

# MASS EFFECT GALACTIC CHECKLIST

By Teryx – Version 2.5 – February 20th, 2010

## Part I – Assignments (Sidequests)

Name: \_\_\_\_\_ Shepard  
 Class: \_\_\_\_\_  
 Playthrough: \_\_\_\_\_

*Most Assignments cannot be accessed or completed once you have finished your fourth mission world - Finding Liara (Therum), Noveria, Feros and Virmire are plot/mission worlds and missions. Additionally, many UNC assignments can be found and completed by simply going to where they take place, but you may be missing out on opportunities to persuade, hack, or gain Codex entries, and thus miss XP or Paragon/Renegade points! P/R point value listed is the minimum amount needed to access all persuasion options in that mission. See notes at the end for an explanation of the (P) symbol and contact information.*

First Citadel Visit		Found	Done		
<b>Assignment</b>				<b>UNC: Missing Survey Team</b>	
<b>Unusual Readings/UNC: Distress Call</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Available:</b> After becoming a Spectre	<input type="radio"/>
<b>Found:</b> Computer in Udina's office				<b>Found:</b> Radio broadcast in Citadel elevator	<input type="checkbox"/>
<b>Takes Place:</b> Argos Rho > Hydra > Metgos				<b>Takes Place:</b> Hades Gamma > Antaeus > Trebin	
<b>Strange Transmission/UNC: Major Kyle</b>		<input type="radio"/>	<input type="checkbox"/>	<b>UNC: Hostage</b>	
<b>Found:</b> Computer in Executor Palin's Office				<b>Available:</b> After becoming a Spectre	<input type="radio"/>
<b>Takes Place:</b> Hawking Eta > Century > Presrop				<b>Found:</b> Radio broadcast in Citadel elevator	<input type="checkbox"/>
<b>Persuade:</b> 7 Charm/8 Intimidate				<b>Takes Place:</b> Hades Gamma > Farinata > MSV Ontario	
<b>Citadel: Asari Consort</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Persuade:</b> 6 Charm/5 Intimidate	
<b>Found:</b> Sha'ira, Consort's Chambers, Presidium				<b>Notes:</b> Having Kaidan in the party may help.	
<b>Persuade:</b> 4 Charm/5 Intimidate				<b>Noveria</b>	
<b>Citadel: Xeltan's Complaint</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Noveria: Smuggling</b>	<input type="radio"/>
<b>Available:</b> During the events of <i>Citadel: Asari Consort</i>				<b>Found:</b> Marchant Opold, Port Hanshan	<input type="checkbox"/>
<b>Found:</b> Xeltan, Elcor and Volus Embassy, Presidium				<b>Persuade:</b> 6 Charm/4 Intimidate	
<b>Citadel: Presidium Prophet</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Noveria: Espionage</b>	<input type="radio"/>
<b>Available:</b> After first meeting with Council				<b>Found:</b> Mallene Callis, Port Hanshan Mezzanine	<input type="checkbox"/>
<b>Found:</b> Preaching Hanar and C-Sec Officer, Presidium				<b>Persuade:</b> 12 Charm/9 Intimidate	
<b>Persuade:</b> 7 Charm/6 Intimidate				<b>Doctor at Risk/UNC: Dead Scientists</b>	
<b>Citadel: Scan the Keepers</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Found:</b> Hacking the terminal Port Hanshan's upper mezzanine	
<b>Available:</b> After first meeting with Council				<b>Takes Place:</b> Kepler Verge > Newton > Ontarom	<input type="radio"/>
<b>Found:</b> Chorban, Citadel Tower				<b>Persuade:</b> 10 Charm/8 Intimidate	<input type="checkbox"/>
<b>Citadel: Jahleed's Fears</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Notes:</b> Requires Electronics skill. Scene plays out differently with Sole Survivor background.	
<b>Available:</b> After first meeting with Council				<b>Mission World Feros</b>	
<b>Found:</b> Jahleed, upper C-Sec Academy				<b>Feros: Geth in the Tunnels</b>	<input type="radio"/>
<b>Persuade:</b> 7 Charm/6 Intimidate				<b>Available:</b> Upon arrival, after speaking to Fai Dan	<input type="checkbox"/>
<b>Citadel: The Fan (P)</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Found:</b> Fai Dan, Zhu's Hope	
<b>Available:</b> After first meeting with Council, continues after becoming a Spectre, and then after a mission world				<b>Feros: Varren Meat</b>	<input type="radio"/>
<b>Found:</b> Conrad Verner, Upper Markets, Wards				<b>Available:</b> Upon arrival, after speaking to Fai Dan	<input type="checkbox"/>
<b>Persuade:</b> 2 Charm/2 Intimidate				<b>Found:</b> Davin Reynolds, Zhu's Hope	
<b>Citadel: Rita's Sister</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Feros: Water Restoration</b>	<input type="radio"/>
