

/// SHADOW SPECTRE DIVISION CREW LISTING ///

Name: Xefe White-Flye

Species: Turian

Prior Occupation: 1 year in the Turian Hierarchy Armed Forces – Discharged. 1 year working in C-Sec in Investigation Services, later became a member of the Citadel Special Weapons & Tactics group (C-SWAT) and team leader. Was possible candidate for Spectre status, but was denied.

Current Position: Commander of SSD. Primary Sniper.

Weapons & Items: M-77 Paladin with extended barrel. M-99 Saber with barrel extension. Heavily modified M-29 Incisor “SSD Custom”. Wears standard clothing when not on duty. Wears modified Terminus armor, outfitted with more storage and plating.

Biography: Having been born to Azet and Kares White-Flye, Xefe spent his childhood on Palaven before entering military service at a young age, his determination was noted by trainers. He later completed his training and joined the Turian Navy to be deployed with a small squad of other soldiers to investigate a possible pirate outpost. Only Xefe and two other members returned, stating that they were ambushed. After the incident, Xefe moved to the Citadel with his mother and began working in C-Sec as an analyst. He later joined the newly formed Citadel Special Weapons & Tactics group, eventually rising to the rank of leader of fire team Alpha. It's also known Xefe has a younger brother, age and name are unknown.

Name: Sentia “Shade” Donicus

Species: Turian

Prior Occupation: Was prior member of the 3rd Turian Pathfinder Division for roughly four years after basic military training. Was discharged due to a brawl on the *PFS Makaraus*. Moved to Omega doing various jobs for criminal organizations before being offered to join the SSD. Also known to have expertise in building weapons and modifications.

Current Position: Primary Infiltrator and second in command.

Weapons & Items: Recovered and modified Javelin sniper rifle, converted from its original firing mode to have a four round clip of high caliber ammunition and pull bolt. Carries M-5 Phalanx with an extended clip. Both weapons can be fitted with custom built suppressors. Wears light when not on duty, but wears a strong but extremely light combat armor designed for infiltrator operations.

Biography: Born on Horizion, a predominately human colony, Sentia only had her father to take care of her as her mother left to return to Palaven. Her and her mother rarely speak. She learned how to hunt and basic combat skills before both her and her father was called back to Palaven for military service. Once she completed her military training, she moved into the 3rd Turian Pathfinder Division as an infiltrator before being discharged a few years later due to a brawl between her and multiple members of the *PFS Makaraus*. She left Palaven and drifted to Omega, where she began doing odd jobs for various criminal organizations before meeting one Tobias McAlderely, an ex weapons specialist. Alongside him, she learned how to strip and build various weapons under his guidance. She was later seen defending Tobias from the Blue Sun Mercenary group prior to her recruitment into the SSD. Sentia is known to have a younger step-sister through her mother whom she keeps in contact with.

Name: Neero'Xumas vas Vaera “Nero”

Species: Quarian

Prior Occupation: Was known in the Migrant Fleet before her departure, reasons are unknown. She worked alongside various criminal groups for payment, specializing in collecting information. She later slipped aboard a freighter to avoid an attack, leading to her rescue from the SSD.

Current Position: Leading Engineer aboard the Ghost and mechanic. Maintains her VI assistant, Blink.

Weapons & Items: Carries a N7 Crusader and M-15 Vindicator as her primary weapons. Vindicator is known to have a scope and has had its three round burst function removed for single

fire instead. Crusader has extended magazine. Carries a M-3 Predator as her secondary, though slightly larger and with a longer barrel. Wears her normal pressure suit when not in combat. Wears a specially designed “second suit” over her pressure suit, allowing her to carry more ammunition and weapons to the fight while increasing her shields and armor.

Biography: Nero was born into the Migrant Fleet as are all Quarrians. At a young age, she learned about the concept of hacking through her father, who would bring back part of destroyed Geth in an attempt to reactivate it. After this was found out, her father purchased a freighter and moved her projects there while she built a primitive VI to be her friend. Eventually she left her father to his research as he gained some assistance and began working for criminal organizations to turn a profit for herself, hacking into networks to provide information for various individuals. One of these deals turned south as her employer wanted to tie up all loose ends, to which she fled in a freighter off the station. This caused the party to go after her, with her eventual rescue by the SSD.

