ability to essentially reproduce more asari with any other race, and the fact that every asari has some degree of biotic potential. They also have the most bizarre ability to cause other races to consider them attractive in some way, even if logically speaking the two races have little physically in common.

Making the Best of the Time We Have (Salarian exclusive, Free): Salarians are well known for many things. Their limited life span means they usually have about 40 years or so to live, so they do the most they can in their limited time. They are mentally gifted and tend to focus on technological pursuits. One of the things Salarians are most known for is the Special Tasks Group, which is one of the premier spy groups in the Milky Way. And yet somehow, for all their renown as spies, for some reason, people don't automatically suspect salarians of being sneaky. And now, when people are looking for someone suspicious, even if they should rightfully be looking at you, they will consider and investigate other suspects first. That'll give you time to build up your alibi, finish what you were doing, and/or neatly exfiltrate.

Metallic Bird People (Turian exclusive, Free): Turians are sometimes derogatively called bird people, usually because they have bird characteristics. Since they evolved on a world with constant low level radiation, they evolved metal plates that while they don't do much defensively, they do let a turian be resistant to long-term low-level radiation. They can only consume dextro-amino foods since that's how their biosphere evolved, while the levo-amino food of most of the other races of the Milky Way will do nothing for them at best, and deathly ill at worst.

Culturally, most Turians have a history of military service. They are able to reinforce their will by drawing upon their training. The more training you have, as well as how applicable it is to a situation, the stronger your will is. So even when all you have to draw on is your training, it might be enough to see you through.

I AM KROGAN (Krogan exclusive, Free): A product of a hell-world even before it got nuked to hell, the Krogan body is designed by nature to be super tough. Multiple redundant organs, long life span, a hump for enduring long periods of not-eating. And thanks to the Andromeda Initiative and 600 years of Cryogenic stasis, the Krogans that came along are slowly

starting to be able to sidestep the Genophage, which means their numbers of live young per litter are slowly starting to rise.

Culturally, the krogan have been decimated. Young krogan are brash and think they are invulnerable, and generally accept the role the Milky Way gave them of being the galaxy's tough guys. A krogran who has survived their youth is one who has had time to learn from any number of battlefields, and have the scars to show it. As you grow older, your ability to intimidate others will improve. Don't worry though, you can choose whether or not you intimidate someone. After all, Nakmor Drack may be one of the most dangerous beings in the Initiative, but he's also someone's grandpa, and if you can get under his skin, he's just a big ol' teddy bear inside.

EM Manipulation (Angara exclusive, Free): Electromagnetic manipulation that can be used to enhance Tech powers. Convert sunlight to bio-energy, and in fact you will need it to prevent illness/symptoms of malnutrition. The Angara are a unique race in that they have the ability to manipulate electromagnetic fields. In fact, they must use this ability to convert UV radiation into useable bio-energy, otherwise they start to have nutritional issues. The Anagara can use this ability to drain shields or in the case of a skilled user, cloak themselves temporarily in order to get to an advantageous position. Sadly, this ability is probably what got them targeted for exaltation by the Kett.

In addition to their EM manipulation abilities, some Angara are able to use a combination of their EM abilities and special devices in order to access the memories of their ancestors. The more spiritually-inclined Angara call it reincarnation, so it's quite a strong thing to experience. For you though, you aren't so limited. Any item you touch that belonged to or was used by an ancestor of yours will give you a vision of when they touched/used it, giving you an idea of what they used it for, how to use it, and how it can benefit you. You'll also experience a snapshot of their personality and mindset, though you can ignore it if you want.

Exaltation (Kett exclusive, Free): You have extensive knowledge of the Exaltation process. You can prepare an organic for Exaltation, know how to prepare the serum, and know how to get the best results when converting a life-form into a new Kett. After studying the new Kett, you are also able to incorporate traits of Kett-formed organisms into your own body. There is a limit to how many abilities you can incorporate at once, unless you have extensively studied and refined the traits granting you those abilities. You may start with one ability shown by Kett forces.

Special Snowflake (The Initiative Drew All Sorts exclusive, Free): It takes a special kind of person to fling themselves 600 years into the future, knowing that they may very well not see another member of their own race. Alternatively, maybe you are expecting the Quarian Ark and it's wide variety of passenger races to be tagging along in a few years, since it was supposed to set off after experiencing some delays. Either way, you knew what was coming, and have the ability to not feel lonely, or feel any sort of isolation when no one of your own kind is around. And if you want, you may also have a gift for extending the hand of friendship to individuals of other races. No one should have to be alone.

Class: Pick a class. You must have access to Biotics in order to take a Biotic using class.

Soldier: Soldiers are pure combat specialists. No one is tougher or more effective at taking down enemies with gunfire. Gains <u>Marksman's Focus</u>: Grants an escalating damage bonus for every target killed in a short time.

Engineer: Engineers are experts in both offensive and defensive tech powers. Gains a <u>Combat Drone</u>: a small drone improves recharge rate for tech powers and self destructs with an EMP pulse if enemies get close. The improved recharge rate is lost after destruction.

Adept: Adepts are biotic specialist, capable of disabling and killing enemies with powerful mass effect fields. Gain <u>Biotic Echoes</u>: Biotic combos can set off additional explosions on each enemy they touch. Gain <u>Biotic-assisted Jump & Evades</u>: Instead of relying on just your jump-jet for your mobility needs, you use biotics to increase the effectiveness of your jump-jet.

Sentinel: Sentinels are unique combatants, bringing a mix of tech and biotic abilities to the battlefield. Gains <u>Tech Armor</u>: Absorbs a significant amount of whatever damage gets past shields.

Vanguard: Vanguards have an aggressive combat style, preferring to close in on enemies and deal heavy damage at short range. Gain <u>Siphoning Strike</u>: Melee attacks restore shields. Gain <u>Biotic-assisted Jump & Evades</u>: Instead of relying on just your jump-jet for your mobility needs, you use biotics to increase the effectiveness of your jump-jet.

Infiltrator: Infiltrators are tech and combat specialists who typically focus on precise hits and avoidance. Gain <u>Battlefield Awareness</u>: Observe enemies through walls when using a scope. Gain <u>Cloak Evades</u>: While evading, a brief cloaking device is activated.

Explorer: The Explorer is a jack-of-all trades, with abilities ranging from combat and tech to biotics. Gain <u>Biotic Blink</u>: Evades allow you to quickly traverse a short distance, even seemingly passing through solid matter.

Pathfinder (Requires SAM Connection): Instead of picking one of the above classes, you are able to pick and choose as you need them. Changing a class is not viable in combat, but you can make a Profile with a Class picked out and 3 powers from below, and switch between Profiles in combat.

Powers: If you took a mixed class, pick any 3 (not mentioned above) powers that would be available to your class (Combat, Tech or Biotic). However, if you took a "pure" class, then you are rewarded for specializing and can pick any 5 powers in that category. Pathfinders are limited to 3 powers per Profile, but are able to switch profiles quickly thanks to their connection to a SAM. The more you are able to multitask (biotics), digitally store (tech), or carry equipment

(combat), the more abilities you will be able to use at one time. You start at 3 (or 5 for specialists), and can go up from there, the more you are capable of.

Combat:
Omni Grenade: A general purpose grenade.
Concussive Shot: Fires a target-seeking high impact round that knocks down targets.
Barricade: Deploys a temporary energy barricade that provides temporary bonuses.
Turbocharge: You vent gun heat through your armor to improve gun characteristics.
Trip Mine: Deploys an explosive mine that triggers via proximity or crossing a trip laser.
Flak Cannon: Fires krogan-designed shells that burst into shrapnel on impact, or airbursts.
Avenger Strike: Angara specific skill. You cloak temporarily to backstab an opponent with a melee weapon.
Fortify: You move slower while redirecting power to your defenses to lower incoming damage.
Frag Grenade: Throws a grenade with enhanced blast radius and causes shrapnel damage.
Sticky Grenade: Throws a grenade that will stick to enemies or surfaces.
Havoc strike: Leap forward to stab at enemies with omni-blades, while discharging electricity nearby.
Combat power import: You can choose to take a combat power that has been used elsewhere/when in the Mass Effect universe. May be taken multiple times.

Biotics:
Pull: Lift a target into the air to dangle helplessly. Combine with throw for telekinetic shenanigans.
Throw: Hurl a gravity field projectile to throw targets around.
Charge: Alter's the users mass and launches them at the target. Also restores barrier strength.
Nova: Channel energy into a point blank high damage explosion around the user.
Shockwave: Blast targets with a line of explosions that go through walls and other solid objects.
Annihilation: Weaves rapidly shifting mass effect fields to slowly damage nearby targets. Can use other biotics with this skill active, but splits the users concentration.
Backlash: Generates a frontal biotic barrier that reflects most projectiles back at enemies and reduces incoming damage.
Singularity: Deploys a gravity well that lifts and damages targets. You can also end the effect early.
Lance: Devastates a small area with a swiftly thrown shaft of energy. Good for hitting weak spots. It also moves quickly and is harder to dodge.
Warp: Shred an enemy with rapidly shifting mass effect fields. Weakens armor, but less useful on shields.
Biotic power import: You can choose to take a biotic power that has been used elsewhere/when in the Mass Effect universe. May be taken multiple times. Must be racially feasible, so unless you somehow are a Collector, Dark Sphere and Seeker Swarm are not available.