<b>Available:</b> After first meeting with Council				<b>Available:</b> Upon arrival, after speaking to Fai Dan	<input type="checkbox"/>
<b>Found:</b> Rita, Flux, Upper Wards				<b>Found:</b> Macha Doyle, Zhu's Hope	
<b>Persuade:</b> 7 Charm/6 Intimidate				<b>Feros: Power Cells</b>	<input type="radio"/>
<b>Citadel: Reporter's Request</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Available:</b> Upon arrival, after speaking to Fai Dan	<input type="checkbox"/>
<b>Available:</b> After first meeting with Council				<b>Found:</b> May O'Connell, Zhu's Hope	
<b>Found:</b> Emily Wong, Upper Wards				<b>Investigate Shipments/UNC: Espionage Probe</b>	<input type="radio"/>
<b>Persuade:</b> 1 Charm/2 Intimidate				<b>Found:</b> Terminal in Zhu's Hope freighter	<input type="checkbox"/>
<b>Citadel: Signal Tracking</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Takes Place:</b> Voyager > Amazon > Agebinium	
<b>Available:</b> After first meeting with Council				<b>Notes:</b> Requires Electronics skill.	
<b>Found:</b> Suspicious Gambling Machine, Flux, Upper Wards				<b>Feros: Data Recovery</b>	<input type="radio"/>
<b>Citadel: Homecoming</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Available:</b> Upon arrival at ExoGeni refugee camp	<input type="checkbox"/>
<b>Available:</b> After rescuing Tali				<b>Found:</b> Gavin Hossle, ExoGeni refugee camp	
<b>Found:</b> Samesh Bhatia, Embassies, Presidium				<b>Investigate Facility/UNC: ExoGeni Facility</b>	<input type="radio"/>
<b>Persuade:</b> 3 Charm/3 Intimidate				<b>Found:</b> Hack ExoGeni terminal, upper level of ExoGeni facility	<input type="checkbox"/>
<b>Citadel: Doctor Michel</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Takes Place:</b> Maroon Sea > Vostok > Nodacrux	
<b>Available:</b> After rescuing Tali				<b>Investigate Samples/UNC: Colony of the Dead</b>	<input type="radio"/>
<b>Found:</b> Dr. Michel, Med Clinic, Upper Wards				<b>Found:</b> Hack ExoGeni server node, upper level of ExoGeni facility	<input type="checkbox"/>
<b>Persuade:</b> 6 Charm/3 Intimidate				<b>Takes Place:</b> Maroon Sea > Matano > Chasca	
<b>Citadel: Schells the Gambler</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Notes:</b> Requires Electronics skill	
<b>Available:</b> After completing <i>Citadel: Rita's Sister</i>				<b>Virmire</b>	
<b>Found:</b> Schells, outside of Flux, Upper Wards				<i>(Unlocks after completing two plot missions: any two of Finding Liara (Therum), Noveria or Feros)</i>	
<b>Notes:</b> You'll get caught if you win over six games				<b>Virmire: Wrex and the Genophage (P)</b>	<input type="radio"/>
<b>Missing Persons/UNC: Privateers</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Available:</b> During Virmire, before infiltrating Saren's base	
<b>Available:</b> After becoming a Spectre				<b>Found:</b> While speaking to Captain Kirrahe about the Krogan genophage. Then, approach Wrex	<input type="checkbox"/>
<b>Found:</b> Garoth, Citadel Tower				<b>Persuade:</b> 8 Charm/8 Intimidate	
<b>Takes Place:</b> Horse Head Nebula > Strenuus > Xawin				<b>Notes:</b> Completing the <i>Wrex: Family Armor</i> assignment before this point removes Charm requirement	
<b>UNC: Missing Marines</b>		<input type="radio"/>	<input type="checkbox"/>	<b>Virmire: Assisting Kirrahe's Team (P)</b>	<input type="checkbox"/>
<b>Available:</b> After becoming a Spectre				<b>Available:</b> During the Virmire plot mission	1: <input type="checkbox"/>
<b>Found:</b> Rear Admiral Kahoku, Citadel Tower				<b>Found:</b> Automatically triggered	2: <input type="checkbox"/>
<b>Takes Place:</b> Artemis Tau > Sparta > Edolus				<b>Notes:</b> If you choose to assist Kirrahe's team, there are four parts to this assignment	3: <input type="checkbox"/>
<b>A Person of Interest/UNC: Hostile Takeover (P)</b>		<input type="radio"/>	<input type="checkbox"/>	Part 1: Disable the Triangulation Tower	4: <input type="checkbox"/>
<b>Available:</b> After becoming a Spectre				Part 2: Destroy the Satellite Uplink	
<b>Found:</b> Helena Blake, outside Delan's Emporium, Presidium				Part 3: Destroy All Five Geth Flyers	
<b>Takes Place:</b> In either order: Gemini Sigma > Han > Mavigon				Part 4: Use the Security Console to Draw Fire to Yourself	
<b>Unlocks after parts 1 and 2 are completed:</b> Hades Gamma > Dis > Klensal					
<b>Persuade:</b> 10 Charm/7 Intimidate					

