Monday through Friday
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Who are your favorite/most memorable characters in the Mass Effect series?

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Harbinger9812
Noob

Joined: Feb 25, 2013
Messages: 6

Date Posted: Feb 25, 2013 #1

So I had a thought a few days ago while playing ME 3. I was thinking about all the characters that you meet and interact with throughout the series and I was trying to decide which ones were the most memorable. As in, the voice acting was performed well and the character was designed appropriately and so on. I narrowed my choices down and came to a top four conclusion. (I know top four is weird.)
4. Aria T'Loak - In ME 2, through talking to her, I really got the sense that she had the edge over who ever she had dealings with. Her knowledge of everything that happened on Omega is impressive and, the way she deals with people, tell me what you know then get out of my face, very cold. Then in ME 3 after being booted off her station, her portrayal of super angry,

revenge-hungry mad woman was excellent. Especially during the DLC. Her rage during combat was awesome. I really got the feel that she was enraged and wanted blood.
3. Illusive Man - In ME 2, when he talks to you, you can really see how he became so powerful and influential. His charisma is, in my opinion, second to none in the gaming world. He is truly driven towards a future that is beneficial to humanity, even if it sacrifices aliens which his charm and mannerisms are almost able to justify. One might even grow a small sense of trust for him. Of course like most, I was able to see through his intentions from the beginning and was not surprised when he wanted to keep the base. And at the end, if you chose to defy him, the way he warns Shepard about the consequences of their actions, you get a real glimpse of the menace behind the man, with the facial expression he has and the way he stares into the distance. You can tell he's already planning his next move. Then in ME 3, he finally shows his cards, first by attempting to have a squad mates executed, followed by consistent interferences as severe as attacking the Citadel. His ending is beautifully enacted by an outstanding voice over performed by Martin Sheen. I love the job he did as the Illusive Man.
2. Mordin - Throughout ME 2, it was clear Mordin was even smarter than a "regular" salarian genius. His mind worked at such a hyper rate, his speech is bullet point to allow for quick thought procession and transitioning between them. I was initially hesitant to bring him on missions, I felt that his combat abilities wouldn't stack up with the majority of my squad, and granted against someone like Zaeed, Grunt, Garrus or Legion, he didn't. However, his tech skills were surprisingly effective against most enemies; I particularly liked his Cryo Blast. His attacks had the potential to eliminate multiple enemies at the same time. Plus, with the right SMG, he was a decent tactical squad member. But what I really liked was his inner turmoil during his loyalty mission over the genophage. His guilt over the suffering the Krogan have endured was very believable and this is finalized in the sequel in a satisfying manner, depending on which path you choose. His acceptance of his own fate to save millions of lives had me choked up momentarily. Plus, his song is awesome. It rivals "Biotic God" for top WTF moments. And that brings me to my final character
1. Harbinger - I know this might seem, odd, but bear with me. Ok so the very first time I "encountered" Harbinger was when he assumed control of a Collecter trooper on Horizon. A powerful opponent that caught me off guard, especially since any of the collecter troops that oppose you could have control assumed. This adds a slight "demonic" feel to Harbinger. Throw on some devastating attacks and and his ominous battle phrases, and you've got one creepy s.o.b. But that's not even the main reason he's my number one. His arrogant confidence that the cycle will continue is excellently portrayed, I think if I were speaking to him, I would definitely get the feeling that there was no hope. The way he states that the process is inevitable, plus his little monologue at the end of the suicide mission made me think to myself, a lotttt of people are gonna die. And on top of that the voice over is. SO. GOOD. In my opinion it's a subtle example of perfection in gaming voice overs. Keith Szarabajka captured all the dread and hopelessness,that Harbinger caused, as well as the limitless power and evil arrogance that he embodied, helping the character to be so believable.

So yeah that's my opinion. For those who actually took the time to read it, tell me what you think. I'd love to hear other opinions to help me appreciate the full spectrum of the Mass Effect series, as well as give me something new to try in future playthroughs. I'd also be open to any game discussions from people who truly enjoy gaming like I do. I'd love to broaden my horizon.