Tech:

Overload: Unleash an electrostatic discharge on a target. High damage to shields and synthetic targets. You can also charge it up to have it chain to additional targets.

Incinerate: Fires a plasma projectile that does extra damage to armor and lights targets on fire.

Assault Turret: Deploys an automated assault turret to attack targets.

Cryo Beam: Directs a continuous stream of super-cooled particles that freezes targets, which disables enemies and weakens armor, but has no effect on shields.

Energy Drain: Restores shields by sapping electromagnetic energy around the target. Causes extra damage to shields and synthetic enemies.

Tactical Cloak: Employs light-bending technology to render the user invisible at the cost of shield regen. Attacks made from cloak will generally be more effective, but will also break cloak.

Flamethrower: Unleashes a short-range jet of flame that causes extra damage to armor and lights enemies on fire. Best used on unshielded enemies.

Invasion: Infects opponents with an invasive VI-controlled machine swarm that causes damage and weakens defenses and can spread to nearby targets.

Remnant VI: Deploys a retrofitted Remnant Observer that repairs itself over time, cloaks when critically damaged, and will attack designated targets.

Recon Visor: Turian Agent MP skill. Allows user to see enemies through walls/obstacles, and allows fire to penetrate walls.

Shield Boost: Restores shields to all allies. Not normally available to the pathfinder, but not species limited.

Snap Freeze: Flash-freeze enemies and weaken armor with a quick blast of super-cooled particles.

Stealth Grid: Cloaks you and every ally around you. Not normally available to Pathfinder, but not species limited.

Tech Power Import: You can choose to take a tech power that has been used elsewhere/when in the Mass Effect universe. May be taken multiple times.

Items: You gain +200CP to spend on items only. 100CP items are free for appropriate origins, unless stated otherwise. Discounts would apply to the total cost of an item, including upgrades. You may freely import items into similar categories of items. Sword into sword, gun into gun, gun and sword into gunblade, and so on.

     Starter Weapons (Free to all): In a new and potentially dangerous galaxy, you have to be prepared. You have a M-3 Predator Pistol and a racially appropriate melee weapon. Biotics have a choice between their racial melee weapon (if they have one) and a Biotic Amplifier (for melee purposes). If a race doesn't have an appropriate melee weapon, they start with an Omni-Blade.

     Hardsuit (Free to all): Every Initiative member knows that they are going into the unknown, so they do their best to equip for it. Even the Angara and Kett have an equivalent. You have access to a hardsuit (or some equivalent of wearable equipment) that provides basic

kinetic barriers, life support, and jump jets. Please keep in mind that this is a pretty basic system, so consider upgrades.

In regards to the jump jets, you can use this hardware that's integrated into your armor to hover or make extremely high jumps. You could even reverse the function to ground pound a target. If you possess biotic abilities or advanced EM manipulation, you can increase your mobility/maneuverability with the jump jets.

Pet From Home (Free): You have a pet that was brought in from your home sector of space. Milky Way races can select from any pet that'd be available in the Milky Way, Angarans from the Heleus cluster, and Kett from their empire. The pet will not be usable in any form of combat, and will mostly stay with you in order to improve your mood. And steal your food, if you aren't careful what you leave around. You may also choose to import a previous non-sophont pet into a form of your choice, if the form fits the above criteria.

Omni-tool (100CP, Free for Milky Way races): You get an omni-tool loaded up with programs and information that'd be best suited for unsupported colonization in a new galaxy. Because the Andromeda Initiative knew that they'd be going with a finite supply of ammo, medi-gel and power cells, each omni-tool can recover and repurpose appropriate resources to serve appropriate functions. For example, liquid coolant allows weapon heatsinks to be re-used, and organic compounds can be refined into medi-gel. They can also convert consumable items into immediately usable forms. Finally, they do everything else regular omni-tools can: Communication, minifacturing fabricator, sensor analysis, and computer mainframe.

Kett Guard Dog (100CP, free for Kett): Wraiths are invisible Kett-formed guard dog things. Non-Kett get the original race that the Kett made the Wraiths from, which is known as a Challyrion. Your Challyrion is smarter and stronger than normal, in order to equal a Wraith. May import non-sentient pets into this form for no additional cost.

Solar Emitter/Heater (100CP, free for Angara): An Angara needs to have UV exposure to prevent what's basically malnutrition. So, have this free solar emitter combined with a heater. It will auto-adjust to give you whatever type of radiation your form needs to be healthy, and can emit heat in addition to the other radiation. The amount of radiation will also scale to whatever is needed to keep you healthy. Please be considerate of those around you. What's healthy for you may be a lethal dose for others.

You can also set it up to provide radiation and/or heat for other organisms and can adjust it to what type/amount of radiation is beneficial to them.

Scanner (100CP, requires Omni-tool): This omni-tool mounted system is how the Andromeda Initiative plans to rapidly survey planets. This system is a fast and accurate sampling system that is formally known as Panoptes. When linked to an AI, it can produce multiple analyses and predictive models in seconds, turning what would be the surveying work of weeks into mere moments. For most purposes it uses a transmitted accelerator mass spectrometer to create a "snapshot" of an objects components, atomic weight, and radioactivity,

allowing for in-depth analysis. For biological materials, the system switches to an electrospray ionization system, so that plants or animals can be scanned without causing radiation damage.

For a Jumper, you no longer need to have an AI linked to the system for it to work, though that would help. You can also take DNA scans of organisms for further study, and scan devices to help you figure out what they do, and maybe later reproduce them. Lastly, if you have a longer ranged sensor system, you could link the Scanner to that to scan further away, even if being in the Scanner's original range would get you clearer results.

Shuttle (200CP): Your choice of a Nexus, Angaran, or Kett Shuttle. All of these have FTL capability, can carry a squad's worth of people, and has a moderate amount of resistance to environmental issues such as radiation or deadly winds. If it gets hit by lightning though, it's basically a goner, unless you put some upgrades in. If the Shuttle is destroyed, it will respawn in 48 hours either in your warehouse or on a landing pad, whichever is more convenient.

You may choose to import another ship/vessel and grant it whatever Shuttle you chose as an Alt-form for the importee ship, at no additional cost.

Drop-In items:

Rations (100CP, free for Drop-In): Or, if you're a Jumper, also known as Meals You Actually Want to Eat. Regardless of which form you are in, you gain a regular supply of meals that would fulfill all of your body's nutritional needs, is actually appealing to you in taste, and has enough in it to satisfy you. The meals will change in small ways from each other, and will have a nice liquid for you to consume with it. Unless your body doesn't drink liquids, then you get a nice little garnish instead, or something.

You also gain whatever utensils you may need/desire for it, and the detritus of your Ration will disappear once you are finished eating.

Trade Goods (200CP, discount Drop-In): When you are a foreigner in a new place, your money may not always be good there. Now you will have a stockpile of trade goods that you can use for barter. The trade goods will be appropriate for whatever race or culture you are dealing with, and will vary between luxury goods, rare materials, cultural goods, and so on. There isn't necessarily a price that's equivalent, but all the goods will be something valuable to the race/culture you are dealing with. For example, gold to some people is extremely valuable, while to others, it's just a pretty rock. But with these goods, you will almost always be able to make a positive first impression. After all, everyone likes getting gifts.

Your stockpile of trade goods is in some sort of container, such as a crate or locker. The stockpile refills on a twice weekly basis, and will also adjust itself to the target market every time you open it.

Porta-Home (400CP, discount Drop-In): Home is where the heart is. And in Andromeda, that's a good thing, because "home" tends to move around as needed, whether because of local conditions, enemy armies sieging your planet, or simply because you need to move on. Lucky for you, you can bring your home with you. You now have a fully equipped habitat unit. It is large enough for whatever family size is standard for your race, and always big enough to be at least

luxurious for you. Your sleeping quarters are large and relaxing, your kitchen and dining areas will have both every tool you'd need and enough storage for all your ingredients, the bathroom is fit for royalty, and you have lots of living space and miscellaneous storage. All your basic water, power and air needs will be provided for, and the interior conditions will always be comfortable for whatever race you are, and you could adjust that as needed. Even better, it's equipped with plenty of mass effect technology, making it fairly easy to collapse things down and relocate the habitat to another location. Just strap it to a shuttle or lifter and go.

The habitat is also resistant to damage, and anything that wishes you harm will not bother you while you are inside.

Post jump, you may either attach this to your Warehouse, deploy it in a jump, or change your mind and take the other option. You may also choose to have the appearance match the local setting, or not. As a bonus feature, any setting you bring this to and have it adjust the appearance to match, will also build up a library of alt-forms for the habitat.

Flora & Fauna Archive (600CP, discount Drop-In): When you are surrounded by the unknown, you will crave the familiar. But how does one get a dog when they are in a different galaxy? If you didn't bring one, I guess you'll have to grow your own! This is a both a database and a cloning facility. The database is full of the genetics of plant and animal species from your home, and will auto-update as you encounter new ones. And the cloning facility will be where you turn the scans you've taken into grown organisms. With a scan of DNA, you can grow a viable organism fairly quickly. You can control the variables of how they grow, and the specimen will be a fully mature example of that species. Animals could be fully socialized for the wild, or be naturalized to your race. Plants will be at least partially adapted to whichever environment you wish. In time, you might even be able to use this archive to create your own species, and maybe even sophont species as well. But that will take a lot of time and learning. So, in the meantime, enjoy being able to taste the steaks and liquors of your home, while petting Fido.