Return to the Citadel			
(After completing at least one plot mission, before Lockdown)			
<b>Citadel: Snap Inspection</b>			
<b>Available:</b> Upon arrival at the Citadel after completing any plot mission; not available upon Lockdown	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Rear Admiral Mikhailovich, outside of the Normandy			
<b>Persuade:</b> 9 Charm/9 Intimidate			
<b>Citadel: The Fourth Estate</b> (P)			
<b>Available:</b> After completing any plot mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Khalisah Al-Jilani, C-Sec Academy			
<b>Persuade:</b> 6 Charm/5 Intimidate			
<b>Citadel: Family Matter</b>			
<b>Available:</b> After completing any plot mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Michael and Rebekah Petrovsky, Presidium			
<b>Persuade:</b> 3 Charm/3 Intimidate			
<b>Citadel: Asari Diplomacy</b> (P)			
<b>Available:</b> After completing any plot mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Nassana, Embassies Lounge, Presidium			
<b>Takes Place:</b> Artemis Tau > Macedon > Sharjila			
<b>Persuade:</b> 3 Charm/4 Intimidate			
<b>Citadel: Planting a Bug</b>			
<b>Available:</b> After completing any plot mission, only available if <i>Citadel: Reporter's Request</i> has been completed	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Emily Wong, Citadel Tower			
<b>Persuade:</b> 4 Charm/5 Intimidate			
Background Assignments			
<b>Colonist Background – Citadel: I Remember Me</b>			
<b>Available:</b> After completing any plot mission			
<b>Found:</b> Ride the Docking Bay elevator to C-Sec Academy			
<b>Persuade:</b> 7 Charm/7 Intimidate			
<b>Spacer Background – Citadel: Old, Unhappy, Far-Off Things</b>			
<b>Available:</b> After completing any plot mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Zabaleta, Wards Access Corridor			
<b>Persuade:</b> 4 Charm/5 Intimidate			
<b>Earthborn Background – Citadel: Old Friends</b>			
<b>Available:</b> After completing any plot mission			
<b>Found:</b> Finch in Lower Wards, outside Chora's Den			
<b>Persuade:</b> 8 Charm/8 Intimidate			
<b>Notes:</b> This is the default Shepard's background.			
Squad Member Assignments			
<b>Garrus: Find Dr. Saleon</b>			
<b>Available:</b> Discuss Garrus's history with C-Sec often	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Garrus, on the Normandy			
<b>Takes Place:</b> Kepler Verge > Herschel > MSV Fedele			
<b>Wrex: Family Armor</b>			
<b>Available:</b> Discuss Wrex's family history with him often	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Wrex, on the Normandy			
<b>Takes Place:</b> Argos Rho > Phoenix > Tuntau			
<b>Notes:</b> Requires Decryption skill			
<b>Tali: Tali's Pilgrimage/Tali and the Geth</b> (P)			
<b>Available:</b> After completing <i>UNC: Geth Incursions</i>	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Tali, on the Normandy			
<b>Notes:</b> Requires Decryption skill. Speak to Tali after completing <i>UNC: Geth Incursions</i> and accessing the Geth terminal on Solcrum			
Alignment Assignments			
(Most players will only unlock one of these in a single playthrough; however, you can unlock both through careful planning or alternate methods)			
<b>Paragon – UNC: Besieged Base</b>			
<b>Available:</b> After reaching 80% Paragon	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Admiral Hackett will contact you on the Galaxy Map			
<b>Takes Place:</b> Hades Gamma > Cacus > Chohe			
<b>Renegade – UNC: The Negotiation</b>			
<b>Available:</b> After reaching 80% Renegade	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Admiral Hackett will contact you on the Galaxy Map			
<b>Takes Place:</b> Hades Gamma > Plutus > Nonuel			
Uncharted Worlds Assignments			
<b>UNC: Lost Module</b>			
<b>Available:</b> After gaining control of the Normandy	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Enter the Attican Beta cluster			
<b>Takes Place:</b> Attican Beta > Hercules > Eletania			
<b>UNC: Cerberus</b>			
<b>Available:</b> After completing <i>UNC: Missing Marines</i>	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Admiral Kahoku, Citadel Tower			
<b>Takes Place:</b> Voyager > Yangtze > Binthu			
<b>UNC: Hades' Dogs</b> (P)			