Name: Jorgal Buxx “Buckshot”

Species: Krogan

Prior Occupation: Lived on Tuchanka engaging in fights with other clans. Later joined the Blood Pack many years prior to his recruitment into the SSD following a brawl between the two.

Current Position: Muscle and Heavy Weapons user of the SSD. Has been known to show interest in medicine and flying.

Weapons & Items: Carries an M-55 Argus with scope as his primary weapon for longer ranged encounters. M-300 Claymore is his choice for short range engagements and is his secondary.

Carries an M-3 Predator as an emergency backup. His primary heavy weapon is a custom built “Thermal Minigun” built off designs of pre FTL humans. Features three long barrels that spool up to deliver immense damage to anything in front, carrying up to 800 rounds. Can only be used by him. Wears his heavy combat suit everywhere, though has been seen to wear “casual” clothing aboard the Ghost.

Biography: Being one of many males in Clan Jorgal, Buxx grew up feeling different when compared to other Krogans. It was later revealed that he carried a form of biotics naturally occurring in him, something seen as a one in a million chance of happening in his species, though he kept it a secret. Using said abilities put a massive strain on his body, which could lead to internal injuries. After completing his rite of passage, Buxx slipped away on a ship out of his birth planet and ended up on Omega where a drunken brawl landed him on the wrong side of Blood Pack.

Instead of killing him, the Blood Pack took him in and used his Krogan muscle to prove their strength, though Buxx simply saw this as a way of getting paid. Spending some credits at Tobias McAlderely's gun shop, he purchased a custom weapon which he'd later use against his employers.

When ordered to kill a group of humans out the front of the same gun shop, Buxx fired on the Blood Pack instead, killing each member and faking his own death. He was offered a position in the SSD and instantly accepted it.

Name: Forix Aezen

Species: Salarian

Prior Occupation: STG Combat Medic for an estimate 7 years. Left STG and became a doctor for a brief period before moving to Talat as an STG trainer on medicine in the field.

Current Position: Doctor of the SSD. Shows keen interest in piloting and ancient technology.

Weapons & Items: Carries M-4 Shuriken modified to full auto fire and custom built compensator as primary and backup. Has a Venom shotgun and M-96 Mattock with scope as secondaries. Wears casual armor when not on duty. Wears specially made STG Medical armor, allowing him to analyze injuries through his helmets display while the armor alone carries a variety of equipment for treating wounds in the field as well as extra ammunition.

Biography: Forix was raised on Sur'Kesh and joined the STG as a volunteer at a young age, showing great interest in science and medicine. He gained the position of a combat medic while serving in the STG and was the first soldier to use the STG Medical Armor. He served for many

years under various commanders, stating himself that he wasn't suited to lead a group. During his time in the STG, he came under fire and suffered a graze from a round on the side of his face which hasn't fully healed to this day. He also sports a deep slash across his face from a fight between him and a Batarian slaver, which is still visible. After his long service in the STG, Forix moved to the Citadel to become a doctor but he grew tired of the same injuries over and over again while the uncaring patients didn't assist. He moved back to Talat and became a trainer under the STG, where he became the recipient of gene therapy to increase his lifespan, with no effects. Upon being approached by "The Director", Forix agreed to join the SSD upon its full activation.

Name: Kalesera T'vaze

Species: Asari

Prior Occupation: Former Asari commando and specter candidate. Moved to Palaven for a few years working training special forces before being invited into the SSD.

Current Position: Primary Commando and Pilot of the SSD-67 Halemaker Transport Gunship and the SSD-47 Kodiak Growler Transport. Cooks occasionally.

Weapons & Items: M-8 Avenger "Commando Type" with less rounded features and rails for installing extra equipment such as sights and a specially built under-barrel grenade launcher for firing various types of grenades. M-27 Scimitar outfitted with reflection ammunition, capable of bouncing off certain materials if the operator switches to that mode. Carries an N7 Eagle as backup, capable of mounting a suppressor. Wears light clothes aboard the Ghost. Wears a rebuilt version of her Asari Commando armor, with more pouches for ammo and accessories.