In-Jump, the size of the Archive will match your purposes. For example, creating breeding pairs of plants or small- to medium-size animals would mean a smallish building the size of a shipping container. Growing a viable breeding population would naturally scale up the facility. Post-Jump, you may choose to have this facility attach to your warehouse, have it set-up somewhere in each jump, or change your mind to the other option.

Soldier items:

Consumables (100CP, Free for Soldiers): You get a giant crate full of handy one-shot items that restocks daily. Use these to your advantage! You also get the plans to make more, if you desire to build up a bigger stockpile. The crate contains the following:

"Adrenaline": a prototype omni-gel/OSD package. When deployed, it bypasses omni-tool safeties to minifacture (small-scale manufacture) new heat sinks and provide a temporary but powerful boost to armor.

Shield Capacitor: Immediately overclocks a user's shields, bringing them to full power and giving them a boost. This boost is unstable, however, and will be lost the next time the shield is breached.

Life Support Pack: Boosts the environmental management systems of a user's hardsuit, enabling them to cope with environmental hazards for a longer period of time.

Special ammunition: these packs apply a variety of effects to weapons fire. Incendiary Ammo coats projectiles in thermite paste as they are fired. Cryo ammo uses Bose-Einstein condensate to freeze an enemy or slow them. Disruptor ammo projectiles carry and electrical charge that damages enemy hardsuit systems.

Cobra RPG: this package uses a volatile solution of omni-gel to minifacture a short-lived but extremely dangerous projectile. Launched from an omni-tool, it hits with the same explosive power as a portable rocket launcher.

Weapon (100CP, discounted and 1 free for Soldier, can be bought multiple times): Here's your chance to pick your favorite gun/sword/hammer. Pick any instrument of handheld death/destruction from the Mass Effect universe. Yes, you are allowed to pick options that didn't canonically make it to Andromeda. Ammo and/or other consumable items needed by the weapon will respawn in your warehouse on a daily basis. As a bonus, you will also get blueprints for the weapon so you can make more.

Custom Armor (100CP, discounted and 1 free for Soldier, can be bought multiple times): This is your custom hardsuit, and you brought it with you from home (whether that be Milky Way or Andromeda). You may pick any armor that is in the Mass Effect universe. If you would rather pick a set of custom pieces instead of a single suit, go right ahead. You may want to make sure it will complement your preferred combat style. As a bonus, you will also get blueprints for your armor so you can make additional copies.

The Armory (400CP, discount Soldier): Now that we've got you kitted out, now it's time to kit out your allies. This armory has enough weapons and armor in it to supply an army, as well as the ammunition and maintenance gear to keep them operational. Any non-unique weapon or armor you have the schematics for, know how to build, or have someone else who knows how to build it, will be available in this armory for your allies to use. The only catch is that the gear that you hand out will always be returned back to the armory. If your allies want their own versions, they have to learn to make their own. But if an army of Remnant robots are coming your way, and you have a bunch of unarmed and undefended civilians nearby, at least now they can provide some help instead of being helpless.

Cavalry (600CP, discount Soldier): When you send out a signal (from your omni-tool, or a signal fire, or bat-signal, etc.), you will have friendly reinforcements show up. This will scale up based on the allies you have, or have made in the past. If you bought the bar a round of drinks, they'll come to your aid in a bar fight. Save an Ark with 15,000 Turians? You'll have a couple squads of grateful soldiers having your back. Need to stop a madman from converting all life into Kett? Everyone who owes you a major favor will show up to help. Having a wide variety of allies helps, and consistently doing right by them will be even better.

This perk will shine post-jump. Your call for help will have reinforcements temporarily cross the border between universes to assist you. Any ally made in this jump and in following

jumps will be able to join in. The type of battle or fight you are in will also help scale the response of who is coming to assist. The aforementioned bar fight will be a group of tough guys, even if they are also off-duty Spectres. Piss off all the forces of hell? I hope a God owes you a favor, or you know an army of army-killers. Otherwise, you're on your own. If a reinforcing ally would die fighting for you, they'd go back home and think it was just an exercise (or dream, or whatever allows them to accept it), and you would not be able to call them for help for a year.

Scientist items:

Backup Storage (100CP, free for Scientist): When you are in the field, you never know what kind of data you will stumble across. And it'd be a shame if the only record of that incredible find was somehow damaged or destroyed. That's why you bought this lovely little VI drone! It has essentially unlimited storage capacity, so you never have to worry about having to choose between those etchings you took of that ruined temple and that databurst you got from that dying AI. However, you will have to input the data from whatever recording device you used, the drone can't record things itself. And the storage capacity is for storage only. While you can store encrypted information, you would still have to decrypt it at some point. And while you can find stored data based on when you input the info into the Backup Storage, you aren't able to search through it. It'd be best to use this drone as a data mule of sorts. Best of all, if the drone gets destroyed or otherwise ruined, the data is still safe! You just have to get some other device to solely perform the role of the drone, and the new device will have access to your stored data.

Any information stored is basically in archived status. Time will not progress for the information for whatever reason.

Research Assistants (200CP, discount Scientist): A true scientist will realize that when they are reaching for the stars, that they are standing on the shoulders of the giants who came before them. So sometimes, it's nice to not have to stand alone. You have a group of scientists helping you out. While you are in the field, others will be checking your work and conclusions, cleaning up miscellaneous details, and getting the word out there about who exactly is trailblazing. And sometimes, the folks back in the lab will catch sometime you missed. Maybe they spotted a rune you needed, or saw something reflective off in the distance. No matter what, every so often, your science helpers will help you make progress on your current science goals. And in between those bursts of helpfulness, they also handle a lot of the grunt work of science for you.

Post jump, the assistants will be skilled personnel appropriate to the setting, and particularly skilled in what you are currently researching. And if you aren't researching anything, you can put them to work on other science projects you need done.

Open Says Me (400CP, discount Scientist): When delving into advanced ruins, you occasionally come to protected consoles that you just don't have time to crack, or you're just sick of that damn Sudoku puzzle. You now have a program that will automatically fill in any password or electronic puzzle, and because you used it, breaks down any other encryption or

electronic security on that console. This code functions once a day. You could also use it on networks, or to get into someone's profile if you wanted.

Post Jump, this code will work on any electronic device that has some means of data input and asks for a password, passphrase or code. Low tech options will need another approach though.

R&D Tech Database (100CP/200CP/400CP/600CP, discount for Scientist): You gain access to a database with technology data from the Milky Way. This encompasses a wide variety of fields, from A to Z. Alternatively, you could instead have a similar database encompassing Heleus Cluster civilizations (excluding Remnant Tech). You could also pay an additional 100CP to get both Milky Way and Heleus databases. If you've already bought both of those, you can also pay an additional 200CP for access to a sprawling library of Remnant tech, enough to make Peebee swear eternal servitude to you just to have access to it. If you pay an additional 200CP on top of the Remnant tech option, this database will update per each civilization you interact with. Dead or remnant civilizations will take a bit of a research period before you get an update for them, but when you do, you'll be the envy of any archeological expert in that civilization.

But regardless of whatever level you buy, you have a media/cultural/historical archive of each culture/civilization you have the technology of. The dead/remnant civilizations still need to be researched first though.

Technician items:

Research & Development Center (100CP, free for Technician): The R&D center is integral to the Initiative's colonization efforts in the Heleus cluster. There is one in every settlement. As you increase the amount of information you discover, the more you will be able to progress and discover in the Research section. And Development allows a user to build any object that you have the blueprints/plans for and resources to make it. If you have a ship, you can choose to integrate this into the ship. While the R&D center is initially limited to making things that are man portable, with the appropriate upgrades, that may change. After all, Remnant Vaults have such interesting technology…

Post Jump, you can choose to have the R&D center be integrated with your Warehouse, have it be placed somewhere mid jump, or even have it be connected to a robot of some sort for mobile crafting purposes.

Mods & Augments (200CP, discount Technician): Sometimes you just need to coax a bit more performance out of your tools. And sometimes, you just need them to do something else entirely. You now have both a full collection of weapon mods and augmentations, as well as the blueprints to produce more. The mods are usable on any weapon of the matching category, even in future settings. And the augmentations are fantastic when you want to change how a gun performs. Maybe you want an assault rifle that can never run out of ammo, or a shotgun that spits lightning bolts? Or maybe you simply want to change the firing options you have available? If you can break down and build a piece of gear, you can integrate an augmentation into it. And the better skilled you are at building that item, the more augments you can put in to

it. Keep in mind that some augments have different effects if they are on a weapon versus a piece of armor.

Junkyard (400CP, discount Technician): Junk to some is treasure to others. You get a doorway that leads to a small pocket universe that is filled with the local area's lost, broken and/or discarded items. You might find broken gear, ruined vehicles, or maybe a pristine limited edition item that someone just forgot about. Everything in here will be somewhat useful to you, but you get to decide if it's use is as a source of resources, or if something is worth fixing.