<b>Available:</b> After completing <i>UNC: Cerberus</i>	<input type="radio"/>	<input type="checkbox"/>	
<b>Takes Place:</b> Voyager > Columbia > Nephron			
<b>UNC: Rogue VI</b> (P)			
<b>Available:</b> After reaching level 20	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Travel to any system			
<b>Takes Place:</b> Local > Sol > Luna			
<b>Notes:</b> Allows access to a Specialization class			
<b>UNC: Geth Incursions</b>			
<b>Available:</b> After becoming a Spectre			1: <input type="checkbox"/>
<b>Found:</b> Travel to the Armstrong cluster, or find on a terminal on Feros or Virmire.			2: <input type="checkbox"/>
<b>Takes Place:</b> <i>Parts 1-4 (Any order)</i>			
Armstrong > Gagarin > Rayingri			
Armstrong > Hong > Casbin	<input type="radio"/>		3: <input type="checkbox"/>
Armstrong > Tereshkova > Antibaar			
Armstrong > Vamshi > Maji			
<i>Part 5 (unlocks after completing the first four)</i>			4: <input type="checkbox"/>
Armstrong > Grissom > Solcrum			
<b>Notes:</b> Hackable terminal in the final part gives you the item required to complete Tali's Squad Member Assignment, <i>Tali: Tali's Pilgrimage</i>			5: <input type="checkbox"/>
<b>UNC: Listening Post Alpha</b>			
<b>Available:</b> After completing Noveria			
<b>Found:</b> Entering Erebus, or after <i>UNC: Listening Post Theta</i>	<input type="radio"/>	<input type="checkbox"/>	
<b>Takes Place:</b> Styx Theta > Erebus > Nepmos			
<b>UNC: Listening Post Theta</b>			
<b>Available:</b> After completing Noveria			
<b>Found:</b> Entering Acheron, or after <i>UNC: Listening Post Alpha</i>	<input type="radio"/>	<input type="checkbox"/>	
<b>Takes Place:</b> Styx Theta > Acheron > Altahe			
<b>UNC: Depot Sigma-23</b>			
<b>Available:</b> After completing Noveria			
<b>Found:</b> Computer in Listening Post Theta	<input type="radio"/>	<input type="checkbox"/>	
<b>Takes Place:</b> Argos Rho > Gorgon > Unidentified Space Facility			
<b>UNC: Lost Freighter</b>			
<b>Available:</b> After completing a plot mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Find the MSV Worthington			
<b>Takes Place:</b> Gemini Sigma > Ming > MSV Worthington			
<b>UNC: Derelict Freighter</b>			
<b>Available:</b> After completing Feros	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Find the MSV Cornucopia			
<b>Takes Place:</b> Maroon Sea > Caspian > MSV Cornucopia			
DLC			
Bring Down the Sky			
<b>Bring Down the Sky</b>			
<b>Available:</b> After becoming a Spectre			
<b>Found:</b> Travel to Asteroid X57	<input type="radio"/>	<input type="checkbox"/>	
<b>Takes Place:</b> Exodus > Asgard > Asteroid X57			
<b>Persuade:</b> 4 Charm/4 Intimidate			
<b>X57: Missing Engineers</b>			
<b>Available:</b> After becoming a Spectre	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Speak to Simon Atwell after disabling a fusion torch, or find an engineer			
<b>X57: Avoid the Blasting Caps</b>			
<b>Available:</b> After becoming a Spectre	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Speak to Simon Atwell after disabling a fusion torch, or find the blasting caps			
DLC			
Pinnacle Station			
<b>Pinnacle Station: Combat Missions</b>			
<b>Available:</b> Upon arrival	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Admiral Ahern, Pinnacle Station			
<b>Takes Place:</b> Argos Rho > Phoenix > Pinnacle Station			
<b>Pinnacle Station: Vidinos</b>			
<b>Available:</b> After completing a combat mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Complete one combat mission			
<b>Takes Place:</b> Argos Rho > Phoenix > Pinnacle Station			
<b>Pinnacle Station: Convoy</b>			
<b>Available:</b> After completing all combat missions	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Admiral Ahern, Pinnacle Station			
<b>Takes Place:</b> Argos Rho > Phoenix > Intai'sei			
Citadel: Lockdown Assignments			
<b>Citadel: Our Own Worst Enemy</b>			
<b>Available:</b> During the <i>Race Against Time</i> mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Charles Saracino, Upper Wards			
<b>Citadel: Negotiator's Request</b>			
<b>Available:</b> During the <i>Race Against Time</i> mission	<input type="radio"/>	<input type="checkbox"/>	
<b>Found:</b> Elias Keeler, outside Flux, Upper Wards			
<b>Persuade:</b> 8 Charm/7 Intimidate			

