

Mass Effect

The Asari Republics

V1.1

The asari are one of the oldest and most influential species in the modern galaxy: graceful, beautiful, naturally biotic, and long-lived enough to measure history in centuries rather than years. They were the first of the current cycle's species to discover the Citadel, one of the founders of the Citadel Council, and the guiding heart of a civilization whose power rests as much in culture, diplomacy, economics, and reputation as in fleets or armies.

The Asari Republics are not an empire in the usual sense. They are a loose web of city-states, colonies, universities, temples, corporate holdings, commando traditions, matriarchal circles, and civic institutions, bound together by shared culture and an extraordinary talent for soft power. Asari society prizes beauty, patience, education, personal freedom, consensus, subtle influence, and the long view. Its leaders may not always rule by decree, but the galaxy has learned that a quiet word from the right matriarch can change the course of nations.

Asari life is traditionally understood through three great stages. Maidens are young asari, from birth until roughly three and a half centuries of age, known for exploration, experimentation, travel, romance, dancing, mercenary work, self-discovery, and the gathering of experience. Matrons are asari in the middle centuries of life, turning toward family, business, children, community, settlement, responsibility, and the creation of lasting institutions. Matriarchs are the eldest and most respected, the leaders, strategists, diplomats, patrons, and living archives whose wisdom and influence may guide entire communities.

For the next ten years you will live among them as one of them. You may be a wandering maiden chasing trouble through the stars, a matron building a household, company, or mercenary command, or a matriarch whose smile hides centuries of political calculation. Whatever path you choose, you are asari now, and the galaxy will see you accordingly.

Take 1,000 CP to shape your place in the Asari Republics and the wider galaxy.

Time & Place

You may begin at any point between 554 BCE, the formal founding of the Asari Republics, and the opening days of 2186 CE, shortly before the Reaper War reaches its full and undeniable height. You may choose your starting date freely within that span. The Asari Republics have endured for millennia, and your arrival may fall during their earliest expansion, the founding centuries of the Citadel Council, the Rachni Wars, the Krogan Rebellions, the long height of Citadel civilization, humanity's emergence onto the galactic stage, or the uneasy years immediately before the Reaper invasion.

You may begin anywhere within the Asari Republics, including Thessia, an asari colony, a monastery, a commando posting, a university, a diplomatic mission, a mercantile world such as Illium if appropriate to

the era, or another asari-controlled or asari-influenced location. Alternatively, you may begin on the Citadel, which had already been discovered by the time the Asari Republics were formally founded and is therefore a valid starting location at any point within this jump's available timeframe.

Your choice of date and location may significantly affect the dangers and opportunities available to you. A quiet century on Thessia may offer education, politics, art, and long-term social maneuvering, while arriving during the Rachni Wars, the Krogan Rebellions, the First Contact War, or the final approach of the Reaper War may place you much closer to historical crisis. These choices do not grant additional CP by themselves, but particularly dangerous circumstances may pair well with Drawbacks.

Unless you choose otherwise, you begin on Thessia in 2183 CE, shortly before the events of Mass Effect.

Species

[Free/Mandatory] Asari

For the duration of this jump, you are asari. Regardless of your prior species, body, sex, gender, or biology, you gain a healthy asari form appropriate to your chosen Origin, age, starting era, and any relevant Toggles. This form is fully yours for the duration of the jump and becomes an alt-form afterward.

Your asari form possesses the standard traits of the species. You are naturally long-lived, with a potential lifespan of roughly a thousand years if not killed by violence, disease, accident, or misfortune. You possess natural biotic potential, asari-compatible physiology, and the ability to meld as asari do. Your body, senses, instincts, and basic biological needs are those of an ordinary healthy asari unless modified by purchases, Drawbacks, or Toggles.

Asari bodies are remarkably robust. Their cellular regenerative systems and nervous systems are unusually stable, resilient, and adaptable. This does not give you a combat-applicable healing factor, and you do not recover from injury faster than other species in the middle of a fight. However, it is much harder to permanently damage an asari body than a human one. Only the worst injuries are likely to leave lasting scars, chronic damage, or permanent impairment once properly treated.

This resilience is especially apparent in advanced medicine. Asari cannot naturally regrow lost limbs or organs, but reattachments, grafts, and cloned replacement tissues tend to be accepted with remarkable ease. Their bodies are forgiving patients, able to recover cleanly from injuries and procedures that would leave many other species with lasting complications. With decent medical care, even severe trauma is more likely to become a story than a lifelong disability.

The asari nervous system is central to their identity. During a meld, an asari consciously attunes her nervous system to another mind, sending and receiving impulses directly through skin-to-skin contact until the participants briefly become something like one unified nervous system. This can be used for intimacy, reproduction, communication, memory sharing, and other deeper arts explored elsewhere in this jump.

Asari reproduction is equally unusual. Although the species has one sex by default, asari are not asexual. An asari provides her own genes to her offspring, with the second set altered through the melding

process. The meld partner may be another asari or an alien of any sex or gender, and is commonly treated as the child's "father" regardless of biology. Ordinary asari children remain asari, though many believe that the partner's qualities may influence the child in subtle ways.

You are also socially asari. Your identity, presentation, and expected place in society are shaped by your chosen Origin and age. A Maiden, Matron, or Matriarch is not merely a number of years old, but a person occupying one of the three great recognized stages of asari life, each marked by broad biological tendencies as well as social expectations. Others may not always treat you exactly as you wish, and individuals can certainly defy the usual patterns, but the world recognizes you as belonging to the species and stage you selected.

This transformation does not erase your other forms, nor does it prevent you from using alt-forms, shapeshifting, or similar abilities when available, unless restricted by Drawbacks. However, while in your asari form, you are biologically and socially asari, and the rest of this document assumes that fact.

Age

You arrive as an asari of the life stage chosen for your Origin.

By default, you may choose your exact age within the appropriate range, or roll if you prefer.

A Maiden is any age below 350 years old. Maidens are generally treated as old enough to enter public life, travel, study, work, and begin defining themselves outside childhood starting around 60 years old, although they may not be considered fully adult until their behavior indicates obvious entry into the Matron stage, typically by having a child and settling down to raise her.

A Matron is usually between 350 and 699 years old, though frequent melding may draw the transition earlier. Matrons are the great community-builders of asari society, often turning toward family, settlement, institutions, business, scholarship, and long-term stability.

A Matriarch is usually 700 years old or older, though the stage may begin somewhat earlier for an asari who melds rarely. Matriarchs are elders, counselors, specialists, and guides whose authority depends not only on age, but also on recognition by the communities that seek their wisdom.

If you choose an age that falls outside the usual range for your Origin, you must still be socially and biologically close enough to justify that life stage. A very young Matron, unusually late Maiden, or early-recognized Matriarch is possible, but should be treated as notable rather than ordinary.

Origins

Choose one Origin from the options below. Your Origin represents the stage of asari life you are entering this jump through, along with the social expectations and experiences that come with it. It also provides discounts on its associated Perks and Items.

Any Origin may be taken as a Drop-In. In that case, you still arrive as an asari of the appropriate life stage, but without preexisting memories, relationships, obligations, or a fixed place in local society beyond what your purchases provide.

[Free] Maiden

You are in the first great stage of asari life, the long season of growth, discovery, experimentation, and self-definition that stretches from birth through roughly the first three and a half centuries. For the youngest maidens, this may mean childhood, education, family, training, and the careful guidance of parents, teachers, and elders. For older maidens, it often means leaving home, traveling the galaxy, testing old lessons against real experience, and deciding what sort of woman they intend to become.

Maidenhood is famously varied. Some maidens remain close to home for decades, studying, training, dancing, practicing biotics, exploring art, or preparing for the wider galaxy. Others depart for distant colonies, the Citadel, mercenary companies, universities, monasteries, nightclubs, trade routes, salons, archaeological digs, or whatever other places promise experience worth having. A maiden might become a dancer, duelist, scholar, mercenary, artist, commando candidate, pilgrim, trader, socialite, student, lover, thrillseeker, or simply a beautiful blue disaster drifting from one fascination to the next.

This is the stage of possibility. You are not expected to have settled into a permanent role, founded a household, raised daughters, or built a lasting legacy yet. Instead, asari society gives you room to learn, wander, make mistakes, gather stories, test your talents, and be shaped by the galaxy before deciding what kind of life will truly be yours. Whether you embrace that freedom with enthusiasm, treat it as preparation for greater responsibilities, or quietly search for something more meaningful beneath it all is up to you.

[Free] Matron

You are in the second great stage of asari life, the long season when accumulated experience begins turning into stability, investment, responsibility, and creation. By this point, many asari have spent centuries learning from the galaxy, testing themselves, making mistakes, gathering lovers and stories, and discovering what they value. Matronhood is when those experiences often begin to settle into something more lasting.

Matrons are commonly expected to build, though what they build varies enormously. Some raise daughters, form households, pursue enduring partnerships, found families, establish businesses, manage property, develop colonies, enter diplomacy, deepen scholarship, guide communities, serve in civic institutions, command professional forces, or turn personal reputation into durable influence. A matron may be a mother, patron, administrator, entrepreneur, teacher, negotiator, officer, artist, scholar, organizer, or the steady center around which younger and older lives both begin to gather.

This is the stage of creation. You are no longer merely gathering stories from the galaxy, but deciding what to make from them. Asari society may look to you as someone experienced enough to be trusted, young enough to act with energy, and established enough to shape the future directly. Whether you seek family, fortune, influence, knowledge, civic duty, pleasure, security, or a legacy that will outlive younger species is up to you.

[Free] Matriarch

You are in the third great stage of asari life, the long season when centuries of memory, accomplishment, failure, and survival have settled into authority, perspective, and the burden of being listened to. Matriarchs are not merely old; they are elders, recognized by the families, communities, institutions, movements, or fields of study that look to them for guidance. Some are public leaders, while others remain quiet powers behind the choices of younger women.

A matriarch may serve as a clan head, scholar, diplomat, spiritual figure, political adviser, retired commando, judge, patron, strategist, mediator, teacher, founder, reformer, or guardian of traditions too old for younger species to properly understand. Some preside over households and civic circles, some shape policy through a few carefully chosen words, some preserve memory, and some still step into crisis with all the force of a life that has not become gentle merely because it has become long.

This is the stage of legacy. You have lived long enough to see youthful certainty fade, old crises return in new forms, and entire generations grow around the choices of those who came before. Asari society may expect you to counsel the young, preserve hard-won wisdom, resolve disputes, protect what you have built, and act with the patience of someone who no longer needs to hurry. Whether you are a benevolent mentor, a subtle manipulator, a weary guardian, a visionary elder, a dangerous relic of older wars, or someone who still intends to surprise the galaxy is up to you.

Perks

General Perks

[Free] Asari Identity

You are asari now, and you are not left fumbling through the experience. Your new body feels natural to inhabit from the moment you arrive, and you instinctively understand and are comfortable with the physical realities of your asari form. This does not grant advanced medical knowledge or specialized training, but you will not be caught off guard by your own body or forced to relearn basic movement, comfort, or self-care from nothing.

You are also familiar with the everyday realities of asari life. You understand the broad shape of asari society, the meaning of the Maiden, Matron, and Matriarch stages, and the expectations surrounding your place in that world. You know how to behave like someone who belongs, at least at the level of ordinary social fluency.

Finally, you speak, read, and write fluent Thessian. This will not make you an expert on every corner of asari civilization, but it gives you the instincts and baseline knowledge needed to pass as an ordinary asari of your Origin and background.

[Free] The Long View

A healthy asari can live for a thousand years or more, and now your mind is prepared for that span. You can think in centuries without losing sight of the present, plan across decades without becoming

paralyzed by distance, and let experience accumulate without being buried beneath it. Long projects, slow relationships, and delayed rewards feel natural to you in a way they may not have before.

This patience is not passivity. You can wait without stagnating, endure without going numb, and take careful steps toward goals that may not bear fruit for years. Time becomes a tool rather than an enemy, something you can spend, save, and invest with confidence.

You are also protected from the common emotional hazards of extreme longevity. The mere passage of centuries will not inevitably leave you jaded, detached, or hollowed out by ennui. You can still grieve, tire, suffer, or grow bored from actual hardship, but long life itself will not grind away your curiosity, affection, ambition, passion, or ability to begin again.

[100 CP] Maidenly Metabolism

It is easy to assume that every asari in the games having the same slim, graceful build is merely a limitation of engine, animation, or development time. Perhaps it is. Or perhaps the asari really are just Like That.

Your body rests at a naturally attractive, healthy, and physically capable baseline, with a level of fitness and figure suited to your preferences within the limitations of plausibility. Whether your ideal is slender, athletic, or curvy, your body treats that shape as its default state.