Harbinger9812, Feb 25, 2013

posnco

Date Posted: Feb 25, 2013 #2

Obviously squadmates tend to be memorable as well as main villains (not all, poor Jacob and screw Kai Leng) but it's the side-lesser important characters that I consider most:

Councilor Sparatus
Spectre Tela Vasir
Gianna Parisani, Noveria Internal Affairs

The method of controlling fire...

Joined: Aug 22, 2004
Messages: 22,379

Kal'Reegar
Commander Kirrahe
Garm @The_Raucous_Messiah
Friend-Zoned Turian

posnco, Feb 25, 2013

JWB82
Almost Not a Noob

Joined: Jan 10, 2009
Messages: 2,627

Date Posted: Feb 26, 2013 #3

Hmmm. For side characters my picks are.

1. Aria T'Loak
2. Kal' Reeger
3. Captain/Major Kirrahe
4. Nyreen Kandros
5. Gianna Parisani
6. Shiala
7. Tela Vasir
8. Patriarch
9. The Council
10. Rana Thanoptis

JWB82, Feb 26, 2013

powersp
No Longer a Noob

Joined: Jul 30, 2003
Messages: 20,213
Location: HELL

Date Posted: Feb 26, 2013 #4

Wrex rules the ME 'verse!

powersp, Feb 26, 2013

posnco
The method of controlling fire...

Joined: Aug 22, 2004
Messages: 22,379

Date Posted: Feb 26, 2013 #5

> powersp said: ↑
>
> *Wrex rules the ME 'verse!*

Tell that to my Carnifex.

posnco, Feb 26, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Feb 26, 2013 #6

@Harbinger9812 - From your list it appears to me that you've only played ME2 and 3, is that true ?

CHawk15, Feb 26, 2013

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Feb 26, 2013 #7

The incessant love for Aria and Harbinger and the distaste for Williams speaks volumes as to what many Mass Effect fans view as good characterization and development. As for Mordin I can't say that people like him for all the "wrong" reasons but characters like him have so mich more to offer in my eyes than their personality and memorable one-liners.

Those things are just icing and sprinkles. The really good stuff comes from their role, their purpose and how well they fulfill them. There is truth, however, in the fact that when you first see and think about cake the first thing you see is icing.

Last edited: Feb 26, 2013

The_Raucous_Messiah, Feb 26, 2013
Last edited by The_Raucous_Messiah, Feb 26, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Feb 26, 2013 #8

That's a fair point Raucous about how ME fans view good characterization and development with Aria and Harbinger and not so much for Ashley Williams. 😂 I guess most ME fans are not the religious type. It's says a fair amount about our society, doesn't it ? Just look at the amount of people that were getting on Tim Tebow's and to a lesser extent Ray Lewis's case about religion. I could give more examples, but you get the idea .

CHawk15, Feb 26, 2013

Date Posted: Feb 26, 2013 #9

Well Shepard is number one but if we are talking not user characters. Here is my top 3.

1. Miranda
2. Mordin
3. Garrus

LiveIsTheWay912
Live On!

Joined: Mar 7, 2009
Messages: 4,326

LiveIsTheWay912, Feb 26, 2013

-Chike-
No Longer a Noob

Joined: Aug 8, 2006
Messages: 6,937

Date Posted: Feb 26, 2013 #10

Tali
Liara
Kasumi
Aria

I like the vaginas

-Chike-, Feb 26, 2013

JWB82
Almost Not a Noob

Joined: Jan 10, 2009
Messages: 2,627

Date Posted: Feb 26, 2013 #11

As for the crew, my favorites are.

1. Wrex
2. Garrus
3. Mordin
4. Liara
5. Thane
6. Joker
7. Jack
8. Tali
9. Miranda
10. Kasumi

JWB82, Feb 26, 2013

-Chike-
No Longer a Noob

Joined: Aug 8, 2006
Messages: 6,937

Date Posted: Feb 26, 2013 #12

I liked Joker and EDI combo. It was fun going to the cockpit to hear all the humorous things they had to say.

-Chike-, Feb 26, 2013

Harbinger9812 likes this.