## Part 2 – Planetary Checklist

<b>Argos Rho Cluster</b>			
<b>Gorgon System</b>		<b>Done</b>	
<b>Unidentified Space Facility</b>		<input type="checkbox"/>	<b>Carbonaceous Asteroid</b> Survey: League of One Medallion <input type="checkbox"/>
Board		<input type="checkbox"/>	<b>Patamalrus</b> Survey: Heavy Metal <input type="checkbox"/>
Assignment - <i>UNC: Depot Sigma-23</i>			
<b>Hydra System</b>		<b>Done</b>	
<b>Canrum</b>		<input type="checkbox"/>	<b>Thegeuse</b> Survey: Heavy Metal <input type="checkbox"/>
Survey: Turian Insignia			<b>Vamshi System</b>
			<b>Done</b>
<b>Metgos</b>		<input type="checkbox"/>	<b>Maji</b> Land Surveyable: Light Metal x2, Rare Element, Turian Insignia Assignment - <i>UNC: Geth Incursions</i> <input type="checkbox"/>
Land – <i>Warning: Level 2 Heat Hazard</i>			
Surveyable:			
Heavy Metal, Rare Element, Turian Insignia			
Assignment - <i>UNC: Distress Call</i>			
<b>Syba</b>		<input type="checkbox"/>	<b>Pregel</b> Survey: Turian Insignia <input type="checkbox"/>
Survey: Gas Deposit			
<b>Phoenix System</b>		<b>Done</b>	
<b>Carbonaceous Asteroid</b>		<input type="checkbox"/>	<b>Artemis Tau Cluster</b>
Survey: Prothean Data Disc			<b>Athens System</b>
			<b>Done</b>
<b>DLC: Pinnacle Station</b>	<b>Intai'Sei</b> Land Unlocks after <i>Pinnacle Station: Combat Missions</i> Assignment – <i>Pinnacle Station: Convoy</i>	<input type="checkbox"/>	<b>Circe</b> Survey: Gas Deposit <input type="checkbox"/>
			<b>Pharos</b> Survey: Turian Insignia <input type="checkbox"/>
<b>Patashi</b>		<input type="checkbox"/>	<b>Proteus</b> Survey: Gas Deposit <input type="checkbox"/>
Survey: Rare Element			<b>Knossos System</b>
			<b>Done</b>
<b>DLC: Pinnacle Station</b>	<b>Pinnacle Station</b> Land Assignment – <i>Pinnacle Station</i>	<input type="checkbox"/>	<b>Archanes</b> Survey: Gas Deposit <input type="checkbox"/>
			<b>Carbonaceous Asteroid</b> Survey: League of One Medallion <input type="checkbox"/>
<b>Tuntau</b>		<input type="checkbox"/>	<b>Metallic Asteroid</b> Survey: Heavy Metal <input type="checkbox"/>
Land			<b>Therum</b> Mission World: <i>Finding Liara</i> <input type="checkbox"/>
Surveyable:			
Asari Writings, Heavy Metal, Light Metal			<b>Macedon System</b>
Assignment – <i>Wrex: Family Armor</i>			<b>Done</b>
<b>Vebinok</b>		<input type="checkbox"/>	<b>Fargeluse</b> Survey: Gas Deposit <input type="checkbox"/>
Survey: Light Metal			<b>Metallic Asteroid</b> Survey: Light Metal <input type="checkbox"/>
<b>Armstrong Nebula</b>			<b>Porolan</b> Survey: Asari Writings <input type="checkbox"/>
<b>Gagarin System</b>		<b>Done</b>	<b>Sharjila</b> Land – <i>Warning: Level 1 Pressure Hazard</i> Surveyable: Asari Writings, Light Metal, Rare Element x2 Assignment – <i>Citadel: Asari Diplomacy</i> <input type="checkbox"/>
<b>Antirumgon</b>		<input type="checkbox"/>	<b>Sparta System</b>
Survey: Light Metal			<b>Done</b>
<b>Junthor</b>		<input type="checkbox"/>	<b>Alsages</b> Survey: Rare Element <input type="checkbox"/>
Survey: Asari Writings			<b>Asteroid Cluster</b> Survey: Prothean Data Disc <input type="checkbox"/>
<b>Rayingri</b>		<input type="checkbox"/>	<b>Edolus</b> Land – <i>Warning: Thresher Maw</i> Surveyable: Heavy Metal, Light Metal, Rare Element, Salarian ID Tag Assignment – <i>UNC: Missing Marines</i> <input type="checkbox"/>
Land			<b>Ontamalca</b> Survey: Gas Deposit <input type="checkbox"/>
Surveyable:			
League of One Medallion, Light Metal, Rare Element x2			<b>Attican Beta Cluster</b>
Assignment – <i>UNC: Geth Incursions</i>			<b>Hercules System</b>
<b>Grissom System</b>		<b>Done</b>	<b>Done</b>
<i>(Unlocks during UNC: Geth Incursions)</i>			<b>Eletania</b> Land – <i>Warning: Level 1 Toxic Hazard</i> Surveyable: Heavy Metal x2 Assignment – <i>UNC: Lost Module</i> <input type="checkbox"/>
<b>Benda</b>		<input type="checkbox"/>	<b>Syided</b> Survey: League of One Medallion <input type="checkbox"/>
Survey: League of One Medallion			<b>Zatorus</b> Survey: Heavy Metal <input type="checkbox"/>
<b>Rocky Asteroid</b>		<input type="checkbox"/>	
Survey: Rare Element			
<b>Solcrum</b>		<input type="checkbox"/>	
Land – <i>Warning: Level 1 Heat Hazard</i>			
Surveyable:			
Asari Writings, Light Metal, Rare Element x2			
Assignment – <i>UNC: Geth Incursions (Final Part)</i>			
<b>Zaherux</b>		<input type="checkbox"/>	
Survey: Light Metal			
<b>Hong System</b>		<b>Done</b>	
<b>Casbin</b>		<input type="checkbox"/>	
Land			
Surveyable:			
Heavy Metal, Rare Element x2, Salarian ID Tag			
Assignment – <i>UNC: Geth Incursions</i>			
<b>Matar</b>		<input type="checkbox"/>	
Survey: Asari Writings			
<b>Treagir</b>		<input type="checkbox"/>	
Survey: Light Metal			
<b>Tereshkova System</b>		<b>Done</b>	
<b>Antibaar</b>		<input type="checkbox"/>	
Land – <i>Warning: Thresher Maw</i>			
Surveyable:			
Heavy Metal, Light Metal x2, Prothean Data Disc			
Assignment – <i>UNC: Geth Incursions</i>			

