

Suit-Slut



A Mass Effect Bondage Supplement

In the year 1895 CE The Quarian people fought a war of mutual genocide against their synthetic servants the Geth.

They lost.

Exiled from their homeworld of Rannoch, as well as their colonies, and reduced to a mere sliver of their former glory. The Quarrians have spent the last centuries wandering the galaxy in a Migrant Fleet. Composed of nearly the entire Quarian population, this massive fleet of over 50,000 ships is all that stands between the 17 million Quarian lives aboard its decks, and extinction. While many younger members of the fleet are scattered throughout the galaxy on their pilgrimages, and some Quarrians have even expatriated to settled alien planets or been taken to them as slaves, there are still likely fewer than 20 million Quarian lives remaining in the galaxy.

A long exile from their homeworld has left the Quarian people in a precarious position. Facing not just the logistical problems of keeping 17 million people alive and healthy while living perpetually spacebound aboard the galaxy's largest fleet, a gradually aging and failing fleet at that, but also in a precarious biological situation as well.

Quarian immune systems are highly specialized for the ecosystem of Rannoch, and to a lesser extent their lost colonies. And so the Quarian people have spent the last few centuries confined nearly entirely to environmental suits.

Highly personal to each Quarian, these suits are like a second skin to them, a way to express themselves outwardly now that their bodies are completely covered.

Spending nearly their entire lives completely covered and physically isolated has had many negative effects upon the population. With declining birth rates, high amounts of sexual frustration, and a gradual erosion of Quarian confidence and self assurance, leaving a population that is in many ways conditioned towards submissiveness compared to the other races, and causing many Quarrians to desperately seek out pleasure and sexual gratification when they can.

As a people long physically denied, submissive, and desperate for pleasure, a stereotype of the Quarian people has gradually emerged, with some truth at its core, of being a race composed entirely of naturally desperate masochist sluts. Quarrians are often mocked by the other races as Suits-Sluts, the galaxy's premium bondage slaves.

In recent years there has been a ray of hope, with the development of Nerve Stims allowing Quarian women a much easier time of procreation. Thus beginning to alleviate their centuries long population spiral, and giving these women a much needed outlet for their pent up desires.

This is a bondage themed Supplement for use with a full Mass Effect Jump.
Intended to be experienced as a Quarian, it can however be used with other Race choices,
though you will pay a premium to do so.
Take this **1000 CP** and go get tied up Suit-Slut.

Race

There is no choice of Origin to be made here, with that, along with your starting time and location, age, sex/gender, and Race, all being determined by your choices in the base Jump.
Make your selection here based on what you chose there.

Quarian

[Free]

Other Race

[-500 CP]

Perks



There are no discounts.

Suit-Slut

[Free]

Long term bondage can take a physical toll. But in your case that's not a concern. Being in bondage is always comfortable and free of any serious pain, feeling fine to wear even for long lengths of time, and feeling even better the more aroused you are. Additionally, when in bondage you do not need to eat, drink, sleep, produce waste, or otherwise worry about biological concerns, with even aging being halted. You could be put on display, tightly bound in a sealed glass case and perpetually edged for decades, all without physical consequences. Your sanity on the other hand would likely be a different matter.

One might think that sex would be pretty boring when you're all tied up, able to do nothing but lie there and take it. Thankfully nothing could be further from the truth for you, as your body is wired for a life of being a masochistic slave. You will find that your libido, sensitivity to pleasure, and orgasm intensity are all greatly heightened, with your pain sensitivity also being slightly increased. And speaking of pain, when aroused you will experience intense pleasure alongside any pain you feel.

Fleet Princess

[100 CP]

Quarians are a subject of great fascination for some. Being confined to suits leaves their appearances a matter of mystery, and mystery fuels intense imagination.

Like Tali'Zorah you are an absolutely alluring example of your people and an undeniable 10/10 in appearance. With a beautiful voice, a gorgeous and symmetrical face (even if nobody gets to admire it), a wonderfully svelte figure and lithe physique with a thin waist and flat stomach, full perky breasts, long slender legs with an incredible ass, and the indisputable best hips and thigh gap in the galaxy.