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Feb 26, 2013 #13

> CHawk15 said: ↑
>
> *That's a fair point Raucous about how ME fans view good characterization and development with Aria and Harbinger and not so much for Ashley Williams. I guess most ME fans are not the religious type. It's says a fair amount about our society, doesn't it ? Just look at the amount of people that were getting on Tim Tebow's and to a lesser extent Ray Lewis's case about religion. I could give more examples, but you get the idea .*

It's not her religion it's the fact that she challenged the player with ideals he or she may not have been fond of and was adamant about it. If you pay attention you'll notice that most NPCs who disagree with the player will typically roll over, leave things open-ended for the player to think about, or die by your hands. Ashley argued with you and was firm in her beliefs. Player egos can't handle that and immediately put her in an antagonistic light.That sort of ego-stroking is really apparent in SWTOR where every NPC that disagrees with you will either be killed, degraded or will just skip the confrontation entirely to avoid the players wrath. The player is constantly told how much of an infallible hero mary-sue chosen one he is despite whether he's actually a "hero" or just acting like an unreasonable, angsty **** and killing NPCs just for the hell of it.

The majority of what you hear in chat -in relation to companions- is how x player hates y companion because he lost reputation with them. Corso Riggs, the main smuggler companion, is a down-home country boy with a naive world view and most people who play smuggler go dark side. Corso will fucking despise the player if you do in the way of -15 I love you points. People hate that. I want characters with their own views and their own perceptions that lead to them coming to their own conclusions and what I don't want is to be able to peer counsel my way into believing everything that I do. In the end, I like compelling, dynamic characters that are there to do more than just be cool and do what I say.

Normally the "it's just a game" argument would suffice but this is Bioware, a company whose writers spend the majority of their time working on player-character interaction through dialogue. I believe that you should either keep the dialogue down and let NPCs be NPCs or craft your dialogue to be... interesting.

The biggest question that remains within me is that do they do this out of necessity because they want to satisfy their audience, stunting their creative expression which would then lead one to believe that video games are, in fact, not a "true" art form but a mere product or service or do they do it because that's just what they please.

Last edited: Feb 26, 2013

The_Raucous_Messiah, Feb 26, 2013
Last edited by The_Raucous_Messiah, Feb 26, 2013

camper71 likes this.

CHawk15
Prime Member

Joined: Jul 20, 2011

Date Posted: Feb 26, 2013 #14

I seriously misunderstood what you meant there, but I see your point now. That being said, did you think the "Friendship/Rivalry" dynamic in DA2 was a step in the right direction ? Or in your opinion was it too much like the "Approve/Disapprove" mechanic of Origins ?

I agree that the companions should have dynamic backgrounds and personalities and not just be mindless followers. For example, if there is a quest that a certain character would clearly disapprove of, you should have to talk to them beforehand and convince them it's the right course of action which may or may not be successful. If you make a decision during a mission/quest that upsets a companion, you should have to face the consequences that could anything from an argument to a duel to the death. That would definitely make some of the quest

Messages: 2,990

decisions during the game a bit more interesting.

CHawk15, Feb 26, 2013

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Feb 26, 2013 #15

I'm not too keen on the idea of a visible "I hate you" bar but I liked the way party members would behave in both Dragon Age games. Aveline would crack you in the jaw if your pissed her off and Leliana would outright try to kill you if you decided to defile a holy relic of her religion. Alistair would outright yell at you if you killed his cousin, Wynne would call Morrigan a smug cunt and Isabella would steal your shit and run off. Good stuff. Party members taking actions based on their background and world view even at the expense of the player having someone nice to talk to. It adds to the drama and creates a much more enjoyable experience in my eyes.

Origins, in general was a surprisingly human game and it's funny how much it differs from Mass Effect in different areas of character interaction. There's a lot more trust and respect involved rather than Mass Effect's "I'm Shepard, obey me" deal. I just wish DA2 had that missing content that really made you and your party members seem like the directionless gang of misfits that you were. Too many time skips and not enough direction. Wouldn't know what the game was about if it weren't for the external Varric scenes.

but... uuuh yeah. Liked the rivalry system of DA2 and the more passive system in Origins. It put the reason why party members followed you in a more human light. Sten even threatens to beat you and take the role of leadership upon himself, doesn't he? We get another character in a commanding role next DA game. I'm just curious as to how it's going to be handled.