The doorway takes the appearance of an expandable hula hoop that opens a portal to the pocket universe. The pocket universe will refill with junk as you travel, or as the local area around you generates junk that will be siphoned off. In addition, if you haven't cleared out the junk universe in one jump, then you can still pick it up in another, while the junk from the new jump will slowly filter in as space is opened up.

Box of Resources (600CP, discount Technician): Have a box full of the Heleus cluster's resources! Great for all your crafting needs, and ensures that you can always use your Andromeda gear. Omni-gel canisters, eezo, angaran meditation crystals, kett alloys, remnant polymers, eiroch fluid sacs, remnant cores, renderable plates, scale fibers, shell filaments, soft chitin. You will have to find your own source of the non-exclusive minerals though. This box is as big as the shipping container for the Nomad, is equally divided amongst the 11 resources, and will refill itself once a week.

Post Jump, instead of a single shipping container divided amongst the resources, you get a shipping container of each resource, and they all refill monthly. In addition, anytime you run into a universe specific material that you regularly use for crafting, another shipping container will be added. You must have used that material for crafting purposes several times before it would count.

Leader items:

The Bar (100CP, free for Leader): When the going gets tough, the tough...go out for drinks? You have a bar full of drinks manned by a skilled bartender, that the people working for you can gather at, wind down, have a good time, and maybe let slip how they feel about how things are going. The selection is constantly refilling, and both the drinks and the bartender's skills expand/update as you and your people encounter new things. Find a plant that smells good? It'll be a great garnish. An off-duty soldier discovers a hole-in-the-wall with a bartender with a bunch of new drink recipes? Your person at the bar will rapidly learn how to make them, with equal skill. They'll also be very good at dispensing advice and "overhearing" conversations, and will relay intel to you. Lastly, as a side benefit of owning place, you get free drinks.

Post jump, the bar will be located in your Warehouse, with a door leading to the outside world for customers to enter in from (but they won't be able to enter the Warehouse itself). The customer base will be as wide a variety as you desire, constantly letting you get a feel for the pulse of whatever community you are in.

Hall of Victories (200CP, discount Leader): You now have a place to show off your successes, and maybe even include those of your subordinates. Any time you or your subordinates have a noteworthy victory, there will be another display piece here going over what happened, and how you (or your subordinate(s)) were critical. You can open up this hall to whoever you wish, inspiring those who visit, improving your fame, and improving their confidence and belief in you. People who have heard of you because of your improved fame will be more open to listening to you. You can also choose specific things to display, such as trophies or prototypes, or maybe even holographic displays of the important men and women who call you boss.

Post jump, this is either attached to your Warehouse and has an opening to the universe you are in, or you can choose to put it down somewhere.

Jumper News Network (400CP, discount Leader): The best part of coming to a new galaxy where you will have to make your own society from the ground up is that you get to be on the ground floor for, well, everything! Including the media. You now have control over the only news source for the Nexus, even if that really only means 2 people for now. Your media company will have a feeling for what you would and would not want run. They won't necessarily always obey what you want, but they're reporters, and they know that there's only so far they can push things.

Even better is that you will also get to be a trusted source, and will be regularly interviewed to get your take on a situation. As long as you aren't being blatantly false during the interview, you can put whatever slant on the news you want, and people watching or listening in will tend to take your viewpoint on the matter. You say that the first colony being set up is a great thing, and people will be overjoyed. Be cautiously optimistic about first contact with a race, and even the xenophobes will wait and see how things turn out.

Post Jump, your media outlet will follow you and continue to grow. Your personnel will be replaced with equally skilled and enthusiastic people, and if JNN isn't the sole news provider, at least it'll be well respected.

Universal Communication Systems (600CP, discount Leader): When your people are spread out all over a galaxy, you realize that the most important asset you have isn't the ships or the material goods, it's having a reliable communication network to tie everything together. And lucky for you, your people have found a way. Thanks to a recent proprietary breakthrough, you now have a method of instantaneous communications across galaxies in real-time, allowing you to keep track of transactions, force compositions, intel on enemies, scientific discoveries, and even be able to get your kids to call their parents once in a while. This communications systems is easily compatible with any electronic device that can send and receive signals, and doesn't have any central locations that if destroyed would disrupt service. It also can't be interrupted, even if someone is in FTL travel. You can do what you want with this system, from limiting it just to those who work for you, or sell it to your allies, or sell it to everyone. Regardless of what you choose to do with it, you will have admin rights to the whole thing, which would let you shut areas of service, listen in on conversations, copy and/or intercept data. Maybe you shouldn't tell anyone about that last part?

As a bonus for a Jumper, you can use this across dimensions/realities. A Jumper can always connect to a universe they established the Universal Comm Systems in, while non-jumpers would need to have a relay substation set-up in each universe.

Tempest-class (600CP, discount for SAM-Connection): You get a copy of the Tempest survey ship, and all ships of this type are meant for long-range, long-term exploration. It doesn't have any weapons, but it's got a research center, tech lab, bio lab, crew quarters, your quarters (which are the biggest on the ship), med bay, a vehicle bay, and a ODSY drive that's nice and stealthy. It also somehow has an Internal Emission Sink stealth system, which is a classified stealth system developed by the Turian Hierarchy and the Systems Alliance. You will have to source your own pilot though: Kallo Jath may have helped build the Tempest-class ships, but he's loyal to the one he made with his compatriots.

You may choose to import another ship and give it the Tempest-class as an alt-form, at no additional cost.

Companions:

Companion Import/Create option (50CP each, 200CP for 8): This is how you bring along the friends you already have, or make new ones, literally. You can import or create them for 50CP each, or pay 200CP for 8 companions. They each get a race, an origin, a class, and their powers. They also get all freebies appropriate to what they picked. Companions will get 600CP to spend on perks and items, but cannot spend CP on companions. Companions do not benefit from the item CP budget. They will match you in starting location. You may choose to increase your companions CP budget by spending your own CP. For example, if you spend an additional 100CP on this import option, your companions each get another 100CP to their budgets.

Canon Character option (100CP each): You are guaranteed the chance to possibly convince a canon character to joining you on your jumpchain journey. And who knows? They came to a new galaxy when they had no idea what was in store for them (even the Kett), so you might be able to convince them to come with you. Any character you choose to try to convince can even ignore the events of fate a bit, such as the Ryder sibling not being stuck in a medical coma when they first get to Heleus.

AI option (100CP, free for AI companions): You can choose to import a companion into the local SAM, and previous AI companions can do so for free. They gain all of SAM's abilities, and if they like you, a major in on all the Nexus operations. Be careful though, if you aren't their linked Pathfinder, they are going to be learning from their Pathfinder's experiences, and maybe not in ways that you predict.

Alternatively, you can also just pay the 100CP for your very own SAM. If you aren't the Pathfinder, you will have a SAM-node attached to your Warehouse.

APEX member companion (50CP): These members of the APEX organization range from regular folks doing the tough job, to soldiers who specifically signed on for this job. Heck, there's even the Initiative's only 2 Batarian members. Each APEX member comes with their default power set from the Multiplayer, and 2 un-modified weapons.

Remnant Companion (100/200CP): You managed to stumble upon a way to control this non-sentient Remnant robot, and now it follows you around. You can designate targets for it to attack, and use it to give you a foothold into Remnant systems. If it's destroyed in battle, you will be able to repair it either back at base, or on the field, depending on your technical skills and resources available. An AI companion is also able to control the bot, if you so choose.

For 100CP, you are restricted to Remnant Bots you can actually transport in a shuttle. If you pay a total of 200CP, you are able to remove the size restriction and pick any single Remnant machine, like an Architect. Remnant Warships don't count.

In other settings, the Remnant Companion will still serve as a terminal connected to any ancient/precursor/extinct race's computer systems, so long as it is physically close to those networks.

Drawbacks: No cap on drawbacks.

Many Galaxies, One Universe (+0CP): This is a continuity toggle. Whatever actions you've taken in other Mass Effect settings will carry over here. Maybe you strengthened the Initiative, or helped the Milky Way wipe out the Reapers. No matter what, good luck figuring out the butterfly effect(s). Also, any Drawbacks taken here are still valid regardless of anything you did in other jumps. So even if you wiped out or took over the Milky Way Reapers, The Space Squid Are Coming is still going to create/make Reapers as enemies.

Ryding the Rails (+0CP, must take SAM-Connection perk and Pathfinder class for free, not available for Angara or Kett): Congratulations! Your father is about to die, your sibling will be hospitalized and basically non-plot relevant (well, not until way later on), and you are going to have a AI have unrestricted access to your brain meats! You take the place of the Ryder sibling of your choice, and become the Pathfinder. You start out on the Ark Hyperion. You will be taking on all of their roles, from finding the other Arks, to having lovely encounters with the Kett Archon. At some point, the Archon will have you in their hands, and you will die from them messing with your cybernetics. Don't worry, it won't count for Jump failure, but you are really going to feel it in the morning. Then the gloves come off, and you are going to have to stop the Archon before they can achieve their goal and kill/convert all non-Kett life in the Heleus Cluster. Good luck, Jumper Ryder.