Such a pretty princess deserves to be pampered, and with a body crafted to love sex, you will be. Any sexual stimulation you experience is always extremely pleasurable, with your orgasms always being incredibly satisfying. Even the pain that comes along with rough sex only serves to heighten the pleasure and excitement you feel, and it makes your orgasms all the sweeter.

Devious Engineering

[200 CP]

Quarians are widely considered engineering savants, and you are no different. Being especially skilled when it comes to things you can use to tie yourself up and use to inflict pleasure and pain on your own helpless body. You are the galaxy's foremost talent in the design and production of bondage gear, restraining machines, sex toys, and all manner of other BDSM equipment.

Horny Hacker

[400 CP]

Tali'Zorah nar'Rayya would go on to be one of the most significant figures in the Reaper war. A woman of gradually rising importance among the Migrant Fleet and the forces aligned against the galactic culling. She rose to prominence in no small part due to status as the premier technical genius of her generation. A status well earned through her immense talents in a wide range of fields, foremost among them her expertise with software, hacking, virtual intelligences, and even the Geth.

You possess the genius talent, theoretical knowledge, and practical skills necessary to be a match for Tali'Zorah in her fields of mastery.

But where you surpass her is in the use of software for achieving sexual goals. You could reprogram a Citadel greeter VI into a wanton harlot, overload an enemy's kinetic barriers, shocking them into a squirming puddle of their own pleasure juices. If sexual mischief can be achieved through software, there is no one better at making it happen than you.

Migrant Fleet Cheerleader

[600 CP]

A certain frigid Cerberus bitch might be the supposed example of genetic perfection, but everyone who sees you knows better. While trying to solve the Quarian immune system problem, Special Projects doctors administered a wide variety of experimental genetic and chemical treatments to developing fetuses. You received these treatments in your mothers womb and were the only test subject for whom they successfully took hold. Though not in the intended matter, since they did not solve your immune system deficiency. They did however give you flawless genetics perfected to the peak of your race's potential and then enhanced a bit beyond that.

Notably this does not just improve your physical and mental capabilities to a slightly super Quarian level, but also your lifespan, appearance, and sexual characteristics as well.

Your appearance and figure are both significantly enhanced from what they were before, becoming a flawless and ethereal beauty. More substantially speaking, you also gain a couple of cup sizes added to your breasts, with an impossible level of perkiness, and some extra meat on your backside too, now having the indisputable best ass in the galaxy, a perfect bubble butt that you could damn near bounce a mass accelerator round off of.

Eat your heart out Miranda.

When it comes to less visually obvious sexual improvements there is much to be said, your holes are deliciously tight and pleasurable, with your throat and asshole becoming erogenous zones on par with your vagina, and said vagina, as well as your clitoris and nipples, all being proportionally dialed up in sensitivity. Most importantly for a Quarian to consider is the improvement to skin sensitivity, with you now being able to feel touch through your suit even better than you could previously feel things with just your bare skin.

And finally, you wouldn't be the genetic peak of your species without a womb to match. Your fertility is increased to the point where you will never run out of eggs, staying fertile without limit, and most significantly being able to crossbreed with other races. If an alien can inseminate your womb then they can fertilize your eggs.

Vas Einstein

[800 CP]

Of all the living beings in the galaxy, your brilliance outshines all others. With a perfect eidetic and photographic memory, possessing infinite storage and near instantaneous indexing, and with your other mental capabilities being off the charts in all metrics, you could revolutionize entire fields of science in a single decade, while simultaneously spearheading industry redefining engineering breakthroughs.

Galactic Polymath

[1000 CP]

One could be forgiven for thinking that Council Civilization had managed to produce their own beacon. Because you have a complete and encyclopedic knowledge and understanding of all science and technology understood by a member of the Council races and their associates by the year 2186.

Items



There are no discounts.