Last edited: Feb 26, 2013

The_Raucous_Messiah, Feb 26, 2013
Last edited by The_Raucous_Messiah, Feb 26, 2013

CrazyMatt88
Almost Not a Noob

Joined: Oct 23, 2012
Messages: 931

Date Posted: Feb 26, 2013 #16

Lets see:

Miranda cause she's Aussie.
Wrex and Grunt cause I like the Krogans, except for the fact that they want to take over Australia.
Mordin he makes me laugh, and I was genuinally disappointed about his fate in ME3.
Ashley cause I love sassy chicks.
and finally.....Joker.....need I say more?

CrazyMatt88, Feb 26, 2013

posnco
The method of controlling fire...

Date Posted: Feb 26, 2013 #17

> The_Raucous_Messiah said: ↑
>
> *words*

I too like that fact, but in Mass Effect, at least the first game, the reason why the characters wouldn't or couldn't go as far as the DAO group is that it is a military organization with rank to respect than the gang of DAO.

Joined: Aug 22, 2004
Messages: 22,379

I see your overall point, but I don't quite agree. I've rarely seen anyone say that Harbringer is a good character with any flesh, but a good deal of people think that in his ME2 capacity he played a nice role as an antagonist, showed off more of the Reaper's capabilities and became a good main figure of the Reaper armada (unfortunately was also a good representative of empty when the Reapers lost their coolness thanks to numerous things, mostly the ending). Aria's just viewed as a cool 3rd party, who comes off ultra cool and may be that Asari that Wrex tells you about, outside of her being a real squadmate and someone to learn more about no one really considered her anything more than "really cool". She's the Fonz of the ME games.

And Mordin is another character that argued with you, even once you had him help you in ending the genophage. He kept to his convictions of it being the best solution at the time, and doesn't find himself helping to cure the Genophage now to contradict what he's done prior. A lot of the characters in that capacity fit that same situation, while Shepard always plays a part in it like the Mary Sue he is, Tali doesn't willingly accept peace with the Geth until 3 games of Shepard badgering but mostly from Legion and learning about the Geth's past (and the desperation to get a homeworld). She's still Quarian first.

Ash was hated for more than arguing with you (and she turns around, while she's never been xenophobic, she obviously learns to trust her crewmates and overcome her past thanks to associating with Shepard) but because she didn't outright join you in ME2. That's really it, because in games like this you always have a bunch of people who hate a character, and can use any evidence in the game (or tv show) to argue and convince others that they suck and aren't good characters. Especially with her lacking ME3 character (compared to Kaidan and others) it's more confirmation bias to others who never cared for her either way agreeing that she sucks because they hear so much of that vocal group saying that she does. You need rabid fanbases to combat that negative reaction, which Tali and Mordin and Miranda luckily had, while Ash, James and Jacob didn't.

posnco, Feb 26, 2013

The_Raucous_Messiah likes this.

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Feb 26, 2013 #18

ME2 Mordin didn't stand up to you quite as sternly as Ashley did and his views were softened and less polarizing. Ashley's distrust of the alien companions the player had come to know and love flipped off a few switches and her belief in what most assumed to be the christian god set off others.

Mordin's beliefs were alien enough for the character to not be offended by them. Almost every squadmate has their own set of religious beliefs, some that are worthy of much more scorn than Ashley's but they still liked them because they were alien, cool and didn't exactly step onyour toes during the expression of their belief.

So, in ME3, they dropped her hair down, turned her into a combat bimbo and blunted her personality to the point where she was about as dull as characters come.

As far as Tali goes, we've had this discussion numerous times but I just don't see her as someone who puts her responsibilities to her origins first. She can't escape her roots due to the grasping nature of quarian culture but once she comes into contact with Shepard you can tell that she's not quite comfortable with what her people have in store for her. She loves them and she's one of them but she shirks her duty to them twice in favor of running off with her dashing commander.

posnco said: ↑

> *The_Raucous_Messiah said:* ↑
>
> *words*

I lol'd

Last edited: Feb 26, 2013

The_Raucous_Messiah, Feb 26, 2013
Last edited by The_Raucous_Messiah, Feb 26, 2013

posnco likes this.

vicraver
Almost Not a Noob

Joined: Jan 25, 2002
Messages: 864

Date Posted: Feb 27, 2013 #19

Got to be Joker. Don`t ask

vicraver, Feb 27, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Feb 27, 2013 #20

