MASS EFFECT

CYOA

BY QUICKSILVER

VER 0.1 (JUMPCHAIN COMPLIANT)

Element Zero!

You're going to be hearing that term a lot from now on. It'll be used to justify FTL travel, energy shields, even glowy blue space wizard people. Why? Because you get to spend the next ten years in the sci-fi adventure setting of Mass Effect! Action! Drama! War! Romance!

You will begin your adventure in the year 2181 AD. For the record, Mass Effect 1 takes place in 2183. Mass Effect 2 takes place in 2185, Mass Effect 3 kicks off in 2186. You get a few years to get yourself ready for the impending Reaper invasion. You might even be able to stop it yourself. Remember, you know information that could save a lot of lives if you can get people to believe you. Cerberus' antics, the Collectors, all of that information could be resolved with less fuss if you can get the word out to the right people.

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

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

+1000cp

-Your Budget-

JumpChain Compliant! You get to bring along all your skills and loot! Pokémon, Superpowers, a portable pocket dimension, all previous assets come with you!

1|Race

In 2157, Humanity discovered it was not alone in the Universe.

You may select from any of the following races for free.
Each race can only access a specific set of classes.

Roll for age and retain gender. Pay 100cp to choose for both.

Humans



Male/Female
Age: 2d8+20

Classes: All

The new kids on the space- block, Humans are extremely versatile, and can fill a variety of roles. Their seat of government, the Systems Alliance, has been vying for a seat on the Citadel Council for years, to many other species' chagrin.

Lifespan: ≈150 years

Asari



Asexual (Female Traits)
Age: (1d8)x100

Classes: Adept, Sentinel

The first Council Race, the Asari boast long lifespans and a natural affinity for biotic powers. Asexual, all Asari can reproduce with any other species asexually by using biotics to meld minds temporarily and scramble genetics.

Lifespan: ≈1000 years

Turians



Male/Female
Age: 2d8+20

Classes: Soldier, Infiltrator

A heavily militaristic race, Turians boast the largest military of all the Council races. Can only eat dextro-amino based food, instead of levo-amino food like other species. Have a bad history with humanity due to a botched first contact.

Lifespan: ≈150 years

Salarians



Male/Female
Age: 1d8+10

Classes: Engineer, Sentinel

Warm-blooded amphibians, with a hyperactive metabolism. They think fast, talk fast, move fast, and live a short lifespan. Salarians have great observational power and non-linear thinking, showing as an aptitude for science and espionage.

Lifespan: ≈40 years

Krogan



Male/Female
Age: (1d8)x100

Classes: Soldier, Vanguard

Large reptilian bipeds, Krogan are extremely heavyset and stand over 7 feet tall on average. They are very warlike and very difficult to kill. Biotic talent is rare, but when it manifests it tends to be strong. Not well liked by other races.

Lifespan: ≈1000 years

Quarians



Male/Female
Age: 2d8+20

Classes: Engineer, Infiltrator

Quarians were forced off their homeworld due to an AI uprising, and live on a flotilla of ships. Due to a poor immune system, they must wear environment suits at all times. Good engineers and scientists, but are shunned by other races.

Lifespan: ≈150 years

You can pay 100cp in order to gain access to classes outside your race.

2|Location

You start off on a chartered ship en route to one of these locations. Roll 1d8 or pay 100cp to pick.

1 The center of power for the Council, the Citadel is a massive space station inhabited by many species.

CITADEL



2 The birthplace of Humanity, Earth and the Sol system around it form the System Alliance's stomping ground.

EARTH



3 A space station made from a mined out asteroid, Omega is a classic "Hive of scum and villainy".

OMEGA



4 One of Humanity's colony worlds, Eden Prime seems to be a safe place to start fresh and live in peace.

EDEN PRIME



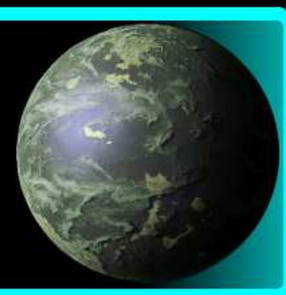
5 Dominated by Asari corporate interests, you can buy anything on Illium for the right price. Cyberpunk-esque.

ILLIUM



6 The Turian homeworld and center of government. Heavily guarded by the Turian fleet and military.

PALAVEN



7 The Asari homeworld, Thessia is considered to be the "Crown jewel of the galaxy" by many egocentric Asari.

THESSIA



8 Choose from the above or beyond, so long as it's a publicly known place that civilians can freely enter.

FREE PICK



3|Origin

Choose your history in the Mass Effect universe. Comes with a full set of memories and/or friends.

Origin 1 - Drop In

No memories, no past life, Nothing. On the up side, nobody knows who you are or what skeletons are in your closet, even the likes of the Shadow Broker and the Illusive Man know nothing about you.