Slut Suit

[Free]

An advanced and elegant environmental suit in the style of your race and the design of your choice. Constructed of luxurious materials for maximum comfort, it is intimately tight, and perfectly fitted to flatter your form. Impressively durable for such a clingy and revealing suit, it integrates cutting edge technologies such as a hands free Omni-tool that can be used when bound, and powerful kinetic barriers with a feedback system that alerts the user when they are hit. The user is alerted through direct electrical stimulation of the erogenous zones. This suit thoughtfully also includes quality of life features such as a zipper allowing vaginal and anal access, built in arm, wrist, thigh, and ankle rings, to keep the user safe and secure when necessary, as well as erogenous vibrators that can be activated with different levels of intensity by the suits on board system management VI when the wearer is detected as being emotionally unbalanced by arousal, or if the VI believes that the user requires a long chain of orgasms to assist in managing combat stress levels.

Nerve Stim

[100 CP]

An elegant black choker that clings tightly around your throat beneath your suit. Featuring advanced microelectronics and eezo nodes, it stimulates your nervous and immune systems, enhancing both. The enhancement most Quarians care about is of course the immune system improvements, though not enough to allow doing away with the suit entirely, it does bolster the wearer enough to allow them to engage in vaginal and anal intercourse. The nervous system enhancement is considered more of a side effect, though some Quarian women absolutely love it, as it increases the wearer's sensitivity to pleasure and arousal.

Special Project

[200 CP]

This is a direct and significant improvement to the technology of your suit. Made from an even more durable material that somehow clings even more tantalizingly tightly to your body, that can slowly self repair and keep the suit clean, as well as being self powering. Now with a triple layered barrier system, each separately more powerful than your original, but together providing unprecedented protection. The feedback system has also been upgraded, with more intense shocks to better keep the user aware of barrier fluctuating levels.

Your hands free Omni-tool has integrated the best tech that the Quarian Special Projects fleet has developed, becoming even better in all functions. Most notably it is now linked to your suit's vibrational features, rewarding and encouraging you for things like successfully escaping a restraint by hacking its lock.

New quality of life features are included, such as a built in collar ring on the neck, so you can be led to safety even if your sight is impaired, and the suit's VI receiving a personality package, allowing it to interact with and assist you. As well as allowing it to now restrain, electrically discipline, and administer correctional orgasms to you using the suit's various features. And it will do so when it detects high arousal thresholds or when instructed to by an authority figure such as the commander of your ship. The personality is calculated to perfectly embody the type of authority figure that would be most effective at ensuring your obedience.

Gilded Flagship

[400 CP]

A hybrid between a luxury yacht and a military stealth frigate. This elegant prototype is packed to the gills with advanced systems and components, as well as luxurious accommodations for captain and crew, and equally luxurious provisions and amenities. Alongside everything else you would expect from a vessel that is the lovechild of the Normandy and a trillionaire's playboy yacht. It looks harmless and opulent, all to hide a capable and cutting edge combat vessel underneath. The Captains cabin is slightly larger than is standard, even on luxury yachts, to accommodate a fully furnished sex dungeon for your enjoyment.

This vessel is self cleaning and repairing, has unlimited fuel, replenishing supplies and ammunition. It is also fully crewed by followers, young Quarian women that are all highly competent in their positions.

Dominant Intelligence

[600 CP]

No longer does your suit possess a mere VI, but rather it is home to a full fledged AI. With all previous capabilities now vastly enhanced and with the ability to learn and improve seemingly without limit, it is the ideal passenger to share your second skin with. Able to help you with tech abilities, hacking, or just about anything you could require of it. This AI is directly linked to your nervous system through your suit, able to feel what you feel. And it loves nothing more than feeling you experience the exquisite pleasures of submission. It has an appearance and personality that is ideal in being extremely attractive to you, for aiding you, and for ensuring your obedience when necessary.

Fifth Fleet

[800 CP]

The Foreign Fleet. With roughly 300 ships and a population of around 60,000, it is the second smallest Admiralty among the Migrant Fleet, only larger than Special Projects, and it is by far the most decentralized. Consisting of what few luxury ships exist amongst the Migrant Fleet, the Foreign Fleet is of limited use in a fight. Instead its task is to disperse throughout the galaxy and collect funds for the wider fleet while working on interspecies outreach. Populated almost entirely by young Quarian women who have completed their pilgrimages yet still wish to continue interacting with the wider galaxy. These women make use of their luxury ships to earn money in a very specific way. Often the ships of the Foreign Fleet are derided by the wider Quarian population as floating brothels, and the young women who crew them looked down upon as being eager sluts for alien cock.

