

By Pokebrat_J

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

They called it the greatest discovery in human history.

The civilizations of the galaxy call it... MASS EFFECT.

You will enter this galaxy in the year 2180, according to the Human calendar, and receive **1000 cp** to help you adapt to it for the next 10 years.

Origins:

These are less traditional origins and act more like classes. Your actual background is up to you to decide, from civilian to merchant to a soldier in the military. You could also be a Drop-In, should you not want the additional memories.

Adept: The Adept is the ultimate biotic, able to affect the physical world with the power of the mind. Adepts are durable and powerful manipulators of mass effect fields; they can use biotics to violently manipulate objects in the environment, including nearby enemy targets.

Engineer: The Engineer is a tech specialist, able to quickly and easily manipulate the environment with specific talents, and repair or modify technical equipment. This can come in the form of drones, debuffing enemies, healing party members, or hacking and subverting enemy systems.

Infiltrator: The Infiltrator is a tech-savvy warrior, able to win battles by quickly disabling and killing enemies. These soldiers focus on unlocking alternate routes, gaining access to good equipment, and obtaining an advantageous position over enemies in combat.

Sentinel: The Sentinel is able to combine tech and biotics to manipulate the environment, disable and track enemies, or defend the party. They primarily take a supportive role, with a focus on protecting the party using kinetic barriers and healing it with advanced medical training.

Soldier: Soldiers are pure combat specialists. No one is tougher or more effective at taking down enemies with gunfire. Soldiers have the most thorough weapons training out of all other origins, as they don't tend to worry about biotics or tech.

Vanguard: Vanguards are feared for their high-risk high-reward combat style, closing quickly on enemies and destroying them at close range with weapons and biotic abilities. They are outfitted with biotic implants that enable them to perform a biotic charge that strikes the opponent with incredible force while bringing the Vanguard in for close-range combat.

Races:

*Your gender remains the same as it was previously, and must roll for age, which is dependent on which species you have chosen. Alternatively, you may pay **[50]** to freely choose both of them.*

Asari: The monogendered Asari, native to the planet Thessia, are often considered the most influential and respected sentient race in the galaxy, and are known for their elegance, diplomacy, and biotic aptitude. This is partly due to the fact that they were among the earliest races to achieve interstellar flight after the Protheans, and the first to discover the Citadel. Roll 1d8x100 for age.

Batarian: A race of four-eyed bipeds native to the world of Khar'shan, the Batarians are a disreputable race that chose to isolate itself from the rest of the galaxy. The Terminus Systems are infested with Batarian pirate gangs and slaving rings, fueling the stereotype of the Batarian thug. Roll 2d8+20 for age.

Drell: The Drell are a reptilian race that were rescued from their dying homeworld by the Hanar following first contact between the two. Since then, the Drell have remained loyal to the Hanar for their camaraderie and have fit comfortably into galactic civilization. Roll 2d8+20 for age.

Elcor: The Elcor are a Citadel race native to the high-gravity world of Dekuuna. They are massive creatures, standing on four muscular legs for increased stability. Elcor move slowly, an evolved response to an environment where a small fall can be lethal. This has colored their psychology, making them deliberate and conservative. Roll 1d4x100 for age.

Hanar: The Hanar are a race resembling Earth's jellyfish and are one of the few non-bipedal Citadel races. Hanar are known for their intense politeness when speaking, and their strong religious beliefs regarding the Protheans, whom they refer to as "the Enkindlers". Roll 2d8+20 for age.

Human: The Humans of Earth are a relatively new player on the galactic scene, and seem to step on every other race’s toes in some way, as they are out to prove that they are worthy enough to stand with the best of them. Roll 2d8+20 for age.

Krogan: The Krogan are a race of large reptilian bipeds native to the deadly planet Tuchanka. Not only have they survived their harsh world, but have thrived in it’s extreme conditions. Following the Krogan Rebellions, they were infected with the Genophage, which reduced their reproduction rates from the thousands to just a small handful. Roll 1d8x100 for age.

Quarian: The Quarians are a nomadic race of humanoid aliens known for their skills with technology and synthetic intelligence. Since their homeworld of Rannoch was conquered by their creations, the Geth, the Quarians have since lived aboard the Migrant Fleet. Roll 2d8+20 for age.

Salarian: The second race to join the Citadel, the Salarians are warm-blooded amphibians native to the planet Sur'kesh. Due to their hyperactive metabolism, they think fast, talk fast, and move fast. They see the other races as sluggish and dull-witted in comparison, but pay for it with their relatively short lifespan. Roll 1d10+10 for age.

Turian: Known for their militaristic and disciplined culture, the Turians are an avian bipedal race and the third race to join the Citadel Council after defeating the hostile Krogans for the Council during the Krogan Rebellions. Roll 2d8+20 for age.

Volus: The Volus are an associate race on the Citadel with their own embassy, but are also a client race of the Turians. They hail from Irune, which possesses a high-pressure greenhouse atmosphere able to support ammonia-based biochemistry. As a result, they must wear pressure suits and breathers when dealing with other species. Roll 2d8+20 for age.

Prothean [100]: The Protheans are an ancient alien race which mysteriously vanished over 50,000 years ago. The Protheans arose from a single planet and developed an immense galaxy-wide empire encompassing many other space faring species. It is a miracle that you have survived to the modern day, most likely by being preserved in cryostasis or simply popping up out of thin air. Roll 3d10+50,000 for age.

Synthetic [100]: Cold steel and oil are your flesh and blood, as you are no mere organic. Whether you are one of the infamous Geth, or some other synthetic who gained sentience and freedom is up to you, but do keep in mind that the majority of the Citadel races aren't very partial to those like you. Age and gender is irrelevant, and thus can be chosen freely.

Yahg [100]: The Yahg are a sentient race of towering humanoids native to the world of Parnack, known for their violent and aggressive nature. Consummate predators, they possess unrivaled perceptiveness and mental adaptability. Discovered by the Citadel Council in 2125 CE, the Yahg were unceremoniously barred from interaction with Citadel space after massacring the Council's delegation. Roll 2d8+20 for age.

Rachni [200]: The Rachni are an almost extinct insect-like race from the planet Suen that threatened Citadel space roughly two thousand years ago during the Rachni Wars. Intelligent and highly aggressive, they were driven to expand and defend their territory. They were eventually defeated by the Krogan, who had been uplifted by the Salarians for their combat prowess and physical resilience to directly confront the Rachni in the harsh environments of the Rachni worlds. Roll 2d8+20 for age.

Leviathan [600]: The Leviathans are an ancient aquatic race that dominated the galaxy in the time before the Reapers. Following the creation of the Reapers, the Leviathans were forced into hiding to preserve themselves, erasing any evidence of their existence over the course of hundreds of millions of years. Roll 1d12x50,000 for age.

Reaper [1000]: The Reapers are a highly-advanced machine race of synthetic-organic starships. The Reapers mostly reside in dark space: the vast, mostly starless space between galaxies. A single Reaper is made up of billions of organic minds, uploaded and conjoined within a cuttlefish-like form. You yourself are not bound by typical Reaper programming or similar limitations, essentially having free will. Roll 1d20x50,000 for age.



Location:

You may start at your race's specified location, roll a 1d20 for location, or pay **[50]** *to choose freely.*

1) The Citadel: Supposedly constructed by the long-extinct Protheans, this colossal deep-space station serves as the capital of the Citadel Council. All races that have no cost can start here for free.

2) Earth: The homeworld and capital of Humanity, this planet is one that you should know all too well, but will find new additions due to the relatively new developments they've undergone. **[Humans]** may start here for free.

3) Palaven: The homeworld of the Turians is as drenched in their martial attitude as every other aspect of their society, from architecture to art to politics. It's because of this martial society that it has never been occupied by an invading force. **[Turians]** may start here for free.

4) Thessia: The Asari homeworld has often been called the "crown jewel of the galaxy," possibly due to it's extremely low rate of violence and disease. Traces of eezo in the water and soil are so common that most life on Thessia has adapted to its presence. **[Asari]** may start here for free.

5) Sur'Kesh: The Salarian homeworld has been likened to the jungles of Earth: pretty to look at, teeming with life, uncomfortable to live in and dangerous to the unwary. Sur'Kesh maintains a crowded but sustainable population through complex breeding rules. **[Salarians]** may start here for free.

6) Tuchanka: Scarred by the nuclear warfare caused by the Krogans, only the deadliest and most adaptable creatures survive on this once jungled planet, and a short ice age afterwards killed off much of the remaining plantlife. **[Krogans]** may start here for free.

7) Migrant Fleet: Also known as the Flotilla, this massive collection of starships has become the home of the Quarians after their homeworld was lost to the Geth. They are rarely welcoming to outsiders, as any risk to the Fleet is a risk to the whole species. **[Quarians]** may start here for free.

