

3 October 2007

By: Filip Truta, Games Editor



Nihlus Kryik -  
Decorated Spectre  
Agent in Mass Effect

## [Mass Effect - RPG Fans, Meet Nihlus Kryik!](#)

### *MS Game Studios discloses the Decorated Spectre Agent's background*

Just yesterday, [Microsoft](#) Game Studios has rolled out some facts on some of the main characters found within BioWare's Sci-Fi RPG title, Mass Effect. Among many characters worth mentioning, players will surely find some interesting details about Nihlus Kryik, decorated Spectre agent. Inside, you have the respective character's background and a bunch of details on character customization and the reward system in Mass Effect. As yesterday's report confirms, the first character to be introduced in Mass Effect is Nihlus Kryik. He is one of the Citadel Council's most decorated Spectre agents. His skills are unquestionable, as MS Game Studios claims, but his attitude is not. A confidant of Saren, the main villain in "Mass Effect", Nihlus has learned a trick or two from the master. Eventually, he stepped out of his mentor's shadow and established himself as one of the Council's top agents. Since then, Nihlus has completed countless missions as a Spectre, each one more difficult and dangerous than the last. Though his methods aren't as brutal as Saren's, he will not hesitate to efficiently and thoroughly eradicate anything or anyone that stands in his way. As for the character customization options found within the game, players will be able to choose from and customize a variety of photo-realistic character appearances right from the first moments of gameplay. They can also increase various statistics that will affect their performance during gameplay, while each character class will have unique talents and abilities that will increase in power as players progress through the game. Mass Effect also features a very deep reward system. [BioWare](#) has confirmed that new equipment, weapons and armor that are acquired along the way, will change the appearance of the characters. Also, as they move on, players gain additional customization options for their characters, weapons and vehicles. Talents and abilities will become upgradeable, and advanced talent options will become available at higher levels as well. And since customization is such an important feature in Mass Effect, BioWare has decided to also allow gamers to manipulate the way their weapons and vehicles look, making them customizable to include various effects, abilities and upgrades. Mass Effect is due out on November 23rd, for Microsoft's Xbox 360.