

Mass Effect 2 Quest Checklist by Karen Wiesner

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Warning: May contain spoilers!

At character creation, choose:

Note that if you import an ME 1 character, history/background/pivotal events are already chosen. However, you can change *any* of the following, including any aspect of your imported appearance you're not happy with:

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)

Adept (Biotic)

Engineer (Tech)

Infiltrator (Combat/Tech)

Vanguard (Combat/Biotic)

Sentinel (Biotic Tech)

Potential Permanent Team:

- 1) Miranda
- 2) Jacob
- 3) Kasumi
- 4) Zaeed
- 5) Garrus (if he survived and was loyal to Shepard in ME 1)
- 6) Mordin
- 7) Jack
- 8) Grunt
- 9) Tali (if she survived and was loyal to Shepard in ME 1)
- 10) Thane
- 11) Samara
- 12) Legion

Wrex from ME 1 may also be in this game if he didn't die in the previous one and was loyal to Shepard, though he never joins as a member of the team. Your choices/outcomes of the

first game will come into play here.

Also, Liara is in this game in the Lair of the Shadow Broker DLC and does become a temporary teammate in that mission. If she was a love interest in the first game, she can continue as that--even if you also choose to romance someone else in ME 2!

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. In ME 2, particularly, the decisions and outcomes you make will radically affect how ME 3 goes. For instance, if any of your team dies during the suicide mission at the end of ME 2, you won't get quests with those teammates in ME 3 (and consequently, you'll gather less war assets, in several instances, *significantly* less. 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 interact with your team members. Luckily, you're not in charge of their weapons or armor in this very stingy (financially) game (even if you import an ME 1 character who left that game richer than a king, what you get back in this game and acquire in the course of gameplay is just barely sufficient for your upgrade requirements).

Talk to your team on the ship between every major mission to advance the relationship, gain potential upgrades, and gain access to their loyalty missions. Only by taking your team mates into main locations like the Citadel, Omega, Illium, or Tuchanka can you level them up.

Note that ME 2 caps at Level 30. If you import an ME 1 character, you'll come into this game starting at level 3 instead of 1. You'll get the minerals and at least part of the money you left ME 1 with.

Scan planets as often you can afford to in order to gain access to the minerals you'll need to upgrade everything in the game. Also, you get side missions from scanning.

Main Quest Ideal Order:

Major Linear Plot Missions can't be avoided. After a certain number of missions, you'll be forced to undertake them.

Prologue

- Save Joker
- Lazarus Research Station

- Awakening
- Freedom's Progress

MAJOR QUEST THAT RUNS THROUGH THE WHOLE GAME: Stop the Collectors

Note: Flirt with Kelly (or you can just be a friend with her--2nd option on dialogue wheel) and talk to her every single time you approach the galaxy map, especially after you get a new team member and complete their loyalty missions. It's really the only way to get her to go to dinner in your cabin. This happens after the Collector's Mission. She'll offer to feed your fish right after.

Introduction

- Citadel: Visit Captain Bailey
- Citadel: Talk to the Council and choose whether to have your Spectre status reinstated (complete all Citadel and Normandy side missions here except Found Forged ID)
- Recruit Kasami ("Silence is Golden")
- Omega: Meet Aria T'Loak (complete all Omega and Normandy side missions here except Patriarch and Packages for Ish)

Normandy Side Missions:

- Service Ice Brandy (Citadel)
- Special Ingredients (Citadel)
- FBA Couplings (Omega)

Citadel Side Missions:

- Crime in Progress
- Krogan Sushi
- Found Forged ID (after Garrus's loyalty mission)

Omega Side Missions:

- Archangel: Datapad Recovered (found during Garrus's recruitment mission)
- Batarian Bartender
- Packages for Ish
- Struggling Quarian
- Patriarch
- The Professor: Missing Assistant (found during Mordin's recruitment mission)
- Packages for Ish
- Dossier: The Professor
- Dossier: Archangel
- Dossier: The Convict
- Dossier: The Warlord (Following this mission, you can choose whether or not to activate Grunt. If you don't, he won't join your crew.)
- Major Linear Plot Mission: Horizon

Location Unlocked: Tuchanka *(At this point, land but don't talk to Wrex or undertake anything serious beyond the first side mission and shopping.)*

Tuchanka Side Missions:

- Killing Pyjaks (do immediately to get a discount from Ratch's store)
- Combustion Manifold (during Mordin's loyalty mission)
- Old Blood: Missing Scout (during Mordin's loyalty mission)

Location Unlocked: Illium

○ Liara T'Soni *(do her two side missions before saying anything about the Shadow Broker or you won't be able to do them; also do all Illium side missions here)*

Illium Side Missions:

- Liara: System Hacking
 - Liara: The Observer
 - The Assassin: Salarian Family Data (found during Thane's recruitment mission)
 - Blue Rose of Illium (find these two crazy kids "coupled" when you land in Tuchanka later)
 - Indentured Service
 - The Justicar: Smuggling Evidence (found during Samara's recruitment mission)
 - The Justicar: Stolen Goods Found (found during Samara's recruitment mission)
 - Medical Scans
 - The Prodigal: Lost Locket Found (found during Miranda's loyalty mission)
 - Gianna Parasini
- Lair of the Shadow Broker DLC *(Do this as early as possible, potentially here, because you want to visit the Shadow Broker's base after every 3rd mission or so in order to get all the weapon upgrades. The sniper one is usually the very last upgrade you'll get there but only if you've gone every 3rd mission.)*

****BUY FISH** (the paddle fish is the only one you need in order to get Kelly to offer to feed your fish and stop the absolute madness of trying to save these things from certain death by neglecting them between missions--if she never offers, your fish will probably die; if Kelly dies at the end with the rest of the crew, you won't get your fish back in ME 3)

- Dossier: Tali
- Dossier: The Justicar
- Dossier: The Assassin
- Visit Shadow Broker base, shop at Omega, Citadel, and Illium.
- Do one loyalty mission

○ Major Linear Plot Mission: Collector Ship

○ Do loyalty missions for everyone here. *(Always do Miranda's loyalty mission before Jack's. Otherwise you might be forced to choose between Miranda and Jack. By this point, you should have enough paragon to side with both.)*

- Tali (*I always have enough paragon by this point to steer clear of ratting out Tali's father, something she doesn't want to do, and I speak on her behalf in order to persuade the jury to drop the charges against her*)
 - Garrus (*I allow Garrus the "renegade" path in killing his nemesis since it almost always ensures he survives the suicide mission*)
 - Thane (*When you play "good cop, bad cop", I play as bad cop and hit the guy at least twice--otherwise the interrogation stalls*)
 - Miranda (*Stop Miranda from killing her old friend; she'll regret killing him*)
 - Jack (*Stop Jack from killing the other tortured Biotic; she'll regret killing him*)
 - Mordin (*Keep the data despite that it's the renegade path--you'll need it in ME 3; but stop Mordin from killing his former apprentice*)
 - Grunt (*Make sure you have the right heavy weapon equipped to take out a thresher maw--you want to get the achievement of having everyone talk about you taking on one on foot. I always take Grunt and Garrus on this. No one else really adds anything and sometimes are a hindrance*)
 - Jacob (*In the final part where you have to battle a YMIR mech at close range, run toward the front so you can at least hide behind a barrier while you battle this thing with a heavy weapon like a grenade launcher*)
 - Samara (*Choose Samara, not Morinth, unless you want to look over your shoulder constantly on the Normandy to make sure this psycho isn't waiting to kill you*)
 - Kasumi (*I always let her keep the data, which is considered a renegade move*)
 - Zaeed (*I always save the factory workers*)
- Go to Shadow Broker base and redistribute points for everyone while here. Focus on leveling out the best ones as far as possible instead of having only a few points in each. Having the highest skill tree options are best, even if it means one of the skills is neglected altogether.
- Shop at Omega, Citadel, Illium, and Tuchanka. (*Note: If you just give Ish the packages, you'll get paid and he'll go away; his quest is cleared from your journal. If you take Miranda and Jacob when you talk to him, he'll be saved but his mission will never clear from your journal. You can also go directly to one of Aria's bodyguards and talk about this without actually mentioning Ish. While you won't get paid, you'll get paragon points.*)
 - While planet scanning, do all N7 missions here, making sure you alternate team members for them to give everyone a chance to show you what they can do. Some team configurations are more powerful than others. In some of the timed ones, you can sometimes actually run past all the enemies (using tactical cloak helps, too).

N7 Side Missions:

Note that several of these provide necessary upgrades.

- Abandoned Mine
- Abandoned Research Station
- Anomalous Weather Detected
- Archaeological Dig Site
- Blood Pack Base
- Blood Pack Communications Relay
- Blue Suns Base

- Captured Mining Facility
- Eclipse Smuggling Depot
- Endangered Research Station
- Hahne-Kedar Facility
- Imminent Ship Crash
- Javelin Missiles Launched
- Lost Operative
- Mining the Canyon
- MSV Estevanico
- MSV Strontium Mule
- Quarian Crash Site
- Wrecked Merchant Freighter

Do DLC:

Note: I've played all DLC some games, skipped some of it other times. Other than the Firewalker DLC, which I always skip 'cause why give myself a headache, I recommend always doing the other DLC since it affects whether anyone dies on the suicide mission and also has consequences in ME 3. Complete the following here:

- Normandy Crash Site
- Firewalker Pack, if interested
- Overlord
- Arrival

○ Visit Shadow Broker base, shop at Omega, Citadel, Illium, and Tuchanka.