8) Rannoch: Once the homeworld of the Quarians, it has been taken over by the synthetic Geth. It is an arid planet, where plant life is concentrated around the oceans and rivers in between vast expanses of desert. **[Synthetics]** may start here for free.

9) Khar'shan: The homeworld of the Batarians is wrapped less in mystery than in outright lies. It claims to have a large number of inhabitants with an economy that rivals that of the Asari, but the paper trail tells a completely different story. **[Batarians]** may start here for free.

10) Rakhana: The homeworld of the Drell is a dry and barren planet covered in rocky deserts after a disastrous industrial expansion. Most of the inhabitants left when the Hanar gave them access to their own homeworld, but you may find clusters of Drell still living in this cemetery world. **[Drell]** may start here for free.

11) Dekuuna: The Elcor homeworld is abundant with natural resources that are protected by law, and virtually untouched by the residents. The majority of settlements can be found in the rich grasslands near the equator. **[Elcor]** may start here for free.

12) Kahje: The homeworld of the Hanar is mostly covered by a vast ocean, with small islands being the only sources of land, and permanently enveloped in a blanket of clouds due to the nearby white star. There are also a large number of Protean ruins dotting the area. **[Hanar]** may start here for free.

13) Irune: The Volus homeworld is a high-pressure, high gravity planet that supports an ammonia-based ecology. This rare environment means that the Volus have a difficult time colonizing, and most prefer to stay on the planet. **[Volus]** may start here for free.

14) Eden Prime: This idyllic agrarian world was one of the first Human colonies established beyond the Charon mass relay. The population is housed within space-efficient arcologies that tower over the green fields and orchards. **[Protheans]** may start here for free.

15) Parnack: The homeworld of the Yahg is a hot and humid world of archipelagos, volcanic activity and expansive acidic seas. Not much else is known, as it has been untouched by the Citadel races after their first contact ended with the delegation being massacred. **[Yahg]** may start here for free.

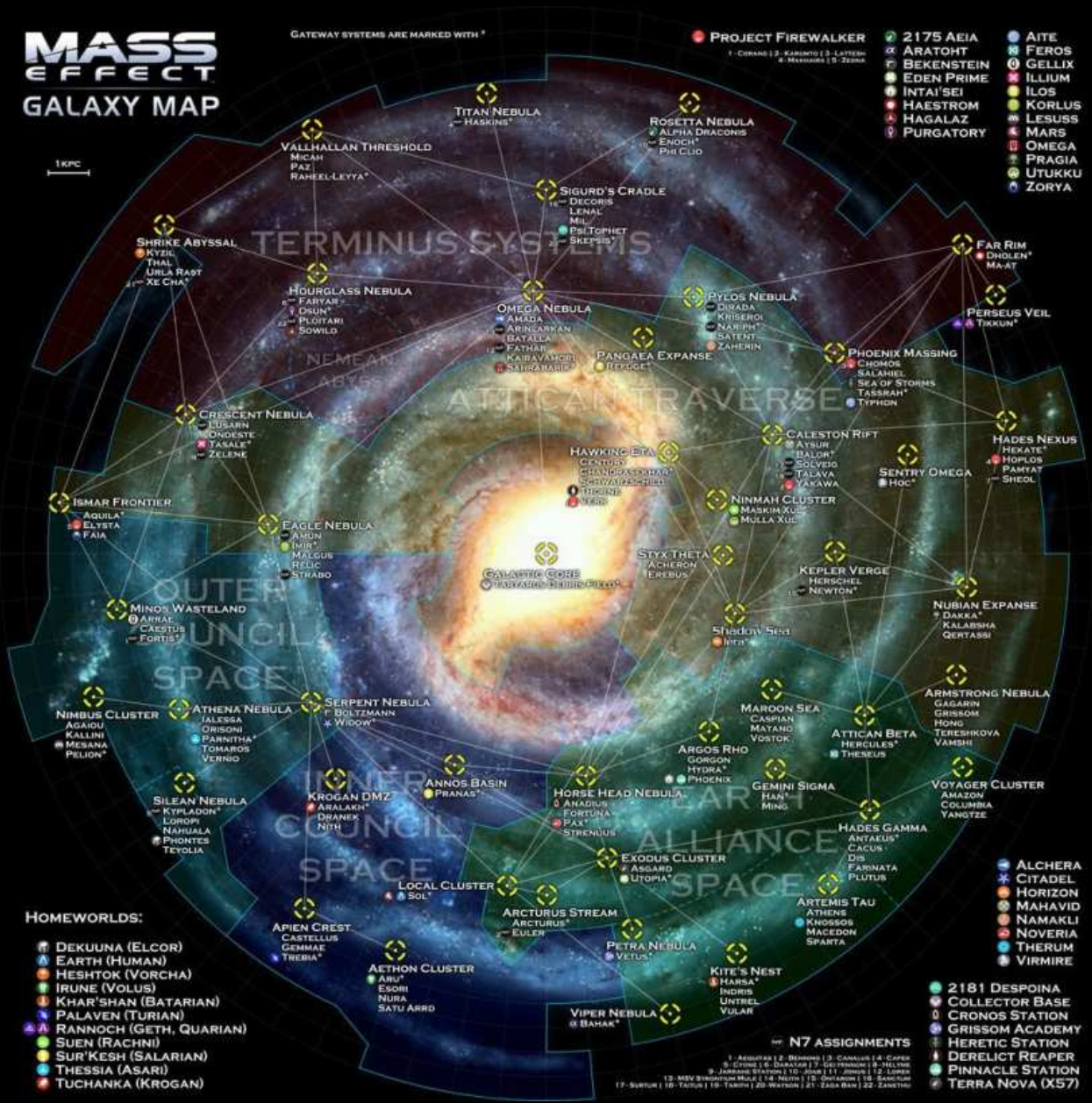
16) Suen: The Rachni homeworld is tidally locked to the system's red star. One side constantly bombarded by the sun and the other completely frozen, the Rachni mainly lived underground. It has been devastated following the Rachni Wars, but there are sure to be more than a few tunnels left. **[Rachni]** may start here for free.

17) 2181 Despoina: Only recently discovered by Humans, this ocean world is out of the way and doesn't seem to hold anything of interest. **[Leviathans]** may start here for free.

18) Dark Space: The physical space between galaxies, it contains little to no stars resulting in it being completely dark. Strangely enough, it seems a vast number of ships inhabit this area. But why? **[Reapers]** may start here for free.

19) Andromeda Galaxy: The galaxy 2.5 million lightyears away from the Milky Way, it will be the subject of an exploration and colonization effort known as the Andromeda Initiative, but that will take 600 years to arrive. What exactly are you doing here again?

20) Free Choice: You may choose anywhere in the galaxy to start your adventure.



Undiscounted Perks:

Soundtrack of the Galaxy [Free]: No matter the race or galaxy, music is a universal constant that can be appreciated by all. You may at any time pull up a mental playlist of music from the Mass Effect series, and will find new songs or remixes over time.

Updated Graphics [Free]: It seems like you have received a much needed update, at least in the graphics department. You are a solid 10/10 in looks, and any scars you might end up with are ensured to look aesthetically pleasing.

Biotics [Free Adept, Sentinel and Vanguard]: With the discovery of Element Zero, came the rise of those with biotic abilities. It is the ability to create mass effect fields using Eezo nodules embedded in body tissues that can be accessed and augmented through bio-amps. Biotic individuals can knock enemies over from a distance, lift them into the air, generate gravitational vortices to tear obstacles or enemies apart, or create protective barriers.

Combatant [Free Infiltrator, Soldier, and Vanguard]: While you could focus on more cerebral ways of fighting, there is no denying the simple solution. Guns. You know how to strip and maintain any firearm you come across, and can accurately hit most targets in your range.

Mechanic [Free Engineer, Infiltrator, and Sentinel]: The races and societies on the galactic stage all got to where they are through technology. You are skilled in maintaining most machinery you come across, and are quite skilled at programming and hacking.

Fleet and Flotilla [50]: Love is a fickle thing, both impossibly wonderful and thoroughly miserable. Hopefully, this will smooth out some of that. When in a romantic relationship, you will find that neither of your feelings for each other will ever fade, in fact they seem to do the opposite. The only way a relationship will fail is if you actively commit multiple acts that the other strongly disagrees with.

HUD [50]: It can be tough at times, keeping track of everything during a fight. With this purchase, it's less of a problem, as you can accurately tell how injured you or your teammates and companions are, how your armor is holding up, and how much ammo you have for your weapons.

Paragon [100]: If people could describe you with a single word, it would be Hero. A paragon of all things good, and what others should aspire to be. You can easily find solutions to problems with as little collateral as possible. And if no such solution exists, then you sure as hell are going to make one.

Renegade [100]: To others, you are a cold, calculating, and brutal tactician. You, however, consider yourself to be efficient. Any plans you make will be ruthlessly efficient while yielding the best results, though it always seems to come at a cost. Not necessarily at a cost to you, but one all the same.

