



By SIXMOREVODKA for Rocksteady.
Sample piece.

Designer: Keltie Wright
Game: Mass Effect Andromeda
Game Type: Action RPG
Location/ Time period: Andromeda Galaxy 2785
Level/ Environment: Derelict station, The Fairweather
Character Name: Challenger
 (Birth Name: Cyrus)
Role in the Game: Squad Member – Biotic Marksman

BIO:

Race/Ethnicity/Species: Human
Sex: Male
Romance Options: Male and Female Ryder
Age: 32
Origin: Benning, Milky Way Galaxy
Occupation: Agent for hire
Favorite Weapon: Sniper Rifle
Favourite Ability: Nova
Family: Orphan

ESSENCE & PHYSICALITY:

Archetypes: Outcast, Mysterious Bad Boy

Morals/ Values/ Religion: Morally grey and prefers not to take sides. Values a professional attitude and work ethic. Has little regard for other people's lives, sees everything at temporary.

Creativity & Intellect: Works on the fly, highly ingenious.

Body type: Mesomorph. Fit with bulk.

Height & Weight: 6 ft. 2 " / 225 lb

Hair, eye, skin colour: Olive skin tone with swept back wavy black hair and green eyes. Scar over bridge of nose.

Health & Fitness: Regular exhaustion from use of Biotics. Tendency to pass out from over exertion of Biotic Abilities.

Style/ Fashion: Urban tactical gear, faceless high-tech helmet.

Personality Description:

He can be harsh and unforgiving, particularly of himself; often because he can be too trusting. He is not quick to anger, but there is an anger beneath the surface that drives him. When pushed to the edge he becomes much more ruthless. Puts trust into his partners and remains loyal to them, however his belief in the mission coming first often puts him in conflict. Will resort to abandonment when compromises cannot be made. He does take enjoyment in the small things in life since he makes not room for downtime. There is little that can be done to deter him from his mission. Not above making sarcastic remarks here and can be manipulative when his mission calls for it.

Back story:

Was a part of shadow organization, Pinnacle, which dealt with termination of specific individuals and had been rumored to have influenced historical events. Pinnacle has never been regarded as anything more than a rumor in the general public. Challenger often worked with Agent Daily, developing a romantic relationship, and travelled with him to Andromeda, with other agents, under false aliases to help establish Pinnacle outside of the Milky Way. Once they arrived in Andromeda on the Nexus both agents received an early wake up and began establishing a Pinnacle base of operations. Both agents still remained in contact until a few months after the battle for Meridian when Challenger was captured. Currently he is being held aboard the Fairweather station.

CHARACTER GROWTH WITHIN GAME:

Time frame: Gain loyalty after helping save previous partner of Challenger.

Changes of location: Found in research room, crew quarters, and engineering on the Tempest. Resides in Cargo Bay.

Player customization: None.

Injuries/ Dirt/ Hair: No change over time.

Personality/ Character Development: Grows to trust the crew and Ryder, depending on loyalty gained and choices made. Stops lying to Ryder.

- Let's him kill Agent Daily – Loyalty Gained
- Stops him – Loyalty lost, will remain until he finds something better and makes that clear to Ryder

Challenger Acquisition Mission

MAIN IDEA:

Ryder investigates a distress signal originating from a seemingly abandoned station. While there they discover that individuals with biotics are being held captive by an exiled rebel, and her followers. Ryder makes their way through the station uncovering the reasons behind these abductions fighting mercenaries and station automated defenses, all why the station falls apart around them.

SETTING:

The distress signal originates from the Fairweather station, located in an asteroid cluster in the Pfeiffer system. The station has gone dark only flickering lights and sirens illuminate the interior of the station. Power has to be rerouted throughout the station and segments have been blown out from the inside.

CHARACTERS:

The exiled rebels are extremists who believe that biotics are dangerous and should not be brought to Andromeda. They desire a galaxy free from the use of biotics and so have kidnapped anyone with them to try and remove all traces of element zero or biotic implants. They are led by Casey Bennett, who was killed by Challenger; and her second in command a turian named Lanik Pranix, who Ryder encounters on the station. They were able to capture and detain Challenger an agent for hire that is affiliated with Pinnacle, a strike and information procurement agency.