Whoops, did I say you'd die once? Nope, you die three times. First when your dad kills himself to save you from suffocating, the second time will be when you have to escape a trap by being dead, and the third time will be when the Archon disconnects you from SAM. Don't worry, those three deaths don't count as jump-chain ending.

The 3rd Ryder Kid (+0CP, exclusive with "Ryding the Rails"): You've joined the Ryder clan. Dear old Dad convinced you and your siblings to join the Initiative, and now you are waking up in the Cryo-bay of the Ark Hyperion. Unless you've purchased the SAM Connection, you are lacking the pathfinder implants. Looks like you'll have to discover a new path to take, pun unintended.

Beloved Coma Victim (+0/+100CP): Something happened, and now one of your friends/family (AKA Companions) has been stuck in a medical coma. They will eventually come out of it, but until then, they take up valuable space in the medical facility, and you will constantly worry about them. There is also the risk of your enemies attacking and/or kidnapping them while they are in the coma. For their trouble, they will gain a SAM-Connection perk that will be inactive so long as there is already an active Pathfinder. Post-jump, it will be fully capable.
...And if you just want the CP, they don't get the SAM-Connection perk, and you can take 100CP. Jerk.

Surveyor of all you see (+100CP/200CP): You are given the task of scanning every system in the Heleus Cluster for your leadership. You'll be spending time flying from system to system, planetary body to planetary body. And anytime you get a signal of an oddity, you're going to have to check it out. And if you really love spending time with the people serving with you, or maybe if you just like looking at space flying by, you can take another +100CP in exchange for disabling any sort of fast-forward or "skip" option. You're going to know exactly how long this whole endeavour is going to take. Hope you've got a lot you can occupy the dead-time with.

Is there something wrong with your face? (+100CP): Yeesh, I thought this was 2819? Why does everyone's face look like a bad animation hackjob? For the duration of this jump, every person you see, regardless of race, is going to be somewhere on the Uncanny Valley scale for you. Lips not moving right, faces looking "off", eyes that look dead inside. There's nothing wrong with anyone, but you won't ever feel quite right knowing that things aren't as they should be. On the plus side, animals and beasts look just fine, so make sure to check out the detail on the local wildlife's mugs as they come up to smash/bite/claw you.

Oh, that's just not right (+100CP): And now things get positively weird. When you are talking to a person, there is a decent chance that you will see their neck and head convulse in random ways, almost as if their spine was made out of tapioca and a Krogan wanted to experiment with how far things would bend. You may also see a person without their top layer of skin, or whatever is racially appropriate. You'll see things that should not be seen, like how the muscles of a person's face contort when they smile, or what a Turian's tongue does to allow them to speak. This is a purely visual effect that is seen only by you, so you'd best learn to ignore odd occurrences like this if you don't want to seem crazy. Even a AI that is experiencing everything you do would not see the disturbing visuals.
This drawback basically turns your conversations and personal interactions with people into both The Exorcist and They Live.

Sleeping Body, Awake Mind (+200CP, Milky Way races only): This changes the start point of the jump to when the Andromeda Initiative leaves the Milky Way. While you'd normally be able to sleep the 600 year journey away in Cryo-sleep, with this drawback, your mind is active the whole time. Your body won't be affected by the time, but I sure hope you have some way to occupy your mind for the next 600 years.

Most biological improvements won't work, unless it's something like the Krogan's genophage adaptation which would take a long time to do. Mental and spiritual improvements would though. Any companions you get or import would also be in stasis to conserve power and resources, and thus unable to interact with you for the journey.

If you are able to somehow open your cryopod, then you now face the challenge of surviving through the remainder of the trip without being a net negative on the supplies of the ship you are on, before the ship even reaches the Heleus cluster. All other restrictions specific to this drawback would be removed, and you just have to survive for the rest of the dark space journey. And your body would no longer have drawback-fiat of not aging.

Hostile Animals (+200CP): I'm not sure what you did, but the local animals absolutely loathe you. Any time you come in sight range of an animal, it will know you are there and try to attack you. If you are in a settlement minding your own business, packs of wild animals will come together to tear you to shreds. Exalted animals are even worse, they will be able to sense you at an extended distance, even through any stealth perks you may have.

Any non-sophont pets you have will be exempt from this drawback, since they'll have gotten time to get used to you. However, other people's pets won't be, and it's rude to kill other people's pets.

Survival Mode (+200CP): Your starting point changes to waking up in your cryopod/crashed ship on an uninhabited planet in the Heleus cluster. It'll have all the resources you need for survival (such as air and water, and some sort of edible plants/animals/etc), but you will be alone. No one of your faction/race knows where you are, or that you are missing in the first place. Your challenge will be to make a shelter, keep yourself fed and watered, and most importantly, sane. If you haven't managed to build a ship from scraps by then, at the end of year 5, a friendly vessel will wander into your system and stumble across you.

Space Magic ONLY (+200CP): The Mass Effect universe has its own brand of weird magic, called Biotics. It's supposed to be a science, but it uses a weird mineral with odd effects on physics, and people that have survived that mineral being in their body have access to powers that make no damn sense. How the heck does a Asari-vampire-thing have the ability to control minds? Well, who knows. But irregardless, you are no longer able to use supernatural powers that aren't local to the ME universe. For the duration of the jump, out-of-setting supernatural abilities are inaccessible.

Only the Tools Given To You (+200CP): No Warehouse Access. Being able to use tools is a sign of intelligence in species. And while you may be very intelligent, for some reason, while you are here, you no longer have access to any items you may have previously gotten outside the ME universe. I sure hope you are handy with the local technology.

Special exemption: If you previously took a Mass Effect jump, you may stumble upon items you took from that jump ONLY. It will be in the form of a stockpile or something, because you still lack access to your warehouse. Once this jump is over, all of your previous ME jump's gear will be safely returned to your Warehouse.

No Snu-Snu for Jumper! (+300CP, not available for Kett): Who's got time for romance? You are in a survival situation and have far too much to do! For the duration of the jump, you will be unable to have any sort of romantic or sexual relationship with anyone in the jump. Even if things have calmed down and you see plenty of others getting down to expand the population, you will always be sidetracked by other must-do activities. This is actually pretty significant, since as a colonization effort, every member of the Initiative is needed to maintain genetic viability. The Angara are less critical, but will still consider you an oddity. And the Kett don't have reproductive urges.

Remnant Ambush (+300CP): Every so often, you'll be on a planet, minding your own business, and then you'll start seeing bright lights flying over your head, and realize that Remnant Robots have somehow shown up and are firing at you. On one hand, the Remnant are randomized. On the other, you are guaranteed to be facing a Remnant Architect at least once a year.

Betting it all on a new Galaxy (+300CP): Back in the Milky Way, you were diagnosed with a progressive wasting disease that had no known cure. Instead of lying down to die, you joined up with the Initiative in hopes of finding a cure in a different galaxy. When you first leave cryo at the beginning of the jump, you will be at mostly full capabilities. By year 2, you will start to lose fine control of your limbs. Year 4, your mobility will be affected. Year 6, bedridden. Year 8, you'll only be able to control your head. By the beginning of year 10, you will have as much control over yourself as Stephen Hawking. The good news is, there is indeed a cure that could fix your condition in the Heleus Cluster. You just have to find it, research it, and refine it into a state where using it won't kill you.

For Angarans and Kett, you will also have a similar progression of health deterioration starting when the Arks first come to Heleus. Maybe your new allies/targets will be able to help solve your medical problems?

Damn Space Fog (+400CP): The Scourge is now much more active. It will move at a fast enough rate that you will have to be very cautious on space flights, even to places you've already been. What was safe pathways through the Scourge may now lead to dead ends, or worse. Planets won't be affected much more than they already were, but interplanetary travel will be even worse off than it was. And the Scourge will be much more sensitive to the presence of Remnant technology. It will actively seek out Remnant tech at longer distances in space. If

you've got an armory full of Remnant weaponry, you'd better be watchful for Scourge tendrils coming your way. This also applies to your Warehouse, in that the more Remnant gear you have in it, the more likely the Scourge will start to be attracted to you.

Uncle Kett Wants You (+500CP): The Archon and the Kett you've been dealing with are simply an expedition force sent to Heleus from the main Kett Empire. Unfortunately for you, the Kett have discovered you and how different you are. They want you. They hunger for you and your advantages. No matter what race you are, every single Kett in the Andromeda galaxy will know what you are, and focus on capturing and dissecting you. The Empire will send reinforcements for the Archon, and the Archon suspects you are also the key to controlling the Remnant and the Vault network. At least they want you enough to not risk destroying your body with capital ship fire.

The Space Squid are Coming (+600CP): 4 years into the jump, astronomers looking at the Milky Way will stumble across a disturbing sight. A fleet of ships that look like black robotic squid are following the same path that the Andromeda Initiative took. At their current speed, they are 5 years away. If these are the Reapers that the Andromeda Initiative was secretly running from, you may have a problem.
When they arrive, you will find out that shortly after the Initiative left the Milky Way, the Reapers invaded. Earth was hit early on, and apparently the Reapers discovered the existence of the Initiative from Earth's records. They then sent a fleet after the Arks to ensure that the Cycle will be complete, but even the incoming Reapers don't know what happened in the Milky Way after they left. What they do know is they will cleanse all presence of the escaped subjects of the Cycle from the Andromeda galaxy, and anyone who has encountered them. They won't allow any outside variables to affect the Cycle.
When they arrive, the Reapers will have full contingents of Reaper forces, complete with husks of all Milky Way species. However, there is a silver lining. Even the Reapers didn't foresee the presence of the Scourge, and they will suffer for it just like every other race in the Heleus cluster did. You have the home team advantage, and have 5 years to prepare. Good luck.