> The_Raucous_Messiah said: ↑
>
> *Origins, in general was a surprisingly human game and it's funny how much it differs from Mass Effect in different areas of character interaction. There's a lot more trust and respect involved rather than Mass Effect's "I'm Shepard, obey me" deal. I just wish DA2 had that missing content that really made you and your party members seem like the directionless gang of misfits that you were. Too many time skips and not enough direction. Wouldn't know what the game was about if it weren't for the external Varric scenes.*

While I certainly agree that there is some of this "I'm Shepard, obey me" deal going on in ME, that's mostly attributed to either a military context like @posnco said. There is also a few squadmates that are fulfilling obligations of an agreement (contract) that plays into it as well. My summary is basically:

- Ashley - Alliance Soldier willing to challenge you, but respects your authority as commanding officer
- Kaiden - Alliance Soldier
- James - Alliance Soldier
- Liara - goes along because she's obviously in love with Shepard
- Tali - Military Background (Admiral's daughter) - raised to follow orders
- Wrex - The exception (as events on Virmire proved)
- Garrus - Military / Law Enforcement background
- Mordin - Salarian Military (STG) - willing to challenge you, but respects your authority as commanding officer
- Miranda - Cerberus operative - gives her opinion, but respects your authority as commanding officer
- Jacob - Military background (Alliance Soldier)
- Zaeed - Ex-military (Merc)
- Kasumi - Honors agreement with Cerberus to assist with Collectors in exchange for assistance with Graybox retrieval

- Grunt - views Shepard as a "father figure" . doesn't really care about the cause, just wants to kill stuff
- Jack - just wants to destroy , doesn't really care who or why
- Samara - Law Enforcement backgroudn (Justicar)
- Thane - Assassin honoring a contract initially, comes to respect Shepard as events unfold
- Legion - Part of Geth Collective, used to following orders
- Javik - Military background - just wants to kill Reaper forces

Last edited: Feb 27, 2013

CHawk15, Feb 27, 2013
Last edited by CHawk15, Feb 27, 2013

powersp
No Longer a Noob

Joined: Jul 30, 2003
Messages: 20,213
Location: HELL

Date Posted: Feb 27, 2013 #21

> CHawk15 said: ↑
>
> *That's a fair point Raucous about how ME fans view good characterization and development with Aria and Harbinger and not so much for Ashley Williams.* *I guess most ME fans are not the religious type. It's says a fair amount about our society, doesn't it ? Just look at the amount of people that were getting on Tim Tebow's and to a lesser extent Ray Lewis's case about religion. I could give more examples, but you get the idea .*

Not true. Not in the Tebow case anyway. People were getting on his case because *the media* wouldn't shut the fuck up about him even though he sucks balls the size of church bells. They also sensationalized the religious aspect of it.

Which is laughable of course. Like God's on Tebow's side cause he's religious. Please! EVERYBODY with half a brain knows the REAL reason is that God always took Denver & the under.

On the ME front, I was totally an Ashley guy until how she treated Shep in ME2. Didn't care for her much after that. However, that's actually very good character dev imo. They made me not like somebody I used to. That's actually a good thing imo.

Last edited: Feb 27, 2013

powersp, Feb 27, 2013
Last edited by powersp, Feb 27, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Feb 27, 2013 #22

To this day, I don't know why the media wouldn't shut up about him and why any NFL team would want him as a QB. The guy can't throw, period !!!!

CHawk15, Feb 27, 2013

Date Posted: Feb 27, 2013

#23

Astus_01
Embrace eternity.

Joined: Mar 26, 2006
Messages: 23,723

Ash just became somebody that Shep used to know.

...

Astus_01, Feb 27, 2013

krzykd1216, Harbinger9812 and powersp like this.

powersp
No Longer a Noob

Joined: Jul 30, 2003
Messages: 20,213
Location: HELL

Date Posted: Feb 27, 2013 #24

Some guy called into this radio station I sometimes listen to & said this:

What's with all the Tebow hype? When he throws he looks like a guy throwing lefty that doesn't realize he's actually right handed.