PLOT:

- Distress signal is picked up by Suvi
 - Ryder travels to Pfeiffer system and scans the asteroid belt to find the source of the distress signal
- Ryder takes shuttle to Fairweather station
 - Approaching the station it is clear that it has gone dark
 - Pieces of the station are missing and debris litters the surroundings
 - They land on the safe, but far side of the station in the shuttle bay that has a gaping hole in it
- Ryder explores the station exposing its secrets (Must access terminals to reroute power and then SAM is able to access a log). In between each room Ryder encounters small pockets of mercenaries, some are dragged into the dark by Challenger.
 - Shuttle Bay: Littered with dead bodies of those trying to escape
 - Terminal: Tip payed off (Referring to Challenger)
 - Med Bay: Rows of covered dead bodies on tables with restraints
 - Terminal: 4th attempt at removing Challengers implants failed
 - Holding Cells: All doors to the cells have been opened
 - Terminal: Challenger breaks free and kills mercenaries
 - Records Room: In complete disarray
 - Terminal: Casey Bennett log about Challenger and other biotics being set out so that everyone will know who they are
- Ryder finds Lanik Praix
 - He explains the purpose of the ship and how Challenger has been hunting them down since his escape

- During the conversation Lanik is spooked after seeing Challenger in the shadows and runs away
- Chase Lanix through the station
 - Ryder chases after Lanik dodging obstacles as the station falls apart around them
 - They end up in engineering where Ryder can repair part of the stations systems
- Encounter Challenger
 - Ryder cautiously approaches Challenger while he interrogates Lanik
 - Ryder steps in
 - It is revealed that Casey Bennett release information about Challenger and the other biotics after he escaped, believing that people needed to know how dangerous they were
 - Challenger is furious that he has been compromised and moves to shoot Lanik (Ryder can try to stop)
 - The station issues a warning that the reactors have gone critical
 - There is an explosion and SAM prompts Ryder to leave while they can
 - Ryder convinces Challenger to come with them to the shuttle
- Escape Station
 - Holes in the station grown larger and pieces of the station fall out from under Ryder as they make their way back to the shuttle
 - Ryder must faces small pockets of mercenaries that are left over
 - Challenger helps make quick work of them as they run through the station
 - They narrowly escape the station which explodes as soon as they exit the shuttle bay (shuttle door remains open)
 - Debris flies toward the shuttle and the crew becomes worried that they won't make it
 - Challenger step forward extending his hand and pushed the debris in the opposite direction using his biotics (Was not obvious how strong of a biotic he was until now)
 - Challenger clearly become weak from this and collapses on the shuttle floor
 - The door to the shuttle closes
- Talk to Challenger in Med Bay on Tempest
 - Cora remains in the med bay with Lexi and Ryder watching Challenger

CONCLUSION:

Challenger is brought on board the Tempest and is held in the med bay. Ryder makes their way to the med bay where Cora is already waiting and armed helping Lexi run scans on Challenger. At this point Cora voices her concerns about having him on board. Ryder addresses these concerns and after conversing with Challenger the Ryder has the option to ask Challenger to join their team, as he has been compromised and cannot return to Pinnacle.

Script for scene as follows.

Challenger Aquisition Conversation

By

Keltie Wright

INT.TEMPEST MED BAY - AFTER ESCAPE OF FAIRWEATHER STATION

RYDER enters med bay and glances at CHALLENGER while walking over to LEXI and CORA who stand on the left side of the room. LEXI is reviewing scans while CORA keeps an eye on CHALLENGER who sits across the room on the examination table still wearing all elements of his gear except for his helmet, which sits next to him on the table. He is hunched over, head hanging low, arms resting on his knees. **RYDER** looks to CORA who steps forward to meet **RYDER**. There is tension in the air and everyone is silent. LEXI turns to join **RYDER** and CORA.

LEXI
Hello **RYDER**.

RYDER
Hows our...guest.

RYDER looks to CHALLENGER.

LEXI
He hasn't said anything since he woke up.

RYDER and looks to CORA.

RYDER
What are you doing here CORA?

CORA
I didn't think it was a good idea to leave LEXI alone with him, just in case.

RYDER nods and looks back to LEXI.

LEXI
RYDER I ran some test and found an unusual amount of element zero in his body. The eezo nodules in his body reproduce at an accelerated rate, faster than I've ever seen before. He's an exceptionally strong biotic...

LEXI looks at CORA.
His abilities rival yours CORA. However it does come at a cost. The rapid reproduction of the nodules takes a toll on his body, and the tampering with his implants has made his abilities unstable. That's why he passed out on the shuttle.

(CONTINUED)

CORA

I'm worried about having him on the ship, I read his file. It says that he goes by CHALLENGER and apparently works for Pinnacle, infiltrating government bureaus, taking out high value targets, and procuring information. He's a spy **RYDER**; having him on board with all our resources is dangerous to the crew and our mission. We shouldn't keep him on board.