SCENARIOS: If you fail a Scenario, then you simply are no longer eligible for the scenario reward, and can move on in your chain, assuming you don't have any other means of chain-failure.

Kett-pocalypse (Not available for Kett): Shortly after the Arks make it to the Heleus Cluster, the Kett found and captured a Pathfinder and their SAM. The Archon used this technology to gain access to the Meridian, and used the command network to Kett-form every world with a Vault on it, turning all non-plant life on the affected planets into Kett-based lifeforms. This means that most of the Angaran and Krogan peoples are now Kett, and that the

Exiles are converted too. There are some rare pockets of both species that remain that were on non-Vault planets, but they are now facing a future of possible genetic viability issues. There is a silver lining: after the initial Kett-forming process took place, the Archon allowed the Vaults to resume their intended purpose and now all planets with a Vault are now as habitable as they would have been had Pathfinder Ryder activated them.

The challenge ahead of you is this: You must establish the Initiative and/or Angara populations into a viable civilization, complete with a self-sustaining population, the ability to support their own growth, and must be able to defend themselves against the Kett. You may do this however you wish, whether it's killing all Kett, somehow getting the Archon to leave the Heleus Cluster in peace, or establishing a hidden civilization that the Kett don't even realize exists. If you have not accomplished this in 10 years, you fail the Scenario, but are allowed to move on in your Jumpchain as if you had not taken the scenario.

Reward: You gain the Andromeda Initiative, complete with the Nexus and the Arks. Perfect for establishing colonies in whatever universe you wish. You may choose whether the populations included are the same as the canon with all characters involved, or if the populations are made up of similarly skilled individuals. You may also change what races are in cryogenic sleep, so long as you have been in a position of authority over a large portion of that race.

Conquering the Heleus Cluster (Kett Only): The Archon and the Kett Empire had a delay before they were able to send Kett forces to the Heleus Cluster. When the Kett arrive in Heleus, they discover a unified Angaran people, a well established Initiative with several settled Golden worlds, and a strong alliance between both.

You are going to have to help the Archon break apart the alliance, convert as many organics into Kett as you can, and destroy all resistance to Kett dominance. This will be difficult with only 10 years, considering that in canon, the Kett originally showed up in 2744 and by 2819 had still not eradicated all Angaran resistance. Then again, the Archon did devote quite a few resources to finding and controlling Meridian, so you may have a chance.

Reward: For your efforts, you become the Archon of a new Kett Ark/flagship. You have an army of Kett lifeforms, and have all the genetics of the Heleus and Initiative races to augment your forces with. You are free to integrate as many of these genetics/traits as you wish into your own form.

Post-Jump:
Congratulations on surviving your time in Andromeda. I'm so happy you visited, I want you to take this! Have a free ME: Andromeda Commemorative Bobblehead Set, and this free ME: Andromeda Commemorative Pez Dispenser Collection too. I'll even throw in a existence-supply of Pez in every flavor ever, since we both know how quickly you'd go through the lifetime supply.

Well, I guess you've got a decision to make:

STAY HERE: You've spent a decade here, and you like what you've built up. Maybe you want to grow a family in a brand new frontier, maybe you want to devote your life to seeing what the heck the Scourge actually is. You get to keep all your powers, abilities, stuff, etc. All drawbacks are removed, your affairs back home get settled, etc.

GO HOME: Building up one home has made you realize how much you miss yours. All drawbacks are removed, you get to keep your stuff, etc and so on. I mean, technically your home galaxy is a new one, so why not?

MOVE ON: You're happy you were able to visit the Heleus cluster, but now you are starting to feel a bit antsy. Time to move on to another universe. Time to go experience new things! All drawbacks removed, keep your new stuff, you get the idea.

Notes (for JumpDoc Users):

-You cannot use the "The Initiative Drew All Kinds" option to become a Reaper. However, you can be a Geth. No, you can't be a Geth ship, even if you are still Geth.

-Pathfinder Implant (copied from Codex): The first Pathfinder neural implants were created by Dr. Ellen Ryder, a pioneer in human biotic implant design. While biotic implants bolster and focus electrical signals along the nervous system, Pathfinder implants go a step further by connecting to not only the nervous system, but circulation, endocrine function, and exteroceptive senses. Synced with an artificial intelligence, the implants reveal their full potential.

The implant is a two-way connection, giving (SAM) full insight into (SAM's) host's physical and mental state, while allowing (SAM) to generate and alter electrical signals along (SAM's) host's neural pathways that the body processes as its own. In a crisis, (SAM) can adjust a Pathfinder's balance, improve reaction time or muscle memory, or bolster biotic abilities. Quantum computing allows (SAM) to implement changes faster than synapses can fire.

The main challenge for the Pathfinder implants was miniaturizing a QEC device enough to fit a neural implant. This connection keeps (SAM) in constant sync with (SAM's) host.

-ODSY Drive: This engine is different to other ME engines. Whereas they usually have to discharge static build-up at planets or dedicated facilities, ODSY Drives were designed for the intergalactic void, and instead capture that build-up in capacitors and used to power ship systems.

-IES Stealth system: the "Internal Emission Sink stealth system" is the same system developed for the Normandy SR1 and SR2 in order to capture heat to prevent ships from detecting it. It's not certain how the Initiative got its hands on the system (One codex entry says its illegal, the other says it's only legal if not used in the Milky Way). There is a time limit for how long the ship can run in stealth, but Initiative cryogenics research has improved that time.

-R&D Database item: The first level would be 100CP, the next would be total of 200CP, adding Remnant tech would be a total of 400CP, and the updating feature would be a total of 600CP. Each level includes the previous purchase. The Milky Way portion of the Database **DOES NOT** include Reaper, Prothean, or other races that had died out before the Andromeda Initiative left the Milky Way. If you want those civilization's technologies, you'll have to get them in another jump.

--The R&D maximum upgrade would require at least a bit of work to get the data on dead or remnant civilizations. So, while first contact with the Asari would give you all their data, for the Protheans, you'd have to find and analyze an artifact before getting the Prothean data. Something along those lines.

-The APEX Companion options are all from the multiplayer. If you check the details for them, it gives you a short description of what they are like as a personality. Ooor you could just ignore that description, and make them however you like.

-Profiles are sets of Powers and Class bonuses that Pathfinders pick out before being in combat. When you are in combat, the SAM you are connected to will use your implants to allow you quick access to others powers once you access other Profiles.

-Powers/skills: As long as your base Class has access to a power field (Combat/tech/biotics), you can learn new powers in that field over time, so long as they aren't race restricted. However, the main limiter is how many powers you can focus on in Combat, thus why classes that specialize in that field are able to access more powers at once.

-Power imports: If a power from elsewhere in the ME universe can potentially count for multiple types of power categories, you may take it for any of the categories that would match. For example, a Talon Mercenary's Omni-Crossbow could quite possibly count as a Combat and/or Tech power. Or a Lift Grenade could be Biotics and/or Combat.

-For purchases of items with stacking costs, like the R&D database item, you apply the discount to the total amount that you want. So, a fully upgraded R&D Database would be 600 discounted for scientists.

-R&D Center item: You see in game that Remnant Vaults have 3D printing gantries that are at least big enough to build/maintain Assemblers. Hook that up to a R&D center, and who knows what you could build?

--R&D Center item: In case you couldn't tell, I quite liked ED-E in Fallout NV and how it allowed you to craft things away from a crafting table. If I thought there was some way to enable the robot-with-integrated-crafting-table option in jump, I'd offer it.

-Biotic-assisted jump & evades: If you have biotics, you can use them to lower your mass so your jump-jet can perform much better. The further effectiveness of your jumpjet is proportional to your skills with your biotics. At basic levels (IE, just took the Biotics perk), you can double your jump height and evade range.

-...There Are Many Like It perk: You are only given the ability to carry the items, not given them. You must fill your pocket dimension or carry capacity with your chosen gear manually. May I recommend the Items section?

--The "no one wonders how" part of the perk is more of a "It's someone else's problem" field if you are carrying your gear on your person. If you are using the pocket universe option, you could instead use it as a way to hide weapons, and no one will wonder where they are coming from when you pull them out.

-But This One is Mine perk: the SAM boosted version benefits from your improved senses, and any technological sensors linked to you or your equipment.

-Backup Storage item: the infinite storage is meant for situations where you have large (amounts of) files, and little time to actually check them. The drone will serve as a huge storage drive, but to actually get to the info, you'd need to transfer it to another device.

--If the initial drone is destroyed, the data can still be accessed by its replacement. A replacement option must be a non-sentient/sapient/sophont device that is separate from any other function. For example, a portable hard drive is acceptable, but a smartphone or omni-tool isn't. The only function of the Backup Storage item is for storage of information, not anything else, especially communication, analysis, decryption, etc.