Biography: Kale was the perfect soldier in many regards for many years in her service as a commando. That all came to a halt during an assignment in which her and four other commandos were deployed to take out a rogue turian commander and his soldiers. They were close to completing their objective before the commander ordered fighter-bomber aircraft to strafe the facility to destroy them and all evidence as he fled. Two commandos were lost in the assault and Kale suffered a shrapnel strike to her left eye and burns across her body after her shields were disabled. She was rescued and began to recover, choosing to have a prototype synthetic eye installed in place of her destroyed one, lest she wear a patch for the rest of her life. Although her injuries are cleared, there are still marks across her body of where the burns were. She dropped out of the commando role due to her recovery time and later became a trainer instead on Palaven to assist turian soldiers in other combat styles, having assisted in Sentia's development. She, like Forix, were approached by "The Director" and given the option to join the SSD, to which she agreed but would only join up when fully activated.

Name: Unit No. 78-92 Prototype 000 "Daedalus"

Species: Mechanized Chassis – Former Prototype Rampart-Class Mech.

Prior Occupation: Former Rampart-Class Mech. Disabled during firefight and rebuilt with a sentient Geth-like artificial intelligence. Has assisted in the creation of the SSD since reactivation.

Current Position: Pilot of the SSD Ghost and XF-7892 Personal Longinus Fighter. Can fly other ships and engage in combat. Cooks occasionally.

Weapons & Items: Can carry a variety of weapons, but during firefights has been known to dual wield an M-76 Revenant and an M-37 Falcon, both complete with auto-loaders. Wears Extended Combat Protection Plating "ECP" during firefights. Wears a large coat over his mechanical body, using boots and gloves to cover his hands and feet. For his face he uses an alternate form of infiltrator camouflage. Instead of rendering the user invisible, it alters the face of the wearer to disguise them.

Biography: Unit 78-92 started as an advanced prototype for Cerberus to be used for possible crowd control and to be sold to the System Alliance or anyone willing to purchase the production model. The unit however was given the ability to learn and make 'tactical' decisions about the world around it. Deployed through orbital insertion to Aite, the unit lands just shy of a military installation and begins live fire operations, engaging local militia. Scoring at least ten kills, the mech was disabled

by a missile after its shields went down and then was shot in the 'spine', further leaving the mech crippled. However, the survivability of the mech was demonstrated as it attempted to surrender to the soldiers. The unit was then taken to R&D station Pointed Edge and is rebuilt by Asari, Quarian, Human and Salarian scientists and engineers using various LOKI mech parts and custom built parts, while the unit learns through the station's memory banks, removing itself from Cerberus control and renaming itself to Daedalus of human mythology. During the final year of its rebuild, the unit put forth an experimental design to be installed into it, allowing it to truly have a brain, to learn and develop like other races. Without question, the upgrade was added in and Daedalus was released into the world, finding a home on the Citadel where it worked in the shadows of C-Sec. "The Director" eventually found the robot and gave it a chance to be something more, by helping create the SSD and the Ghost while working alongside still with C-Sec command and the police force. This landed it in a position where it worked alongside Xefo White-Flye and the C-SWAT division during the battle of the Citadel, and it extended the offer to the turian after his denial at becoming a spectre.

Name: Marek

Species: Prothean

Prior Occupation: Defender of scientist team of Utili-IV.

Current Position: Defender of the SSD. Shows interest in other species.

Weapons & Items: Carries a Particle Rifle upon revival, later making more modern modifications such as a specialized scope with assistance from Sentia. Uses a captured Javelin and a Geth Plasma Shotgun as secondaries. Carries a M-6 Carnifex as backup. Wears standard Prothean armor on revival but later adopts a custom built "Defender" armor built similarly to his original armor but with more compatibility with modern systems. Occasionally wears a visor over his right eye during combat.

