

# Mass Effect: Andromeda – Character Customization Will Influence Ryder Father



Mass Effect: Andromeda

**lead designer, Ian S. Frazier, confirms over Twitter that players can influence the look of Alec Ryder through the customization of the twins.**

With a release date quickly approaching, BioWare still has much to reveal about its long awaited space action, RPG, *Mass Effect: Andromeda*. Early on, the studio confirmed that the [lead character had a twin](#), letting the player ultimately select which to be through the campaign, but their father, [Alec Ryder](#), is also the lead Pathfinder for the Andromeda Initiative. Like all previous *Mass Effect* games, players will

have to option to completely customize their character, though it seems the end result will also have a visual impact on the family.

[@mikasniehaus](#) *You can customize both twins individually, and the dad will automatically resemble you (to an extent).*

– Ian S. Frazier (@tibermoon) [January 30, 2017](#)

As he is known to do, Ian Frazier, lead designer on [Mass Effect Andromeda](#), took some time to answer some burning questions fans had, such as the rumor that all three Ryder members could be customized. Unfortunately, Ian [confirmed in a Twitter response](#) that fans wouldn't have that level of control over the look of each member, but players would be able to influence the ultimately look of Alec Ryder. Players are able to customize both twins as they see fit, and whatever the player chooses will ultimately influence the final look and appearance of the twin's father. There appears to be some sort of limit to this though, as Frazier made sure to add that he'll resemble the player to an extent.

[@erigion @mikasniehaus](#) *You can very definitely make an asian Ryder. ☐*

– Ian S. Frazier (@tibermoon) [January 30, 2017](#)

With January quickly coming to an end, many fans are expecting to hear some sort of news regarding the eagerly anticipated multiplayer beta. After revealing the existence of a [beta last November](#), BioWare hasn't spoken much about it outside of another Tweet from Ian Frazier saying the odds were good that more news would be forth coming [before the end of the month](#).

interestingly enough, the multiplayer aspect that the beta is set to test, hasn't been fully revealed yet either. While fans do know that this PvE component manages to [connect to the single player campaign](#), though how it does that and even how it plays remains a mystery. Outside of a cryptic message of soon, it's entirely possible that fans may be getting a ton of more information and detail sometime as early as this week.

Are you glad to see more customization options available this time around? Let us know your thoughts in the comments below.

***Mass Effect: Andromeda*** launches March 21, 2017 on PC, Xbox One, and PlayStation 4.

Source: Game Rant – [Derek Nichols](#)