<b>Theseus System</b>		<b>Done</b>	<b>Farinata System</b>		<b>Done</b>
<b>Feros</b>	Mission World	<input type="checkbox"/>	<b>Juntauma</b>	Survey: Prothean Data Disc	<input type="checkbox"/>
<b>Quana</b>	Survey: Light Metal	<input type="checkbox"/>	<b>MSV Ontario</b>	Board Assignment – <i>UNC: Hostage</i>	<input type="checkbox"/>
<b>Sharring</b>	Survey: Prothean Data Disc	<input type="checkbox"/>	<b>Nepneu</b>	Survey: Rare Element	<input type="checkbox"/>
<b>Exodus Cluster</b>			<b>Rocky Asteroid</b>		<input type="checkbox"/>
<b>DLC: Bring Down The Sky</b>	<b>Asgard System</b>	<b>Done</b>	Survey: Light Metal		
	<b>Asteroid X57</b>	<input type="checkbox"/>	<b>Plutus System</b>		<b>Done</b>
	Land Assignment – <i>Bring Down the Sky</i>		(Unlocks upon earning 80% Alignment Points)		
<b>Utopia System</b>		<b>Done</b>	<b>Clocrolis</b>	Survey: Rare Element	<input type="checkbox"/>
<b>Eden Prime</b>	Mission World: <i>Prologue</i>	<input type="checkbox"/>	<b>Mingito</b>	Survey: Rare Element	<input type="checkbox"/>
<b>Gemini Sigma Cluster</b>			<b>Nonuel</b>	Land – <i>Warning: Thresher Maw (x2)</i> Surveyable: Asari Writings, League Medallion, Light Metal, Rare Element Assignment – <i>Renegade</i> Assignment - <i>UNC: The Negotiation</i>	<input type="checkbox"/>
<b>Han System</b>		<b>Done</b>	<b>Hawking Eta Cluster</b>		
(Unlocks upon receiving <i>UNC: Hostile Takeover</i> )			<b>Century System</b>		<b>Done</b>
<b>Mavigon</b>	Land – <i>Warning: Level 2 Cold Hazard</i> Surveyable: Heavy Metal, Light Metal, Salarian ID Tag Assignment – <i>UNC: Hostile Takeover</i>	<input type="checkbox"/>	<b>Canctra</b>	Survey: Light Metal	<input type="checkbox"/>
<b>Paravin</b>	Survey: Asari Writings	<input type="checkbox"/>	<b>Metallic Asteroid</b>	Survey: Heavy Metal	<input type="checkbox"/>
<b>Patatanlis</b>	Survey: Light Metal	<input type="checkbox"/>	<b>Presrop</b>		<input type="checkbox"/>
<b>Ming System</b>		<b>Done</b>	Land – <i>Warning: Thresher Maw</i> Surveyable: Heavy Metal, Rare Element, Turian Insignia Assignment – <i>UNC: Major Kyle</i>		
<b>Altanorch</b>	Survey: League of One Medallion	<input type="checkbox"/>	<b>Tharopto</b>	Survey: League of One Medallion	<input type="checkbox"/>
<b>MSV Worthington</b>	Board Assignment – <i>UNC: Lost Freighter</i>	<input type="checkbox"/>	<b>Horse Head Nebula</b>		
<b>Parag</b>	Survey: Light Metal	<input type="checkbox"/>	<b>Fortuna System</b>		<b>Done</b>
<b>Hades Gamma Cluster</b>			(Unlocks after finishing parts 1 & 2 of <i>UNC: Hostile Takeover</i> )		
<b>Antaeus System</b>		<b>Done</b>	<b>Amaranthine</b>	Land Surveyable: Heavy Metal, Rare Element x2, Turian Insignia Assignment – <i>UNC: Hostile Takeover</i>	<input type="checkbox"/>
<b>Edmos</b>	Survey: Gas Deposit	<input type="checkbox"/>	<b>Maganlis</b>	Survey: Turian Insignia	<input type="checkbox"/>
<b>Ploba</b>	Survey: Asari Writings	<input type="checkbox"/>	<b>Therumlon</b>	Survey: Rare Element	<input type="checkbox"/>
<b>Trebin</b>	Land – <i>Warning: Thresher Maw</i> Surveyable: Rare Element x2, Turian Insignia Assignment – <i>UNC: Missing Survey Team</i>	<input type="checkbox"/>	<b>Pax System</b>		<b>Done</b>
<b>Vemal</b>	Survey: Rare Element	<input type="checkbox"/>	<b>Noveria</b>	Mission World	<input type="checkbox"/>
<b>Cacus System</b>		<b>Done</b>	<b>Veles</b>	Survey: Asari Writings	<input type="checkbox"/>
(Unlocks upon earning 80% Alignment Points)			<b>Strenuus System</b>		<b>Done</b>
<b>Chohe</b>	Land – <i>Warning: Thresher Maw</i> Surveyable: Asari Writings x3, Heavy Metal, Rare Element Assignment – <i>Paragon</i> Assignment - <i>UNC: Besieged Base</i>	<input type="checkbox"/>	<b>Antitarra</b>	Survey: Gas Deposit	<input type="checkbox"/>
<b>Faringor</b>	Survey: Rare Element	<input type="checkbox"/>	<b>MSV Majesty</b>	Survey: Unlocks Xawin/ <i>UNC: Privateers</i>	<input type="checkbox"/>
<b>Zayarter</b>	Survey: Heavy Metal	<input type="checkbox"/>	<b>Xawin</b>	Land – <i>Warning: Thresher Maw</i> Surveyable: Heavy Metal x2, Light Metal, Turian Insignia Assignment – <i>UNC: Privateers</i>	<input type="checkbox"/>
<b>Dis System</b>		<b>Done</b>	<b>Yunthorl</b>	Survey: League of One Medallion	<input type="checkbox"/>
(Unlocks upon receiving <i>UNC: Hostile Takeover</i> )			<b>Kepler Verge</b>		
<b>Klensal</b>	Land Surveyable: Heavy Metal, Light Metal, League of One Medallion Assignment – <i>UNC: Hostile Takeover</i>	<input type="checkbox"/>	<b>Herschel System</b>		<b>Done</b>
<b>Metallic Asteroid</b>	Survey: Light Metal	<input type="checkbox"/>	(Unlocks upon receiving <i>Garrus: Find Dr. Saleon</i> )		
<b>Nearrum</b>	Survey: Light Metal	<input type="checkbox"/>	<b>MSV Fedele</b>	Board Assignment – <i>Garrus: Find Dr. Saleon</i>	<input type="checkbox"/>
<b>Raysha</b>	Survey: Turian Insignia	<input type="checkbox"/>	<b>Rocky Asteroid</b>	Survey: Heavy Metal	<input type="checkbox"/>