Biography: Dating back forty-thousand years before the death of the Prothean race, Marek was classed as a Defender, a soldier that was devoted to protecting his people. During the ravaging of the Reapers, Marek and a group of scientists escaped and fled to the empty planet Utili-IV, building up a small shelter from their ship for them to undergo cryogenic sleep in hopes the Reapers wouldn't find them. This worked, as they dodged the Reapers' destruction and eventually came out of hibernation, but a malfunction on Marek's pod forced them to leave him behind, hoping a future race would find him and revive him in time as the others lived off the land until their own demise. When Marek is revived by the SSD, he is initially fearful of the race, but proves his strength in taking down Buxx in psychical combat before realizing these aliens are allies. He swears his allegiance to them and becomes their Defender.

Name: Nalva De Xan "Winter's Ghost"

Species: Angara

Prior Occupation: Explorer and Resistance Soldier

Current Position: Angara Specialist, Designated Marksman & Scientist.

Weapons & Items: Carries an Isharay sniper Rifle as his primary armament. Carries a Phaeston as secondary and a N7 Eagle modified for Angara use as backup. Wears light body armor when not on duty with a poncho or "rofjinn" that drapes over his shoulders and covers his arms. In combat he adds on additional armor to his shoulders, legs and arms through an armor he calls the "Advanced Resistance Armor". Has been known to be seen naked in his room on the Ghost. Also carries at least four Firaan blades to dispatch troops quietly. Has created more with Milky Way technology.

Biography: Born during a time of rebuilding, Nalva was born to father Khasodh and mother Alvea to help repopulate the damaged race of the Angara. Nalva later became an explorer with a few other Angara in an attempt to find new worlds to settle and dodge the destruction of the Scourge. It was during this time Nalva honed his strength as a pilot. Years later, the Kett invaded the Heleus Cluster, with Nalva quickly joining the ranks of the Resistance and fighting on the icy planes of Eos, earning the name of "Winter's Ghost" in the Angara language due to his accuracy and use of the snow to

cover his position. Suddenly, with a arrival of a large unknown ship beginning to attack the Kett as the ship traveled through, Nalva and other Resistance members pushed back the Kett into a retreat off of various planets before the invaders issued a full retreat, leaving only small outposts behind. Nalva, along with a few other soldiers and scientists, discovered something in the Scourge, a ring with a pure black internal. An agreement was made that the group would travel with a few other ships, arriving in a completely different galaxy which was seemed to be devoid of other sentient life. As more Angara came through to form New Aya and other planets in the system, Nalva met a group of ships who were engaged with a rogue group of Angara. It was the SSD, and with his assistance, they were able to hold their own and Nalva joined their ranks to take the Angara race into a bigger picture.

Name: Imoris Huen “Arashu”

Species: Drell

Prior Occupation: Assassin & Sniper

Current Position: Interrogator on board the Ghost. Assassination Specialist and secondary Sniper, usually acting as a spotter for Xefe. Keeps to herself.

Weapons & Items: Carries an M-11 Suppressor as her standard sidearm, while her main weapons are a suppressed M-8 Avenger assault rifle and a silenced M-92 Mantis sniper rifle. She also carries a few Firaan blades created by Nalva. Wears her long coat all the time.

Biography: Like other Drell, Imoris was born on Kahje to a mother and father, though information is rough as she does not provide details on her life when she was young. At age 14 she committed her first assassination under the guidance of her teacher Yasi Nuul, an experienced hitman for the Hanar. She continued to train and would provide her services for those who paid the most. It was only when he teacher was paid to kill her, she believed that she couldn't trust anyone and faked her death. She fled to Earth and later, through stealing a few guns, became an unaffiliated sniper with the System Alliance, going after Batarian slavers and earning her the name of “Arashu” the Drell god of Motherhood and Protection to those she set free. On an SSD operation to engage a ring of Batarian slavers, she assisted from the distance, only to come into contact with her teacher again, with only the assistance of an SSD operator she was able to defeat her teacher and joined the SSD as a repayment. For a Drell she shows no sigh of Kepral's Syndrome but lacks the mild venom on her skin like most others of her kind, only having venom that emits a 'taste' according to Forix.