That's a bullseye right there!

powersp, Feb 27, 2013

powersp
No Longer a Noob

Joined: Jul 30, 2003
Messages: 20,213
Location: HELL

Date Posted: Feb 27, 2013 #25

> Astus_01 said: ↑
>
> *Ash just became somebody that Shep used to know.*
>
> *...*

Easy there got-yee.

ME3 Ash wasn't as good though. I gotta agree. Too....melodramatic for me. Too much "I don't really trust you anymore Shep, but I'll follow you into certain death anyway." stuff there for my taste. Plus she's gone for like half the game. I didn't like that personally.

Last edited: Feb 27, 2013

powersp, Feb 27, 2013
Last edited by powersp, Feb 27, 2013

Harbinger9812 likes this.

Date Posted: Feb 27, 2013

#26

I think this point applies to Kaiden as well, except that Kaiden wasn't as dynamic of a character as Ashley was in ME1.

CHawk15, Feb 27, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

posnco
The method of controlling fire...

Joined: Aug 22, 2004
Messages: 22,379

Date Posted: Feb 27, 2013 #27

ME3 gave Kaidan a boost to his character, because in ME1 he really focused too much in talking about his time training at BaAT. Both Ash and Kaidan's characters being skeptical of Shepard but willing to fight with him in some cases because he's still Shepard and the best chance at defeating the Reapers (and that there is some trust there, just always questions of by how much).

The problem is after the Coup when they finally trust you again, Kaidan grows to be more interesting and talk about a combination of current events, past stories and opinions, while Ashley seems to revert into 1/3 of what she was in ME1: "talkin' bout her sista". While obviously her family is important to her, it comes off as too much of a focus. It also does not help that her two "dialogue wheel" moments besides the date are sort of too similar to Steve Cortez's and a not-so-well-done drunk scene (and why did she never leave her room?). Seriously, Kaidan feels more like a character significantly because he's doing things like Javik and James and Garrus and Tali and even sometimes EDI/Liara in travelling the ship, getting to see other things and talking to other characters. Besides getting GHB'd by James, what the hell does she do?

posnco, Feb 27, 2013

Date Posted: Feb 27, 2013 #28

OK, from that perspective I can see your point. Ashley was too focused on her family and was basically a social recluse for most of the game, whereas Kaiden interacted with the rest of the crew much more over the course of the game.

CHawk15, Feb 27, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Feb 27, 2013

#29

mazariamonti
Almost Not a Noob

Joined: Jun 13, 2011
Messages: 1,692

For some reason I like captain Bailey the best, he seemed the most like a real person, just a guy tryin to make his way in life, even if that means a little bit of corruption here or there.

mazariamonti, Feb 27, 2013

Harbinger9812 likes this.

Ligui
Almost Not a Noob

Joined: Sep 23, 2010
Messages: 1,255

Date Posted: Feb 27, 2013 #30

> *The biggest question that remains within me is that do they do this out of necessity because they want to satisfy their audience, stunting their creative expression which would then lead one to believe that video games are, in fact, not a "true" art form but a mere product or service or do they do it because that's just what they please.*

How about they do it because they've run out of creativity and just recycle the same stuff over and over in every game.

Ligui, Feb 27, 2013

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

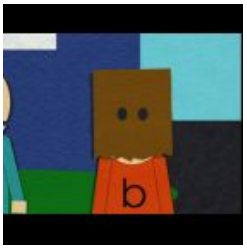
Date Posted: Feb 27, 2013 #31

> Ligui said: ↑
>
> > *The biggest question that remains within me is that do they do this out of necessity because they want to satisfy their audience, stunting their creative expression which would then lead one to believe that video games are, in fact, not a "true" art form but a mere product or service or do they do it because that's just what they please.*
>
> *How about they do it because they've run out of creativity and just recycle the same stuff over and over in every game.*

I don't quite see where you're coming from and how that's applicable. Can you elaborate?