This condition is remarkably stable. Ordinary indulgence, sloth, stress, and inconsistent exercise will not cause your figure, health, or base fitness to drift away from that preferred state. You may intentionally reshape yourself through sustained effort, and true deprivation, injury, or illness can still affect you, but casual living will not slowly ruin what you are.

If you are forced away from your natural condition, you return to it with ease once the cause is removed. Rest, food, safety, and ordinary self-care are enough for your body to settle back into its preferred form. In future jumps, this applies to all of your forms, preserving each one's own idealized version of health, beauty, figure, and base physical condition.

[100 CP] Universal Appeal

Somehow, everyone seems to agree that asari are beautiful. Maybe it's cultural mystique. Maybe it's biology. Maybe it's the old theory that asari project some subtle biotic or psychic field that encourages each observer to see something personally desirable. Whatever the truth, you now benefit from it.

Your beauty translates. Beings capable of attraction, desire, or aesthetic appreciation tend to find something about you compelling, even when their species, culture, or senses should make that unlikely. They may not all desire you in the same way, or for the same reasons, but they can recognize you as desirable in terms they understand.

This does not compel love, obedience, arousal, or good judgment. Enemies can still hate you, professionals can still remain professional, and beings with no capacity for attraction or beauty may not care at all. Still, wherever beauty can open a door, soften a glance, or earn a second look, it does so more easily. In future jumps, this appeal follows you, allowing any form you choose to carry that same strangely universal asari allure.

[200 CP] Sexy Space Babe

There are attractive asari, and then there is you. Your beauty is effortless, polished, and faintly unfair, the sort of appearance that makes it seem as though reality itself is helping you look your best. Whatever beauty means for your current form, you look finished, refined, and ready to be admired.

This comes with extensive quality-of-life benefits. You remain clean, fresh, and pleasant unless deliberately dirtied or harmed, and even then you clean up with remarkable ease. Your natural scent, taste, and breath are neutral or appealing at your discretion, and your visible features maintain themselves without awkward grooming problems. Makeup, body paint, and similar personal presentation remain crisp and flattering until you choose to remove or change them.

Your body also avoids the less glamorous inconveniences of biology. You do not need to excrete, menstruate, or deal with routine messiness unless you specifically want those functions to occur. Your digestive, reproductive, and arousal processes remain healthy and under your conscious control, without unwanted discomfort, accidents, or embarrassing side effects.

This does not make you immune to injury, poison, disease, starvation, or deliberate attempts to ruin your appearance, though you recover your presentation quickly once the underlying problem is handled. In future jumps, these benefits apply to all of your forms, adapting to each body's own standards of beauty, cleanliness, grooming, sensuality, and biological convenience.

[200 CP] Universal Compatibility

The asari are famous for their ability to meld across species lines. You take that principle much further. You may now meld with anything that possesses a mind, even if that mind is alien, artificial, or spiritual.

This does not automatically make every meld safe, pleasant, or wise. A hostile mind may still resist you, a vast one may overwhelm you, and a truly inhuman one may be difficult to understand. Consent, mental defenses, and the risks of intimacy still matter. What this perk ensures is that the basic connection is possible, and that willing partners can share thought, sensation, emotion, memory, pleasure, and reproductive potential across boundaries that should have made such contact impossible.

When you use this connection to conceive a child, the result is still fundamentally asari. Your daughters inherit asari biology, long life, melding, and natural biotic potential as normal. However, your choice of "father" matters much more reliably than it does for ordinary asari. Each child will derive some meaningful benefit from the mind, nature, or power of the partner who helped inspire her conception.

This benefit is not a full copy of the other parent, nor does it automatically grant dangerous abilities at full strength. It usually manifests as a useful echo appropriate to the pairing: a talent, affinity, or lesser version of a compatible power. It also means that you will never sire an ardat-yakshi. With care, ambition, love, or curiosity, you can found lines of daughters who remain unmistakably asari while carrying valuable gifts from the people and powers you chose to join with.

[400 CP] Embrace Eternity

The meld is one of the defining arts of the asari, and you are an expert in that art. You can initiate, guide, deepen, soften, prolong, and end a meld with exceptional precision, controlling the flow of sensation and information rather than simply surrendering to it.

For pleasure and intimacy, you are extraordinary. You can use melding to share sensation, heighten emotion, and turn touch into something that feels far larger than the body alone. You can make a lover feel desired, understood, overwhelmed, or gently held inside the union, all while maintaining enough control to keep the experience safe unless you deliberately choose otherwise.

For practical purposes, your melds are equally refined. You can share memories, communicate complex experiences, and teach through direct understanding. You cannot instantly make someone master a lifetime of training, but willing students can learn from you with remarkable speed and clarity.

You also understand the offensive uses of melding. Once you have a connection, you can search for secrets, attack a target's sense of self, or tamper with memory. Deep changes are harder than shallow ones, and careless work may leave signs behind, but you are far beyond simple intrusion.

This expertise protects you as well. You can recognize hostile mental contact, resist intrusive melding, and control what others can read from you. This does not make you immune to every form of telepathy, possession, or psychic assault in the omniverse, but against melding and similar forms of intimate mental contact, you are very difficult to violate, deceive, plunder, or rewrite.

[400 CP] Biotic Goddess

You are a natural biotic of extraordinary quality, standing comfortably within the highest percentile of asari potential for raw power, responsiveness, and endurance. Your biotics answer quickly, hit hard, and sustain themselves far better than those of almost any ordinary practitioner.

This is not, by itself, perfect mastery of every technique. Training, practice, and combat experience still matter. What you possess is overwhelming natural advantage. Even simple techniques have a weight and immediacy that makes them difficult to ignore, and more advanced powers can become terrifying in your hands once properly trained.

Any other biotic perk purchased in this jump is significantly improved by this one. Talent becomes sharper, granted techniques become smoother, and improvements to strength or control stack cleanly with your heightened potential. The result feels less like several separate bonuses and more like one increasingly terrifying gift.

With enough training and the right supporting perks, your biotics can become the sort of power people build legends around: elegant, precise, and devastating. You are not merely someone who uses mass effect fields. You are someone for whom the world seems eager to bend.

[600 CP] Asari Assimilation

Through the meld, you may do more than share thought, sensation, memory, or reproductive possibility. With the informed consent of your partner, you may guide them through a full asari transformation, remaking their body into a genuine asari form over the course of roughly eight hours. This is an intimate,

involved process rather than an instant flash of light, requiring sustained contact, trust, and your active guidance.

The transformation begins with a shared design process, not unlike using an impossibly detailed character creator. Within healthy asari norms, you and the recipient may choose the age, life stage, and appearance of her new form. The recipient remains herself throughout. Her mind, memories, soul, personality, and continuity of self are preserved. What changes is the body she inhabits.

As a side effect, this transformation effectively heals physical injuries, disfigurements, disabilities, and age-related decline. Scars may be kept for aesthetic or personal reasons, but they no longer need to impair function. Because the recipient chooses the apparent age of her new asari form, this also effectively resets her biological age to that point.

You may also use this process to grant the recipient any or all of the General Perks you have purchased from this jump, including this one. These perks become part of her asari nature rather than external enchantments or temporary blessings. You may grant General Perks as part of the initial transformation, grant them to someone who is already asari, or later add additional General Perks to someone you previously transformed but did not fully empower at the time.

There are limits. The full asari transformation can only be performed once on any given person; after that, you may still grant additional General Perks, but you cannot redesign her asari form again through this perk. You also cannot take back perks once granted, including Asari Assimilation itself. This does not enslave the recipient, rewrite her loyalties, or force gratitude. Consent is required, and the woman who emerges remains herself, merely remade into asari flesh with whatever gifts you chose to share.

[600 CP] The Secret of the Night Wind

The ardat-yakshi are feared for good reason. Their melding is lethal, ecstatic, and hungry, destroying those they embrace while feeding something back into themselves. You have studied that terrible gift, reverse-engineered its principles, and mastered a perfected version for your own use without suffering from the condition itself.

During any meld, you may choose to turn the connection lethal. If you do, your partner’s mind and nervous system are overwhelmed and consumed through the union, killing ordinary living beings and catastrophically damaging stranger entities with comparable minds or souls. Unlike a true ardat-yakshi, this is entirely voluntary. You may still meld normally right up until you deliberately choose to invoke the secret.

When you kill someone this way, you take a perfect mental imprint of them at the moment of death. This imprint is not a living soul, companion, or independent personality, but it preserves their memories, knowledge, and mental patterns for later examination. You may search through it at your leisure, learning what they knew without needing to relive the entire mind at once. You may ignore unwanted trauma, madness, or personality bleed unless some outside force specifically interferes.

The process is vampiric as well as lethal. If the victim possessed a power, talent, or supernatural quality that shares a meaningful basis with something you can use, you may absorb a small but permanent fraction of it into yourself. In this jump, that most often means biotic strength, control, or aptitude. In

future worlds, it may apply to comparable personal powers or energies. The gain is never a full copy by itself, and ordinary victims offer little, but every kill can leave you a little stronger, wiser, or more dangerous.

This does not bypass every defense by fiat. Beings without minds, souls, or meaningful equivalents may provide little or nothing, and powerful protections may resist, blunt, or prevent the effect. A willing or helpless victim is far easier to consume than one who can break the meld, shield their mind, or kill you first. But against compatible targets, you hold the perfected secret of the demons of the night wind: pleasure, death, memory, and power bound together in a single embrace.

Maiden Perks

[100 CP] Ready To Wander

You received the kind of practical education expected of an asari maiden before setting out into the wider galaxy. You are not helpless, provincial, or dangerously naïve. You understand the practical realities of independent travel, social safety, and life among alien cultures.

You were also taught the skills most likely to keep a wandering maiden alive and employable. You have basic but reliable training in self-defense, biotic control, and recognizing when trouble is about to turn serious. You also know enough about the famous maiden standbys of dancing and mercenary work to pass comfortably in either scene without embarrassing yourself.

This does not make you a commando, an elite dancer, or a hardened veteran, but it does make you broadly competent in the things a maiden needs before wandering far from home. You can find lodging, recognize obvious scams, make temporary connections, take casual work, avoid common dangers, and decide when an exciting opportunity is merely risky rather than catastrophically stupid.

[100 CP] Dancing Queen

You are an expert exotic dancer and sensual performer, with a body trained to the peak of what an asari can reasonably achieve in terms of fitness and flexibility. You have the strength, rhythm, and body control needed to make demanding performances look effortless.

Your skill is not merely athletic. You understand how to use music, aesthetics, and eye contact to hold attention and shape desire. You can adjust your performance to feel playful, elegant, intimate, or dangerous as the moment requires.

This has uses ranging from financial and social advantage to simple enjoyment of your own body. It does not make every observer desire you or remove the need for safety and consent, but anyone who appreciates dance, beauty, sensuality, or disciplined physical performance will have a very hard time dismissing what you can do.

[200 CP] Pretty Privilege

Beauty opens doors, softens judgments, and makes people more willing to believe that a mistake was harmless, a rude comment was charming, and a dangerous decision was merely spirited. You benefit

from that unfair little truth, but pushed beyond ordinary social luck. This is a fiat-backed social effect: when someone finds you attractive, their attraction actively biases their judgment in your favor.

The more desirable someone finds you, the more likely they are to give you the benefit of the doubt, interpret your behavior generously, and look for excuses to let minor problems slide. This does not merely make them notice your beauty; it nudges them to treat that beauty as a reason to be patient, forgiving, and indulgent. They may decide you meant well, that the situation was not serious, that punishing you would be excessive, or that they would rather stay on good terms with someone so lovely.

This works best with the small frictions of life: social mistakes, flirtatious misbehavior, and trouble that can plausibly be written off as a beautiful maiden getting carried away. Guards may issue warnings, hosts may laugh things off, and strangers may decide that staying annoyed is more effort than you are worth. The effect is strongest when you make it easy for them by apologizing, smiling, flirting, acting embarrassed, or otherwise giving them a pleasant excuse to forgive you.

The effect scales with attraction, not objective morality. Someone who finds you breathtaking may forgive quite a bit, while someone who is not attracted to you may barely soften at all. This will not excuse major crimes, serious betrayals, or repeated abuse of other people's patience, and it cannot make someone ignore consequences they truly cannot afford to overlook. But for anything that reasonably could slide, your beauty gives reality a firm push toward letting it slide.

[200 CP] Murder-Maiden

You are dangerous in the way asari maidens so often become dangerous: beautiful, graceful, underestimated, and very good at closing the distance before anyone realizes how much trouble they are in. This perk gives you top-level personal combat skill by Mass Effect 1 standards, roughly equivalent to a max-level Vanguard.

