

Mass Effect 1 Quest Checklist by Karen Wiesner

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Warning: May contain spoilers!

At character creation, choose:

Commander Shepard Gender

Pre-game History:

Spacer +1 Paragon: Your parents were Alliance military; you spent your childhood on ships and stations; you enlisted yourself at 18.

Earthborn +1 Renegade: You were an orphan on Earth, escaping a life of petty crime by enlisting in the Alliance military when you were 18.

Colonist +1 split between Paragon and Renegade: You were born and raised on a small border colony; at 16, slavers raided, killing everyone; the Alliance saved you and you enlisted.

Psychological Profile:

War Hero +1 Paragon: Early in your career, you were faced with an overwhelming enemy force and risked your life to save your fellow soldiers.

Ruthless +1 Renegade: You get the job done but your ruthless efficiency makes others wary.

Sole Survivor +1 split between Paragon and Renegade: During your service, you were trapped in an extreme survival situation and were the only one who survived.

Class Attack Build:

Soldier (utilizes firearms and melee strike attacks)

Tech (focuses on various hacking or engineering technologies deployed with and omni-tools)

Biotics (uses mass effect fields and element zero for offensive and defense attacks accessed and augmented with a bio-amp)

Military Specialization:

Soldier (Combat)

Specialization Class: Shock Trooper or Commando

Engineer (Tech)

Specialization Class: Operative or Medic

Adept (Biotic)

Specialization Class: Bastion or Nemesis

Infiltrator (Combat/Tech)

Specialization Class: Commando or Operative

Sentinel (Biotic/Tech)

Specialization Class: Medic or Bastion

Vanguard (Combat/Biotic)

Specialization Class: Shock Trooper or Nemesis

Potential Permanent Team:

- 1) Kaiden
- 2) Ashley
- 3) Garrus
- 4) Wrex
- 5) Tali
- 6) Liara

Tips and Tricks:

The three games in this trilogy work together. What you do and in the first game will affect the next two as well in ways I've spent too much time considering (and most people would never consider), so choose wisely. When you finish the ME 1 playthrough, you can "import" your game and key events that happened into ME 2, and then follow those into ME 3. You can choose paragon (nice guy) or renegade (hot-head) responses, or a hybrid of them.

Class is built around the usual warrior (soldier), rogue (tech), and mage (biotic) structure. Only on the *SSV Normandy* spaceship can you outfit and interact with your team members. Talk to everyone often, after every main mission and after every couple side missions. This will allow you to gain access to Garrus, Wrex, and Tali's loyalty missions. Only by taking your team mates into main locations like the Citadel, Ferros, or Noveria can you level them up (or choose to auto-level them as the game sees fit).

Main Quest Ideal Order:

ME a hybrid linear/non-linear game. In general, do all available side quests available to you as soon you come into new areas. Companion loyalty quests should be a priority as soon as they become available. Certain quests lock you in and make it so you have to finish them from start to finish before moving on to other quests. My suggested "ideal order" of main quests below gives access to new permanent companions ASAP (which I assume in this checklist that you want--though you may choose not to recruit some of them) as well as scaling appropriately to your level as a character.

- Prologue: On the Normandy
 - Prologue: Find the Beacon
- Citadel: Expose Saren
- Citadel: Garrus
- Citadel: Shadow Broker
 - Citadel: Wrex
 - Citadel: Tali

- Find Liara T'Soni
- Noveria: Geth Interest (Highly recommend taking Liara and Wrex, who has much experience with the Rachni)
 - Noveria: Leave Port Hanshan
- Noveria: Lorik Qui'in
- Noveria: Rift Station
- Noveria: Quarantine
- Noveria: Peak 15
- Noveria: Reactor Repair
- Noveria: Reconnect Landlines
- Noveria: Matriarch Benezia
 - Noveria: Death of a Matriarch
- Noveria: Contamination
- Noveria: The Hot Labs
- Feros: Geth Attack (Highly recommend taking Garrus and Tali, who has much experience with Geth)
 - Feros: The Thorian
 - Feros: Colony Saved | Feros: Colony Gone
- Virmire: Saren's Plan
 - Virmire: Assault
- Talk Wrex Down or Kill Wrex
- Take Kaiden or Ashley with you (while the one you don't choose accompanies Kirrahre)
- Assisting Kirrahre's Team (and therefore save them--if you miss even one of these four, he and his team dies):
 - 1) Disrupt Communications
 - 2) Destroy the Satellite Uplink
 - 3) Destroy Flyers
 - 4) Disable Alarms
- Ilos: Find the Conduit
- Race Against Time
 - Race Against Time: Sovereign
 - Race Against Time: Conduit
 - Race Against Time: Final Battle

