Collections {* = needed for ME3} **T***Elkoss Combine License (Citadel: Wards: Markets) □*UNC: Asari Writings {16/10} \Box UNC: Insignias (Turian Emblems) {17/13} UNC: Locate Signs of Battle {17/13} (Medallions: 10, Tags: 3) \Box UNC: Prothean Artifacts {10/7} """ *UNC: Valuable Minerals {114/66} (Light20, Rare20, Heavy20, Gas6)

Citadel Assignments After Eden Prime

Citadel: Asari Consort \Box Citadel: Xeltan's Complaint {turn in 1st} Citadel: Doctor Michel {talk to her after Saren, leave zone, return} Citadel: The Fan [part 1] Citadel: Homecoming {Ashley} Citadel: Jahleed's Secret (Jahleed's Fears) Citadel: Presidium Prophet Citadel: Reporter's Request Citadel: Rita's Sister and Chellick (Rita's Sister) □Citadel: Scan the Keepers □Citadel: Schells the Gambler □Citadel: Signal Tracking

After I Plot World

□Background [only 1 per playthrough] Citadel: I Remember Me [Colonist] Citadel: Old Friends [Earthborn] Citadel: Old, Unhappy, Far-Off Things [Spacer] Citadel: Family Matter Citadel: The Fan [part 2] Citadel: The Fourth Estate Citadel: Planting a Bug [Reporter's Request must be completed] Citadel: Snap Inspection After 2 Plot Worlds Citadel: The Fan [part 3] After 4 Plot Worlds Citadel: Negotiator's Request Citadel: Our Own Worst Enemy {Garrus or Ashley}

Galaxy Exploration & Optional Assignments

□Argos Rho Cluster □Hydra System Canrum (Insignia) \Box Syba (Gas) □Metgos (Land: Insignia, Heavy, Rare) UNC: Distress Call (Unusual Readings) □Gorgon System Unidentified Space Facility (Board) [after Listening Posts] UNC: Depot Sigma-23 {Listen 3} □Phoenix System Carbonaceous Asteroid (Disc) □Patashi (Rare) □Vebinok (Light) □Pinnacle Station (Board) □Pinnacle Station: Vidinos Pinnacle Station: Combat Missions □Intai'sei (Land) {after Pinnacle Station} □Pinnacle Station: Convoy Tuntau (Land: Writing, Light, Heavy) {Wrex} □Wrex: Family Armor continued...

Galaxy Exploration & Optional Assignments

□Armstrong Nebula UNC: Geth Incursions (Geth Activities) {order doesn't matter with mod} \Box Vamshi System {1} □Maji (Land: Insignia, Rare) □Pregel (Insignia) □Tereshkova System {2} Antibaar (Land: Disc, Heavy, Light x2) Carbonaceous Asteroid (Medallion) □Patamalrus (Heavy) □Thegeuse (Heavy) \Box Gagarin System {3} □Antirumgon (Light) □Junthor (Writing) Rayingri (Land: Medallion, Light, Rare x2) \Box Hong System {4} Casbin (Land: Medallion, Rare, Heavy) □Matar (Writing) □Treagir (Light) Grissom System [5] □Benda (Medallion) □Rocky Asteroid (Rare) □Zaherux (Light) □Solcrum (Land: Writing, Light, Rare x2) {Tali} □ Tali and the Geth (Tali's Pilgrimage) □Artemis Tau Cluster □Athens System \Box Circe (Gas) □Pharos (Insignia) □Proteus (Gas) □Knossos System □Archanes (Gas) Carbonaceous Asteroid (Medallion) □ Metallic Asteroid (Heavy) □Therum [Plot-1] □Macedon System □Fargeluse (Gas) □Porolan (Writing) □Metallic Asteroid (Light) □Sharjila (Land: Writing, Light, Rare x2) {after talking to Nassana, after 1 plot world} UNC: Asari Diplomacy (Investigate Mercenaries) □Sparta System □Alsages (Rare) □Asteroid Cluster (Disc) \Box Ontamalca (Gas) Edolus (Land: Medallion, Rare, Heavy, Light) {after Feros} UNC: Missing Marines {Kahoku 1} □Attican Beta Cluster Hercules □Syided (Medallion) □Zatorus (Heavy) Eletania (Land: Heavy x2) {Consort's Artifact} UNC: Lost Module □Theseus System □Quana (Light) □Sharring (Disc) □Feros [Plot-2] {Tali} □Feros: Geth in the Tunnels □Feros: Power Cells □Feros: Varren Meat □Feros: Water Restoration □*Feros: Data Recovery {needed for ME3}

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Galaxy Exploration & Optional Assignments