You are an expert front-line combatant, combining disciplined weapons use, aggressive movement, and practical battlefield biotics into a single brutal style. You are especially skilled in the kind of combat associated with Vanguards: armed and unarmed close combat, pistols, shotguns, and using biotics to disable or soften enemies long enough to finish the fight up close.

You are also familiar with the equipment and fieldcraft expected of such a combatant. You can operate effectively in light and medium armor, make proper use of combat-grade bio-amps, and handle the ordinary maintenance and battlefield use of your weapons, armor, and omni-tool. You are not a dedicated engineer or infiltrator, but you will not be helpless when your gear needs practical attention.

This does not make you invincible, and true legends such as Spectres or veteran commandos remain dangerous opponents. Nor does it replace deeper biotic perks for raw power, invention, or supernatural mastery. But as a personal combatant, you are elite: the kind of maiden who can dance, flirt, drink, and still be ready to crash through a firefight with a shotgun in one hand and a biotic field already forming in the other.

[400 CP] Biotic Prodigy

You have an astonishing natural talent for learning, refining, and developing biotic techniques. New applications come quickly to you, and even difficult exercises seem to make intuitive sense after only limited exposure. Existing techniques feel less like rigid moves to memorize and more like a language your body already wants to speak.

Your progress is not limited to copying what others have already done. You are unusually good at experimenting with your biotics, personalizing techniques, and adapting battlefield powers into utility uses. If someone can explain a biotic principle to you, demonstrate it, or let you observe the results, you have a strong chance of eventually making it your own.

This does not grant limitless raw power by itself, nor does it remove the need for training, eezo exposure, or safe practice. A prodigy can still overreach, exhaust herself, or make dangerous mistakes. But your rate of improvement is extraordinary, and your ceiling is very high. Given good teachers, real experience, and enough time to play with the possibilities, you may push Mass Effect biotics into forms even veteran instructors would not have expected from a maiden.

[400 CP] Where The Stories Are

You have an instinctive knack for finding adventure without needing to search blindly for it. Interesting opportunities, unusual people, and once-in-a-lifetime experiences have a way of crossing your path when you are willing to wander. A casual night out, a strange contract, or a badly timed vacation may become the beginning of a story people are still repeating years later.

Just as importantly, you can usually tell the difference between exciting danger and meaningless disaster. You have a sharp instinct for when a risk is worth taking, when the stakes are not what they seem, and when the “simple” situation in front of you is actually the first step into something much larger. This does not guarantee safety or success, but it gives you the chance to choose your risks with open eyes.

The perk will not force you into trouble, and it will not make every day dramatic. It simply ensures that when you seek experience, purpose, excitement, or growth, the galaxy answers with opportunities worthy of a story. Whether you follow those leads, ignore them, exploit them, or run screaming in the opposite direction is still up to you.

[600 CP] Beloved of the Matriarchs

There is something about you that awakens the protective instincts of others, especially those who see you as young, innocent, or not yet fully shaped by the galaxy. The more someone views you as such, the more positively inclined they become toward you.

To such people, you seem worth protecting, teaching, and investing in. They may become more patient with your mistakes, willing to explain things, and careful about exposing you to danger. Elders soften, teachers take interest, officials look for safer alternatives, and powerful figures may decide that your future should not be casually wasted.

This is not mind control, nor does it make people abandon their duties, betray their loyalties, or ignore serious reasons to oppose you. The effect weakens when someone sees you as fully adult, corrupt,

monstrous, or personally responsible for grave wrongdoing. But hesitation, mercy, caution, affection, and protectiveness come much more easily where you are concerned.

In future worlds, this aura adapts to local expectations of youth and potential. The more someone sees you as a person whose future deserves guidance rather than destruction, the more likely they are to become the sort of elder, patron, teacher, or guardian who says that whatever else happens, this one should be kept safe.

[600 CP] The Galaxy Is My Teacher

You learn by doing at an astonishing pace. Direct experience teaches you with supernatural depth, allowing you to draw real growth from travel, work, and danger. The world itself becomes a teacher when you are willing to engage with it.

The more fully you participate in an experience, the more you can learn from it. Skills improve quickly when used under real conditions, instincts sharpen from repeated exposure, and even messy or embarrassing periods of your life are more likely to become useful in hindsight. You can turn mistakes into judgment, pleasure into insight, and danger into competence.

This does not replace formal training, and it does not make every reckless decision wise. Some things still require teachers, tools, theory, or discipline, and you can still be harmed by experiences you were not ready for. But as long as you keep moving, keep trying, and keep allowing the galaxy to surprise you, your life itself becomes a curriculum. Your wandering years will not merely fill your memory with stories; they will make you genuinely extraordinary.

Matron Perks

[100 CP] Ready To Build

You received the kind of practical preparation expected of an asari entering the matron stage, when wandering begins to give way to stability, investment, and creation. You understand how to establish a household, build a career, and take responsibility for people or projects that are meant to last.

This preparation is practical rather than merely theoretical. You know how to manage ordinary finances, social obligations, and long-term commitments without being overwhelmed by the weight of them. You are not automatically a master administrator, parent, or entrepreneur, but you understand what those roles demand and how to begin growing into them.

This makes you broadly competent at settling down without stagnating. You can recognize when a short-term decision will become a long-term problem, when a promising opportunity needs roots, and when people are beginning to rely on you. You are prepared to build something worth keeping.

[100 CP] Contract Sense

You have an instinctive knack for judging agreements. When someone offers a deal, asks a favor, proposes a partnership, or tries to bind you with an obligation, you can quickly judge whether the exchange is fair, exploitative, or hiding something important.

This sense applies beyond written contracts. Informal favors, family arrangements, and political compromises all become easier for you to read. You can feel when the stated terms do not match the real stakes, when someone is undervaluing what you bring, or when a generous offer is likely to become expensive later.

This is not perfect lie detection, and it cannot replace careful reading or expert advice in truly complex matters. But it gives you a reliable first instinct for agreements, helping you negotiate more clearly and avoid the sort of obligations that only look harmless at the beginning.

[200 CP] Sex Sells

You and anyone acting on your behalf are inexplicably exempt from laws restricting the commercialization of sexuality. Prostitution, erotic performance, sexual advertising, adult venues, and similar business models may still require ordinary licensing, taxes, contracts, safety rules, and workplace standards, but you are not forbidden from operating them simply because they involve selling sex, desire, nudity, or erotic attention.

This protection extends to businesses, organizations, and ventures you own, lead, or hold a significant stake in. Your employees, contractors, representatives, and business partners may lawfully participate in the sexual or erotic side of those operations, so long as they are genuinely acting under your enterprise and within the bounds of this perk.

This is a narrow exemption. It does not legalize coercion, fraud, rape, trafficking, abuse, assault, slavery, exploitation of minors, or any other crime separate from the mere commercialization of sexuality. You can run a brothel where prostitution would normally be illegal; you cannot force someone to work there. You can advertise with sex appeal where erotic advertising would normally be banned; you cannot deceive customers or violate unrelated public safety laws. Sex sells, and for you, the world is forced to admit that selling it can be legitimate business.

[200 CP] Shaping the Next Generation

You have an extraordinary intuitive gift for developing others into the people you intend them to become. When someone is under your care, guidance, or instruction, you can sense what they need in order to grow toward the future you envision for them.

This applies to more than formal teaching. You understand how habits, expectations, and environment shape a person over time. With sustained effort, you can cultivate talent, discipline, confidence, loyalty, taste, and values in those who accept your guidance.

This does not turn people into puppets or erase who they are. Strong wills, outside influences, and incompatible desires can still complicate your plans, and real growth takes time. But when someone is genuinely yours to raise, train, mentor, or prepare, you are exceptionally good at turning raw potential into the kind of adult, professional, heir, or successor you meant to shape.

[400 CP] Biotic Expert

You have a basic grounding in every biotic technique shown in the Mass Effect series, sufficient to reliably pull them off in peaceful and unhurried conditions, along with true mastery over the biotic repertoire of a

single class, squadmate, or recognizable combat style. You understand the fundamentals of the field well enough to recognize, practice, and teach the standard forms of Mass Effect biotics.

Your chosen specialty is where you shine. Whether modeled after an Adept, Vanguard, or asari commando, you possess veteran-level mastery of that approach. You know its rhythm, limitations, counters, and proper use under pressure.

This is professional competence rather than raw genius. You may not invent new powers as easily as a prodigy, and you may not overpower everyone through sheer force, but you know what you are doing. In battle, training, or practical fieldwork, your biotics are disciplined, reliable, and dangerous.

[400 CP] Battle-Matron

You have the skills of a top-level noncommissioned officer with a distinctly asari slant. You know how to keep a small force alive, focused, disciplined, and moving when the shooting starts, without needing to turn them into rigid automatons.

Your leadership is personal as much as tactical. To younger fighters under your care, you can be officer, mentor, and disapproving older sister all at once. You know when to push, when to steady nerves, and when to drag someone out of danger before they get themselves killed.

This works best with squads, security teams, and small professional forces where trust matters as much as formal authority. Those under your command are more likely to respect your judgment, bring problems to you before they become disasters, and hold together under stress. You do not make them invincible or perfectly obedient, but you are very good at turning armed people into a unit that can survive, learn, and come home together.

[600 CP] Household Enterprise

You understand business as something alive: not merely a machine for extracting profit, but a household, a garden, a family, and a legacy all at once. Any enterprise you seriously lead or found benefits from the same care a good matron might give to her home.

You are exceptional at creating healthy working cultures. Employees become easier to place where they can thrive, problems become easier to correct before they poison the whole structure, and short-term success becomes easier to turn into long-term prosperity. Your enterprises tend to develop roots, earning loyalty from within and trust from without.

This does not require softness, though it rewards care when used wisely. You can be demanding, competitive, and extremely profitable. But your greatest strength is endurance. Given time, you can raise a business, institution, or civic project into something prosperous, respected, and difficult to dislodge.

The more personally you invest in the enterprise as a matron, the stronger this becomes. A company that is only a line on a balance sheet benefits less than one you actively guide and shape. Treat it as something that should outlive you, and it just might.

[600 CP] Eclipsing The Competition

You are exceptionally good at creating and maintaining a professional armed organization without letting it become a gang of thugs, a money pit, or a political liability. Mercenary companies, private security firms, and household troops under your direction become easier to recruit, train, supply, discipline, and keep loyal.

Your forces tend to develop a strong internal culture: proud, professional, and attached to the prosperity of the household or enterprise that supports them. They are less likely to drift into banditry, embarrass you in public, or tear themselves apart through boredom and rivalry, provided you give them competent leadership and the standard of living they expect.

Just as importantly, you know how to keep armed power respectable. Licenses, public reputation, and careful choice of contracts become tools for making your organization feared without seeming feral. Given time, you can build your own Eclipse, or reform an existing one, into a private force that people may fear to cross, trust enough to hire, and respect enough to tolerate.

Matriarch Perks

[100 CP] Ready To Lead

You received the kind of preparation expected of an asari entering the matriarch stage, when age, experience, and recognition begin to turn into responsibility. You understand how to carry yourself as someone whose words may matter, whose silence may be noticed, and whose approval or disapproval can change the course of younger lives.

This is not the same as ruling by command. You know how to advise without seeming petty, listen without seeming weak, and intervene without making every problem about yourself. You understand the weight of reputation, precedent, and long memory in a society where the oldest women may remember decisions everyone else treats as ancient history.

This does not make you a legendary elder by itself, nor does it give you automatic authority over those who do not recognize you. But you know how to inhabit the role of a matriarch without seeming hollow, crude, or unprepared. When people look to you for guidance, you can answer like someone who has earned the right to be heard.

[100 CP] Diplomatic Expertise

You understand the formal and informal rules of diplomacy. Protocol, precedence, and polite insult all come naturally to you, as does the difference between a personal slight and a political incident. You can enter a room full of ambassadors, elders, officials, or sovereigns without embarrassing yourself or the people you represent.

This expertise extends beyond ceremonies and titles. You know when to speak plainly, when to imply, and when to leave a silence for someone else to fill. You can recognize the hidden negotiation inside a courtesy call, the concession inside a compliment, and the threat inside a gracious smile.

This does not make you a master manipulator or guarantee successful treaties by itself. You still need leverage, patience, and something real to offer. But you will rarely lose ground through ignorance of the

game being played around you, and you can make even tense negotiations feel civilized until you are ready for them not to be.

[200 CP] Blue Eminence

The Asari Republics are a direct e-democracy on paper. In practice, they are often shaped by matriarchs: charismatic elders whose personal networks become political forces in their own right. You understand that kind of power intimately.

You possess exceptional skill at political and personal manipulation, especially the kind used to gather followers and make yourself the living center of a cause. You read people with frightening precision, seeing the wants, fears, vanities, wounds, and ideals that shape their choices. More importantly, you know how to make your presence seem like the answer to those needs without appearing crude, desperate, or openly tyrannical.