*****This is your last chance to visit stores and the Shadow Broker's base as well as do any other loyalty, side, or DLC mission. The next mission kickstarts the end of the game and puts it on a timer. You're not allowed to do anything else but what follows or you'll get a horrible outcome. Once you start Reaper IFF, you follow it through or someone (in fact, a whole lot of someone's you probably care about) dies.***

Preparations for the Final Battle:

- Major Linear Plot Mission: The Reaper IFF
- Back on the Normandy, you can choose whether to continue building the team or immediately go the Collector Base. I always choose to wait and build the team with one final teammate.
- Choose whether or not to activate Legion. If you do, he joins your crew. Talk to him thoroughly, get his upgrade; and hear about his loyalty mission.
- Legion's Loyalty Mission (*save the last 10 points in leveling him up for the bottom row after you have his loyalty; I always bring Tali on this one because you get additional dialogue with her*)

Once you get back from Legion's loyalty mission and talk to everyone thoroughly, when you approach the galaxy map, two things will happen:

1) A cutscene ensues with Shepard and the whole team (*what? when does that ever happen?*) taking a shuttle to their "next mission", whatever that might be. After this, you'll play as Joker as you try to help EDI save the ship (though not the rest of the crew) from a

Collector invasion.

2) When Shepard and the team are back, you have a choice: Either you go save your kidnapped crew by launching the suicide mission, or they all die. That's why it's so important to finish everything else, upgrading and having the loyalty of your full team, before you launch the Reaper IFF mission.

**Note that you *can* replay each section of the endgame as many times as you need to, if you get a bad outcome in one section or another, to try to avoid losing any member of the team. Also, medi-gel is your friend! Don't be too proud to use it often, for even the slightest scratch. The game usually gives you too much anyway. I find that if I die, I tend to have teammates die in the various sections, too.

Do everything in this game that you need to to ensure victory. If you don't, someone will die. No two ways about it. It's not worth the risk. HOWEVER, even if you've undertaken all tasks without missing even one, found/purchased every single upgrade, and literally completed everything you possibly can that the game has set out for you during the bulk of the prep stuff, sometimes a teammate dies randomly during the suicide mission. Always choose different people for lead jobs because I've noticed if I reuse the same person more than once, that person usually dies at some point during these events. Finally, each section of the mission usually requires a lead that specializes in that mission's specific task, for instance the Vents section needs someone skilled in tech; the Barrier section requires a Biotic, etc.

Major spoiler here for ME 3, but if Legion or Tali die in the suicide mission, you might as well not even play ME 3 because, besides missing so much without these two, there's no way to gain Quarian or Geth support without them, and that seriously limits your ability to gain enough war assets before the final battle in ME 3. If any of the others die, there are consequences in ME 3--someone else will be swapped in for the roles they play in their missions in that game and usually not for the better (you lose war assets, definitely, but you might also be betrayed in those particular missions). If Wrex can't be talked down in the first game and Ashley kills him, his half-brother takes over for him in ME 3 and, let's just say, you don't want that.

It *is* possible for Shepard to die, too, at the end of the suicide mission if you don't do everything necessary to ensure success.

Suicide Mission Tasks

- Stop the Collectors - Finale: Part 1

Cargo Bay: *(there's more than one heavy weapons ammo box here; you'll need at least one, as the only way to take down this "tough son of a b@#h" is with something like a grenade launcher)*

Legion *(finish leveling him up)*

Grunt

- Collector Base: Infiltration

Vents: Tali *(Legion or Kasumi might also be okay, but the reason I send Tali is because, if she's going to die during the suicide mission, she'll probably die here and then I can just replay this section of the suicide mission, hopefully saving her the second time around)*

2nd team: Garrus leads

With me: Jack and Zaeed

Escort: Mordin (*it's been suggested that if you send anyone else, that person will and potentially the crew could die as well*)

- Collector Base: Long Walk

Barrier (*Samara but Jacob, Jack, Miranda--all will also work*)

2nd team: Miranda leads (*could also be Jacob*)

With me: Thane and Jacob

- Stop the Collectors - Finale: Part 2

Final: With me Miranda (because she has last words with the Illusive Man--Jacob doesn't); and Garrus

Survived/died:

Following the leap to the ship and getting out of this hellhole ASAP, you'll be given glimpses of who survived the suicide mission and finally you can access your terminal and see for sure who's missing from the team lineup. Hopefully everyone is accounted for, alive and well.

- Endings: Talk to everyone one last time to get dialogue about destroying reaper base. Note: Zaeed and Kasumi don't have a comment about the endgame.

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

https://drive.google.com/file/d/1jpN1wXdUqmxcsMl3Bo9tozIxxD_HUcnx/view