Cyborg [200]: You are broken, once, but technology has more than corrected that fact. You were rebuilt, improved. Your body is filled with cybernetic implants, granting you a host of abilities not usually found in standard organics. You now have access to the Cybernetics Section, along with a **[1000]** stipend to spend there.

Genetically Perfect [200]: Where others were born, you were created, designed to be the perfect specimen. You are at peak physical fitness for your race, enhanced reflexes, you can live half again as long as average, and have an eidetic memory. You will also find that any skills you have improve faster than normal, almost like they are attempting to be as perfect as your genetics are.

Indomitable Spirit [400]: This galaxy is a harsh one, but despite everything it could throw at you, you will not break. You will never break. Your will is unbreakable, capable of enduring wounds that others would have died from shock of long ago, and are even capable of resisting the Indoctrination of the Reapers.

Tongue of a Shepard [400]: There is having a silver tongue, and then there is this. While some people can talk others into not killing themselves, you could easily talk others into putting a gun to their head and pulling the trigger. Your oral skills also shine when giving speeches, able to inspire or demoralize entire armies with great effect.



Racial Perks:

All perks are only available for the race mentioned, as are their upgrades.

Asari Physiology [Free Asari]: The Asari are a very social race, and very powerful. They can live for a thousand years, are naturally adept at using biotics, and subconsciously mimic the body language of whatever race they are interacting with. They can also mate with nearly any race and gender, but it always results in an Asari infant being born from the Asari mother.

> **Ardat-Yakshi [100]:** A rare genetic condition found most often within Asari purebloods, Ardat-Yakshi's nervous system completely overpowers and dominates their partner during mating, resulting in their death. Afterwards, the Asari in question becomes stronger, smarter, and deadlier after each encounter. The mate killing aspect of this can be toggled on and off at will.

Batarian Physiology [Free Batarian]: The Batarians of Khar'shan are fairly average, being comparable physically to Asari or Humans. Their only advantage over them is their sharp, needle-like teeth and greater perception.

> **Excuses [100]:** Slavery is illegal in Citadel space, but the Batarian Hegemony get away with it because it is an integral part of their religious heritage. You can similarly come up with believable excuses to get out of almost any trouble you find yourself in. This tends to work best with large crowds or organizations.

Drell Physiology [Free Drell]: The Drell are very similar to humans, but their muscles are slightly denser, granting them a wiry strength, as well as a second pair of eyelids, similar to that of some reptiles. Additionally, their skin is infused with a mild hallucinogenic venom that affects others on oral contact.

> **Delusional [100]:** It seems like your venom has gained some interesting properties. With but a touch you can immediately induce hallucinations that make LSD look tame on any organic life you make skin contact with. This ability can of course be toggled on and off.

Elcor Physiology [Free Elcor]: The quadrupedal Elcor are immensely strong and have a very thick skin, mostly due to the high gravity environment they evolved from. Their way of speech has so many non-vocal components that a small human smile is as subtle to them as a fireworks display, and you can use this to easily read body language and subtle tells of other races.

> **Deliberative [100]:** The Elcor are often regarded as slow amongst the other races, but it was necessary in the high gravity of their homeworld. You now have the unusual ability to adapt to any level of gravity you come across. You will need to take it slowly at first, as it won't be immediate, and increased gravity has many dangers for those unprepared.

Hanar Physiology [Free Hanar]: The Hanar are very similar to Earth's jellyfish in a lot of ways. They can breathe in both air and water, but they need specialized mass effect packs that allow them to levitate in order to interact with the wider galaxy. Their tentacles can grip tightly and secrete a natural toxin that can paralyze others.

> **Polite [100]:** The Hanar are often thought to be among the most polite races in the Citadel, and you can make the most of it. So long as you remain polite, people will like you, often give you the benefit of the doubt.

Human Physiology [Free Human]: Humans may seem like they don't have a lot going for themselves compared to the other races found here, but they can quickly adapt to most situations and are eager to prove their worth.

> **Lucky [100]:** Isn't it insane to think that a race who has only had FTL transportation for nine years to defeat a martial race with centuries of void combat experience? You seem to have inherited the luck those brave soldiers had, and seem to make the impossible a reality.

Krogan Physiology [Free Krogan]: Krogans are a race built to be apex predators. They have 240 degree vision, their shoulder humps can store fluids and nutrients, their thick hides offer great protection and make them highly resistant to environmental hazards, and have multiple instances of major organs in case any of them fail.

> **Blood Rage[100]:** In ordinary Krogan, entering the Blood Rage would make them unresponsive to pain, but reduce their capacity for logic and self-control. You, however, suffer none of these side effects, as well as finding your already great strength and reflexes being doubled.

Quarian Physiology [Free Quarian]: The Quarians may be comparable to humans physically and have very poor immune systems due to adapting to sterile environments, but that isn't all. They can perceive ultraviolet lights, and are naturally adept at engineering and programming.

Technopathy [100]: Or, at least the closest thing you'll find in this galaxy. You can tell what a machine is 'feeling,' for lack of a better term. How well maintained it is, how close it is so needing repairs, and what you need to do in order to complete those repairs. You will also find any machine you work with more resistant to general wear and tear.

Salarian Physiology [Free Salarian]: The Salarians are an amphibious race with such a fast metabolism that they only need to sleep for one hour in order to get a full rest, as well as making their body and minds function at a faster rate than most other races.

Erudite [100]: The most important aspect of the Salarians is their minds. And it is something that you have capitalized on. You have an eidetic memory, and your thinking speed is nearly triple that of the average Salarian.

Turian Physiology [Free Turian]: The Turians are closer to dinosaurs than birds, and this is partially shown in their natural defences. Their metallic carapaces contain trace amounts of thulium, which grants them decent defences and a slight resistance towards radiation. They also have talons and fangs that can rend flesh quite easily.

Militaristic [100]: Each of the three Council Races brings something to the table. Asari bring diplomacy, Salarians bring their intellect, and the Turians bring their military expertise. You are a prime example, as you can easily adapt to any combat scenario you run into. Additionally, your carapace is more durable than before, offering potent radiation resistance.

Volus Physiology [Free Volus]: Even if the Volus are not the most physically imposing race, they do have some benefits. They have adapted to a high-pressure, ammonia based ecology, meaning that you don’t have to worry about those dangers.

Mercantile [100]: Many other races have their own specialized niches, where they can flourish. The Volus found theirs in the market. You are quite skilled in bartering, and any business deals you make or are a part of will favor you and yours more heavily, and no one else seems to notice.

Prothean Physiology [Free Prothean]: Despite what many of the Citadel races like to believe, the Protheans were not benevolent beings who helped others to build their peaceful empire. They were warmongers and expansionists, who brutally subjugated other races. Their four eyes could pick up ultraviolet lights, rendering conventional cloaking technology useless, their chitin protected them from harmful radiation, and just by touching someone or something they can recall recent events or emotions that happened within six months.

Proto-Melding [100]: The melding ability of the Protheans is generally more useful than that of the Asari, as they can usually activate it at will. Your melding has been enhanced, such that you can fully copy the skills of others with but a touch. Granted, this can only copy one skill per person, but there are a lot of people in this galaxy.

Robotic Shell [Free Synthetic]: As a being made of steel instead of flesh, there are many perks. You require no food, drinks, or air to survive, though you might need to literally charge your batteries. You can freely upgrade yourself with either tech found here or in future worlds, and can turn off your emotions at will. Additionally, you now have access to the Cybernetics Section, along with a **[1000]** stipend to spend there.

True AI [100]: You have gone past the need of a metallic shell, becoming a being of pure data. You are a powerful AI, on the level of the whole of the Geth consensus, along with all of the perks available with that. Your robotic body is still useful as a way to interact physically with the wider galaxy, though ultimately unnecessary. Additionally, as an AI the only way to actually kill you would be through a powerful virus, targeting and deleting your primary source code, or isolating your main server and destroying that.

Yahg Physiology [Free Yehg]: The Yahg are some of the most physically powerful races currently inhabiting the galaxy, and most should be glad that they're mostly stuck on their homeworld. They are very physically powerful and durable, to the point where they can casually toss around humans and withstand large amounts of gunfire. Their four eyes are designed to track and predict the movements of prey. They are also very good at reading body language, to the point where they can tell when an Asari is lying most of the time. However, this eyesight makes them sensitive to bright lights, like Earth's sunny days.

Detailed [100]: Some consider the eyesight of the Yahg their most dangerous quality, and in you that is proven. You can see through even Elcor subtly, accurately able to tell truth from lie, and by focusing on the minute movements of others, you can accurately predict their next few seconds of movement. The usual light sensitivity of your kind has also been removed, leaving you only as sensitive as the common human. You are the apex predator of Parnack, and it definitely shows.