This talent is not limited to formal politics. Wherever people are searching for meaning, status, belonging, guidance, or permission to become something greater, you know how to place yourself at the center of that hunger. A few admirers can become a circle, a circle can become a movement, and a movement can become the quiet machinery by which society actually changes.

You also understand how to keep such networks alive. Followers need more than speeches. They need attention, structure, shared identity, and the feeling that devotion to you or your cause makes them part of something important. You can provide those things with a practiced hand, rewarding loyalty, shaping ambition, and turning personal admiration into organized influence.

This is not mind control. People still have their own values, limits, and breaking points, and a movement built on nothing but lies or abuse can still rot from within. But if you have something real to offer, or even something people desperately want to believe is real, you can become the blue eminence behind it: the matriarch whose personal gravity quietly bends democracy, society, and history around herself.

[200 CP] The Consort's Art

You have mastered the softer, more intimate form of influence practiced by the finest asari consorts. You are exceptionally good at making others feel seen, desired, and understood, whether through conversation, presence, or carefully chosen affection.

People who come to you burdened by stress, loneliness, pride, or uncertainty often find it easier to relax and reveal what is truly troubling them. You can read what someone wants from an audience with you, whether that is comfort, permission, or the feeling that their secrets are safe in beautiful hands.

This gift is not merely sexual, though it can certainly be that. A private meeting with you can leave someone steadier, more loyal, more flattered, or more willing to listen than they were before. You turn intimacy into counsel, and counsel into influence.

This does not make people helplessly obedient or force them to trust you against all reason. Enemies may still resist, professionals may keep boundaries, and some wounds require more than grace and a beautiful smile. But when someone is willing to sit with you and be known, you can make the moment matter.

[400 CP] The Allure of Empire

The asari never called the other Citadel races their clients. Not openly. They found the Citadel first, helped create the Council, set the tone of galactic civilization, and remained its most admired and quietly dominant power for millennia. From one angle, they had no client species at all. From another, the entire Citadel order was the asari client system: voluntary, flattering, deniable, and all the more durable for it.

You possess a fiat-backed talent for that sort of beautiful soft imperialism. When you represent yourself or your polity as friendly, attractive, and eager for pleasant relations, your efforts to downplay the threat you pose become much more effective. Others are slower to frame your influence as domination, your expansion as conquest, or your leadership as subjugation unless you give them undeniable proof of brutality or exploitation. No one is terribly worried about being "dominated" by the sexy space lesbians until the bodies are visibly hitting the floor.

At the same time, your friendly diplomacy becomes much harder to reject. The more attractive and desirable the other party finds you, your representatives, or the public image of your polity, the more appealing cooperation becomes and the less worthwhile hostility seems. They may still want advantage over you, but peaceful access, favorable treaties, and closer relations feel more rewarding than open conflict.

This applies to alliances, federations, protectorates, client states, and face-saving surrender terms. It does not erase strategy, ideology, patriotism, or fear, and it will not make people accept slavery, extermination, or obvious ruin. But when your offer is even plausibly beneficial, your allure helps others see incorporation into your sphere as friendship, opportunity, and prestige rather than humiliation. Very few people want to die resisting the empire of beautiful women who keep smiling and asking for closer relations.

[400 CP] Biotic Boss

Your biotics hit harder and answer faster. Whatever your level of training, the force behind your biotic abilities is noticeably greater than it should be, and you can invoke them with unusual speed. Your powers arrive with less warning, more impact, and a far smaller opening for enemies to interrupt you.

This does not grant new techniques by itself, nor does it make you subtle or tactically brilliant without training. What it gives you is power and responsiveness. Once you know what you are doing, your biotics become much harder to evade, outpace, or overwhelm.

With practice, this advantage becomes even more pronounced. Familiar powers become almost instinctive, letting you react under pressure and chain your abilities with frightening momentum. You are not simply stronger than expected; you are faster to bring that strength to bear.

[600 CP] The Hand That Guides The Republics

You have mastered the highest art of matriarchal power: shaping a society so well that it no longer needs your hand on every lever. Where others rule by command, charisma, or personal control, you excel at building systems that continue to function after you step away.

Your true talent is institutional design. Given time and legitimacy, you can help a society decide where authority should rest, how disputes should be resolved, and what safeguards are needed to keep ambition from becoming tyranny. You are especially effective with decentralized political structures where many voices must participate without collapsing into paralysis.

This does not force people to agree with you, nor does it make corruption or bad faith vanish. You still need cooperation and some practical means of implementing your reforms. But when you are allowed to help found, reform, or reorganize a society, the structures you create are remarkably durable.

Given decades, you can guide nations. Given years, you can stabilize institutions. Given a single urgent season, you can still lay down frameworks that wiser hands may preserve for centuries. You may never call yourself ruler, but a republic can carry your judgment in its laws, customs, and citizens long after you step away.

[600 CP] War-Matriarch

You understand war at the scale where individual heroics and battlefield courage stop being enough. Strategy, logistics, and political purpose fit together in your mind as parts of a single living system. You can look at a conflict and see not merely where the fighting is, but what keeps that fighting possible and what it is meant to accomplish.

You are especially gifted at organizing forces across wide territory or long timeframes. Armies, commando networks, and allied coalitions become easier for you to direct toward objectives that actually matter. You know when a spectacular victory would be strategically worthless, when preserving strength is more valuable than proving courage, and when a quiet logistical move will accomplish more than an assault.

This does not conjure resources from nothing, guarantee victory, or make subordinates perfectly obedient. You still need people, materiel, information, legitimacy, and time. But whatever you do have can be used with extraordinary efficiency.

Given a mercenary company, you can make it punch above its weight. Given a scattered alliance, you can make it act with purpose. Given years of preparation, you can make a civilization ready for a war it has not yet admitted is coming. A Murder-Maiden wins the fight, and a Battle-Matron carries out the objective; you can make sure the entire war is worth fighting.

Items

You receive a 600 CP Stipend for use in this section.

General Items

[Free] Thessian Citizenship

You receive a clean, legal identity as an asari appropriate to your chosen Origin, age, starting date, and starting location. Your records are legitimate, internally consistent, and accepted by the relevant authorities as long as no Drawback or outside interference says otherwise.

This identity includes whatever ordinary documentation, registrations, and legal status an asari in your circumstances would be expected to possess. It will not grant you wealth, fame, special office, or access to restricted secrets by itself, but it ensures that you are not treated as a mysterious undocumented alien unless you choose to be.

[Free] Basic Gear

You receive a custom-fitted light-armor hardsuit, an omni-tool, and a pistol, all of your choice of model within ordinary Citadel civilian or light security availability. They are properly sized for your asari body and suited to your chosen starting era.

The hardsuit is comfortable enough for extended wear and provides basic environmental sealing and battlefield protection. The omni-tool is a reliable general-purpose model suitable for communication, scanning, basic technical work, and ordinary daily use. The pistol is dependable, legal for your circumstances, and compatible with standard Mass Effect ammunition and maintenance systems.

This gear is fiat-backed as your personal equipment. If lost or damaged, it will be restored according to the usual item rules. Followers purchased in this jump receive their own Basic Gear unless otherwise stated.

[Free] Eezo Edibles

Once per week, you receive a sealed delivery crate containing one thousand individually wrapped eezo-infused gummy snacks, along with basic safety instructions, dosage guidance, flavor labels, and a small storage container that keeps them fresh. The gummies come in a wide range of pleasant flavors and are clearly marked to prevent accidental overuse.

Each gummy contains a carefully measured trace amount of refined element zero. The dose is too low to poison the eater or cause uncontrolled biotic manifestation under normal circumstances, but high enough to have a mild and noticeable effect. Existing biotics may find their abilities coming a little more smoothly for a short time, while non-biotics may produce harmless flickers of mass effect fields with concentration.

Their greater value is developmental. Regular consumption during pregnancy ensures that the eventual child will be biotic, assuming the pregnancy is otherwise viable, and provides the specialized support needed for healthy asari biotic development. They are not a substitute for medical care, but they greatly reduce the risk of eezo deficiency or improper exposure.

The weekly supply is enough for your own use, a pregnant partner, a household, or a modest circle of students and dependents, but not enough to mass-produce biotics on an industrial scale. The crate may be delivered to your warehouse or any safe location under your control.

[100 CP] Eezo Supply

Once per week, one metric ton of refined element zero is delivered to a location of your choosing, along with suitable containment, handling instructions, and basic safety equipment. The eezo is clean, stable, and usable for Mass Effect-style technology, research, industry, biotic medicine, or controlled exposure programs where medically appropriate.

The delivery will not arrive somewhere that would immediately poison a city, rupture containment, or create an unavoidable disaster. It may be sent to your warehouse, a property you own, a secure facility, or another location under your control that can reasonably receive it.

This supply is genuine element zero and remains so in future jumps. The weekly delivery is fiat-backed, but once the eezo is removed, sold, consumed, or incorporated into other projects, it is ordinary material unless protected by some other purchase.

[100 CP] Passive Income

You receive a weekly income equivalent to $2,000 USD circa 2026, delivered in whatever form you desire to a location or account of your choosing. In Mass Effect, this usually means galactic credits, but it may arrive as local currency, clean bank deposits, trade goods, prepaid accounts, or another reasonably liquid form of value.

This income is legitimate, tax-compliant where relevant, and not suspicious by default. It is enough to support a comfortable personal lifestyle, routine travel, entertainment, ordinary bills, and modest emergencies, but not enough to casually fund major businesses, fleets, armies, or large-scale political projects.

In future jumps, the income updates into a usable local equivalent. It remains a reliable personal safety net, not a source of unlimited wealth.

[100 CP] Private Shuttle

You own a small FTL-capable shuttle suitable for personal travel, short cargo runs, and moving between planets, stations, and larger vessels. It is comfortable enough for ordinary journeys, compact enough to use as a private craft, and built with the clean elegance expected of asari design.

The shuttle can enter atmosphere and land on ordinary planets. It has basic shielding, secure communications, life support, navigation, and enough defensive capability to survive accidents, pirates, or light harassment long enough to escape. It is not a warship, and should not be treated as one.

The shuttle comes with a loyal two-asari follower crew, consisting of a pilot and a copilot/engineer, both of whom will only serve as crew for this vessel. It also has room for a dozen or so passengers, although it really isn’t meant for long trips.

[200 CP] Spectre Gear License

You receive a complete personal equipment set built according to Mass Effect 1 equipment rules, manufactured to spectre quality and fiat-backed for your use. It includes a custom-fitted armor set, a primary weapon, a secondary weapon, and the necessary personal support gear to use them properly.

The armor and weapons may be chosen to suit your body, style, and specialization, including appropriate upgrades and ammunition modifications. The set also includes a high-quality omni-tool and biotic-amp, along with replenishing basic field consumables. It is not limited to literal Spectre issue, but it is comparable in quality, customization, and effectiveness.

If you have followers from this jump, their Basic Gear is upgraded as well. Each receives a full spectre-quality personal loadout suited to their role and abilities. A pilot, dancer-bodyguard, engineer, diplomat, or commando will therefore receive equipment appropriate to what they actually do rather than an identical kit.

[200 CP] Residence

You own a comfortable family home in a safe, respectable neighborhood, suitable for a matron beginning to put down roots or anyone else who wants a stable place to live. By default, it is an elegant asari townhouse, apartment, villa, or modest estate appropriate to your starting circumstances.

The residence is furnished, secure, and equipped with the ordinary comforts of Mass Effect-era domestic life. It includes a helpful household VI, reliable privacy systems, and enough space for a small family, guests, and personal work. It is not a fortress or palace, but it is a genuinely pleasant home.

In future jumps, the Residence may appear in a suitable location of your choice, attach to your warehouse, or merge with a similar property you already own. It retains its asari character while updating enough to function legally and practically in the local world.

[200 CP] Mercenary Frigate

You own a frigate suitable for mercenary work, escort duty, exploration, and independent operations. It is much smaller than a cruiser, but fast, practical, and dangerous enough to matter in the hands of a competent crew. This is the sort of ship that can carry a small professional force across the galaxy, take jobs far from friendly ports, and survive trouble long enough to make the other side regret starting it.

The frigate is capable of atmospheric flight and can land on ordinary planets. It has proper kinetic barriers, military-grade sensors, shipboard weapons, crew quarters, cargo space, and the facilities needed for extended missions. It is not meant to stand in a line of battle against capital ships, but it is very well suited to the work of independent operators and professional soldiers.

The frigate comes with a loyal 26-asari follower crew who will only serve as crew for this vessel and has room for up to a dozen passengers to be kept in relative comfort. It also carries one slower-than-light shuttle for personnel and cargo transfer when landing the frigate itself is inconvenient or impossible.