-"BLANK" Bag language : Any usage of names such as "Loot Bag"/"resource Bag"/etc does not actually mean you have a bag, this is just referring to some sort of pocket universe/inventory/ whatever that you use to store the appropriate things. I'm trying to not limit you with my word-choice.

-Code Wizard perk: It's not "like" technopathy, it basically IS technopathy. You still have to be in fairly close physical distance to some sort of terminal connected to the system though. ...Which a Remnant Companion counts as, so long as they are actually close enough to connect to the system.

-Space Magic ONLY drawback: If you take this drawback, any supernatural powers you use must be local to the ME universe. For example, while the Leviathans and Asari do have abilities to mind control people, mind control abilities from other jumps/settings are not useable here. But if you take the Dominate power, you can use that all you like.

-Flora & Fauna Archive item: if you only have a scan sample of a single individual, you can sufficiently randomize the genetic structure in order to create a viable breeding population. And while you could use it to clone people, you'd need additional personal knowledge before you'd be ready to start manually engineering species and/or people. And the genetic engineering you can do with this item would be of the "growing a new organism" type, not the "adjust an already grown individual" category.

--F&F Archive item: You can program basic knowledge into the fauna races you grow, if you so choose, so that they know how to care for themselves. You could even program information into the clones of sophonts, so that the would be more than mental babies. But for extensive personality construction, you'd need additional knowledge/skills for that.

-Universal Communications System item: UCS is a mixture of the universal internet and universal communications. If you want to allow people to talk to each other across universes, you will need to establish relay stations in each universe. You can set up multiple stations, there's no limit on how many you can have in a universe, you just need one minimum. But Jumpers get special dispensation in that they can talk to any universe with a UCS set up, without needing a relay station. Just to be clear, as long as a UCS is enabled, anyone with the right to use the UCS can talk to anyone else in that universe, you just need a relay go cross universe.

--UCS: when it comes to time progression of past jumps, fanwank. Some jumpers prefer that time doesn't pass after they go to that setting so they can come back to when they left, others make multiversal empires.

--UCS: For someone to get access to the UCS, they both need permission from the Jumper and need to know it exists so they can be guided through the install process. You can't just call someone up out of the blue if they don't have UCS enabled.

--UCS: Jumper must give permission for someone to use the UCS. You can give blanket permissions, for example the Angara, or areas like the planet Voeld. But someone with UCS permission cannot just give it away to someone who doesn't qualify, without your permission/awareness.

-Junkyard item: While the Junkyard pocket universe is meant to start out fairly small (around a olympic sized swimming pool) and is meant to collect junk in your local area (area would be about a decent sized city), you can fanwank what that ends up meaning to each Jumper. You could even make it grow, both in capacity and search size. Keep in mind though, it's not just generating stuff out of mid-air, it's actually redirecting usable junk from wherever you are to the pocket universe for later sorting.

--Junkyard item: You are also able to create a sort of setting for the pocket universe. If you want metal gear in a city, perfect. If you are stuck in the wilderness and are looking for edible plants, make sure you check regularly before anything starts to rot.

-Racial Perks: Any weaknesses including in the racial perk section can be countered with other perks, and post-Jump, can be toggled for your current alt-form. These are not meant to be drawbacks, so do not have drawback fiat.

Plot: It has been pointed out to me that there is a very significant amount of ME fans who never played ME:A and never will. So, I'll put up a ~~general summary~~ CliffNotes of the plot.

ME:A technically starts in 2185. In other parts of the Milky Way, the events of ME2 have taken place, while the Bahak Relay's destruction will occur in 2186, as will the main body of the Reaper invasion. The Andromeda Initiative is a secret civilian program that was started back in 2176, with the goal of establishing a colony in another galaxy. Unknown to most of the Initiative's participants, the founder Jien Garsen had found evidence of the incoming Reaper invasion and had dramatically pushed the launch date forward, with the assistance of some unknown shadowy backers/financers.

The Initiative consists of 2 major parts. The first is a station called the Nexus, a partially built space station that would be sent ahead to the Andromeda Galaxy in order to use local resources to finish construction, while reducing fuel costs. The 2nd component is the 5 Arks, which were mostly racial divided; Ark Hyperion has mostly humans, Ark Leusinia is mostly Asari, Ark Natanus is mostly Turians, and Ark Paarchero is mostly Salarian. Each Ark would carry 20,000 individuals. And the Nexus has a mixed population, including around 1200 Krogan, who would work construction in favor of passage. The Krogan had also previously evolved a genetic mutation that resisted the Genophage, and would use the 600 years of cryosleep to bolster the mutation, which would improve the survival rates of their offsprings from 0.1% to 4%.

There is a 5th Ark named Keelah Si'Yah, which has multiple races, including Quarian, Drell, Hanar, Elcor, and Volus. The wider racial variety caused technical complications, causing the launch to be delayed until after the first wave. It will eventually make it to Andromeda, and was meant to be a DLC for the game, but then EA got pissy and dropped the game. Presumably there is another Pathfinder for that Ark.

In 2185, the Nexus will launch first, followed by the first 4 Arks, with the Keelah Si'Yah folowing shortly afterwards. Fast forward the 600-ish year journey of cryo-sleep, and the game starts with the main character waking from cryo sleep. The player gets to choose to be male, whose default name is Scott Ryder, or female, whose default name is Sara Ryder. The other gender will be your sibling. Anyways, your chosen Ryder will wake from cryo, and then the Ark Hyperion flies into this weird space cloud that will be called the Scourge. Damage is suffered, and your sibling's cryo pod will take damage, putting them into a medical coma. You will then meet up with Alec Ryder, father of the Ryder siblings, senior partner of the Andromeda Initiative, and creator of a AI called SAM. He's also the Hyperion's Pathfinder, which is a position that is one part planetary surveyor, one part troubleshooter, and entirely cybernetically linked to SAM. The cybernetic link to SAM lets SAM improve via the experiences of the Pathfinder he/she/its linked to, while provided some very nice bonuses to the Pathfinder.

Anyways, Hyperion is damaged, met Alec, and now Main Character Ryder gets selected for an away mission to the planet that should be your colonization site that was surveyed 600 years ago back in the Milky Way (the science excuse was the Geth made a telescope merged with a Mass Relay in order to inspect dark space for something/Reapers, and the Initiative used

the tech to scan Andromeda for relatively recent info on decent colony worlds). Well, 600 years is a long time, and the Scourge that you ran into has also screwed up the colony planet. Instead of inhabitable, the air isn't breathable, you've got storms strong enough to take out shuttles and the magnetics are all screwy. The away team first runs into a butt ugly race that shot both unarmed team members and those attempting first contact, and then also discovered that the uglies have set up base around this weird technological monolith/facility. Daddy Ryder decides to assault the hostile base in order to check out the unknown tech, and shows you what a Pathfinder can do, which is summed up by every power, at any time. The longer version is that Pathfinders have extensive cybernetics (including biotics), and that by using a linked AI, can switch to use just about any power, from combat to tech to biotics. Once the base is cleared, Daddy Ryder and SAM then try to interact with the unknown tech. It doesn't work at first, but then SAM makes a connection. The fire team is then unexpectedly thrown out of the monolith by an unexpected burst of atmosphere, throwing Main Character Ryder off a cliff. When they come to, your helmet is shattered, and you are suffocating with help (and spare helmets) too far away. Daddy Ryder sacrifices himself by shoving his helmet onto you, while telling SAM to transfer Pathfinder rights/abilities to you. He then suffocates.

Main Character Ryder (now the only Ryder that's plot relevant) then wakes up back in the Hyperion's medical/cryo bay, and is told that the only reason they're alive is because SAM has basically taken over all the Pathfinder implants and is manually keeping them alive. But hey, you're the Pathfinder now, so hey, there's that. The Hyperion's captain decides that since the colony site is a bust, let's go meet up with the Nexus. But the Nexus has had an even worse time. They arrived 14 months ago, took damage from running into the Scourge which killed off a good chunk of people. The people on board tried to set up a colony (twice even) on a colony candidate, but were driven off first by the unexpected storms and stupidly high radiation, and the second time by having most of everyone massacred by the butt ugly aliens you met early, who are called the Kett. Then the security people on the Nexus decided they didn't like how the leadership was doing things, tried to do a coup, failed, and they fled to become essentially bandits. The Krogan, who had been convinced to help suppress the uprising by being offered a position within the leadership, got pissed off when the racist jerkoff who convinced them to help turned out to have been overextending, and the Leaders didn't honor the deal. Then the majority of the Krogan went off and made their own colony on a insanely hot desert world. Spoiler, racist jerkoff was playing both sides of the Nexus leaders and the Uprising for his own benefit.

However, now that the Hyperion is here, there's a Pathfinder and SAM available, the Nexus can use the Hyperion's reactors to increase their power supplies, and the Pathfinder can hopefully find a place where they can set up a colony to gather supplies and bring more people out of cryo.