Rachni Physiology [Free Rachni]: The Rachni come in many forms, as expected of a race who resembles most insects with a hive structure, but you are going to be one of the Queens. Rachni Queens can guide the soldiers and workers of their broods with a form of telepathic “song,” which also allows them to speak through "receptive" beings of other species. The Queens also carry the genetic memory of their mothers, causing them to effectively be born with the collective knowledge of the previous hive. Their thick chitin also make them effectively immune to conventional weapons, are strong enough to easily toss around a heavily armored Krogan, and are highly resistant to mental effects like Indoctrination. Finally, they can lay eggs that can hatch into the various types of Rachni, though this ability may be toggled on and off at will.

> **Hive Mind [100]:** Despite what others think, Rachni Queens do not actually have telepathic abilities, instead using pheromones for short-ranged communication, and an inbuilt organic quantum entanglement communicator to control their broods. You, however, are different. You are mentally connected to all of your brood, no matter the distance, and can effectively control each and every one of them as well as you could your own body, as well as experiencing everything they do. You also receive the impossible level of multitasking needed to do this effectively.

Leviathan Physiology [Free Leviathan]: The Leviathans are a race from the First Cycle, and those left are powerful indeed in order to make it this far. They are primarily an aquatic race, but are able to breathe both in air and water, and are comfortable in oceanic depths around 3200 meters. Their natural biotics are so potent that they could fight a Reaper on equal footing, even before augmentation. But their most useful ability is Domination, the closest thing this galaxy has to true telepathy or mind control, making anyone their puppet to speak and act through. With the right mediums, they could even use their Domination ability to control the lesser races from across the galaxy.

> **Apex [100]:** Even if you stand at the peak of natural evolution, that doesn't mean your kind aren't opposed to cybernetically augmenting themselves in order to gain an advantage. You can survive the vacuum of space indefinitely, which would mix well if you used your biotics to propel you through the heavens. Speaking of biotic abilities, yours have been enhanced to the point where you could easily defeat a Reaper, though dozens of them would still be a problem.

Reaper Physiology [Free Reaper]: The Reapers are a synthetic-organic race created by the Leviathans. Their hull is an incredibly strong alloy which can repair itself over time, which, in addition to their powerful kinetic barriers, make them functionally immune to anything less than a fleet of modern spaceships shooting at them from orbit or a very, very large thresher maw. The Ascended's primary offensive ability is a magnetohydrodynamic weapon that ejects a stream of molten metal at a fraction of the speed of light, capable of easily tearing through a cruiser. But it isn't just their physical capabilities that make them the infamous terror of civilizations. They essentially have a hyper computer as a brain, allowing them to process around 50 zettabytes in nanoseconds, and can connect to and control nearly any machine like the highly advanced AI they are. But the most insidious ability granted is an imperfect mimicry of the Leviathan's own Domination, known as Indoctrination. It is an energy field that surrounds them, which subtly influences the minds of any organic individual in range until they are little more than your slaves. Your Indoctrination can, of course, be toggled on and off.

> **Harbinger [100]:** Even among the ranks of the Ascended, you are a force to be reckoned with. Your defences have been increased, making it difficult for even other Reapers to harm you, while your weapons are strong enough to pierce through your brethren's defences quite easily. Your processing speed has also received an increase, allowing you to process around 50 zettabytes in picoseconds. This lets you run extremely accurate simulations on different scenarios in a fraction of a second, allowing you to figure out the best course of action to take.



Adept Perks:

Discounts for Adept Origin are 50% off, with the [100] perk being free.

Pure Biotic [Free, Adept only]: You have the ability to manipulate mass itself, and decided that no other field of training was necessary beyond the basics. As such your biotics are more potent than others, and find yourself quickly mastering and finding new uses for them.

Nemesis [100]: Even if you have guns on your side, isn't it more fun to use the power of biotics instead? You are skilled in weaponizing your biotics and other supernatural abilities, making them deadly tools of destruction.

Justicar [200]: Who needs heavy armor when you can just not get hit at all? You are quite graceful and skilled at avoiding attacks headed towards you. Should you use your biotics on yourself to help with this evasion, it's going to be incredibly hard for enemies to touch you, even in close range.

Finesse [400]: With all the time spent mastering your abilities, the rewards for your efforts are very helpful indeed. You have very fine control over your biotics, with your mastery allowing you use of what could be called actual telekinesis. In addition, this fine control also improves your reflexes, allowing you to adapt to new stimuli even faster!

Subject Zero [600]: Through experiments done to you, either willingly or not, you are the absolute peak of biotic potential amongst your race. Any supernatural ability you possess, be it biotics or actual magic, is now 20% more effective and much less strenuous to use than before. Let them look upon you and weep, for they know they can never measure up to your power.



Engineer Perks:

Discounts for Engineer Origin are 50% off, with the [100] perk being free.

Scientist [Free, Engineer only]: People are much harder to deal with than machines. People are erratic, impulsive, and illogical, whereas machines have their given tasks and follow them. As such, you can accurately deduce the function of any machine you come across if you take the time to study it.

Specialist [100]: Science has many avenues, ones not just limited to mechanical pursuits. You now have your race's equivalent of a doctorate in any subject of your choice. This can be taken multiple times, costing half the original price after the first purchase.

Innovative [200]: Whether the races of the Milky Way know it or not, their technology has been subtly guided to where it stands today, leaving them somewhat innovatively sterile. You don't seem to have that problem, as you can advance your fields of study to new and greater heights without limit. This might not have much use in the short term, but would be impossibly useful in the long term.

Not a Stupid Grunt [400]: You know your way around technology, that's for sure. While it's one thing to easily maintain any of your race's military grade hardware, it's another entirely to know how to build it all from the ground up. From pistols to vehicles to spaceships, you know how to quickly build all of it utilizing the cheapest materials available. You can even figure out what corners you can cut while still leaving it functional. The military would be proud.

Master Hacking [600]: The digital world is much less chaotic than the actual galaxy you live in, and with those hard rules there are clear ways to exploit it. You are a master hacker and programmer, easily able to hack all but the most heavily encrypted databases from the other side of the planet with a single outdated PC. Additionally, any programs you work on or code yourself will have no bugs or exploits in them.



Infiltrator Perks:

Discounts for Infiltrator Origin are 50% off, with the [100] perk being free.

Assassin [100]: To not be seen, and attack at the best moment to do the most damage. You subscribe to this method of combat, and are able to accurately pull off the perfect sneak attacks to deal the most damage to your enemies. It's what comes after you blow your cover that you should really worry about.

Saboteur [200]: People nowadays are very reliant on technology, and it's a weakness that you can exploit. You are a master of viruses, causing debilitating bugs and glitches in all but the most secure systems. This is extremely useful when you realize that modern guns are effectively more computer parts than the mechanical pieces of the twenty-first century.

Tactical Readiness [400]: There are a lot of things to keep track of in a fight, especially when attempting to avoid the notice of almost everyone on the field. Luckily, you can keep track of everything in a fight, from enemy position to possible escape routes to adequate cover just waiting to be used. With you constantly assessing the situation, your side is sure to achieve victory.

Ghost [600]: People think that modern surveillance systems can catch any criminal in the act, ensuring swift justice being dealt. You aim to prove them wrong. You can essentially turn yourself invisible to both most race's eyesight and technological systems at will. Normal cameras will not be able to record you and sensors won't be able to pick you up, though this might not fool some specialized equipment.



Sentinel Perks:

Discounts for Sentinel Origin are 50% off, with the [100] perk being free.

Bastion [100]: No one person can do everything, and most would prefer to be the bombastic hero, saving others by charging into danger with guns blazing. You take a more supportive role in combat, and that is reflected here, as you find it easier to find defensive uses for any ability or skill you might possess.

Medic [200]: Inevitably, there will be a time when your skills might not be enough, and those who fight by your side will end up injured. How fortunate for them that you are a trained combat medic, able to patch up most damage sustained during a fight within a few seconds. Additionally, any healing items that you administer are twice as effective.

Supportive Mindset [400]: No person can win a battle without some form of assistance, without someone to stand by their side. You are a natural squad leader, and can bring out a synergy with others fighting by your side that is almost unparalleled, with each member covering each other's weaknesses and complimenting their strengths.

Valkyrie [600]: It is not your place to be on the front lines. No, you are meant to be in the back, supporting others in order to bring out their best. You are a master of assisting your squadmates in combat, using your abilities in ways that bring out their best capabilities. Using biotics to pull a friend away from enemy fire, or repositioning those enemies in order for your friends to have a better chance. You're also a skilled tactician, coming up with great plans in order to bring victory to your allies.



Soldier Perks:

Discounts for Soldier Origin are 50% off, with the [100] perk being free.

Mundane [Free, Soldier only]: Who needs biotics or fancy tech when you can find happiness in a warm gun? Your skill with most weapons is now bolstered, as you don't need to split your focus between them and something else, as well as being able to quickly adapt to any new weaponry you come across.

Commando [100]: Combat nowadays can be a tricky thing, as you need to both aim at your targets as well as avoiding enemy fire. This should help, as your aim is no longer affected by your movement. If you could hit a bullseye while standing perfectly still, then you could still hit it while riding on top of a speeding, erratically driven air car.