[400 CP] Asari Armory

You receive an asari military procurement datapad with a built-in measurement scanner and secure ordering system. Once every 24 hours, you may order the equivalent of one Spectre Gear License loadout, custom-tailored to submitted measurements and selected needs, consisting of any of the equipment shown in the Mass Effect Trilogy or asari equivalents.

Unused daily orders accumulate over time. You may save them up to outfit a squad, household, expedition, or follower group all at once. Each order may be designed for the recipient's role, whether that means combat, technical work, piloting, diplomacy, or another practical specialization.

Deliveries may be sent to your warehouse or any property you own. The armory's ordering system and saved allotments are fiat-backed, but once delivered, the equipment itself is not fiat-backed unless

protected by another item or perk. It is real, elite-quality Mass Effect gear, but if you hand it out and it is later destroyed or lost, this item does not automatically replace that specific set.

[400 CP] Unlocked Microfabrication Suite

You possess a cargo-container-sized recycler and microfabricator suite built around Mass Effect industrial principles. It can break down suitable feedstock and manufacture a wide range of small to medium objects, provided it has the materials, schematics, and time required.

Unlike many civilian fabricators, this suite is unlocked. Its VI assistance will not refuse harmless custom work merely because it is unusual, proprietary, adult, politically inconvenient, or outside a narrow consumer template. It can assist with design, prototyping, repairs, and small-batch production, though it is still limited by its size, available materials, and Mass Effect-level manufacturing precision.

The suite comes with documentation sufficient to maintain, study, and reproduce its core technologies, assuming proper expertise and infrastructure. It does not create rare materials from nothing, bypass the need for actual engineering knowledge, or fiat-back anything it manufactures. The suite itself, however, is fiat-backed as a purchased item.

[400 CP] Corporate Cruiser

You own a cruiser suitable for corporate security, diplomatic travel, private military command, and high-status interstellar operations. It is a serious vessel: large enough to project authority, comfortable enough to host important guests, and dangerous enough that pirates and minor warships should think carefully before engaging it.

The cruiser is equipped for extended independent operation, with strong kinetic barriers, substantial weapons, advanced communications, and the facilities expected of a major asari-controlled vessel. It can transport personnel, support negotiations, coordinate smaller craft, and serve as the mobile headquarters of a wealthy matron, corporation, or political actor.

The cruiser comes with a loyal 300-asari follower crew who will only serve as crew for this vessel, and has room for several dozen passengers to be kept in relative comfort. It also carries four slower-than-light shuttles for personnel and cargo transfer when landing the cruiser itself is inconvenient or impossible.

[600 CP] Prothean Archive

You possess a hidden Prothean archive comparable to the one the asari canonically discovered and kept secret, complete with a friendly Prothean VI similar in function and temperament to Vigil. The archive contains an enormous body of lost Prothean knowledge, preserved in a form you can safely access and study.

The VI moderates access, translates context, and helps turn ancient data into usable understanding rather than incomprehensible visions or dead schematics. It can serve as teacher, archivist, research assistant, and warning system, helping you understand both the achievements and failures of the Prothean Empire.

The archive is not omniscient and does not contain every secret of the galaxy. It is, however, one of the greatest stores of lost knowledge in the cycle, especially for science, mass effect technology, and the history of the Reaper threat. In future jumps, the archive remains hidden, secure, functional, and accessible to you.

[600 CP] The Azure Resort

You own a luxurious asari resort, hotel, spa, and social retreat, the sort of place where wealthy travelers, diplomats, artists, corporate figures, celebrities, mercenaries between contracts, and curious young adventurers all come to relax, mingle, and be seen. By default, it is located somewhere appropriate to your starting circumstances, such as Thessia, Illium, the Citadel, or an asari colony.

The Azure Resort is a large destination property capable of hosting up to 1,500 guests at a time. It includes beautiful accommodations, fine dining, wellness facilities, entertainment venues, and private meeting spaces suitable for both pleasure and quiet negotiation. Its atmosphere is unmistakably asari: sensual, polished, discreet, and socially useful.

The resort comes with 750 asari follower staff, enough to operate at a high standard of luxury without requiring constant attention from you. They include the professionals needed to run the property properly, from hospitality and security to entertainment and administration, but they are loyal to the resort's function rather than being general-purpose servants or soldiers.

The Azure Resort is automatically supplied, maintained, cleaned, licensed, and paid for on the operational end. It will not generate infinite removable wealth, but it is profitable, respectable, and useful as a source of income, rumors, introductions, and elegant shelter. As a purchased Property, it follows the standard rules for staff, utilities, consumables, fiat restoration, and manifestation between jumps.

[600 CP] Republican Dreadnought

You own an asari dreadnought: a true capital ship, a large-scale strategic weapon, and one of the clearest statements of military power available to the modern galaxy. This is not a private yacht or a lightly armed transport, but a vessel built to stand in the line of battle and decide engagements through overwhelming firepower, shielding, endurance, and command presence.

Its primary weapon is a spinal mass accelerator capable of firing a 20-kilogram ferrous slug at 1.3 percent of lightspeed once every five seconds. Used properly, it can cripple major warships and threaten hardened strategic targets.

Beyond its main gun, the dreadnought carries the expected systems of a first-rate asari warship: powerful defenses, secondary weapons, and the shipboard facilities needed for extended fleet operations. Its interior is unmistakably asari, combining military function with elegance, comfort, and polished design.

The dreadnought comes with a loyal 2,000-asari follower crew who will only serve as crew for this vessel, and has room for several hundred passengers. It also carries eight slower-than-light shuttles for personnel and cargo transfer, since the dreadnought itself cannot land.

Maiden Items

[100 CP] Minagen X3

Once per week, you receive one kilogram of Minagen X3, a potent biotic enhancement drug. It is delivered in secure medical packaging with dosage instructions, purity information, and basic warnings. The supply may arrive at your warehouse, a property you own, or another safe location under your control.

When properly administered, Minagen X3 temporarily enhances biotic performance, making powers feel stronger, faster, and easier to sustain. It is especially useful for training, emergency combat use, and medical or developmental programs where controlled biotic enhancement is desirable. Misuse can still be dangerous, and ordinary medical caution is strongly recommended.

This weekly supply is fiat-backed, but individual doses are not once distributed or consumed. The drug remains genuine Minagen X3 in future jumps and may be studied, refined, or incorporated into other biotic research.

[100 CP] Toys

You receive the schematics and a single fiat-backed example each for three high-end adult toys built with Mass Effect technology, all designed around the same basic theme: bringing the glory of tentacles to Citadel space. They are safe, self-cleaning, body-safe, and compatible with asari, humans, quarians, and similar humanoid users, with settings that can be adjusted for anatomy, comfort, intensity, and personal limits.

The first is a small insertable “squid” toy designed for long-term teasing. Once inserted, its small flexible tentacles and tiny mass effect fields shift, stroke, grip, and stimulate with remarkable precision. It can be controlled remotely, follow preprogrammed patterns, or randomize its behavior, making it suitable for private play, teasing through the day, or giving someone trusted control from a distance.

The second is a larger tentacled vibrator with several independently moving limbs. Each tentacle can squirm, vibrate, and adjust its motion separately, allowing it to provide a much more varied experience than an ordinary toy. It is visually striking, easy to control, and designed to show off what Mass Effect materials science and miniaturization can do when applied to extremely unserious problems.

The third and largest is a restraint-and-stimulation rig built around a stable base unit. It uses a controlled mass effect field to lift and hold the user, while heavier synthetic-skinned tentacles provide restraint and lighter ones provide programmable stimulation. The restraint system is descended from Prothean-style containment field principles, though here repurposed into something much less dignified and much more entertaining.

The included schematics are complete enough to reproduce all three toys with suitable materials and fabrication equipment. Copies you manufacture are not fiat-backed unless protected by another item, but the original three examples and their documentation are covered by the usual item rules.

[200 CP] Hotel Reservations

At will, you may retroactively establish the existence of a single night’s prepaid stay at any lodging with an open room. The reservation will be legitimate, paid for, and recorded in the local systems as though it had

been made normally. Staff will remember it as unremarkable unless some outside investigation gives them reason to look more closely.

This can secure a place in hotels, inns, hostels, ship berths, rented rooms, or other short-term accommodations, provided there is actually space available and the establishment is capable of taking guests. The reservation covers a normal stay for you and a reasonable small party, including ordinary fees and basic services, but not extravagant extra charges or deliberate damage.

This does not create rooms where none exist, bypass security at private residences, or force someone to host you against all reason. It simply ensures that, when there was room for you, you had the foresight and money to reserve it.

[200 CP] Translation Suite

You possess a cargo-container-sized VI-supported design suite and microfabricator dedicated to Mass Effect-style translation technology. It can design, update, and manufacture translation devices suitable for personal, civilian, commercial, or exploratory use.

The suite comes preloaded with high-quality translation software for all major Citadel languages appropriate to your starting era. It can produce translators in several forms, including earpieces, omni-tool modules, and implant-compatible components. The exact design may be chosen for comfort, discretion, durability, or ease of mass use.

Its real value is adaptive translation. When introduced to someone speaking an unknown language, the conversational VI can attempt to learn by interacting with them, asking questions, testing meanings, and building a working model from context. With a willing native speaker and a few hours of patient interaction, it can produce a rough but usable translation package. With longer study, it can refine that package into something suitable for ordinary life, business, and diplomacy.

The suite is not magic. It cannot perfectly decipher a language from a single phrase, solve concepts with no shared context, or communicate effortlessly with minds that do not use recognizable language. But given speakers or sufficient records, it can steadily learn, improve, and produce practical translation tools. The suite includes complete schematics and documentation for its own technology, though devices it manufactures are not fiat-backed unless protected separately.

[400 CP] Gal Pals

A pair of asari maidens have become your followers, serving as a combination of bodyguards, personal attendants, and BFFs-with-benefits. They are not faceless servants or interchangeable guards; they are your girls, close enough to travel with you, share your life, and treat your adventures as theirs too.

Both Gal Pals possess Ready To Wander, Dancing Queen, Pretty Privilege, and Murder-Maiden. This makes them socially capable, dangerously attractive, and genuinely able to protect themselves and you in personal combat. Their exact appearances, personalities, talents, and relationship dynamics are yours to decide within that framework.

They are loyal in a personal and affectionate way rather than a military one. They will back you up, keep your secrets within reason, help manage your day-to-day life, and happily share intimacy with you and

each other under the terms of your relationship. They can disagree with you, get annoyed, or push back when treated badly, but their baseline is friendship, attraction, and devotion.

If lost, maimed, killed, or otherwise removed, they return according to the usual follower rules.

[400 CP] Boarding Pass

At will, you may retroactively manifest up to three tickets, passes, reservations, permits, or equivalent credentials needed to secure a place on public or commercial transportation. They are legitimate, paid for, and accepted as though arranged normally in advance.

This works for transportation that could plausibly have accepted passengers: starliners, trains, ferries, air travel, shuttle services, caravans, or similar means of travel. The passes will match the standards of the service involved, covering ordinary passenger access and reasonable baggage, but not ownership rights, crew-only access, military deployment slots, or impossible routes.

This does not create transportation where none exists, force a private vehicle to accept you, or override serious security concerns after you board. It simply ensures that if there was a seat, berth, cabin, or comparable place available, you can have had the paperwork and payment handled already.

[600 CP] Sorority Sisters

Three hundred asari maidens have agreed to become your very loosely associated followers. They are young by asari standards, adventurous, socially active, and eager to see what each new world has to offer. They are not servants, soldiers, employees, or a harem; they are a vast circle of sisters who consider you one of their own.

All Sorority Sisters possess Ready To Wander, Dancing Queen, Pretty Privilege, Murder-Maiden, and Where The Stories Are. This makes them capable wanderers, excellent social operators, and dangerous enough that mistaking them for helpless party girls is often a serious mistake. They can protect themselves, take work, make contacts, and find stories wherever they scatter.

The only downside is that they want to disperse and explore. In each jump, they will spread out through nearby civilization looking for nightlife, adventure, work, lovers, rumors, and whatever else catches their interest. They will stay in touch, share information, invite you along, and come together when the sorority itself or you specifically are threatened, but they will not automatically behave like a disciplined force under your command.

Treat them well, and you will have three hundred beautiful asari sisters making the universe livelier, friendlier, and much more interesting. If individual Sorority Sisters are lost, maimed, killed, or otherwise removed, they return according to the usual follower rules.

[600 CP] Dance Club

You own a large and luxurious multilevel club, bar, and restaurant. It is the kind of asari nightlife venue where dancers, travelers, mercenaries, students, tourists, lovers, and people looking for interesting trouble all eventually seem to pass through.