CHALLENGER

I agree.

All three turn to look at CHALLENGER who is now standing. **RYDER** moves to stand in front of CHALLENGER, CORA moves to **RYDER'S** side.

CHALLENGER

I shouldn't stay here. So how about you drop me off at your next port?

CORA

And what? Just let you disappear. We should take him to Nexus and turn him in.

CHALLENGER stays focused on **RYDER**.

CHALLENGER

I wasn't asking you. I was asking the one in charge.

RYDER

1. Emotional: No, you're too dangerous.

2. Logical: What will you do?

1. Emotional: No, you're dangerous.

RYDER

I can't let you go, you're too much of a danger to others. Your dossier will be enough to put you away for life.

CHALLENGER

I'd rather you didn't, I have other plans and that would only delay them. It would be easier for

(MORE)

(CONTINUED)

CHALLENGER (cont'd)
 everyone if you let me get off at
 your next stop.

[TO MAIN PATH]

2. Logical: What will you do?

RYDER

You're compromised, where will you
 go? It's not like you could go back
 to work.

CHALLENGER

I have other plans, don't you worry
 about me. Just let me get off at
 you're next stop and I'll
 disappear.

[TO MAIN PATH]

CORA shakes her head and LEXI remains in the background.

RYDER

1. Investigate: Plans?
2. Casual: I'm not a taxi.
3. Professional: I'm taking you in.

1. Investigate: Plans?

RYDER

What exactly are these plans of
 yours anyways?

CHALLENGER

They're not you're concern.

[BACK TO OPTIONS]

2. Casual: I'm not a taxi.

RYDER

I'm not trekking you across the
 galaxy just for kicks. Especially
 when I don't know what you're
 planning.

CHALLENGER

I'm not asking you too. Just let me
 off next time you land, I'll
 disappear and you wont have to
 worry like I said.

(CONTINUED)

RYDER

That's the part that makes me worried.

CHALLENGER

Look I'm asking nicely here, so you can let me off at your next stop...or I can do it myself.

CORA

Do it yourself? Is that a threat?

CHALLENGER

I've taken over larger ships than this before...and you saw what I did to that station. Don't make me do that here.

[TO MAIN PATH]

3. Professional: I'm taking you in.

RYDER

No, I'm taking you in. We'll hold him here until we get to the Nexus.

CHALLENGER

That's not going to happen.

[TO MAIN PATH]

CHALLENGER unholsters one of his pistols and aims at **RYDER**. CORA steps in using her biotics to knock the weapon out of his hand and pushes him back. CHALLENGER steadies himself on the medical table and extends one hand, using his biotics he knocks everyone down. As they recover, CHALLENGERS expression grows dark as he straightens himself. His biotics appear to be charging up and the ships hull whines like it is under pressure. his face shows mild discomfort as blood trickles out of his nose. CORA prepares to attack but **RYDER** steps in before anyone one can make a move.

RYDER

1. Casual: Take it easy.
2. Professional: Stand down.
3. Emotional: Whoa there.
4. Logical: This is a bad idea.

1. Casual: Take it easy.

(CONTINUED)

RYDER

Calm down both of you, I don't need you guys tearing a hole in my ship. That's not exactly good for anyone here.

[TO MAIN PATH]

2. Professional: Stand down.

RYDER

Enough both of you, tearing this ship apart isn't going to anything but get us all killed.

[TO MAIN PATH]

3. Emotional: Whoa there.

RYDER

CORA, CHALLENGER stop! If you rip this ship apart we'll all die! What's wrong with you guys?

[TO MAIN PATH]

4. Logical: This is a bad idea.

RYDER

Let's take it easy on the ship alright, if she goes down so do we.

[TO MAIN PATH]

RYDER moves to stand beside CORA once again. Both CHALLENGER and CORA deactivate their biotics.

RYDER

Now lets settle this without destroying everything.

CHALLENGER

I gave you an option and you refused. You will not be turning me in.

CORA looks to CHALLENGER.

CORA

You don't have a say here.

LEXI clears he throat and steps forward to stand beside **RYDER**.

(CONTINUED)

LEXI
Perhaps I can offer an alternative
solution.

All three turn their attention to LEXI.

LEXI
If I may commander, maybe he could
join our team.

All three look shocked at the proposition.

CORA
What? (Under her breath)

RYDER

1. Casual: Are you crazy?
2. Professional: Excuse me?

1. Casual: Are you crazy?

RYDER

Why the hell would I want him on my
ship!

