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Subject: Re: Anyone here plays Mass Effect 1?

Posted by [Nukelt15](#) on Sun, 27 Feb 2011 02:10:40 GMT

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Infiltrator is a great starting point. You only get pistols and sniper rifles in ME1, but you also get more tech skills... ultimately you wind up with stronger shields (for both Shep and the Mako), and you can open any locked doors/containers on your own which gives you more options with your squad. Non-tech classes have to pick a techie squadmate while exploring to be able to open everything (and thus max out XP, as there is XP rewarded for every unlock, codex, survey, etc). Almost all my Shepards wind up as Infiltrators.

Infiltrator is also one of, if not the best class in ME2- the combination of cloak and a limited bullet-time effect (which does not require a power activation) while using sniper rifles makes Infiltrator superior at killing things and not getting killed in return.

Adept is also a great pick for ME1... horribly overpowered; only things like Armatures and Colossi will give you trouble. I've found it to be a pain in ME2 because of the shared power cooldowns- as an Adept, most of your offensive abilities are powers rather than weapons, so having a shared cooldown cripples the usefulness of the class. If you go Adept in ME1, consider a respec when you get to ME2.

Soldier is... bland. In either game, you're likely to find that you favor one or two weapons, so the other two just sit there most of the time. If you like tanking, Soldier is a great pick because of immunity (in ME1 anyway), but other classes offer more gameplay depth. Also, shotguns suck in ME2 and Soldier doesn't have immunity anymore, so it isn't the greatest carry-over class even if it is the default one.

If you want a class to save for Insanity, then your top picks are either Adept or Infiltrator for ME1, and Infiltrator for ME2. Soldier loses out because you have squadmates who are better at tanking than you are and the class really doesn't have any 'killer app' abilities in either game. Adept (in ME1) has barrier, which will save your butt, plus several abilities which offer instakill potential on mooks. Infiltrator (ME1) offers enhanced shields via the Electronics stat (which ties into Mako shields too), plus tech abilities which can be used for crowd control. Infiltrator (in ME2) offers cloak, which will really save your butt, the aforementioned bullet time with sniper rifles (allowing you to line up kills before you get hit in return and have to take cover), and what amounts to an incendiary grenade to help with armor.

Soldier (ME1) gets immunity, which is great... but you need to not take hits on Insanity. If your immunity comes into play, you've lost your shields and therefore should've been under cover already. In ME2 Soldier gets adrenaline burst, which offers a damage bonus and bullet-time but since it is an activated power you can't use other powers until it recharges... and it takes a while to recharge. ME2 Soldier gets concussive blast, but that only works on unshielded, unarmored enemies... and on Insanity, almost every enemy has shields or armor or both.

Just my opinion, of course. Soldier (according to Bioware stats) gets more playtime than any other class, so there have to be a goodly number of people out there using them for Insanity playthroughs. I've just found it easier to use Infiltrator. In either game, after one playthrough you

can pick one additional ability form a list to add to your Shepard's arsenal, so that helps with Insanity... I used a shotgun-wielding Infiltrator for my ME1 Insanity run and an Infiltrator with shield boost (instant shield recharge + enhanced protection + damage boost at max level) for ME2. It would be entirely possible to augment a Soldier with a non-standard ability in order to make a hybrid class that can better handle Insanity runs (i.e. adding tech powers in ME1 for CC or an offensive power in ME2 to cut down on ammo usage).

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