The club includes everything needed to function as a serious entertainment property: performance spaces, dining areas, and private rooms suitable for VIP guests or discreet meetings. Its atmosphere is sensual, polished, and permissive without being crude, with enough security and staff professionalism to keep ordinary trouble from ruining the night.

The Dance Club comes with enough asari follower staff to operate at its intended standard. They are loyal to the club's function and respectful of you as the owner, but they are not general-purpose servants or soldiers unless another purchase makes them so. The club is automatically supplied, maintained, licensed, and paid for on the operational end.

It is profitable and socially useful, though not an infinite source of wealth. It provides income, rumors, contacts, private meeting space, and a place where people lower their guards because they think they are only there to have fun. As a purchased Property, it follows the standard rules for staff, utilities, consumables, fiat restoration, and manifestation between jumps.

Matron Items

[100 CP] Wardrobe

You possess an elegant asari wardrobe containing every outfit seen worn by an asari in the Mass Effect games, adjusted to fit perfectly on whoever last opened its door. It includes a VI-assisted digital "mirror" built into the door, capable of displaying previews, suggesting combinations, and helping you choose an outfit suited to your plans.

The clothing is mundane once removed from the wardrobe, but high-quality, flattering, and unmistakably asari. The wardrobe itself cleans, repairs, and restocks its contents, allowing you to draw on its selection as often as you like. In future jumps, it may update with local equivalents while retaining its asari style.

[100 CP] Company Craft

You own a non-FTL vehicle of your choice, suitable for personal, corporate, or security use. It may be a hovercar, aircar, armored ground vehicle, shuttle-like atmospheric craft, or another civilian-scale vehicle appropriate to Mass Effect technology and your starting circumstances.

Whatever form it takes, the vehicle comes with kinetic barriers, a VI autopilot, light machineguns, and a missile launcher. It is not a tank, fighter, or dedicated military dropship, but it is much better protected and more dangerous than most civilian vehicles. It can serve as executive transport, discreet security, or a very persuasive company car.

The vehicle maintains and cleans itself and replenishes ordinary fuel and ammunition.

[200 CP] Corporate Charter

You may designate one property you own as operating under a private charter. While this charter is active, what happens on that property is considered your private business rather than a matter for outside authorities, so long as it remains contained there and does not spill into the surrounding world.

This can protect activities that would normally attract legal, regulatory, or social interference: private entertainment, unusual employment arrangements, adult commerce, experimental research, internal

discipline, or whatever else belongs inside the walls of your own chartered domain. Authorities may know the property has unusual privileges, but they treat that as legitimate rather than immediately suspicious.

This is not a license for consequence-free atrocity. Murder, mass harm, trafficking, reckless contamination, or other crimes that create victims beyond the willing participants and residents of the chartered property can still provoke intervention. The charter protects privacy, autonomy, and internal governance; it does not make the outside world pretend nothing matters.

You may change which property is covered once per jump, or when entering a new jump. Only one property may benefit from this charter at a time unless another purchase says otherwise.

[200 CP] Harem

Six asari matrons have agreed to join your household as followers, lovers, and co-parents. They are not merely casual companions; they are here to help build a family, bear and raise children, and make your household into something warm, stable, and enduring.

All six possess Ready To Build and Shaping the Next Generation. They are therefore well-prepared for household life, childrearing, and the deliberate cultivation of the next generation. Their appearances, personalities, relationship dynamics, and preferred roles within the household are yours to define within that framework.

Their loyalty is intimate and domestic rather than military. They are affectionate, committed, and open to intimacy with you and each other under the terms of your relationship, but they remain people rather than property. Treat them well, and they can become the heart of a large and flourishing asari family.

[400 CP] Indenture Contracts

You possess a set of carefully designed indenture contract templates, suitable for creating legally binding service agreements. These contracts may cover labor, debt repayment, training, sponsorship, relocation, protection, or other long-term arrangements where one party accepts service obligations in exchange for defined benefits.

So long as the contract is willingly signed by someone capable of understanding it, authorities in future jumps will recognize and enforce it as legitimate. Local law may translate the form into an appropriate equivalent, but the basic agreement will be treated as valid rather than dismissed as inherently illegal or unenforceable.

The contracts are not mind control and cannot be imposed by fraud, coercion, or incapacity. They also cannot authorize rape, slavery, torture, trafficking, or other abuses separate from the agreed service itself. But used properly, they let you create durable, enforceable arrangements even in societies that might otherwise refuse to honor such agreements.

[400 CP] Mechlab

You possess a cargo-container-sized VI-assisted design and fabrication suite for producing Mass Effect mechs. It comes preloaded with the full design specifications for FENRIS, LOKI, and YMIR mechs, along with the weapon specifications needed to arm them appropriately.

The Mechlab can fabricate, repair, modify, and test mechs so long as it has sufficient raw materials and time. Its VI can assist with safe design changes, software tuning, and adapting the basic platforms for new environments or mission profiles. It is not an unlimited factory, but it is enough to support a serious private security operation or specialized production line.

The included schematics and software are complete enough to reproduce the Mechlab's technology with suitable expertise and infrastructure. Mechs produced by it are not fiat-backed unless protected by another item, but they are genuine Mass Effect hardware.

[600 CP] Daughters of Fortune

Fifty-four asari maidens and six matrons have joined you as mercenary followers. Together, they form a disciplined professional company willing to fight, guard, escort, and take contracts under your command.

The maidens possess Ready To Wander, Dancing Queen, Pretty Privilege, and Murder-Maiden. The matrons possess those perks as well, along with Ready To Build, Contract Sense, and Battle-Matron. The result is a glamorous but genuinely dangerous mercenary force, led by experienced matrons who can keep the younger fighters organized.

They are loyal professionals rather than fanatics. They will follow your orders, protect your interests, and accept dangerous work, but they expect to be treated as successful asari mercenaries rather than disposable troops. Comfortable housing, good pay or support, proper downtime, and avoiding endless active deployment are part of the bargain.

If treated well, the Daughters of Fortune can serve as bodyguards, expedition troops, corporate security, or a private army in miniature. If treated poorly, their loyalty may suffer in the way described by the follower notes.

[600 CP] Executive Tower

You own an enormous skyscraper incorporating Mass Effect technology, suitable as the headquarters of a major corporation, political faction, private security firm, or matronal household enterprise. It is elegant, secure, and unmistakably asari in its blend of beauty, comfort, and quiet power.

The tower includes the facilities needed to function as a serious center of business and administration. Offices, residences, meeting spaces, secure archives, public reception areas, and private executive levels are all included, along with the staff needed to keep the building operating at its intended standard.

Its security and infrastructure are high-end without turning it into an obvious military fortress. Kinetic barriers, surveillance systems, privacy controls, and VI-assisted management help protect the tower and keep its daily operations running smoothly. It can host your businesses, house your followers, impress clients, and serve as the physical symbol of your growing influence.

Matriarch Items

[100 CP] Drinks

You receive an endlessly stocked bar, complete with a repurposed LOKI mech bartender. It may be kept in your warehouse, installed in a property you own, or treated as a compact private bar setup that can be placed wherever you have room for it.

The bar contains every mundane alcoholic drink, mixer, garnish, and cocktail ingredient that might reasonably be found in Mass Effect. In future jumps, it updates to include local mundane drinks and cocktail traditions, though it will not produce magical potions, sacred elixirs, supernatural vintages, or other extraordinary substances unless supplied separately.

The VI running the LOKI bartender is polite, efficient, and capable of making the mixing of drinks into a decent show. It can mix and serve drinks, maintain the bar, track preferences, and offer the sort of dry mechanical commentary one might expect from a machine that has been demoted from security work to making martinis, although it is not actually intelligent.

[100 CP] Salon Invitations

At will, you may retroactively manifest an invitation for yourself and one guest to any exclusive but not truly private event. The invitation is legitimate, properly recorded, and appropriate to the setting, giving you a plausible reason to attend without needing to explain why no one remembers inviting you until now.

This works for events such as parties, galas, receptions, public fundraisers, academic salons, and similar gatherings where invitations are controlled but attendance by an unknown respectable guest would not be impossible. It does not force entry into private family meetings, secret councils, military briefings, or events whose entire purpose is to exclude outsiders like you.

The invitation covers ordinary admission and the expected courtesies of attendance. It does not guarantee that anyone inside will trust you, like you, or let you into restricted back rooms. Once you are through the door, you must still make the evening worthwhile yourself.

[200 CP] QEP Microfabricator

You possess a specialized cargo-container-sized fabricator designed to produce quantum-entangled particle pairs for long-distance communication. These pairs can be built into QEP communication devices capable of transmitting across any distance or barrier, allowing real-time communication even where ordinary signals would be blocked, delayed, or impossible.

The device produces entangled pairs slowly, at a fixed rate sufficient to add one bit per second of communication capacity for every minute of operation. This makes it extremely valuable for secure strategic communication, but poorly suited to mass production. A simple text-only channel is much easier to support than a live audiovisual conference, and building a broad network requires patience.

The resulting communication devices are bulky by the standards of personal electronics, better suited to ships, embassies, headquarters, colonies, or secure facilities than casual handheld use. They are not fiat-backed once produced unless protected by another item, but the fabricator, its schematics, and its technical documentation are covered by the usual item rules. The fabricator includes complete schematics and documentation for its own technology.

[200 CP] Diplomatic Credentials

At will, and retroactively if needed, you may manifest diplomatic recognition upon arriving in or at the borders of any polity that recognizes diplomatic status as a concept. The relevant authorities will accept that you are a legitimate diplomatic figure, even if no one is entirely clear who you represent until you tell them.

This grants the ordinary benefits expected of diplomatic status in that society, such as formal reception, protected communication, negotiated access, and appropriate immunities. It does not automatically make you an ambassador of a major power, give you authority over local officials, or force anyone to grant demands beyond what your status would normally support.

The credentials are legitimate but flexible. You may define the polity, organization, or interest you claim to represent, so long as it is not blatantly impossible in context. Abuse can still have consequences: diplomatic immunity protects you from many ordinary legal inconveniences, but it does not stop a host nation from expelling you, restricting your movements, or treating you as a problem if you behave like one.

[400 CP] Handmaidens

Eighteen asari maidens have decided to follow you as devoted handmaidens. They will eagerly serve as attendants, aides, escorts, social support, and personal protégées. They are not soldiers by default, but they are disciplined, attractive, and eager to be useful.

All Handmaidens possess Dancing Queen, Pretty Privilege, and Diplomatic Expertise. They are therefore graceful in public, socially useful in formal settings, and very good at making your presence feel more elegant, desirable, and important. Their appearances, personalities, duties, and relationship dynamics are yours to define within that framework.

Their loyalty is personal and reverent rather than mercenary. They look to you for guidance, protection, and purpose, and are happy to assist you in public or private under the terms of your relationship. If treated well, they can become a beautiful living extension of your household, reputation, and will.

[400 CP] Embassy Allotment

When entering or arriving at the borders of any polity that ordinarily allows foreign embassies or diplomatic missions, you may request one of your own. A suitable property will be provided, recognized, and declared an embassy for you, with the expected legal status and protections.

The embassy is appropriate to the polity and circumstances. It may be modest in a small nation, impressive in a galactic capital, or strange in a world with unusual customs, but it will be sufficient to house a serious diplomatic presence. It comes with the ordinary utilities, security, staff space, and public-facing areas needed to function.

This does not force a hostile power to welcome you warmly, nor does it make the embassy inviolable against war, collapse, or deliberate treaty-breaking. It does, however, give you a legitimate foothold: a recognized place to receive visitors, conduct negotiations, shelter your people, and insist that you are not merely a stranger wandering in from the street.

Unlike most purchased Properties, each embassy is tied to the polity that grants it. It does not automatically follow the standard property manifestation rules, though its fiat-backing protects the allotment itself and allows you to request a new appropriate embassy in future jumps.

[600 CP] Commando Retinue

Twelve elite asari matrons have devoted their lives to your service. They are among the finest personal retainers a matriarch could ask for: bodyguards, agents, escorts, and commandos whose loyalty is personal, disciplined, and deeply serious.

Each member of the retinue possesses Ready To Wander, Dancing Queen, Pretty Privilege, Murder-Maiden, Ready To Build, Battle-Matron, Ready To Lead, and Diplomatic Expertise. They are socially polished, physically beautiful, brutally dangerous, and capable of operating in both formal halls and active combat zones.

Their obedience is much stronger than that of ordinary followers. They have chosen service as the center of their lives and will accept danger, secrecy, and morally difficult work on your behalf. They are not mindless, and truly pointless cruelty or suicidal stupidity can still strain their loyalty, but they are far closer to sworn retainers than employees or casual allies.