[TO MAIN PATH]

2. Professional: Excuse me?

RYDER

I'm not so sure that would be a
good idea.

[TO MAIN PATH]

LEXI turns to **RYDER** and speaks in a hushed tone.

LEXI
Organizations like Pinnacle never
take back exposed agents, he's
compromised and has no where to go.
With him we can make sure that we
know what goes on with Pinnacle,
and to be honest he needs my help
or his eezo levels will kill him.

RYDER turns back to CHALLENGER.

RYDER

[INVESTIGATE]

[MAKE DECISION]

RYDER

I need to know more about you before I make up my mind.

CHALLENGER

Alright, shoot.

RYDER

1. Pinnacle.
2. Your job.
3. Biotics.
4. Capture.

[MAKE DECISION]

1. Pinnacle

RYDER

I've never heard of Pinnacle before what are they?

CHALLENGER gives the question a moment of thought before answering. He is conflicted on whether or not he should tell the truth.

CHALLENGER

They're a covert operations agency that specializes in the removal of undesired individuals for various agencies. We don't take sides or let politics get involved in our business. (Hesitant)

RYDER

So you go around killing people for money? Pinnacle just sounds like a group of mercenaries.

RYDER crosses their arms.

CHALLENGER

Don't get all high and mighty with me **RYDER**. Organizations like the Alliance, C-Sec, and even your initiative benefited from our work. Really, we're not much different from asari commandos.

CORA looks on disapprovingly

(CONTINUED)

CORA
Except you have no allegiances.
(With distain)

[BACK TO OPTIONS]

2. What happens now?

RYDER
What happens now that you're
dossiers been released?

CHALLENGER
Pinnacle will erase all traces of
my file, they'll try and come for
me... quietly. They don't want
anyone being able to confirm their
existence.

RYDER
Then why are you telling me this?
Wont it put you in even more
danger?

CHALLENGER
The damage has already been done,
no agent lives once they've been
compromised. They will come for me.

CHALLENGER notices CORA and **RYDER** becoming more
uncomfortable.

Don't worry they wont attack your
ship. That would mean direct
confrontation, and they wouldn't
risk the chance of exposure.

[BACK TO OPTIONS]

3. Biotics

RYDER
What is wrong with your biotics? I
know that there can be side effects
to implants but this seems extreme.

CHALLENGER
I'm pretty sure your doctor all
ready filled you in.(Annoyed)

RYDER
I want to hear it from you.

(CONTINUED)

CHALLENGER

Too much element zero in my body and weak implants that don't compensate for the amount of eezo in my systems pretty much sums it up. It's not something you need to concern yourself with.

[BACK TO OPTIONS]

4. Capture

RYDER

You're supposed to be some kind of top secret super spy, how exactly were you captured?

CHALLENGER

Someone set me up. I was supposed to be picking up a weapons cash, so I opened the container to check the supplies. Everything goes blank after that. Some sort of aerosol drug must have been in the container because when I came to I was in a cell on the Fairweather, and well you know everything after that.

[BACK TO OPTIONS]

RYDER

1. Branching Arrows: CHALLENGER joins team

2. Branching Arrows: CHALLENGER does not join team

1. Branching Arrows: CHALLENGER joins team

RYDER

Having you on board might actually be a good idea.

CHALLENGER looks at **RYDER** unconvinced.

RYDER

We could use someone with your skill set and you need a new job. I'm not seeing a downside here for you, as long as you don't cause trouble.

CHALLENGER smirks.

(CONTINUED)

CHALLENGER

Alright, we'll play it your way.

RYDER

Good, LEXI'S going to run some tests. When she's done find yourself a space and settle in. You're part of a team now, so no more of that lone wolf stuff.

[TO MAIN PATH]

2. Branching Arrows: CHALLENGER does not join team

RYDER

There's no way I'm having you on my ship. You stay here until our next stop, then you get off got it?

[TO MAIN PATH]

CHALLENGER

Whatever you say **RYDER**.

RYDER

Pathfinder.

CHALLENGER hums in response, sitting back down on the medical table. CORA and **RYDER** exit the room.

Results

1. CHALLENGER remains in the med bay until the next landing. Later he can be found set up in the cargo bay.

2. CHALLENGER remains on the Tempest until **RYDER** lands, during this time **RYDER** can speak with him and ask him to stay if they change their mind. At **RYDER'S** next stop CHALLENGER leaves the Tempest and disappears. He later sends a letter with information to lost remant ruins as a thank you.