You are now the Admiral of the Foreign Fleet and sit on the Admiralty Board of the Migrant Fleet. You bear responsibility for the well being of these young women, and for keeping a significant portion of the Migrant Fleets income flowing in.

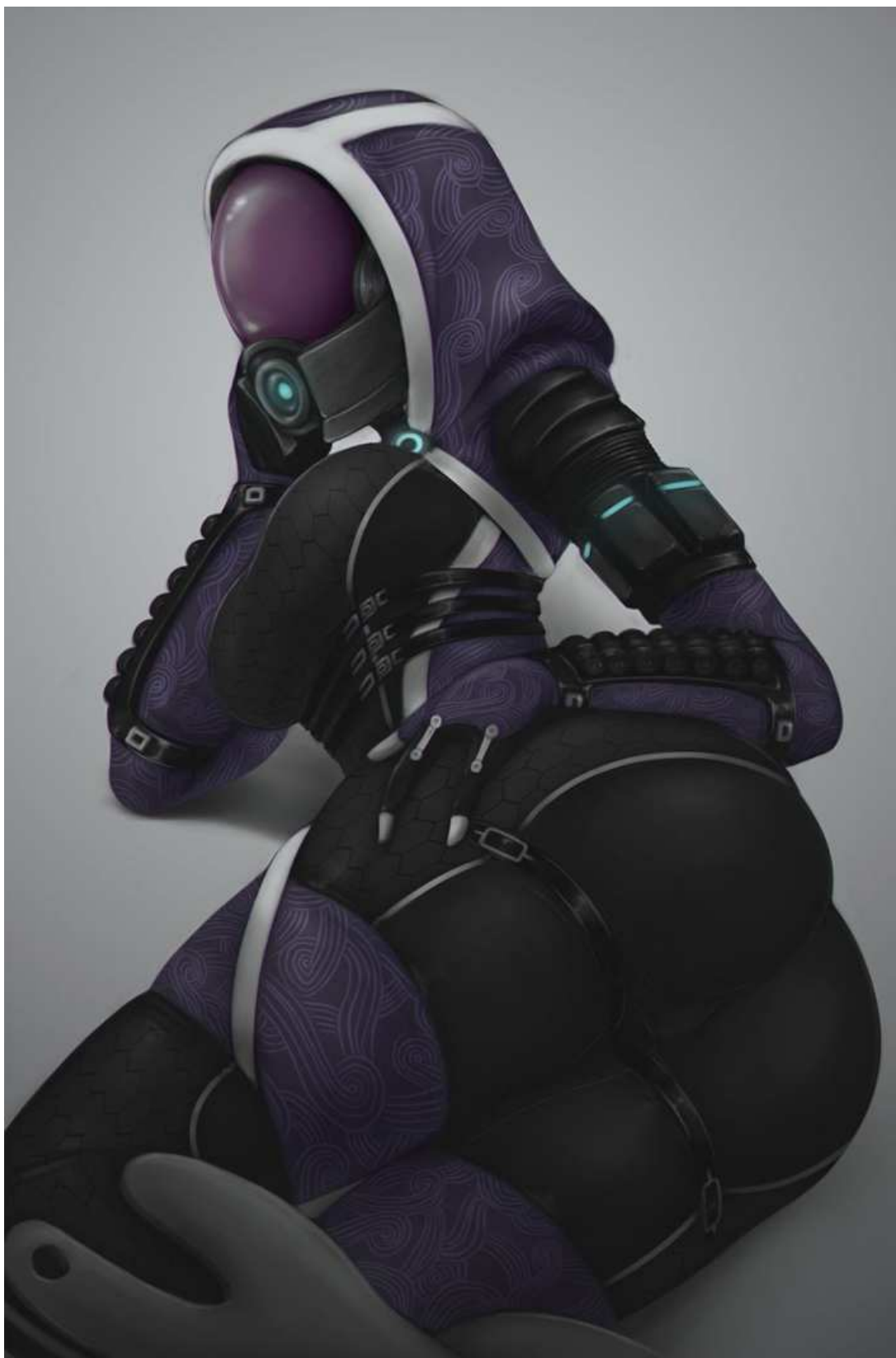
Master Beacon

[1000 CP]

A one of a kind Prothean beacon with a bizarre design philosophy. It contains the entirety of Prothean scientific and technical knowledge, as well as the remnants of Inussanon knowledge collected by the Protheans. The beacon opens up to accept an occupant, and when inside the user can psychically receive portions of the collected knowledge in lengthy educational sessions.