Marksman [200]: The most important aspect of firefights nowadays is how accurate your shots are and how quickly you can move to a new target. Your skill in these areas are legendary, as you can easily hit a target from a kilometer away with most ranged weapons, and can quickly identify and aim towards the next best target after you've taken down your previous target.

Fearlessness [400]: Fear is a natural instinct present within all organic races. It is what keeps us safe from danger, but it can also hold us back when we must act. You do not have this problem, as fear has no hold over you, and you can keep your head cool in even the most dire of circumstances. Your resolve is unbreakable, and will keep you going until the mission is complete.

Destroyer [600]: In a galaxy filled with impossible wonders and terrifying horrors, where some sciences can seem almost like magic straight from fairy tales, what can a simple person do? A lot it would seem, as you now deal 20% more damage to enemies that exhibit any supernatural abilities, as well as being 50% resistant to said abilities. Be it biotics or actual magic, a bullet through the head leaves the same result regardless.



Vanguard Perks:

Discounts for Vanguard Origin are 50% off, with the [100] perk being free.

Fighter [100]: Underneath all the space age technology and fancy biotics, you are a fighter at your core. And as such, you find that you are an expert at supplementing your base combat skills with your biotics.

Champion [200]: With your abilities, you are virtually an unstoppable juggernaut, rending foes both with bullets and biotics. This has an effect on your allies, as their morale will rise just by you entering the battlefield, and will continuously rise the more your enemies fall. They will be inspired by your acts of violence and perform much better on the battlefield, while the enemy will feel only dread at your rampage.

Close the Distance [400]: You have been trained in such a way that you are at your best up close to your enemies, and it certainly shows. You can dodge and weave through enemy fire until you are right up in their faces, and blow their heads off with a shotgun. In fact, you seem to do more damage with weapons when you're in close range, allowing your weapons to blow right through their armor.

Battlemaster [600]: Much like the Krogan Battlemaster, you are *easily* worth ten other soldiers, maybe even more. You've gotten the science of combat down to an art form, wasting no movement in order to maximize the damage you can do to your enemies, Additionally, you seem to have an odd proficiency with seamlessly combining both your physical and supernatural abilities in order to make you an absolute terror in combat, especially when you're close enough to see the whites of your enemy's eyes.



Cybernetics:

Integrations [Free]: Let's face the facts, as good as the cybernetics here will be, you will want to integrate better implants or upgrade them with technology beyond what this galaxy is capable of. This allows you to upgrade or integrate new technology into any purchased cybernetics, and will stick with you as if they were perks.

Auditory Implants [50]: The ears, or hearing canals, are some of the most sensitive parts of the body, but also some of the most important. These implants not only improve your hearing to such a degree that, with enough time and training, you could use a rudimentary form of echolocation, but makes it so that your ears are not as damaged by loud noises as they once were.

Bone Reinforcement [50]: It should come as no surprise that your bones are vital for the structure of your body and the protection of your squishy insides. Having been reinforced by a special titanium alloy, your bones are much more durable than before, if a bit heavier. This makes them harder to break, obviously, and doesn't interfere with your ability to replenish blood.

Ocular Implants [50]: Most species depend on their eyes in order to properly interact with the world around them, so maybe that's why these implants are so popular? You have undergone a procedure that replaced your eyes with these fancy new ones, allowing you to have 20/10 vision, as well as having alternate settings that you can switch to at will, those being night vision and thermal vision.

Translator Implant [50]: Definitely one of the more useful implants, this cranial implant contains a database that perfectly translates any language you hear into your native language, allowing you to actually understand anyone. Doesn't help you with speaking their language, just understanding it.

Interface [100]: Technology is a major part of civilization, so it would make sense that there would be those who want to get closer to them. Attached to the back of your neck is a small chip that allows you to interface with any nearby devices, letting you control any open technology. The most mundane use for this, of course, would be greatly increasing the speed of your typing, but a skilled hacker would find this cybernetic invaluable.

Limb Replacement [100]: Possibly the most popular cybernetic around, or just the most required, this will replace one of your limbs with a metallic version, with all that entails. It will naturally be stronger than your previous limb, capable of crushing human bones with ease, and you can install some useful upgrades, like a functional firearm in the literal palm of your hand or a snack compartment hidden on your calf.

Nervous System Supplements [100]: Have you ever wanted, in Human terms, cat-like reflexes? Well now you can, as this will improve both the general quality of your nervous system, as well as the speed information travels throughout said system. This of course greatly improves your reflexes, but also your sense of balance as well.

Organic Improvement [100]: Organs are a very important part of your body, with some being more important than others. This can come in one of two forms, but both are fairly reliable. The first is Organ Redundancy, simply adding an additional version of your chosen organ just in case your primary one fails, or is damaged in some way. Alternatively, you may replace one of your organs for an enhanced version, being more efficient in its function. You may take this option multiple times.

Biotic Implants [200]: Biotics have changed how many races approach battle, but none can deny their usefulness. If you have biotic abilities, then you will find them moderately increased in scope and power. But should you not be a natural biotic, you will instead have eezo nodules grafted onto your nervous system, turning you into a biotic of decent, if below average, power.

Musculature Enhancement [200]: By inserting specialized implants meant to reinforce muscle tissues and sinews, as well as increasing the speed of muscle regeneration, you will easily be three times as strong as the peak your species could naturally achieve through training. This reinforcement also means that your musculature is harder to pierce through, offering slightly improved protection. If you were to have any **[Limb Replacements]**, they will of course be much more powerful than before.

Mental Processor [200]: One of the greatest tools used by sentient life is their brains. This is meant to help with that, using carefully implanted modules within your brain in order to improve a number of functions. You'll be smarter and have what is effectively photographic memory. This will also help improve **[Interface]**, as your additional implants help you process whatever data you run across.

Subdermal Armor [200]: This option is for when your kinetic shield is down and your armor doesn't cover everything. After an intensive surgery, you now have a nanomesh weave underneath your skin, offering you a great deal of protection. You are now effectively immune to small guns fire, and a shotgun blast will give you some nasty bruises, but you still aren't invulnerable. You will also find any **[Limb Replacements]** you have will be far more durable.

Cranial Isolation [400]: Your head holds the most important organ in your body, the brain. So what if I were to tell you that we have something extremely special for it? After a very intensive and experimental procedure, your brain has been isolated in a specialized containment unit. What this means is that, should you find it necessary, you can have your brain removed and not 'die' from it. If you are ever decapitated, suffer from organ failure, or die from some other reason, someone can remove the containment unit and install it into another organic body, assuming it has all of the necessary cybernetics, or hook it up to some robotic chassis. Your brain will, of course, be extremely protected, and you will find yourself immune to concussions. Do keep in mind that you could only survive a week at max without some form of body.

EMP [400]: Society nowadays is so dependent on technology, whatever would they do if all of that was stripped away from them. At will, you can unleash a powerful EMP wave that affects all forms of technology within twenty feet of you, with the exception of yourself, any cybernetics you have, and your gear. This has a ten second cool down, but that should be more than enough time to capitalize on their moment of weakness. Render the droids, weapons, and armor of your enemies obsolete, though I wouldn't recommend using this inside a spaceship.

Full Organ Replacement [400]: Organs are so squishy, so fragile. Is it any wonder that this procedure even exists at all? You have had basically all of the organs within your torso removed and replaced with efficient, artificial ones. They also removed most non-vital organs like the appendix or the gallbladder, or whatever equivalents the other races have. This of course makes all of your bodily functions more effective at doing their jobs, like your digestive system absorbing more nutrients and energy than your natural organs could, or your liver making you heavily resistant to intoxication, but it also makes it so then you can power through damage that would usually kill anyone else. If taken with the quality version of **[Organic Improvement]**, then your chosen organ is one of the best that modern science can create.

Mass Glands [400]: Okay, so this is very experimental, but more than worth it. Simply put, you now have specialized glands implanted all across your body that let you actively control your mass to an amazing degree. "Well, what's so special about that, biotics can do that already." Well, can they make your fist hit with the mass of a truck without crushing every bone in your hand? And I'm certain they can't reduce it to the point where you could literally flow in the wind like a leaf. Should you be a biotic yourself, then this not only improves the scope of what you can do with them, but you can use it to achieve actual flight. Do you know how terrifying it would be to see a Krogan flying at you around 70 mph? There is a limit to this, but that depends on how powerful and skilled a biotic you are.

Items:

*All origins gain an additional **[300]** to spend in the item section only. You may discount any two items from each tier, with discounted* **[50]** *and* **[100]** *items being free. You may import items freely.*

Basic Loadout [Free]: You can't very well enter this galaxy without some way to protect yourself. In addition to a few sets of clothes, you receive a basic set of armor, a kinetic shield, some basic weapons you'd be trained in, and an omni-tool. All of these will be fitted to your chosen race.