Last edited: Feb 27, 2013

The_Raucous_Messiah, Feb 27, 2013
Last edited by The_Raucous_Messiah, Feb 27, 2013



Date Posted: Feb 28, 2013 #32

> powersp said: ↑
>
> > *CHawk15 said:* ↑
> >
> > *That's a fair point Raucous about how ME fans view good characterization and development with Aria*

scattershot1
Noob

Joined: Aug 19, 2005
Messages: 1,483

> *and Harbinger and not so much for Ashley Williams. I guess most ME fans are not the religious type. It's says a fair amount about our society, doesn't it ? Just look at the amount of people that were getting on Tim Tebow's and to a lesser extent Ray Lewis's case about religion. I could give more examples, but you get the idea .*

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Which is laughable of course. Like God's on Tebow's side cause he's religious. Please! EVERYBODY with half a brain knows the REAL reason is that God always took Denver & the under.

On the ME front, I was totally an Ashley guy until how she treated Shep in ME2. Didn't care for her much after that. However, that's actually very good character dev imo. They made me not like somebody I used to. That's actually a good thing imo.

Go Denver!!

scattershot1, Feb 28, 2013

powersp likes this.

Ligui
Almost Not a Noob

Joined: Sep 23, 2010
Messages: 1,255

Date Posted: Feb 28, 2013 #33

The_Raucous_Messiah said: ↑

> *Ligui said:* ↑
>
> > *The biggest question that remains within me is that do they do this out of necessity because they want to satisfy their audience, stunting their creative expression which would then lead one to believe that video games are, in fact, not a "true" art form but a mere product or service or do they do it because that's just what they please.*
>
> *How about they do it because they've run out of creativity and just recycle the same stuff over and over in every game.*

I don't quite see where you're coming from and how that's applicable. Can you elaborate?

ME3 more or less fits just like all the others.

And they were doing so well after ME2 and DA2...

Ligui, Feb 28, 2013

mazariamonti
Almost Not a Noob

Joined: Jun 13, 2011
Messages: 1,692

Date Posted: Mar 1, 2013 #34

It's a pretty good forumula

mazariamonti, Mar 1, 2013

Harbinger9812
Noob

Joined: Feb 25, 2013
Messages: 6

Date Posted: Mar 5, 2013 #35

> CHawk15 said: ↑
>
> *@Harbinger9812 - From your list it appears to me that you've only played ME2 and 3, is that true ?*

Nah I played the first one. A few playthroughs. But I wasn't as into it as ME2 and 3. The addition of reloading and the game mechanics introduced in the second game were, in my opinion, what led to a superior experience with ME 2 and 3. But if I had to choose from the first game, Nihlus, Benezia, Captain Kirrahe and the Rachni Queen were my favorite side characters, even though Nihlus was only in the beginning and was murdered by Saren, plus the Rachni Queen only had a quick scene and interaction with Shepard.

Harbinger9812, Mar 5, 2013

Harbinger9812
Noob

Joined: Feb 25, 2013
Messages: 6

Date Posted: Mar 5, 2013 #36

Javik is another well designed character. His hate for the Reapers is practically overflowing. In my most recent playthrough of ME3, when it came time for Rannoch I specifically chose Javik for that mission because you actually have to interact with a Reaper. Even though Javik doesn't say anything when you talk to the dying Reaper, he does have one line when it first appears from beneath the blast doors. He just shouts, "You will die first!", and he says it with a fierce intensity. Very well done in my opinion. Plus his views are so different from the races in the current cycle, which adds to his I'm from the past schtick. And when he talks to the hanar on the citadel, priceless. I wish the Hanar played a bigger role in the series. They're one of my favorite races next to the Elcor and some Volus.

Harbinger9812, Mar 5, 2013

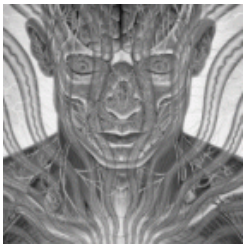
CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Mar 5, 2013 #37

I liked Javik alot, it would've been cool to take him to Ilos and see whether he could unlock some more of the secrets. (Maybe in the Citadel DLC ? 🤔) I think it would've been cool to visit the Hanar homeworld maybe as a character quest for Thane.