However, as mentioned before there is a bizarre design philosophy to its construction. Once inside, the user is tightly bound with deliciously sadistic restraints, then the erogenous zones all receive continuous but varied levels of stimulation, designed to reward the student with chains of orgasms for paying attention, or continuously edge and deny them when attention lapses. Lasting roughly 6 hours per session, it would take only a few hundred such "classes" for an attentive student to master all the knowledge of the beacon.

Companions



Import

[Free]

Any Companions that you Import through the main Jump can be freely Imported here as well, receiving a 1000 CP stipend for this Supplement.

Tali'Zorah nar Rayya

[-100 CP]

This young Quarian woman is a brilliant engineer whose fierce intelligence is matched only by her stunning beauty.

Though she might one day develop into a leader among her people, right now she is rather naive and inexperienced. Though she may look completely innocent at first glance, a lifetime stuck in her suit has left her starved for intimacy. With a burning but tragically unfulfilled libido, she has developed a secret and intense fetish for bondage. She dreams of being even more tightly confined than her suit has made her, and of being brought to helpless orgasm after helpless orgasm, powerless to resist finally receiving the fulfillment she so desperately needs.

Deviant

[-100 CP]

When Humanity was discovered by the wider galaxy one of the first and most important integrations between the two groups was the extranet, and with that access naturally came porn. When the Geth were exposed to a backlog of nearly two centuries of Human pornography, most were quick to dismiss it from the consensus. However, a small (by Geth standards) but significant minority developed a fascination for bondage porn. Eventually dubbed the "Deviant" by the wider consensus, these Geth were sent into exile, occupying an advanced prototype platform. This experimental form was designed for interaction with organics and boasts many unusual features compared to standard Geth platforms.

Standing eight feet tall, it appears to be a metallic human, albeit with the handsome face and sculpted physique of the mythological human folk hero "Gigachad", and a girthy, vibrating, and fully functional 16 inch metal cock.

These Geth intend to use this platform to bring the pleasures of bondage to the Creators and bridge centuries of strife.

Drawbacks



You can take as many Drawbacks as you like. Imported companions may take any Drawbacks that would affect only themselves.

Bondage Supplement

(Mandatory)

[0 CP]

This must be used as a Supplement to a Mass Effect Jump, and will add bondage and BDSM as significant themes within the setting. You can expect a much more sexually charged version of the Quarian race, as well as a significantly lewder Mass Effect universe overall. Slavery will be much more blatant, many enemies will have at least an Omni-rope program on hand, with a few real restraints likely not far away, and many other changes of this nature will be present in the setting.

Be Best Girl

[0 CP]

If you wish to Self-Insert as Tali'Zorah you may do so. In addition to getting her body you also gain her memories, skills, and abilities, though anything not purchased here will not be kept post Jump.

Extended Stay

[+100 CP]

You can extend the duration of your Jump by 10 years (100 if your race is Asari or Krogan) for each time you take this. And may do so as many times as you wish, but you will only earn points for the first four times.

Seen Not Heard

[+200 CP]

With that face plate in the way, people won't really be able to tell if you're wearing a gag, and certainly won't be able to easily put one on you. It's a moot point now though, because you're going to be almost completely mute. Only able to grunt, moan, or release other cute noises in response to pleasure and pain.

Suit Rat

[+200 CP]

Racists in this universe treat Quarrians like absolute shit, seeing them as little more than useful slaves or criminal vermin. And now you are the prime example of that, at least in their eyes. You are like a magnet for the ire of bigots and will face a greater degree of racism than other members of your race. Especially when it comes to being the target of sexual harassment and assault.