<b>Newton System</b>	Done	<b>Grosalgen</b>	<input type="checkbox"/>
<b>Juncro</b> Survey: Gas Deposit	<input type="checkbox"/>	Survey: Light Metal	<input type="checkbox"/>
<b>Klencory</b> Survey: Asari Writings	<input type="checkbox"/>	<b>Erebus System</b>	Done
<b>Ontarom</b> Land Surveyable: Heavy Metal x2, Turian Insignia Assignment – <i>UNC: Dead Scientists</i>	<input type="checkbox"/>	<b>Nepmos</b> Land Surveyable: Heavy Metal, League of One Medallion, Light Metal, Rare Element Assignment – <i>UNC: Listening Post Alpha</i>	<input type="checkbox"/>
<b>Local Cluster</b> (Unlocks upon reaching level 20)		<b>Quaji</b> Survey: Heavy Metal	<input type="checkbox"/>
<b>Sol System</b>	Done	<b>Wermani</b> Survey: Prothean Data Disc	<input type="checkbox"/>
<b>Luna</b> Land Assignment – <i>UNC: Rogue VI</i>	<input type="checkbox"/>	<b>Voyager Cluster</b>	
<b>Maroon Sea Cluster</b> (Unlocks after Feros)		<b>Amazon System</b>	Done
<b>Caspian System</b>	Done	<b>Agebinium</b> Land Surveyable: Light Metal x2, Rare Element, Turian Insignia Assignment – <i>UNC: Espionage Probe</i>	<input type="checkbox"/>
<b>Antida</b> Survey: Turian Insignia	<input type="checkbox"/>	<b>Sonedma</b> Survey: Rare Element	<input type="checkbox"/>
<b>Clotanca</b> Survey: Heavy Metal	<input type="checkbox"/>	<b>Sybin</b> Survey: Turian Insignia	<input type="checkbox"/>
<b>Farnuri</b> Survey: Heavy Metal	<input type="checkbox"/>	<b>Tremar</b> Survey: Gas Deposit	<input type="checkbox"/>
<b>MSV Cornucopia</b> Survey: <i>UNC: Derelict Freighter</i>	<input type="checkbox"/>	<b>Columbia System</b> (Unlocks after completing <i>UNC: Cerberus</i> )	Done
<b>Matano System</b>	Done	<b>Gromar</b> Survey: League of One Medallion	<input type="checkbox"/>
<b>Chasca</b> Land Surveyable: Heavy Metal, Light Metal, Prothean Data Disc, Rare Element Assignment – <i>UNC: Colony of the Dead</i>	<input type="checkbox"/>	<b>Nepheron</b> Land – <i>Warning: Thresher Maw</i> Surveyable: Heavy Metal, Light Metal, Rare Element, Salarian ID Tag Assignment – <i>UNC: Hades' Dogs</i>	<input type="checkbox"/>
<b>Metallic Asteroid</b> Survey: Heavy Metal	<input type="checkbox"/>	<b>Ontaheter</b> Survey: Rare Element	<input type="checkbox"/>
<b>Rocky Asteroid</b> Survey: Prothean Data Disc	<input type="checkbox"/>	<b>Yangtze System</b> (Unlocks after completing <i>UNC: Missing Marines</i> )	Done
<b>Supay</b> Survey: Light Metal	<input type="checkbox"/>	<b>Alrumter</b> Survey: Prothean Data Disc	<input type="checkbox"/>
<b>Vostok System</b>	Done	<b>Binthu</b> Land Surveyable: Heavy Metal, Rare Element, Prothean Data Disc Assignment – <i>UNC: Cerberus</i>	<input type="checkbox"/>
<b>Metallic Asteroid</b> Survey: Heavy Metal	<input type="checkbox"/>	<b>Dregir</b> Survey: Light Metal	<input type="checkbox"/>
<b>Nodacrux</b> Land Surveyable: Heavy Metal, Light Metal, Turian Insignia Assignment – <i>UNC: ExoGeni Facility</i>	<input type="checkbox"/>	<b>Patajiri</b> Survey: Rare Element	<input type="checkbox"/>
<b>Pataiton</b> Survey: Asari Writings	<input type="checkbox"/>		
<b>Pangaea Expanse</b> (Unlocks after completing all four Mission Worlds)		<b>Part 2.5 – Collection Assignments</b>	
<b>Refuge System</b>	Done	<b>UNC: Asari Writings</b>	Done
<b>Ilos</b> Mission World	<input type="checkbox"/>	<b>Asari Writings</b> 10/16 needed for assignment completion	<input type="checkbox"/>
<b>Sentry Omega Cluster</b> (Unlocks after completing any two Mission Worlds)		<b>UNC: Locate Signs of Battle</b>	Done
<b>Hoc System</b>	Done	<b>League of One Medallions</b> 10/12 needed for assignment completion	<input type="checkbox"/>
<b>Virmire</b> Mission World	<input type="checkbox"/>	<b>Salarian ID Tags</b> 3/4 needed for assignment completion	<input type="checkbox"/>
<b>Serpent Nebula</b>		<b>UNC: Prothean Data Discs</b>	Done
<b>Widow System</b>	Done	<b>Prothean Artifacts</b> 7/10 needed for assignment completion	<input type="checkbox"/>
<b>The Citadel</b>	<input type="checkbox"/>	<b>UNC: Turian Insignias</b>	Done
<b>Styx Theta Cluster</b> (Unlocks after completing Noveria)		<b>Turian Emblems</b> 13/17 needed for assignment completion	<input type="checkbox"/>
<b>Acheron System</b>	Done	<b>UNC: Valuable Minerals</b>	Done
<b>Altahe</b> Land Surveyable: Asari Writings, Heavy Metal, Rare Element Assignment – <i>UNC: Listening Post Theta</i>	<input type="checkbox"/>	<b>Gasses</b> 6/10 needed for assignment completion	<input type="checkbox"/>
<b>Carbonaceous Asteroid</b> Survey: Turian Insignia	<input type="checkbox"/>	<b>Heavy Metals</b> 20/34 needed for assignment completion	<input type="checkbox"/>
		<b>Light Metals</b> 20/34 needed for assignment completion	<input type="checkbox"/>
		<b>Rare Earths/Elements</b> 20/36 needed for assignment completion	<input type="checkbox"/>