Free

Origin 2 - Marine

You are a member of your race's military, on paid leave for a couple months before your next deployment. Krogans, who have no military, are instead contracting as corporate security.

100cp

Origin 3 - Merc

You are working for a large, possibly evil PMC. A gun for hire. For whichever reason, your next contract has you and your fellow wage soldiers on board a shuttle bound for a different planet.

100cp

Origin 4 - Outlaw

You work outside of the crushing restrictions of "laws" or the ever-annoying "Council". Smuggler, Slaver, Soldier, Ganger, if your credit chit gets larger, you see no distinction.

100cp

Origin 5 - Merchant

You know jack squat about shooting guns or Omni-Tool combat programs. You instead apprenticed under a Volus on the Citadel and started your own small business. Good pay and access to some pretty select merchandise.

200cp | You do not pick a class, but get 600cp for use on gear only.

4|Class

Classes are systems under which an individual can have one or two focuses in Combat, Tech, or Biotic talents. You can pick one of six.

Unless you chose the Merchant origin, pick a class available to your race. Certain classes provide training in certain weapons, technology, or Biotic skills. Not being trained in a weapon means you can use it, but not very well.

ADEPT Biotic

Adepts are pure Biotic specialists. By using their ability to generate Mass Effect fields, they can disable and cause massive damage to enemies at the same time with their L5x Biotic Amp implants. However, such focused Biotics training means they know little about Tech skills and are only trained in pistol use.

- Warp
- Throw
- Shockwave
- Singularity
- Pull
- Cluster Grenade

Weapon Proficiencies:
Pistols, SMGs, Heavy Weapons

VANGUARD Biotic|Combat

Vanguards are front line operatives that combine Combat skills with Biotic powers. High-risk, high-reward, they deal massive amounts of damage at close range with Shotguns and L5n implants, which let them charge forward in a devastating melee strike. They suffer at ranged combat, however.

- Incendiary Ammo
- Cryo Ammo
- Pull
- Biotic Charge
- Shockwave
- Nova

Weapon Proficiencies:
Pistols, SMGs, Shotguns, Heavy Weapons

SOLDIER Combat

Soldiers are pure Combat specialists. By harnessing the magical powers of a big gun, they can mow down enemies under a hail of bullets. Soldiers are given ocular implants that increase their eyesight as well as a set of biomodifications that significantly boost both their strength and endurance.

- Adrenaline Rush
- Concussive Shot
- Frag Grenade
- Incendiary Ammo
- Disruptor Ammo
- Cryo Ammo

Weapon Proficiencies:
Assault Rifles, Pistols, Shotguns, Sniper Rifles, Heavy Weapons

SENTINEL Tech|Biotic

Sentinels are tactical support specialists. Gifted with Biotic potential and trained to use Tech skills, Sentinels can thrive in a variety of situations, using their abilities to support their allies or to armor up and rush headfirst into battle themselves. However, they aren't skilled in the use of weapons.

- Warp
- Throw
- Lift Grenade
- Tech Armor
- Overload
- Cryo Blast

Weapon Proficiencies:
Pistols, SMGs, Heavy Weapons

ENGINEER Tech

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

- Incinerate
- Overload
- Cryo Blast
- Combat Drone
- Sabotage
- Sentry Turret

Weapon Proficiencies:
Pistols, SMGs, Heavy Weapons

INFILTRATOR Tech|Combat

Combining Tech-savvy with martial skills, Infiltrators focus on quickly and stealthily picking off enemies one by one. Bringing to bear a variety of specialized ammo types, explosives, and a tactical cloaking system that renders them invisible, Infiltrators use superior range and positioning against foes.

- Disruptor Ammo
- Cryo Ammo
- Tactical Cloak
- Incinerate
- Sabotage
- Sticky Grenade

Weapon Proficiencies:
Pistols, Sniper Rifles, SMGs, Heavy Weapons

Other abilities can be learned with time.

Perks

Discounts are 50% off.

Want some extra skills or abilities? Look no further.

Finesse
You have very fine muscle control. For biotics, that means better and more powerful control over your biotic abilities, a level of mastery so great it could be called telekinesis. For everyone else, better reflexes!

300cp Discount: Adept

Close the Distance
You're at your best when the fight is up close and personal. You can bob and weave with an almost unnatural flow, dodging out of fire and right into an enemy's ugly face. Then you use the shotgun. Bang.

300cp Discount: Vanguard

Fearlessness
You remain cool under pressure. Mind clear, shit together.
You can keep your resolve going until the mission is complete, and pesky things like PTSD won't be an issue for you.

300cp Discount: Soldier

Supportive Mindset
It's known that one man army types tend to end up very dead very fast. You on the other hand, know how to help your allies so that they can help you. You're a natural squad leader and work well with others.

300cp Discount: Sentinel

Not a Stupid Grunt
Technology has always been your forte. You can hack into some poor shmuck's omni-tool or fix a Tantalus drive core. All you need to start making Mass Relay jumps is a toaster and a chunk of Eezo.