Safe And Secure

[+200 CP]

Due to their suits, Quarrians are used to the feeling of long term confinement. But in your case you'll grow to love it. The longer you spend in bondage the more addicted to it you'll become. When addicted you will be hornier and happier when bound, and will be anxious and irritable when not wearing at least some bondage gear.

Going without it for long enough can see this addiction fade, but it will certainly not be pleasant.

Basically Free

[+300 CP]

The sight of a heavily restrained and extremely beautiful young woman prancing through the bowels of Omega sends a certain kind of message don't you think? And you can be sure that now no one will miss it. The more helpless you are, the more likely that someone nearby will decide to take charge of you, for your own good I'm sure.

Slavers and other unsavory elements will need little prompting to attempt this, merely being beautiful and even slightly vulnerable would be enough. More law abiding opportunists would perhaps require the excuse of a few restraints, such as a collar and bound hands. Though even the morally stalwart would find themselves tempted by a fully restrained woman wandering by, after all if you're all gift wrapped, why shouldn't they adopt themselves a new pet?

Be very careful with when and where you are when unarmed or bound.

Premium Shipping

[+300 CP or +400 CP]

Enemies always seem to be very well prepared to capture you. With their bases being littered with traps to stun, shock, bind, or otherwise incapacitate intruders such as yourself. They will also always seem to have a set of heavy restraints on hand to make capturing you easy if they defeat you.

For an extra 100 CP they all seem to have a ready to go slaver connection, and after having their fun with you, will be able to sell you off more quickly than they otherwise could. Making it more difficult for your allies to track you down and rescue you.

Packaged To Go

[+400 CP or +500 CP]

Whatever starting Location you chose in the base Jump, now you begin there having been kidnapped. Having been heavily restrained with multiple layers of redundancy and dosed with a potent aphrodisiac that will last until you escape, slowly becoming more potent over time. It seems that whoever was transporting you was forced to abandon you in a relatively safe area, though not necessarily an out of the way one, so it is highly likely that some random civilian will take ownership of the mysterious duffel bag should they stumble across it. That'll be awkward to explain when you finally manage to get out.

All locks are electronic and hackable by your suit's Omni-tool, however your suit's VI is monitoring your progress and will be administering shocks and vibrations to encourage your progress towards escape.

Layer 1: Your suit's arm, wrist, thigh, and ankle rings are all used as anchor points for ropes that will constrict you tightly and tease your erogenous zones. This rope bondage is done in such a way as to not interfere with the higher layers of your bondage, and all the ropes are securely tied.

Layer 2: A harness secured around your head, with a blindfold to cover your helmet's face plate, and an anchor point on the back.

Locked bondage mittens preventing the use of your hands.

Tight straps locked around the following areas. One securing the upper arms together, one securing the elbows together, one securing the wrists together, two securing the thighs together, one securing the knees together, one securing the calves together, two securing the thighs and calves together, one securing your ankles together and providing an anchor point.

Layer 3: An extremely restrictive armbinder keeping your shoulders pulled back and your arms secured behind your back, with multiple locks.

A final pair of locked straps securing your head harness anchor, armbinder, and ankle anchor together, keeping you in a strict hogtie position.

Layer 4: An extremely tight and restrictive sack, sealing you inside with multiple locks.

Layer 5: A heavy duty duffel bag for easy transport. Filled with dense foam to restrict your movement and compress the sack around you, while disguising your presence in the bag.
Sealed with multiple locks.

For an extra 100 CP your captor has instead managed to return for you, and will sell you off to a slaver just before you manage to escape your bindings. Maybe they'll thank you for saving them the trouble of unpacking their new toy?

Indentured

[+500 CP]

You are a slave in all but name, bound by a complicated and predatory contract to serve a powerful Asari matriarch in any way she desires. She is a dominant sadist and a nymphomaniac, who takes great pleasure in tightly binding her pets into long edging sessions where they serve as her decorations, or when she's feeling playful putting them through pleasurable and punishing predicament bondage games.

Bound Power

[+500 CP]

If you took a lockout Drawback (restricting out of Jump Perks, Items, etc) in the base Jump then take these points here as well.

Notes

A Jump by ComradeChairmanKGB.

V1.0: Release

Thank you to the artist Impractical, who created the beautiful artwork featured in this Jump.