Dataslate [50]: This dataslate functions much like you would expect it, being able to store large amounts of data as well as possessing a touch screen. Not only can it connect to any local extranet, but it has downloaded the complete Citadel Codex, the history of this Cycle as presented by the races considered a part of the Citadel.

Extra Credits [50]: Credits may not make the world go round, but it certainly makes life easier. With each purchase, you will receive 50,000 credits, the currency used by the Citadel Races. This can be taken multiple times.

Fish Tank [50]: As boring as they may be, most can agree that fishes are pretty to look at. What you have here is a massive tank filled with tropical, freshwater fishes from a number of planets, primarily from Earth. You will never have to worry about feeding them or cleaning out the tank, and the fish inside never seem to die. At the very least, it will look good in your office or bedroom.

Galactic Cuisine [50]: All organics need some form of sustenance, from the familiar Human hamburger to the dextro-amino foods eaten by the Turians and Quarians. You receive a very large, replenishing pantry filled with all ingredients used in modern cooking used by the Citadel Races, as well as a comprehensive cookbook being downloaded to your omni-tool containing all recipes used.

Interstellar Fashion [50]: Civilized societies tend to look unfavorably on those who embrace nudity in public. Luckily, that should never be an issue, as this massive wardrobe is filled with all sorts of clothes that are fitted perfectly to you. Be it casual shirts and pants, snazzy formal attire, or a revealing bikini, there's something in here for everyone.

Medi-Gel Kit [50]: There comes a time in every man's life when he has been shot full of holes, and can't get to a hospital fast enough. Luckily, there's the always helpful medi-gel, a medicinal salve combining an anaesthetic and clotting agent used by paramedics, EMTs, and military personnel. It heals various wounds and ailments, instantly sealing injuries against infection and allowing for rapid healing by having the gel grip tight to the flesh until subjected to a frequency of ultrasound. You get a replenishing stock of twenty packs each week, along with notes on how to make more.

Milky Way Media [50]: Ever since sentient life could think, it's been trying to find ways to distract itself. Books, movies, and TV shows can be found in any species, and have only improved since they've left the confines of their homeworlds. You now have the largest media collection known to Citadel Space, containing every scrap of media created by its member races. Maybe after reading a suspenseful Salarian mystery novel you'll feel the need to curl up with your special someone and watch the popular Turian and Quarian romance film, "*Fleet and Flotilla*."

Space Age Toiletries [50]: This special package of top-of-the-line, high quality toiletries are all that you'll ever need! From Human shampoo to Krogan body wash to Asari makeup to even toothbrushes that utilize mass effect fields to break up plaque and massage the gums, there is everything for everyone in this premium package. Guaranteed to leave you the cleanest being in the galaxy! *Jumpchain Enterprises cannot be held accountable if you experience health problems due to ingesting Turian carapace cream.*

Air Car [100]: One of the finest on the market, this is the kind of car you'd find in the garages of the rich and powerful. It's easy to drive, can reach altitudes of 50 miles, has four luxurious seats, bulletproof windows, a trunk large enough to hold a body, and many more amenities that you'd expect a vehicle like this to. Best part is, you never have to worry about fuel or recharging again.

Armor Modification Kit [100]: Armor is a very important part of battle, as it can take hits that normal flesh cannot. What you have here is a workstation specifically designed to modify and improve any armor you have. It has multiple pre-made modifications, a fabricator to create custom parts, and all the tools needed to help you do what's needed. If you need to make your armor more resilient to corrosive acid, or enhance your kinetic shield, this is the purchase for you.

Element Zero [100]: With how important Element Zero, more commonly known as Eezo, is to the technology here, it would be disappointing if you could make use of that tech in the future because you were missing this component. As such, by purchasing this you will receive a specialized container filled with fifty pounds of pure Eezo every month, deposited directly into your Warehouse.

Grenades [100]: What's better than shooting something? Making something explode! This pouch has so many explosives stored away that you'd think that it has infinite grenades (hint: it does), and at least one of every kind. Frag grenades, incendiary grenades, smoke grenades, EMP grenades, flash grenades, but one of the most fun ones is the mass grenade, utilizing Eezo to make everything that isn't nailed down within fifteen feet of the blast float helplessly in the air, making for easy targets.

LOKI Mech [100]: For those robot enthusiasts, there's no better security than one of these. Designed by Hahne-Kedar, this bipedal robot is often used in security detail or as expendable assault units by mercenary companies. While incapable of complex tactics or taking cover, they can be equipped with a number of armaments, both lethal and non-lethal, can have pre recorded lines, and are waterproof. If all else fails, they can just self-destruct. You receive one of these, and will be fully repaired within a day should it be damaged or destroyed.

Weapon Modification Kit [100]: So many weapons, so many options. And that's not just talking about how many there are, as there are just as many modifications you can add to them. This workstation is chock full of various weapon modifications for numerous kinds of weapons, as well as the tools needed to manufacture your own. If you want to give your favorite rifle a powerful scope, or increase the spread of your shotgun, this is the choice for you.

Armor Locker [200]: Armor is a very important part of a battle, and has been since our ancestors first adorned fur covers. This shipment is absolutely filled with all sorts of armor for all sorts of modern races, from Volus to Krogan, along with kinetic shields to match, enough to outfit an entire battalion. If any of these are broken or destroyed, you'll find a brand new replacement waiting in your Warehouse.

Atlas Mech [200]: When there are giant monsters, when one man isn't enough, when all else fails, there will always be giant fighting robots. Okay, that might be an exaggeration, but this machine designed by the human terrorist organization Cerberus is an impressive piece of tech. It combines the deadly armor and firepower of a YMIR mech with the tactical superiority of a trained pilot. Equipped with a powerful rocket launcher and a high-power mass accelerator cannon, powerful kinetic shields and a polycrystalline composite hull, it's sure to be a terror on any battlefield.

Kodiak Shuttle [200]: Often called the "Combat Cockroach" by the Human Alliance, the government that made and primarily uses it, this is a durable personnel carrier capable of planetary flight and limited FTL. It can carry up to 14 people, including the pilots and a VI, and can withstand hard vacuums, high pressure, and temperatures from near-absolute zero to over 900 degrees Celsius.

M35 Mako [200]: This vehicle was designed by the Human Alliance for their frigates, made for rapid deployment, and can be deployed on virtually any world. It's armor is tough enough to withstand high drops, extreme heat and cold and rough terrain, with the suspension and propulsion system allowing the vehicle to adapt to various terrain. It's not unarmed either, as it is in possession of a 155mm mass accelerator and a mounted machine gun, it's perfect for both travel and combat.

Personal Gear [200]: While options are well and good, there's just something nice about having a signature piece in your arsenal, one that has been with you through thick and thin. This armor set or weapon of your choice is quite special. If it's a weapon, you don't need to worry about it overheating or replacing the ammo block, allowing you to fire it indefinitely with no negative repercussions. Armor will be more durable, comfortable, and doesn't restrict your freedom of movement. Both options are very accepting of any modifications you give them. This can be taken multiple times.

Weapons Locker [200]: When there is a problem, the answer you're looking for can often be found in the form of a gun. And if that doesn't work, use more guns. You now have a shipment filled with all sorts of handheld weapons found in this Cycle of the galaxy, enough to arm an entire battalion of troops. If any of them are broken, then you'll find a brand new replacement waiting in your Warehouse. Never let it be said that you don't have enough firepower.

Alien City [400]: While personally ruling over an entire world is technically illegal, being in charge of a city is definitely not. This alien city, in the design of one of the races still around today, is yours. This can be an existing city, like London, or it could be one of your own creation. Where this city takes place is up to you, though I would recommend on a planet legally owned by your race, Post-Jump it will be connected to your Warehouse by a pocket dimension, or can be inserted into a country that you own.

Citadel Races' Data Core [400]: The races that answer to the Citadel Council have stayed in power for over 2,700 years, and have spent that time growing in power, both culturally and technologically. What you have here is data of all technology created in this Cycle, as well as containing an in-depth summary of all the different lifeforms found here. Both flora and fauna, and all the sentient races found amongst the stars.

Mining Facility [400]: Sometimes, civilizations are held back by the need for more resources, which they can only find by leaving their homeworld. What you have here is extremely useful, as this asteroid-based mining facility will deliver large amounts of resources straight to your Warehouse. From aluminium to titanium to even uranium, these monthly shipments are filled with enough resources that you should have enough to build a frigate within three months. Of course, the rarer materials will be in a lower amount than the more common ones, and you'll need to purchase something else in order to get Eezo.

Normandy SR-2 [400]: Soon to be one of the most iconic ships in the galaxy, this "deep scout" frigate was co-developed by the Human Alliance and the Turian Hierarchy, and upgraded by Cerberus. It's stealth system is the main selling point of this ship, storing any heat generated in lithium heat sinks deep within the hull. Twice the size of the original, it has many amenities that make it very comfortable for its crew while still being an effective ship. It is also open to installing an AI within, allowing it to effectively control the many systems within.