## Part 3 – Upgrades and Licenses

MediGel Capacity Upgrades				Grenade Capacity Upgrades			
Tier	Available From	Price	Bought	Tier	Available From	Price	Bought
I	- <b>Morlan</b> (Citadel Wards, Lower Markets) - <b>Normandy Requisitions Officer</b> – (Normandy)	100	<input type="checkbox"/>	I	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy) - <b>Normandy Requisitions Officer</b> (Normandy)	100	<input type="checkbox"/>
II	- <b>Expat</b> (Citadel Wards, Upper Markets) - <b>Morlan</b> (Citadel Wards, Lower Markets) - <b>Petozi</b> (Noveria, Rift Station)	3 125	<input type="checkbox"/>	II	- <b>Morlan</b> (Citadel Wards, Lower Markets) - <b>Opold</b> (Noveria: Port Hanshan)	3 125	<input type="checkbox"/>
III	- <b>Commander Rentola</b> (Virmire, Salarian Base) - <b>Opold</b> (Noveria, Port Hanshan)	12 500	<input type="checkbox"/>	III	- <b>Commander Rentola</b> (Virmire, Salarian Base) - <b>Expat</b> (Citadel Wards, Upper Markets)	12 500	<input type="checkbox"/>
IV	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy) - <b>Commander Rentola</b> (Normandy Cargo Bay, if rescued on Virmire)	56 000	<input type="checkbox"/>	IV	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy) - <b>Commander Rentola</b> (Normandy Cargo Bay, if rescued on Virmire)	56 000	<input type="checkbox"/>
V	- <b>Delan</b> (Citadel, Presidium, Financial District) - <b>Dr. Michel</b> (Citadel, Medical Center)	111 000	<input type="checkbox"/>	V	- <b>Delan</b> (Citadel, Presidium, Financial District)	111 000	<input type="checkbox"/>

### Manufacturer Licenses

Manufacturer	Level Available	Available From	Gear	Price	Bought
<b>Aldrin Labs</b>	1	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy)	- Armor - Biotic Amps - Omni-tools	100	<input type="checkbox"/>
<b>Elanus Risk Control</b>	1	- <b>Commander Rentola</b> (Virmire, Salarian Base) - <b>Morlan</b> (Citadel Wards, Lower Markets)	- Armor - Weapons	100	<input type="checkbox"/>
<b>Elkoss Combine</b>	1	- <b>Delan</b> (Citadel, Presidium, Financial District) - <b>Expat</b> (Citadel Wards, Upper Markets) - <b>Opold</b> (Noveria, Port Hanshan)	- Armor - Omni-tools - Weapons	100	<input type="checkbox"/>
<b>Hahne-Kedar</b>	1	- <b>Normandy Requisitions Officer</b> (Normandy)	- Armor - Weapons	--	<input type="checkbox"/>
<b>Sirta Foundation</b>	1	- <b>Commander Rentola</b> (Normandy Cargo Bay, if rescued on Virmire) - <b>Delan</b> (Citadel, Presidium, Financial District) - <b>Petozi</b> (Noveria, Rift Station)	- Armor - Biotic Amps - Omni-tools	100	<input type="checkbox"/>
<b>Ariake Technologies</b>	18	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy) - <b>Commander Rentola</b> (Normandy Cargo Bay, if rescued on Virmire)	- Armor - Omni-tools - Weapons	6 250	<input type="checkbox"/>
<b>Arмали Council</b>	18	- <b>Commander Rentola</b> (Virmire, Salarian Base) - Can also be earned by completing the <i>Citadel: Asari Diplomacy</i> assignment	- Biotic Amps - Omni-tools	6 250	<input type="checkbox"/>
<b>Devlon Industries</b>	18	- <b>Delan</b> (Citadel, Presidium, Financial District)	- Armor - Weapons	6 250	<input type="checkbox"/>
<b>Haliat Armory</b>	18	- <b>Ledra</b> (Feros, Zhu's Hope)	- Weapons	6 250	<input type="checkbox"/>
<b>Rosenkov Materials</b>	18	- <b>Opold</b> (Noveria, Port Hanshan)	- Armor - Weapons	6 250	<input type="checkbox"/>
<b>Armax Arsenal</b>	36	- <b>Expat</b> (Citadel Wards, Upper Markets)	- Armor - Biotic Amps - Weapons	30 000	<input type="checkbox"/>
<b>Geth Armory</b>	36	- <b>Morlan</b> (Citadel Wards, Lower Markets)	- Armor - Weapons	30 000	<input type="checkbox"/>
<b>Kassa Fabrication</b>	36	- <b>C-Sec Requisitions Officer</b> (Citadel Wards, C-Sec Academy) - <b>Petozi</b> (Noveria, Rift Station)	- Armor - Biotic Amps - Omni-Tools - Weapons	30 000	<input type="checkbox"/>
<b>Serrice Council</b> ( <i>Serris Council</i> in game)	36	- <b>Commander Rentola</b> (Normandy Cargo Bay, if rescued on Virmire) - <b>Delan</b> (Citadel, Presidium, Financial District)	- Armor - Biotic Amps - Omni-tools	30 000	<input type="checkbox"/>
<b>Spectre – Master Gear</b>	--	- Unlocks with <i>Rich</i> Achievement (earning 1 million credits)	- Weapons	--	<input type="checkbox"/>

Notes	Mass Effect 2	Thank you!
	<p>While most of the missions and sidequests in the first game have at least a minor effect on or are referenced in an imported character's playthrough in the second game, only missions on this checklist that are known to have an impact on available dialogue options or a mission in Mass Effect 2 have been denoted by a  symbol.</p> <p>Other missions may be referenced or alluded to (sometimes in surprising ways!), so be on the lookout as you explore the second game!</p>	<p>Thank you for downloading this, and I hope you find it useful. Thanks to all who submitted requests, suggestions and corrections, and everyone who let me know that they used the list – I really appreciate that! Thanks again to BioWare for creating such a great game and a fascinating universe.</p> <p>And a special thanks to Zxaos. For so many reasons. ♥</p> <p>Please feel free to share this, but do not upload it to other websites without my written permission.</p> <p>Have fun! - Teryx</p> <p><b>Xbox Live Gamer Tag:</b> Teryx   <b>BioWare ID:</b> Pteryx <b>E-mail:</b> me_checklist [AT] teryx [DOT] oib [DOT] com</p> <p>Latest version and updates can always be found at <a href="http://masseffect.shockfront.net">http://masseffect.shockfront.net</a></p>