Exodus Cluster □Asgard System Asteroid X57 (Land) (DLC) {after Feros} □X57: Avoid the Blasting Caps □X57: Bring Down the Sky □X57: One Missing Engineer (Missing Engineers) □Gemini Sigma Cluster □Han System [after 1 plot world] □Paravin (Writing) □Patatanlis (Light) □Mavigon (Land: Medallion, Light, Heavy) UNC: Hostile Takeover (Person of Interest) {Blake 1} □Ming System □Altanorch (Medallion) □Parag (Light) □MSV Worthington (Board) **UNC:** Lost Freighter □Hades Gamma Cluster □Antaeus System □Edmos (Gas) □Ploba (Writing) □Vemal (Rare) □Trebin (Land: Insignia, Rare x2) {Tali} UNC: Missing Survey Team □Cacus System □Faringor (Rare) □Zayarter (Heavy) Chohe (Land: Writing x3, Rare, Heavy) UNC: Besieged Base [75% Paragon] Dis System [after 1 plot world] □Metallic Asteroid (Light) □Nearrum (Light) □Raysha (Insignia) □Klensal (Land: Medallion, Light, Heavy) UNC: Hostile Takeover (Person of Interest) {Blake 2} □Farinata System □Juntauma (Disc) □Nepneu (Rare) □Rocky Asteroid (Light) □MSV Ontario (Board) {Kaidan} UNC: Hostage □Plutus System □Clocrolis (Rare) □Mingito (Rare) □Nonuel (Land: Writing, Medallion, Light, Rare) UNC: The Negotiation [75% Renegade] □Hawking Eta Cluster Century System Canctra (Light) □ Metallic Asteroid (Heavy) □Tharopto (Medallion) □Presrop (Land: Insignia, Rare, Heavy) UNC : Major Kyle (Strange Transmission)

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Galaxy Exploration & Optional Assignments

□Horse Head Nebula □Fortuna System [after 1 plot world] □Maganlis (Insignia) □Therumlon (Rare) □Amaranthine (Land: Insignia, Heavy, Rare x2) UNC: Hostile Takeover (Person of Interest) {Blake 3} □Pax System □Veles (Writing) □Noveria [Plot-3] {Liara} □Noveria: Smuggling □Noveria: Quarantine □Noveria: Espionage □Noveria: The Hot Labs □Noveria: Lorik Qui'in □Strenuus System □Antitarra (Gas) □MSV Majesty (Scan, shines like an asteroid near Xawin) □Yunthorl (Medallion) □Xawin (Land: Insignia, Light, Heavy x2) UNC : Privateers (Missing Person) □Kepler Verge □Herschel System [after 2 plot worlds] □Rocky Asteroid (Heavy) □MSV Fedele (Board) {Garrus} Garrus: Find Dr. Saleon □Newton System □Juncro (Gas) □Klencory (Writing) □Ontarom (Land: Insignia, Heavy x2) UNC: Dead Scientists (Doctor at Risk) □Local Cluster □Solar System □Luna (Land) UNC: Rogue VI [level 20] Maroon Sea Cluster [after Noveria and Feros] Caspian System □Antida (Insignia) Clotanca (Heavy) □Farnuri (Heavy) □MSV Cornucopia (Board) **UNC:** Derelict Freighter □Matano System □Metallic Asteroid (Heavy) □Rocky Asteroid (Disc) □Supay (Light) Chasca (Land: Disc, Heavy, Light, Rare) UNC: Colony of the Dead (Investigate Samples) □Vostok Svstem □ Metallic Asteroid (Heavy) □Pataiton (Writing) □Nodacrux (Land: Insignia, Heavy, Light) {after Feros} UNC: ExoGeni Facility (Investigate Facility) Sentry Omega [after 2 plot worlds] □Hoc System □Virmire [Plot-4] {finish everything else first} □Virmire: Wrex and the Genophage □Virmire: Assisting Kirrahe's Team

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Galaxy Exploration & Optional Assignments

□Styx Theta Cluster [after 3 plot worlds] □Acheron System Carbonaceous Asteroid (Insignia) Grosalgen (Light) □Altahe (Land: Writing, Heavy, Rare) UNC: Listening Post Theta {Listen 2} □Erebus System □ Quaji (Heavy) □Wermani (Disc) □Nepmos (Land: Medallion, Heavy, Light, Rare) UNC: Listening Post Alpha [after Noveria] {Listen 1} □Voyager Cluster □Amazon System □Sonedma (Rare) □Sybin (Insignia) Tremar (Gas) □Agebinium (Land: Insignia, Rare, Light x2) UNC : Espionage Probe (Investigate Shipments) Columbia System [after 2 plot worlds] Gromar (Medallion) Ontaheter (Rare) □Nepheron (Land: Medallion, Heavy, Light Rare) UNC: Hades' Dogs {Kahoku 3} □Yangtze System [after 2 plot worlds] □Alrumter (Disc) Dregir (Light) □Patajiri (Rare) Binthu (Land: Disc, Light, Rare) {after Noveria & Feros} UNC: Cerberus {Kahoku 2} \\buggy!\\

Primary Codex Entires

□Aliens: Council Races □Asari □Salarians □Turians □Aliens: Extinct Races □ Protheans □Rachni □Aliens: Non-Council Races □Batarians □Elcor □Geth □Hanar □Keepers **Krogan** □Quarians □Volus □Aliens: Non-Sapient Creatures □Husks □Thresher Maws □Varren Citadel and Galactic Government □Citadel Citadel Council Citadel Space □ Spectres Humanity and the Systems Alliance Earth □First Contact War □Systems Alliance

continued...