300cp Discount: Engineer

Tactical Readiness
You instinctively keep track of your surroundings. Constantly assessing the situation, finding escape routes, looking for potential hostiles, nothing gets past your eyes. Find a sniper's nest- or a good spot for a new one!

300cp Discount: Infiltrator

Exemplar
You're not just an ordinary guy, you're grade-a prime hero material. A paragon of all good things in this universe. You can easily find ways to solve the situation with as little collateral damage as possible.

400cp

Apostate
You can't make an omelet without breaking a few eggs. Though you may be seen as a renegade by some, the plans you make will yield spectacular results with ruthless efficiency, though usually at a cost.

400cp

Squadmates
Breaking your immersion HO! Companion import option. 8 free, 50cp per extra. You can pick the race and class for each. Imports get a history/memories. Can also be used for new companions instead.

500cp

Tongue of a Shepard
Some people can convince other people to not jump off a bridge. YOU can convince other people to put a gun to their head and pull the trigger. Rallying speeches are old hat for an orator of your skill.

500cp

G|Gear

Discounts are 50% off.

That's right. Blue glowy hologram stuff. And guns.

Loadout - Free
A handy starter kit! Has a note that says: "Thanks for Pre-Ordering!" Contains a basic set of armor with a kinetic barrier, a basic weapon, one for each weapon type you are proficient in, and a decent Omni-Tool holographic wrist-computer capable of fabricating things with Omni-Gel, like a blade.

Extra Credits - 50cp
A credit chit holding 10K in credits. Credits are a Council-backed currency, used and accepted everywhere. Merchants get five of these free.

Medi-Gel Kit - 50cp
This kit contains twenty doses of Medi-gel, a miraculous salve that can heal bullet wounds and more. Also has instructions for making more.

LOKI Mech - 100cp
A bipedal humanoid security mech. Comes with a basic pistol and has been refitted to wield a kinetic barrier. Programming is relatively simple.

Assistant VI - 100cp
A top of the line personal assistant model Virtual Intelligence. Can be stored in your Omni-Tool, and can keep track of large amounts of data.

Elite Ordinance - 200cp
Any ten top tier weapons, your choice. Widows, Cains, Javelins, you get the cream of the crop.

Discount: Drop-in

Weapons Locker - 200cp
A sizable cache of mid to high grade weapons of all types. Enough to outfit a battalion.

Discount: Marine

Armor Locker - 200cp
A sizable cache of mid to high grade armor of all types. Enough for a battalion. Deja vu.

Discount: Merc

Conflict Minerals - 200cp
A massive stash of various rare elements worth lots of money. Best not ask where it came from.

Discount: Outlaw

Kodiak Shuttle - 400cp
A space-rated dropship capable of planetary flight and limited FTL travel. Durable flying brick.

Discount: Drop-in

M-44 Hammerhead - 400cp
A three seat hovercraft that can traverse terrain at high speeds. Has a large cannon and missiles.

Discount: Marine

M35 Mako - 400cp
A six wheeled troop transport with a big gun and an oversized Eezo core. Can nearly drive up walls.

Discount: Merc

Atlas Mech - 400cp
A large bipedal mech designed for a single pilot. Has shields, an Eezo core, a cannon and a rocket launcher.

Discount: Outlaw

7|End +Drawbacks

You may take up to 600cp worth of Drawbacks.

Shepard's Flock: +100cp
You'll never have to worry about trying to keep up with Shepard's adventures. The adventures will come to you, like it or not. Expect shenanigans to ensue.

Red Tape: +100cp
Bureaucracy is a fickle mistress, but for you it's an outright bitch. Expect mountains of paperwork civilian or criminal, and nobody will ever validate your parking.

Rogue AI: +200cp
A Cerberus project. Went rogue, took over the base, killed everyone. It has taken an interest in you. Expect sabotage, false accusations, and loads of Extranet trolling.

Bounty: +200cp
Looks like you pissed in somebody's beer. Somebody important at that. Hunters will come after you, and every one you defeat only causes the bounty to go up.

No Takers: +300cp
You are utterly incapable of finding romance of any kind during your ten years here. No advances you make will be reciprocated, sexual or otherwise. Yep.

Reaper's Eye: +300cp
Congratulations on attracting the attention of the biomechanical space-Cthulhus! They'll want to figure out what makes you tick and will go to great lengths to get you.

In ten years, come what may, there are three options.

All Drawbacks are revoked.

Go Home
In a strange red explosion, you are sent back home at the same location and point in time you left. Keep all your gear, armor, guns, powers, companions, everything.

Stay Here
In a strange blue explosion, nothing happens. At all. You will live out the rest of your life in this universe. Have fun!

Move On
The Cycle continues.

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

THANKS FOR PLAYING. BUY OUR FUCKING DLC. -BIOWARE