Citadel Side Quests

First Citadel Visit

- Asari Consort
- Homecoming
- Jahleed's Fears
- Presidium Prophet
- Reporter's Request
- Rita's Sister
- Scan the Keepers
- Schells the Gambler
- Signal Tracking

- The Fan (talk to Conrad a total of 3 times during Citadel visits)
- Dr. Michel
- Xeltan's Complaint

Post-First Mission World Citadel

- Family Matter
- Planting a Bug
- Snap Inspection
- The Fourth Estate
- Lockdown
- Negotiator's Request
- Our Own Worst Enemy

UNC: Side Quests

Post-Citadel

- Asari Diplomacy
- Distress Call
- Espionage Probe
- Geth Incursions
- Hostage
- Hostile Takeover
- Lost Freighter
- Lost Module
- Major Kyle
- Missing Survey Team
- Privateers
- Rogue VI (choose a specialization)

Post-Feros Assignments

- Derelict Freighter
- ExoGeni Facility
- Colony of the Dead
- Post-Noveria Assignments
- Listening Post Alpha
- Listening Post Theta
- Depot Sigma-23
- Cerberus Line
- Dr. Michel
- Missing Marines
- Cerberus
- Hades' Dogs
- Dead Scientists

Morality Alignment Assignments

- Besieged Base (Paragon)

or

- The Negotiation (Renegade)

Collections Side Quests

- Asari Writings
- Locate Signs of Battle
- Prothean Data Discs
- Turian Insignias
- Valuable Minerals: Light Metals
- Valuable Minerals: Rare Metals
- Valuable Minerals: Heavy Metals
- Valuable Minerals: Gasses

Squadmate Side Quests

- Wrex: Family Armor
- Tali: Pilgrimage
- Garrus: Find Dr. Saleon

Pre-Service History Side Quests

- Spacer: Old, Unhappy, Far-Off Things
- Colonist: I Remember Me
- Earthborn: Old Friends

Feros: Side Quests

- Geth in the Tunnels
- Power Cells
- Varren Meat
- Water Restoration
- Data Recovery

Noveria: Side Quests

- Smuggling
- Espionage

Bring Down the Sky DLC

Note: None of the turrets (other than the three guarding the building with the blasting caps, actually have to be taken out. Park as close as you can get to the entrance into each of the fusion torch buildings, run in and take care of business, then jump in the Mako and drive away as quickly as possible. For some reason, the Mako isn't destroyed while you're inside the buildings, though they will start firing again as soon as you emerge from the buildings.)

- Approach
- Drop Zone and First Fusion Torch
- Blasting Caps and Second Fusion Torch
- Third Fusion Torch and Charn
- Main Facility and Balak

Option 1: Attack Balak and sacrifice the hostages (Be aware that, in addition to gaining

a whole bunch of renegade points, if you don't kill him here, the minor quest you'll get with him at the Citadel in ME3 won't happen and therefore you won't gain access to the war assets it gives you.)

Option 2: Let Balak go and save the hostages (paragon path)

- Aftermath
- Side Mission: Missing Engineers (Note: This map has the locations <https://masseffect.fandom.com/wiki/X57: Missing Engineers> of all the possible locations of interest in this DLC. Visit all of them before proceeding to the last location, and you'll have completed this mission before the final stage.)

Highly recommend this comprehensive checklist to ensure you don't miss anything:

<https://drive.google.com/file/d/1cweuabS9rybrzq8o6hMuxqiIcXTbSLm/view>