Primary Codex Entires

□Planets and Locations □Planet: Feros □Planet: Ilos □Planet: Noveria □Planet: Virmire □Region: Terminus Systems Uncharted Wolds □Ships and Vehicles □FTL Drive □Military Ship Classifications □Normandy □Sovereign □Space Combat □Vehicles: M35 Mako □ Technology Biotics Computers: Artificial Intelligence (AI) Computers: Virtual Intelligence (VI) □Element Zero ("Eezo") □Mass Effect Fields □Mass Relays □Omni-tool □Weapons, Armor and Equipment □Body Armor □Kinetic Barriers ("Shields") □Mass Accelerator □Medi-Gel □Small Arms

Secondary Codex Entries

□Personal History Summary □Profile UPDATE: Bring Down the Sky □Technology: Translation **UPDATE:** Pinnacle Station Technology: Combat Simulator Technology: Pinnacle Station Technology: Prefabricated Structures □Aliens: Council Races □Asari: Biology □Asari: Culture □Asari: Government □Asari: Military Doctrine □Asari: Religion □Salarians: Biology □Salarians: Culture □Salarians: Government □Salarians: League of One □Salarians: Military Doctrine □Salarians: Special Tasks Group □Turians: Biology □Turians: Culture □Turians: Government □Turians: Military Doctrine □Turians: Religion □Turians: The Unification War □ Aliens: Extinct Races □Protheans: Beacon □Protheans: Cipher □Protheans: Data Discs □Protheans: Mars Ruins

continued...

Secondary Codex Entries

□Aliens: Non-Council Races Geth: Armatures Geth: Hoppers □Krogan: Biology □Krogan: Culture □Krogan: Genophage CKrogan: Krogan Rebellions □Krogan: Military Doctrine □Quarians: Economy **Quarians:** Government Quarians: Law and Defense **Quarians:** Migrant Fleet Quarians: Pilgrimage □Quarians: Religion Citadel and Galactic Government □Citadel Conventions Citadel Station: Citadel Security Services (C-Sec) Citadel Station: Presidium Ring Citadel Station: Serpent Nebula Citadel Station: Statistics Citadel Station: Wards □Treaty of Farixen Humanity and the Systems Alliance □Genetic Engineering □Human Diplomatic Relations □Systems Alliance: Geological Survey □Systems Alliance: Military Doctrine □Systems Alliance: Military Jargon □Systems Alliance: Military Ranks □Systems Alliance: N7 Terra Firma Party □Timeline □Planets and Locations □Stations: Arcturus Station □Stations: Gagarin Station □Ships and Vehicles □FTL Drive: Appearance □FTL Drive: Drive Charge □Space Combat: Combat Endurance □Space Combat: General Tactics Space Combat: Planetary Assaults □Space Combat: Trans-Relay Assaults Starships: Carriers □Starships: Crew Considerations □Starships: Cruisers □Starships: Dreadnought □Starships: Fighters □Starships: Frigates □Starships: Heat Management □Starships: Sensors □Starships: Thrusters □Vehicles: Combat Drones □Weapons: Ablative Armor □Weapons: Disruptor Torpedoes □Weapons: GARDIAN □Weapons: Javelin

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Secondary Codex Entries

□Technology □Biotics: Biotic Amps □Biotics: Life as a Biotic □Biotics: Training □Communications □Communications: Administration □Communications: Methodology □Credits ("Creds") □Weapons, Armor and Equipment □Upgrades

Achievements

□ Medal of Honor □ Medal of Heroism Distinguished Service Medal Council Legion of Merit □Honorarium of Corporate Service □Long Service Medal Distinguished Combat Medal □ Medal of Valor □Pistol Expert □Shotgun Expert □Assault Rifle Expert □Sniper Expert □Lift Mastery □Throw Mastery □Warp Mastery □Singularity Mastery □Barrier Mastery □Stasis Mastery Damping Specialist □AI Hacking Specialist □Overload Specialist □Sabotage Specialist □First Aid Specialist □Neural Shock Specialist □Scholar □Completionist □Tactician □Medal of Exploration □Rich □Dog of War Geth Hunter □Soldier Ally □Sentinel Allv □Krogan Ally □Quarian Ally □Turian Ally □Asari Ally □Power Gamer Extreme Power Gamer □Renegade □Paragon □Paramour □Spectre Inductee □Search and Rescue □ Charismatic Colonial Savior □New Sherriff in Town □Best of the Best □Undisputed