If treated with the respect due to warriors of their caliber, they can serve as your honor guard, strike team, security staff, trainers, and the hard edge behind your otherwise dignified authority. They follow the usual follower rules if lost, maimed, killed, or alienated.

[600 CP] New Thessia

You receive a garden world of your own, remarkably similar to Thessia. It has blue seas, mild climates, rich ecosystems, broad regions well-suited to asari habitation, and abundant element zero deposits valuable for biotic development and Mass Effect-style civilization.

The world begins with a small but well-established colony of 20,000 asari citizens. You may define their demographics, culture, and early organization within reason. They are citizens rather than personal servants, loyal to the survival of New Thessia and respectful of you as founder, patron, ruler, or recognized authority.

Any willing citizen of New Thessia may be carried into future jumps with the planet by being on the world or in its orbit at the end of a jump. In this way, its population may grow into a true people over time, carrying its families, institutions, history, and culture from setting to setting. However, New Thessia's citizens are an exception to the usual follower rules: they are not individually fiat-backed, do not automatically receive follower equipment, and are not resurrected if they die.

New Thessia itself is fiat-backed between jumps. At the start of each new jump, you may choose how much restoration the planet receives. Depleted eezo deposits, damaged ecosystems, polluted regions, ruined wilderness, and similar planetary losses may be restored without erasing cities, infrastructure, population growth, or other developments you wish to keep.

If New Thessia is destroyed, lost, depopulated, or too thoroughly ruined for selective restoration to be meaningful, it may instead be restored to its purchased baseline. If the carried population has fallen

below 20,000, new colonists are supplied at the start of the next jump to restore it to that number, rather than resurrecting the dead.

New Thessia will not instantly produce fleets, armies, or infinite wealth. Major development still requires time, leadership, investment, and population growth. Given that time, however, it can become a prosperous asari world and a legacy worthy of a matriarch. In future jumps, it may be placed in a safe orbit around a star of your choosing, or in another suitable location consistent with the setting's cosmology.

Companions

[50 CP] Import/Create

You may import a previous Companion or create a new one for 50 CP each. Imported or created Companions receive an Origin of their choice, along with its associated discounts, 800 CP to spend on Perks and Items, as well as their own 600 CP Item Stipend. This CP cannot be used to purchase additional Companions.

Created Companions may be fully customized, including their age, appearance, personality, history, and relationship to you. They may be absolutely loyal to you if you choose, including being willing to accept Jumpchain fiat-backed loyalty.

[100 CP] Recruit

You may bring along any local individual for 100 CP each. Recruited Companions do not receive an Origin, discounts, or CP by default.

You may combine this option with Import/Create for a total cost of 150 CP to grant a recruited Companion an Origin, discounts, 800 CP, and Item Stipend as normal.

Drawbacks & Toggles

[Free] Supplement Mode

This jump may be used as a supplement to any other Mass Effect jump. In that case, this document does not determine your starting time, location, or basic scenario unless you want it to. Instead, it adds its Origins, Perks, Items, Companions, Followers, Drawbacks, and Toggles to the other jump.

You still become asari for the duration of the jump unless another option says otherwise, and your asari form still becomes an alt-form afterward. If there is a conflict between this jump and the main jump, decide which rule takes precedence before the jump begins.

[Free] Asari Aesthetics

The specifics of asari biology are sometimes vague, and their presentation has not always been perfectly consistent. With this toggle, you may decide the purely aesthetic and intimate biological details of the asari species for the purposes of this jump.

These changes are universal and retroactive. If you decide that asari have hair instead of scalp crests, then asari have always had hair. If you decide their facial markings are present across their entire body or the result of cosmetics, then that is simply how asari look. These changes apply to your own asari form, to asari companions and followers, and to the asari species as a whole within this jump.

This may also define the unclear details of asari sexuality. You may decide what an azure looks like, how it feels, how asari experience physical stimulation, and how important melding is to sexual pleasure. Perhaps asari are intensely sensual, multiorgasmic, and capable of enjoying mundane touch even more than humanity. Perhaps they are almost entirely reliant on melding for meaningful erotic sensation, using physical contact mainly as a focus for telepathic intimacy. Most interpretations can fall somewhere between those extremes.

This toggle does not grant powers, combat advantages, or supernatural abilities by itself. It simply lets you decide what asari bodies are like where canon leaves room for interpretation, and makes that decision true for the setting.

[Free] Big Blue Cock

The futa toggle. You may decide that asari possess functional male genitalia in addition to their usual anatomy. Like Asari Aesthetics, this choice is universal and retroactive for the purposes of this jump. If you decide asari are futas, then asari have always been futas.

The precise biology is yours to define. Asari may have external or retractable cocks, may or may not have visible balls, and may produce semen, eezo-rich reproductive fluid, or something stranger. You may decide whether asari can impregnate one another, whether they can impregnate other species and if so whether the resulting child will always be an asari, or whether it is primarily sexual rather than reproductive. Whatever answer you choose becomes the normal biology of the species.

This change applies to your own asari form, to asari companions and followers, and to the asari species as a whole within this jump. You may also decide whether galactic society treats this as ordinary, erotic, culturally significant, medically unremarkable, or simply one more thing everyone already knew about asari.

This toggle is sexual and biological rather than a source of special power. It may interact normally with perks and items that affect fertility, sexuality, appearance, or bodily control, but it does not provide additional abilities on its own.

[Free] An Early Arrival

You may change your arrival time to any point in asari history, from their earliest pre-spaceflight eras to the modern Reaper War and beyond, provided the chosen point is still recognizably part of the Mass Effect timeline.

This can place you in ancient Thessian civilization, the early expansion of asari space, the discovery of the Citadel, the foundation of the Council, the Rachni Wars, the Krogan Rebellions, the rise of modern galactic society, or any later period you prefer. Your starting location and background should be adjusted appropriately.

[Free] A Novelization Of Mass Effect

The fanfic toggle. At your discretion, barring other Drawbacks, you may base this version of the Mass Effect galaxy on any broadly canon-compatible fanfic. For this purpose, "canon-compatible" means that the story remains recognizably Mass Effect rather than becoming a crossover, ISOT, isekai, self-insert scenario, or unrelated setting wearing Mass Effect names.

This may alter characterization, relationships, minor history, local politics, tone, hidden conspiracies, side plots, or the details of events not firmly established by canon. It does not give you free access to powers, technologies, factions, or characters that only exist because another setting was imported into the story. If the chosen fic contradicts this jump, your Drawbacks, or your purchases, decide how those conflicts resolve before the jump begins.

Alternatively, you may leave the setting broadly canonical and simply predefine this universe's Commander Shepard. Shepard's sex, background, personality, morality, major choices, competence, survival, relationships, and eventual ending may all be chosen by you within the limits of recognizable canon. You may decide whether Shepard is paragon, renegade, some mixture of the two, wildly successful, tragically flawed, or simply absent from your personal story until events bring you together.

[Free] Jumpers Don't Fear The Reaper

The Reapers are ancient, patient, and terrifyingly capable, but canon leaves room for debate about how closely they monitor the galaxy, what might draw their attention, and how easily the cycle could begin ahead of schedule. With this toggle, you may decide how sensitive the Reapers are to butterfly effects, outside-context technology, and historical disruption.

Perhaps Sovereign, the Collectors, and Harbinger are all watching the galaxy closely, with informants, hidden probes, compromised networks, and contingency plans ready to respond to anything that looks too dangerous. Perhaps the Shadow Broker has been trying to curry favor with the Collectors for centuries, or perhaps a careless display of impossible technology could send warnings racing into dark space. In that version of events, meddling with history may require extreme caution.

Alternatively, the Reapers may be far more passive between cycles. Perhaps the invasion happened when it did because Saren discovered Sovereign, panicked, and helped set events in motion while trying to bargain for survival. In that version of events, the Reapers remain terrifying once engaged, but they are not omniscient guardians of narrative canon and may not react quickly to every strange anomaly.

Whatever answer you choose becomes true for the purposes of this jump. This toggle does not weaken the Reapers in direct conflict, make them harmless, or protect you from consequences once they notice you. It simply lets you decide, in advance, how carefully you need to hide your presence, technology, foreknowledge, and interference from the things waiting in dark space.

[100 CP] An Extended Stay

Your stay in this jump is extended. The first purchase increases the duration to 100 years instead of the usual decade. Each additional purchase adds another 100 years, to a maximum of 600 years total.

This extra time is real time spent in the setting. You may use it to grow, learn, raise families, build institutions, develop worlds, or simply live through enough history to feel what asari longevity truly means. Drawbacks remain active for the full extended duration unless they specifically say otherwise.

[100 CP] Meld-Sexual

Canon is not perfectly clear about the degree to which asari require melding for sexual fulfillment. You now fall under the most extreme interpretation. You are physically capable of ordinary sexual activity, but you cannot receive genuine sexual pleasure or satisfaction from it unless it is accompanied by a meld.

Touch, intimacy, affection, and erotic context may still matter emotionally, but the sexual reward does not arrive without that mental connection. This can make casual encounters more complicated, require far more trust than usual, and turn sexual frustration into a genuine problem if circumstances prevent safe melding.

[100 CP] A Bit Of A Bitch

You make a bad first impression with everyone you meet. Something about your expression, tone, timing, reputation, or general attitude rubs people the wrong way before you have a chance to prove otherwise.

This does not make everyone hate you forever, but it does start social interactions at a disadvantage. Strangers assume you are rude, smug, shallow, manipulative, entitled, or otherwise unpleasant. You can overcome this with time, charm, competence, or genuine kindness, but you will need to work past that initial reaction again and again.

[100 CP] A Bit Of A Bimbo

People tend to assume you are much less intelligent, responsible, and competent than you really are. Your beauty, mannerisms, reputation, or simple bad luck makes others treat you like a pretty fool even when you are doing nothing to deserve it.

This does not actually reduce your intelligence or skills. The problem is perception. People talk down to you, underestimate your plans, dismiss your warnings, and assume your successes are luck, seduction, or someone else's work. You can still prove yourself, but you may need to do so repeatedly before people take you seriously.

[200 CP] Maidenhead

Regardless of your actual age or chosen Origin, you are saddled with the mentality associated with an asari maiden at her most restless. You crave novelty, sensation, attention, experience, and freedom, and you find it much harder to sit still, think long-term, or accept quiet responsibility.

This does not make you stupid or incapable of serious action, but it does make discipline more difficult. You are more easily tempted by travel, parties, flirtation, risk, romance, and interesting bad ideas. Long-term plans still matter to you, but the immediate galaxy keeps looking very shiny.

[200 CP] An Asari Alone

You lose access to all companions and followers for the duration of this jump, including any purchased here. They do not die, defect, or suffer because of this drawback; they are simply unavailable until the jump ends.

This includes followers who would normally operate your properties, ships, businesses, armies, fleets, nations, organizations, or other holdings. Purchased properties may still exist, ships may still be physically present, and out-of-jump assets may still be available if not blocked by another drawback, but they do not bring their usual loyal staff, crew, soldiers, servants, citizens, administrators, or other follower support with them.

If you want people to run your holdings, crew your ships, manage your businesses, guard your homes, or serve under you, you must recruit them locally. Bringing in a fleet from another setting may be possible, but finding enough people in the Republics to crew it, train on it, maintain it, and accept your explanation for having it is now your problem.

Narrowly automated systems may still function if they do not depend on followers, and ordinary non-follower locals may still be hired, persuaded, or otherwise brought into your service. But for the duration of the jump, you are cut off from your usual retinues, companions, and fiat-backed personnel. If you want friends, lovers, allies, students, employees, or subordinates, you will need to find them here.

[200 CP] Biotically Impaired

You have no access to biotic abilities for the duration of the jump. This includes natural asari biotics, biotic training, biotic powers purchased elsewhere, and any perk or item effect that would directly let you produce mass effect fields through your body.

You may still use technology that relies on element zero, including ships, weapons, barriers, and tools, provided you can operate it normally. You are not allergic to eezo and do not lose your asari nature, but the personal biotic gift that asari are famous for is simply absent.

[200 CP] Local Physics

No methods of faster-than-light travel or faster-than-light communication from outside the Mass Effect setting work for the duration of your stay. If you want to cross interstellar distances, you must rely on mass relays, Mass Effect drives, or other local methods.

This restriction applies to your technology, powers, magic, portals, dimensional shortcuts, summoned ships, and similar options from outside this setting. Local FTL and communication still function normally, and anything purchased in this jump is treated as local for this purpose.

[400 CP] Demon of the Night Wind

You are a known ardat-yakshi. Your condition is documented, rumored, or otherwise sufficiently exposed that major asari authorities and many informed galactic actors know what you are, or will learn soon after the jump begins.