CHawk15, Mar 5, 2013



illpollution
Noob

Date Posted: Mar 5, 2013 #38

All of these characters are amazingly deep, but the one that left the most impression on me was Garrus. From the get go he's the one Turian down to take out Saren, and they establish all of this self-conflict about being above the law to get the job done. My renegade and him were down to the end and when it did come down to it, he was right there on Earth bum-rushing Harbinger with me. Not to mention he took a rocket to the face like it was dental wash. One bad ass dude.

illpollution, Mar 5, 2013

Joined: Mar 11, 2007
Messages: 316

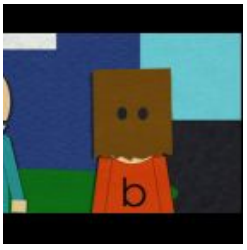
vicraver
Almost Not a Noob

Joined: Jan 25, 2002
Messages: 864

Date Posted: Mar 6, 2013 #39

Wrex was one hell of a trooper and the best NPC in the game imo.

vicraver, Mar 6, 2013



scattershot1
Noob

Joined: Aug 19, 2005
Messages: 1,483

Date Posted: Mar 6, 2013 #40

I for one will always remember Blasto and hope to see his next movie do well.

scattershot1, Mar 6, 2013

powersp likes this.

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Mar 6, 2013 #41

Ashley Williams, Wrex, Lorik Quin, Giana Parasini, Samara, the on-paper versions of Liara and Benezia, and every salarian ever.

The_Raucous_Messiah, Mar 6, 2013

Date Posted: Mar 6, 2013

#42

mazariamonti
Almost Not a Noob

Joined: Jun 13, 2011
Messages: 1,692

Who was lorik Quin again?

mazariamonti, Mar 6, 2013

CHawk15
Prime Member

Joined: Jul 20, 2011
Messages: 2,990

Date Posted: Mar 6, 2013 #43

The Turian who you talk to in the bar, break into his office and acquire his files and then convince him to testify against the Salarian CEO on Noveria in ME1.

CHawk15, Mar 6, 2013

The_Raucous_Messiah
No Longer a Noob

Joined: Apr 7, 2011
Messages: 27,318
Location: Your trousers

Date Posted: Mar 6, 2013 #44

> mazariamonti said: ↑
>
> *Who was lorik Quin again?*

A boss motherfucker, that's who.

The_Raucous_Messiah, Mar 6, 2013

mazariamonti

Date Posted: Mar 6, 2013 #45

maaaaan, i don't know about that shit

mazariamonti, Mar 6, 2013

Almost Not a Noob

Joined: Jun 13, 2011
Messages: 1,692

vicraver
Almost Not a Noob

Joined: Jan 25, 2002
Messages: 864

Date Posted: Mar 7, 2013 #46

In my opinion Samara and Gianna Parasini would have made better LIs than that emotional wreck that is Ashley Williams.

vicraver, Mar 7, 2013

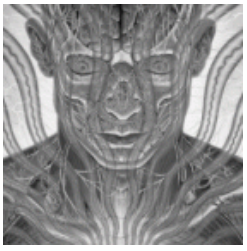
bmack182
Almost Not a Noob

Joined: Apr 22, 2011
Messages: 1,680

Date Posted: Mar 7, 2013 #47

Ah... Gianna Parasini. I love her. I wish she was in 3.

bmack182, Mar 7, 2013



illpollution
Noob

Joined: Mar 11, 2007
Messages: 316

Date Posted: Mar 19, 2013 #48

I also would have really loved to see more backstory for Warlord Okeer. An option to save him and add him to your crew or Grunt (Not that I didn't love Grunt) would have been awesome. Can only dream though I suppose right?

illpollution, Mar 19, 2013

Date Posted: Mar 19, 2013

#49

undertaker718
Almost Not a Noob

Joined: Feb 3, 2007
Messages: 6,951

1.Illusive man
2. Joker
3. Anderson
4. Wrex
5. Garrus
6. Saren

undertaker718, Mar 19, 2013

bryan12112
Star

Joined: Apr 13, 2001
Messages: 48,598

Date Posted: Mar 20, 2013 #50

The Illusive Man probably tops my list. Saren makes ME1 a hell of a lot more intriguing than it might have been otherwise. Liara, Mordin and Legion are my favorite squadmates.

1. The Illusive Man
2. Liara
3. Legion
4. Mordin
5a. Saren
5b. Garrus

... and naturally, I had to find a way to squeeze Garrus in there.

Last edited: Mar 20, 2013

bryan12112, Mar 20, 2013
Last edited by bryan12112, Mar 20, 2013

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