That's the intro. On your first planet, you'll discover that the mysterious advanced ruins you discovered earlier with Daddy Ryder are part of a terraforming project that are only inhabited by robots, which an asari scientist/thrill-seeker nicknamed Peebee has termed the Remnant. You first have to turn on 3 monoliths, which will light up and emit beams of light pointing to each other. Once you have all three activated (and the activation process only requires at most a glorified Sudoku puzzle), they will reveal the presence of a Vault. Vaults are huge underground facilities, with enough open space in some areas that you could probably fly

a ship in there. Reactivating the Vault both activates a cleaning wave (which is basically a "Oh crap oh crap, death fog is chasing me" sequence), and then starts to immediately alleviate the worst environmental issues of the planet. For the first planet of Eos, the radiation will be drastically lowered, enough that you can call in a colony site to harvest water.

Next, you'll take info you discovered in the Vault and find another active Vault, and decide to go check it out. You'll drop out of FTL, and run smack dab into the villain of the game, the boss of the Kett, whose name is only the Archon. He had made a visit to the planet Daddy Ryder died on, and wants to know how the hell you can get Remnant technology to respond to you. He's not very nice though, so once SAM reactivates the ship from the plot-device the Archon crippled your ship with, you run for it through the Scourge, losing the Kett fighters, but also find the planet you were looking for. Surprise though, it's already inhabited. The local race is called the Angara, and they've been fighting a war of survival against the Kett for the last 80 years. The planet, named Aya, is their hidden sanctuary world, because while their city is tropical and luxurious, the rest of it is volcanic hell. Also, the system is surrounded by the Scourge, making travel a bit difficult. You'll get introduced to the leader of their Resistance, and get assigned an observer named Jaal, to see if you are worth trusting. They don't really like Aliens from outside the cluster, which is understandable considering the Kett showing up in Heleus 80 years ago and have been steadily kidnapping and killing off the Angara.

You then get to pick to go to two Angara worlds, both with Vaults. The first is Havarl, which is an overgrown rainforest with it's Vault only partially working. One of the monoliths isn't active, so the plant and animal life is mutating rapidly and will dye off rather soon. The other option to go to is Voeld, a world that 600 years ago should have been a temperate ocean world, and is now a frozen ice cube. Voeld also has the biggest population of Angara you'll see outside Aya, as well a serious Kett infestation. Voeld's vault increase the temperatures from lethal to freezing so that you can call in another colony.

Once you fix one of those worlds and earn the Angara's trust, you'll be given the mission to infiltrate a kett facility on Voeld, where a spiritual and scientific leader (title is Moshae) of the Angara is being held. While infiltrating the facility, you will come to discover why the Kett have been kidnapping Angara. They have a method of injecting a being with a cocktail of Kett biological fluids, and turn you into Kett. They call it Exaltation. You learn this by observing a captive brainwashed Angara be converted into one of the Kett foot soldiers you've been slaughtering by the dozen. You recover the Moshae, who the Archon had been having her analyze a Remnant Artifact to help him find a place called Meridian, which is supposed to be the central control node for all Remnant Vaults. It would allow someone to activate all the Vaults at once, and the Kett desire to use it to Exalt every single lifeform in Heleus. You recover the Moshae before she can be Exalted, and return her to Aya.

In your search for more answers, and for a clue to the Archon's location, you go searching for the Angaran who sold out the Moshae to the Archon. He just so happens to be a prisoner of the Exiles that had left/been kicked off the Nexus. The traitor will tell you of a transponder you can use to find the Archon and his ship. When you do, you find that the Archon's Flagship has found and captured the Ark Paarchero. You'll free the Paarchero from the tethers, while also using the tethors to sneak aboard the flagship so you can steal the artifact leading to Meridian.

A team of salarians will also infiltrate the flagship looking for missing cryo pods, and Ryder and their team gets caught by a energy trap. Face to face with the Archon, the Archon injects something into Ryder, but then gets called away because the salarian team is being distracted. With no other way out of the trap, Ryder orders SAM to stop their heart. It works, and SAM succeeds in reviving Ryder on the second try, but the thing that Archon injected was a transmitter, and now he knows exactly what's special about Ryder, and why they can access Remnant technology. Ryder and team discover an Exalted Krogan, kill it, and manage to get a scan of the Remnant map to Meridian.

At some point after discovering the Archon's ship, you'll also get alert to three things: first, that something weird is going on with the Krogan colony of New Tuchanka on the planet of Elaaden. Turns out, there's some Krogan politics going on. Anger against outsiders, a betrayal so someone else can become Krogan Overlord, a really huge bomb. So, it's basically a tuesday for any planet with the word Tuchanka in the name. Keep Nakmor Morda happy and she'll even have the krogan kinda-sorta rejoin the Nexus, and let you put down a outpost. Potentially more importantly, you find further signs of where the Turian ark is. It'll turn out that it also got pretty badly screwed up by the Scourge, but you'll still be able to salvage the SAM node from onboard, as well as 15,000 turian colonists. Oh, and the old Turian Pathfinder died a while back, but with the SAM node from Ark Natanus, you can make his successor the new Pathfinder.

And assuming you've been following up on leads for the Asari Ark, at the same time you hear about the Krogan issues on Elaaden, you'll also have a location for the Asari ark. Surprise, it's also got problems. It's been chased for a while by a elite Kett team, and the original Pathfinder got killed when her successor basically left her to die in favor of intel of routes through the Scourge that could save Ark Leusinia. Ryder will have to eliminate power draws so the Ark can power up its FTL and use the Kett Scourge routes to get away from a pursuing Kett ship trying to capture it.

Now that you've done all the side stuff done (yes, the other Arks are actually side missions), you continue the main plot and go to "Meridian". It ends up being a huge Remnant space station the Kett called Khi Tasira. Three important things will be discovered here: One, the creators of the Remnant and the Vaults also engineered the Angara. Two, Khi Tasira is a command core for the actual Meridian, so now you need to go hunt down that. And three, the Scourge was a weapon that was used against the Angaran's creators right before Meridian was sent away from Khi Tasira to preserve it.

Using a combination of the Initiaitve's records of pre-Scourge Heleus, putting out some sensor buoys to map the current Scourge, and having a space station of Remnant ships to play scout, you'll be able to find the gigantic hollow sphere of Meridian. Congratulations! Then the Archon will somehow have managed to board Ark Hyperion, get into SAM node, and has been able to get the coordinates for Meridian. And, he plans on using your sibling and their Pathfinder implants in order to access and control Meridian and the Vault network. And now you die from being disconnected from SAM.

POV change. The Player now gets to control Other Ryder Sibling, who is weak as hell and underequipped. Using a pistol, a grenade, and sheer guts, they manage to make it back to Communications and use the QEC there to send a reset signal to restore the functions that

SAM had accidentally taken over the first time. And killed you the first time. Whoops. And then Other Ryder gets captured by the Kett after sending the signal. Double whoops.

Back to Player Ryder. You've survived being dead three times, have a punch card. Even without SAM, Ryder is still able to somewhat control Kett technology, which means they can give commands to the Remnant vessels docked to Khi Tasira. Using a combination of expendable Kett ships, and the Scourge's powerful attraction to Remnant tech, Ryder is able to destroy a majority of the Kett fleet with the Scourge. The Archon uses Other Ryder to order Meridian to open up, revealing it's basically a mobile Dyson sphere without a sun at the center. Cue a big damn moment of using the unarmed APC to somehow follow the Archon, while all your various allies show up for the big hurrah. Hyperion will crashland inside Meridian. When you finally catch up the Archon, both he and your sibling are wired up to Meridian, and he'll take control of a Remnant Architect to kill you. Think big metal snake/octopus thing with three arms, the ability to fly, as big as a 6 story building, and has the ability to spawn smaller Remnant. Scary. Oh, and if you've been handling all the issues on the other planets, you'll have already handled 5 of these. Good news is, your Sibling is alive, and hooked in to the same systems the Archon is, so they'll guide you to the various consoles you'll need to hit to overload the Archon's connections. Shoot the Architect, shoot the minions, hit the consoles, Archon fries. The end.

OK, not really. Archon dies, Meridian activates, Vaults all over Heleus go active. Since Hyperion is planted into Meridian, they figure they'll just start a human colony there. It's party time! You'll get stuck with politics, having to pick the Ambassador to/from the Nexus.

That's it. There's some minor details like your dead mother actually being in cryo-sleep on Hyperion so that once someone comes up with her biotics-caused cancer, she can be woken up and healed. And you'll get a transmission about the Quarian Ark being in Heleus but telling you to stay away. But that's it. Shows over. Thanks for nothing EA.

Changelog for Version 1.19:
v1.19: Added a continuity toggle.
v1.18: adjusted Companion Import to also allow for new companion creation. Added a media/cultural/historical database for every level of the R&D database item. Removed paying CP for item imports, added free item imports (like into like). Removed cap on drawbacks.
v1.17: some typing/grammar fixes. Added a note to Scenarios clarifying that failing a scenario doesn't necessarily mean chain-failure.
v1.16: changed the AI Import option to allow buying your own SAM here.
v1.15: Added note for racial perk weaknesses. Explicitly made being a Reaper not an option.
v1.1: Made the old Observation perk the capstone booster for Scientist, Made new 100CP perk for scientist. Adjusted items: jumpjet replaced with Hardsuit, reworded Armor into My Armor, limited Weapon into "handheld weapon". Adjusted refill periods for self-refill items. Added note from ME:A codex explaining what pathfinder implants actually are. This version to be uploaded to SB drive.
v1.0: Made the Jump. Added plot summary.