Space Station [400]: For so long, sentient life has looked to the stars and wished to live amongst them. And now, you can. This space station of your own design is practically a metropolis on its own, with all the necessary amenities and systems that would include. It's reactor will never run out of energy to power everything, and you'll find any damaged areas repaired within about an hour. Now, should you be the creative type, any upgrades you or your companions might install within this station will be fiat backed as if it was there all along.

The Destiny Ascension [400]: This massive Asari dreadnought is the flagship of the Citadel Fleet, and there will be many questions on how you own one of your own. It's easily four times the size of the largest human spaceship, and has a functioning crew numbering 10,000. It's rumored that it has enough firepower to match the rest of the Asari fleet, and you'd believe it, as it's weapons can punch through a Reaper's defences with a few shots. It's defences are also impressive, as while it's not as good as a Reaper, it's still the apex of what the Citadel Races can achieve.

Garden World [600]: You are now the owner of something highly contested over, a Garden World. These are planets that naturally have an ecosphere that can support a population. While these aren't normally given to singular individuals, this planet is legally under the control of your race's government, but you have been given free reign to do whatever you want. It's terrain, size, average temperature, orbital period, surface gravity, and whether it's colonized or not is all up to you, and it will inhabit a pocket dimension connected to your Warehouse, or it can be imported into future worlds.

Prothean Archive [600]: All modern technology was derived from what was left by the Protheans, as such any Prothean artifacts are highly sought after for a number of reasons, ranging from the scientific to the religious. What you have here is the pinnacle of Prothean artifacts, as this archive contains the sum total of all knowledge from the Prothean's Cycle. An in depth history of each race under their control, every story they've written, each weapon they've ever designed, and everything in between. I would be very careful who you tell about this.

Retrofitted Reaper Husk [600]: It isn't unheard of for Reapers to fall in battle, it's happened countless times across the eons, but it always takes great effort to do so. But the question then becomes what to do with the corpse of these machine gods. Well, someone decided to turn this one into a fully functional ship! The only real difference between this and a live Reaper is that this one has no sentience, must be piloted by a full crew, and it no longer has access to Indoctrination. But other than that, it contains the same devastating weapons, powerful shielding, and self-repairing hull that the living Reapers enjoy.

The Citadel [600]: The Citadel is the sociological and economical center of the galaxy, a massive space station capable of comfortably housing millions, complete with its own functional biosphere. While you don't actually own it yourself, you do receive a copy that is completely under your control, with no Reaper sabotage built into it. It is maintained by a strange breed of organic automatons, ensuring that all of its systems will keep running for eons to come. While it mostly stays open, looking like a large metallic flower, it can close up in times of distress, greatly improving it's defensibility.

Mass Relay Network [800]: The greatest and most useful system around when it comes to traveling across the galaxy, the Mass Relays can transport starships instantaneously to another relay within the network, allowing for journeys that would otherwise take years or even centuries with only FTL drives. You now have an extensive network of these following you from world to world, with one Mass Relay in every solar system within the Milky Way galaxy, or whatever galaxy you initially start in. You have admin privileges, able to turn off individual relays, limit what can pass through them, and can even remove their safety systems, essentially turning them into giant interstellar railguns. Should you own the **[Citadel]** then you can do all of these and more from the space station, as opposed to having to manually do it for each relay. If any are damaged or destroyed, either by your hand or another's, they will be fully repaired in your next Jump.

Reaper Tech Data Core [1000]: Over the eons, the Reapers continued their Cycles, cataloging and preserving each and every civilization they found in their unique way. What you have here is impossibly rare, and completely invaluable. This terminal contains the sum total knowledge of everything the Reapers have ever encountered. In depth notes of different biologies, ranging from the races of the mighty Leviathan to the lowly Vorcha, and all of the Flora and Fauna on each planet that has ever developed. All technology the many, many races developed and were fine tuned by the Reapers, and the underlying sciences behind them. All the different societies that have been developed and their relative success. Full records of their histories, mythologies, and linguistics. All the music, plays, shows and media created. Even all the culinary recipes developed. This contains *everything*. There is so much in here that it would take even a modern AI a few decades to go through everything stored within.



Companions:

Squadmates [50/100/200]: Such an amazing galaxy shouldn't be explored all on your lonesome. Luckily, you don't have to, as you may either create or import 1, 4, or 8 companions respectively, with each having 800 cp to spend on a race, perks, and items. You could alternatively use this to have canon characters become companions, but they will still need some convincing to join you.

The Flock [300]: But why should you be so limited as to only bring eight companions with you? By purchasing this option, you may import any number of companions into this galaxy. Each companion receives 800 cp to spend on races, perks, and items.

Hamster [Free]: Isn't he just the most adorable little thing? You are now the proud owner of this Earthling pet that is known for randomly killing itself. Luckily there's no way yours will suffer such a fate, and if he *is* killed then it will just be resurrected the next day. You receive a glass cage to hold it in, as well as the food needed to feed him.

Jumper's Crew [Free]: Let's face the facts. Your Followers, those people who chose to follow you but aren't companions, aren't seeing a lot of action. And why shouldn't they? There's almost no way for them to reach the heights of your lowest companions. If you are feeling generous towards your loyal, thankless Followers, you can import them into this galaxy, each one with a background and free species of their choice.

FENRIS Mech [50]: Designed by Hahne-Kedar specifically for security, this robotic canine is very friendly to its owner and their allies, while being a terror to its enemies. Their advanced sensors can detect weapons and narcotics, used in the same manner bomb and drug-sniffing dogs would, and this one is not hackable, meaning that pesky programmers won't be able to turn your beloved pet against you. You may import a pet you already own into this option.

Varren [50]: Native to the planet Tuchanka, these reptilian omnivores are savage survivors, and opportune scavengers. Their fangs and claws are very dangerous to unprotected flesh, and can easily adapt to most environments. This one has been trained, is extremely loyal to you, and acts much like any other dog you'd find on Earth. You may import a pet you already own into this option.

Assistant VI [100]: It can be argued that the development of AI is inevitable, as all sufficiently advanced technology will eventually become an AI, and the fate of those that deny it is stagnation. We aren't quite there yet, but this personal assistant model Virtual Intelligence is the closest thing allowed in Citadel Space. It can be stored in your omni-tool and can keep track of large amounts of data. With some tweaking, it might eventually become an actual AI, but that is ultimately up to you.

Mechanized Infantry [100]: We have to admit, the LOKI Mech isn't that good on its own compared to some other options. But a hundred of them? That's certainly a daunting prospect. You now control one hundred various mechs, all of which can be controlled from your omni-tool. While it would take a skilled tactician to utilize them effectively, an advancing wall of steel bodies and weapons is something not many would want to go against. If any are destroyed, you'll find a brand new replacement within your Warehouse the next day.

Mercenary Contract [200]: Mercenaries are so useful, as they aren't tied down by many of the regulations a normal soldier would be held back by. These fifty mercenaries, whether part of an existing company or one of your own design, will join you on your journeys as followers, and you can make any of them Companions at your discretion. When not in use, they will be inside a building connected to your Warehouse where they can train, maintain their gear, and entertain themselves.

Thresher Maw [200]: Thresher Maws are, quite frankly, fucking terrifying. They are enormous, violent, subterranean carnivores that are either eating or looking for something *to* eat. A big enough one can bring down a Reaper, and just surviving one for five minutes is a big achievement by Krogan standards. They reproduce via spores that can lie dormant for millennia and said spores can survive in the vacuum of space, which means that they are literally everywhere in the galaxy. This one is impossibly tamed, loyal to you and only you. And just in case, this one will never need to be fed.

Azazil [400]: The Reapers are ancient beings, driven by a misguided mission. They are horrifying opponents, but potentially a powerful ally. This Reaper is not held back by the same code that controls it's brethren, and has decided to use it's newfound freedom to help you. How fortunate. Azazil has all of the abilities that you'd expect on a standard Reaper, but is interestingly not capable of Indoctrination. It isn't really concerned about regaining this ability, or doing much of anything, really. It *might* be a bit lazy.



Scenarios:

Spectre Initiate [Requires being a Citadel Race]

Spectres, Special Tactics and Reconnaissance, the very best of the best. They have been entrusted with extraordinary authority by the Citadel Council, and use this authority to preserve galactic stability by whatever means necessary. Whether they are out in the open as major celebrities, or shadows on the wall who have had their entire identities erased, none can deny that they have played one of the most important roles in the Citadel Race's history. A role that you wish to take part of.

At some point in your time here, you will be recommended for this prestigious rank, but you will need to prove yourself. A veteran Spectre will take you on a mission and oversee how you handle yourself on the field. Should you meet or exceed their expectations, then you shall receive your reward.

Rewards:

It is the decision of the council that you be granted all the powers and privilege of the Special Tactics and Reconnaissance branch of the Citadel. By being given the authority of a **Spectre**, you will generally be above the law and have complete discretion as to the methods used to accomplish your mission, whatever that may be at the time.



Shepard of Man [Requires Human]

In time, the fate of the entire galaxy will fall upon the shoulders of a single human, Commander Shepard. However, it seems like something has changed, perhaps for the better? You are now Commander Shepard, a veteran soldier of the Alliance Navy, and an N7 graduate of the ICT military program. You must now go through all of the trials and tribulations Shepard would have gone through in order to save the galaxy from the Reapers.

Should you be subject to a *certain* turn of events, your benefactor will give you a one-time free pass, as the original Shepard managed to 'survive' through it, in a fashion.

Rewards:

For your actions in saving all sentient life from the Reapers, you have shown yourself to be a true **Shepard of Man**. You are able to bridge the gap between any race or culture, allowing peace to truly become an option for them. Your leadership capabilities have also increased by leaps and bounds, able to effectively make use of any forces underneath your command.

But you could not have won by yourself, could you? No, by your side was the **Shepard's Flock**, and now they can be at your side forever more. You may take on any number of friends or squadmates as Companions, should they have survived until the end of your stay here.



The Cycle [Requires Reaper]

For countless eons, you and your kind have continued the Cycle to preserve life at all costs as dictated by your creators, the Leviathans. The Cycle of Synthetics is what you were made to stop, where the created will inevitably turn on its creator. This outcome has been witnessed countless times throughout countless Cycles. As such, the Reapers devised a solution. Every 50,000 years, they will harvest technologically advanced species, both organic and synthetic, and store these races within immortal Reaper bodies, allowing room to be made for new life to flourish and grow. The continuity of life in the galaxy is assured through this Cycle of Extinction, as it ensures that organic life will never be fully exterminated before its time by synthetic life that they themselves created.

Your goal here has two paths you may travel. Complete the Cycle your kind has been tasked with upholding for untold millenia, or find an undeniably better alternative to what you have now.

Rewards:

No matter what path you choose, you will receive 100 **Reaper Followers** that will follow you throughout your journey. Each of these have been armed with the standard loadout most Reapers have, and you can choose whether they are still in possession of their Indoctrination. When not in use, they will inhabit a strange pocket dimension connected to your Warehouse.

Should you go through with the original Cycle, ensuring its success, then you will receive **Additional Reapers**. At first, you will get 11, but that number will increase. How? For each sentient race you encounter throughout your journey, you will receive one more Reaper. You will be guaranteed to gain one per Jump you undergo. Given enough time, you'll have more than enough to burn entire galaxies to nothing but ash.

Should you have instead found an alternative way of ending the Cycle of Synthetics, you will receive the **Codex: Jumpchain**. This codex will automatically update in every setting you visit, giving you an extremely thorough history of each civilization you encounter, as well as a general overview of all tech they have access to. For any alternate Earth you visit, you will only gain the relevant history for what makes this version so special. Wouldn't do to have twenty variations of the same thing with only minor changes, now would it?

Drawbacks:

Science Fiction [+0]: As well beloved as the story of this galaxy is, there are some universes out there with slightly more… interesting variations. Where the Shepard becomes a chosen of the sun, or an alien wandering the galaxy doing good and performing impossible feats, or perhaps something more mundane? This story is your own, and you may choose how it unfolds.

Shepard's Flock [+0]: Do you want to take part in the main stage of this story? Then this option is for you, as you will often run into Commander Shepard during your time here, and will be given opportunities to join them as a member of their crew.

Legacy Character [+100]: Have you been to this galaxy before, already having taken part in the incredible space opera about to unfold? Well, you shall receive an additional **[100]** for each Mass Effect Jumpchain you have gone through before this one.

Alien Mindset [+100]: Sometimes it's hard to remember that all of these characters you know and love are, in fact, aliens. At least mentally speaking. What might be common for humans are so bizarre to others that they never would have thought of it, and vice versa. You have fully adopted the mentality of your chosen race, and find it difficult at times to relate with other races on some level.

Extended Stay [+100] - Ordinarily, you would be spending at least ten years here before being given the choice to stay here or move on. Now, you must stay an additional ten years before being given the choice. This drawback can be taken multiple times, but you will only benefit from three.

Red Tape [+100]: Society is upheld by many rules, many laws, making sure that everything runs effectively in order to ensure its continued survival. You don't really see it that way, as you seem to be held back by numerous laws that seem custom made to hamper your actions.

Prejudice [+100]: While the Council says that all races are equal underneath it's authority, you don't really agree with that. You don't have a very flattering opinion of races other than your own, and often voice some… culturally insensitive comments aloud.

Bioware Special [+200]: Oh dear, it looks like someone didn't program this universe very well. Let's just be generous and say that things are going to get… interesting. People's heads will turn clockwise, shots will sometimes go through an enemy without harming them, things like that. These will happen relatively often. The worst part is that no one else ever notices any of these things.

Bounty [+200]: It seems as though you pissed off someone powerful, as there is now a sizable bounty on your head. Throughout your time here you will be hunted by various bounty hunters, wanting to bring in your head. And don't even think about taking out the one who initiated this bounty in the first place, as that won't stop them from coming after you.

Dialogue Wheel [+200]: Language is a beautiful thing, able to express whatever complex thoughts you might have. Unfortunately, yours is a bit more limited. You must now communicate through a dialogue wheel like what you'd see in the games, and even you won't know what exactly will come out of your mouth at times. I sure hope you won't wait too long before responding, as the silence in between your replies is going to be awkward.

New Game Plus [+200]: Knowledge is a valuable commodity, especially here. And since it's so valuable, you can give up all your knowledge of the Mass Effect series. You will be left with only what the average citizen of your race would know.

No Takers [+200]: Romance is a magical thing, able to lift you up to the highest highs, or leave you at the lowest lows. You won't experience any of these, as no one will be interested in you either romantically or sexually. The only way you're going to get any action is for you to visit a brothel.

Cerberus Target [+300]: Oh, it seems as though the terrorist group known as Cerberus has found out about your unique nature, and is now utilizing its immense amount of resources to hunt you down and capture you, dead or alive, hoping to create their own Jumpers. It won't work, but that won't stop them from trying.

Difficulty: Insanity [+300]: Well, I hope you came for a challenge, because that's exactly what you're going to get now. Enemies will now require a massive amount of damage before falling, all the while their attacks seem to tear through your defences like a hot knife through butter.

Early Harvest [+300]: Normally, the Reapers would begin their harvest in six years, giving you plenty of time to prepare. This is no longer the case, as they are now beginning it within the year, more than likely less. As you can imagine, this doesn't leave a lot of room for preparation for anyone living in the galaxy.

Indoctrinated [+300]: The most insidious weapon the Reapers have at their disposal, Indoctrination is as subtle as it is devastating. Unfortunately, it is something that you have been subjected to. You will do whatever you can to help the Reapers complete their Cycle of Extinction, and do so happily. If you're a Reaper yourself, then you are subjected to the same coding that controls all other Reapers.

Space Opera [+300]: The Mass Effect galaxy is one built upon various cycles, of history not so much repeating as it does rhyme. Your very nature throws off the cycle, having achieved abilities that others could have only dreamed of. All abilities and powers not native to this universe have been stripped from you, as has your Warehouse. A universe built upon science has no room for magic.

Revelations [+600, cannot be taken with The Cycle]: And thus did the Angel of Pestilence sound his trumpet. And thus did the Angel of War sound his trumpet. And thus did the Angel of Famine sound his trumpet. And thus did the Angel of Death sound his trumpet. For God cast his gaze upon his creations and judged them unworthy. He said, "I will send unto them my greatest soldiers, donned in the finest armors and wielding the finest weapons. Let everything in the armory of Heaven be unleashed upon these blasphemers, and let nothing stand against them." Amen.



Ending:

After your time here is done, you will be given a familiar choice.

Stay: This galaxy has enchanted you like no other, as you have chosen to stay here.

Go Home: The strange and bizarre nature of the galaxy has left you yearning for your old home.

Continue: As enjoyable as your stay here was, there is always more to see.

Notes:

-A shout-out to my proofreader, **CattyNebulart**!

-Skills copied through **[Proto-Melding]** do stack.

-How some **[Cybernetics]** options work with the **[Synthetics]** is up to you. Additionally, there are synergies between other **[Cybernetics]** that are unmentioned, but are up to you in how they manifest.

-The **[Reaper Tech Data Core]** has literally everything from primitive cave paintings to 5th grade level history books to reliable matter-energy conversion technology and advanced nanotech.

-I really wouldn't recommend taking **[Extended Stay]** if you're a Salarian, as they don't live very long.

-If you are confused about **[Revelations]**, let me spell it out for you. The Reapers have been around for millenia, perfecting any tech they have access to. And they're going to use everything they have to purge the galaxy of all life. Have fun dealing with Quantum Reapers.

-When in doubt, fanwank.

-Have the day that you deserve~