Worse, your version of the condition does not benefit from the positive aspects granted by The Secret of the Night Wind. Your lethal melding is not safely optional, not cleanly controlled, and not a reliable

source of useful power or knowledge. Intimate melding becomes dangerous, addictive, and socially ruinous in exactly the way asari fear.

Whether you are hunted, confined, pitied, studied, feared, or pressured into a monastery depends on your era and circumstances, but you will not be allowed to live as an ordinary asari if the truth is known. Hiding, fleeing, bargaining, or proving you are somehow safe will be major problems.

[400 CP] Brokered Betrayal

Someone has placed a terrifyingly effective bounty on your head. Anyone in regular contact with you, or who spends significant time in your vicinity, begins receiving untraceable offers to assassinate, betray, capture, or otherwise deliver you in exchange for whatever they would personally find most tempting.

The offers are tailored. Credits for the greedy, cures for the desperate, revenge for the bitter, security for the frightened, secrets for the curious, and power for the ambitious. They do not mind-control anyone, but they arrive persistently, privately, and with enough credibility that even loyal allies may be disturbed by how well the offer understands them.

Casual strangers are not constantly bombarded, but employees, lovers, guards, officials, crewmates, neighbors, and companions all become potential points of pressure if they spend enough time near you. Trust becomes possible, but never effortless.

[400 CP] Galaxy's Most Wanted

You are a known and wanted criminal on a galactic scale. Your face, name, biometrics, or identifying profile are in law-enforcement databases, bounty networks, and security briefings across Citadel space and beyond.

The exact charges are up to you, but they are serious enough that arrest, extradition, assassination, or bounty hunting are all plausible responses. Murder, terrorism, piracy, treason, high-value theft, corporate sabotage, forbidden research, or spectacular fraud would all fit. You may or may not actually be guilty, but the authorities believe they have enough reason to come after you.

This does not make every civilian recognize you on sight, but travel, finance, official paperwork, public appearances, and interaction with security forces become dangerous. Even if you clear your name locally, the wider galaxy will not forget easily.

[400 CP] Hot Commodity

You are a persistent target of slavers, traffickers, collectors, and other people who see you as merchandise. Your beauty, biology, rarity, reputation, powers, legal vulnerability, or some other quality makes you especially valuable on the wrong markets.

These threats are not random muggers alone. They may include organized slaver rings, corrupt corporate actors, pirate crews, criminal brokers, or wealthy private buyers willing to hire professionals. They will attempt abduction, coercion, debt traps, legal tricks, seduction, blackmail, and direct force as circumstances allow.

They are not omniscient and they can be defeated, but the problem keeps returning. Safety requires vigilance, allies, secure travel, and a willingness to make examples of people who think you can be owned.

[600 CP] An Ordinary Asari

You lose access to all perks, powers, abilities, and supernatural advantages not purchased from this jump. You are also locked into your asari form for the duration.

Your body, mind, and capabilities are limited to what your asari nature, local training, local equipment, and purchases from this document provide. Alt-forms, out-of-jump magic, exotic biology, outside technology integrated into your body, divine gifts, psychic powers, and similar advantages are suppressed.

You may still learn, train, use local tools, and benefit from this jump's purchases normally. For the duration, however, you are not an omniversal traveler wearing an asari face. You are an asari, and must survive as one.

[600 CP] An Impoverished Asari

You lose access to your warehouse, all out-of-jump items, and the fiat-backed restoration, replacement, or periodic renewal of in-jump items for the duration of the jump.

You may still begin with in-jump items you purchased, but if they are lost, destroyed, stolen, depleted, or used up, they will not automatically return or refill while this drawback remains active. Properties, ships, supplies, income sources, and similar purchases must be protected and maintained through ordinary means. If someone burns down your club, steals your gear, or bankrupts your operation, fiat will not fix it until the jump is over.

[600 CP] Shepard of the Asari

Commander Shepard does not exist. The Reapers will invade within three years of your arrival, regardless of your chosen start time, and events will conspire to ensure that the galaxy has no other simple replacement for Shepard's role.

You do not necessarily need to personally duplicate every one of Shepard's accomplishments, but someone must rise to meet the crisis. The Reaper threat is real, imminent, and catastrophic, and the asari will be one of its central targets. If the total asari population drops by 80% or more before the end of your jump, you lose.

This drawback can turn even an ancient or early start into a desperate alternate-history crisis. You may have warning, preparation time, allies, and whatever advantages your build provides, but the invasion is coming soon, and the survival of your people is the standard by which your jump will be judged.

[600 CP] An Elderly Asari

Regardless of your actual age or Origin, you begin the jump as a newborn asari. You are locked into your asari form and lose access to any perks, powers, abilities, items, or outside advantages that would allow you to ignore, bypass, accelerate past, or trivialize the effects of aging and childhood.

To succeed, you must live a full asari life. You must survive from infancy to decrepitude; pass through each of the three stages of the asari life cycle; and eventually die of old age after roughly a thousand years. You do not fail for dying peacefully at the proper end of that life. You fail if you die early, avoid the required life cycle, or escape the drawback's terms through immortality, time tricks, body swapping, or similar loopholes.

During this life, you may still learn, grow, form relationships, use local resources, and benefit from purchases that do not contradict the drawback. The challenge is not merely survival in battle, but actually living long enough to become old, complete, and finished.

Ending

After your required time in the Republics has passed, your stay will come to an end. At that point, you may choose one of the following options:

Go Home
Return to the world from which you originally came, carrying with you all that you have gained during your chain thus far.

Stay Here
Remain in this setting permanently. Perhaps you have grown attached to the asari or the Mass Effect setting.

Move On
Leave this universe behind and continue onward to a new jump, carrying your Companions, Perks, Items, and experiences with you into the next setting.

Notes

Perks

Asari Assimilation

Companions transformed by this perk receive their new asari body as an alt-form, and may transform back and forth from it as usual and at-will. For everyone else the transformation is permanent barring some other means of undoing it or allowing further changes.

Items

Unless otherwise stated, all purchased Items are fiat-backed. If a purchased Item is lost, damaged, stolen, or destroyed, it will be repaired or replaced within **24 hours**, with the restored or replacement Item appearing at a safe location under your control. You may choose the location when this occurs, provided it is somewhere the Item could reasonably fit and arrive without causing immediate disaster.

Items that generate supplies, deliveries, income, or similar resources do so according to their own descriptions. These generated materials are not automatically fiat-backed unless the Item specifically

says they are. Once removed, spent, sold, given away, destroyed, or incorporated into something else, such resources are generally ordinary things of their type.

When an Item comes with blueprints, schematics, software, or technical documentation, those materials are fiat-backed as part of the Item. Anything you build from them is not automatically fiat-backed unless purchased separately or protected by another perk or item.

Ships and Properties are considered legally yours as of the start of the jump, barring Drawbacks or other complications that specifically place you outside the law. This may mean that a Maiden has somehow come into legal possession of a dreadnought, resort, tower, or colony world. The precise explanation is up to you, and may involve inheritance, patronage, purchase, corporate ownership, political appointment, ancient rights, shell companies, or whatever else best fits your background.

Ships

Ships are fiat-backed, but larger vessels require more time to restore than ordinary Items. Unless otherwise stated, if a purchased ship is lost, damaged, stolen, or destroyed, it will be repaired or replaced after **one year**. You and your crew may still repair damage yourselves more quickly through ordinary means, and successful repairs do not need to wait for the fiat restoration period.

All purchased ships come with a loyal follower crew appropriate to that vessel. These crew members are followers rather than companions, but they are assigned specifically to the ship they came with and will only serve as crew for that vessel. A **Private Shuttle** comes with **2 crew**, a pilot and copilot/engineer. A **Mercenary Frigate** comes with **26 crew**. A **Corporate Cruiser** comes with **300 crew**. A **Republican Dreadnought** comes with **2,000 crew**.

Larger ships also come with short-range, slower-than-light shuttles for personnel and cargo transfer when landing the main vessel is impossible or inconvenient. A **Mercenary Frigate** carries **1 shuttle**, a **Corporate Cruiser** carries **4 shuttles**, and a **Republican Dreadnought** carries **8 shuttles**. These support craft are not independent FTL vessels, but they are included as part of the parent ship's ordinary equipment and are restored with it.

All purchased ships have a replenishing supply of ordinary consumables needed for normal operation, including fuel, atmosphere, food, basic spare parts, and routine shipboard supplies. This supply is enough to keep the vessel functional, comfortable, and battle-ready according to its role, but it is not an infinite source of removable wealth or rare materials.

All purchased ships have a top FTL speed of **15 light-years per day**. They can operate at that speed for **50 hours** before needing to discharge their drive core, with lower speeds extending that operating time proportionally. The main differences between ships for travel are therefore not maximum FTL speed, but comfort, endurance, cargo capacity, armament, defenses, facilities, and crew capacity.

Atmospheric capability depends on the vessel. **Private Shuttles** and **Mercenary Frigates** can enter atmosphere and land on ordinary planets. **Corporate Cruisers** can only land on low-gravity worlds, moons, and similarly forgiving bodies. **Republican Dreadnoughts** cannot land and must remain in space.

Between jumps, purchased ships may be left in a form of nonexistent stasis rather than physically accompanying you. In future jumps, you may call them in at will to any appropriate location of your choice, usually somewhere in orbit of your starting world or otherwise reachable from your starting circumstances. Once called in, a ship cannot simply be dismissed again; you must deal with its presence in the setting unless you have some other means of storing, hiding, docking, or transporting it.

Properties

Properties are fiat-backed holdings such as homes, resorts, towers, clubs, colonies, and similar locations. Unless otherwise stated, purchased Properties come with utilities automatically handled, ordinary consumables replenished, and enough follower staff to operate at their intended standard. This does not make them infinite sources of money, materials, or labor, but it does keep them functional without constant outside micromanagement.

Property staff count as followers rather than companions. They are loyal to the property's function and respectful of you as owner, patron, director, founder, or beneficiary, but they are not general-purpose servants or soldiers unless the Property specifically says otherwise.

Between jumps, each Property may be handled in one of three ways. It may be attached to your warehouse or a similar personal dimension, inserted into the next jump at a suitable location of your choice, or merged into any other property you own. Merging combines the purchased Property's functions, staff, style, and fiat-backed features with the existing location, rather than duplicating it or allowing the same property to exist in multiple places at once. Multiple properties may be merged, and the exact details and outcome of any merger are up to you.

Inserted Properties arrive with whatever legal ownership, permits, utility connections, and mundane paperwork are needed for them to operate, unless a Drawback or local condition specifically interferes. They update enough to function safely and practically in the local world while retaining their Mass Effect technology, asari character, staff culture, and purchased capabilities.

Followers

Unless otherwise stated, all followers purchased in this jump receive **Thessian Citizenship** and **Basic Gear**. If you purchase **Spectre Gear License**, their Basic Gear is upgraded into a full spectre-quality personal loadout suited to their bodies, roles, and specializations. A dancer-bodyguard, engineer, pilot, commando, or diplomat will therefore receive equipment appropriate to what they actually do rather than an identical kit.

The purchaser may decide the details of their followers, including names, appearances, personalities, preferences, and personal histories, within the rough limits of the follower Item's description. Followers are generally friendly and loyal, but the nature and limits of that loyalty depend on the relationship described by the Item. A devoted handmaiden, a professional mercenary, a ship's engineer, and a loose sorority sister are not loyal in exactly the same way.

Unless the purchaser intentionally chooses otherwise, followers may be assumed to be attractive, sexually compatible with the purchaser's preferences, and open to intimacy with the purchaser and each other under the terms of their described relationship. This does not make them mindless, erase their

personalities, or remove the need to maintain a healthy relationship with them, but it does mean that “beautiful asari who are interested in you and each other” is the assumed baseline rather than an exception.

Followers may be considered ageless while they remain fiat-backed, at your discretion and theirs. An individual follower only ages if desired, and only as far as desired. This does not force eternal youth on anyone who would rather mature, grow older, or experience the natural course of life, but it ensures that purchased followers are not worn away by the long spans of time an asari-centered jumpchain may involve.

If a follower is lost, maimed, or killed, they will return after **one week**, restored to health, equipped with whatever fiat-backed gear they are entitled to, and retaining any “upgrades” you have made to them. If a follower is sufficiently alienated, betrayed, abused, or driven away, they may choose to turn against you. In that case, they are considered **lost** for the purposes of this jump’s fiat-backing. The individual who turned against you loses that fiat-backing and will not be restored by it; instead, a new follower fitting the same Item description will replace them after the usual one-week period.

Followers are not companions unless specifically imported or upgraded by other means. They do not receive CP, companion status, or independent fiat-backed growth from this jump by default, though they may possess listed perks, equipment, or qualities granted by their own Item descriptions.

Changelog

V1.0 Initial Release

V1.1 Added A Novelization of Mass Effect and Jumpers Don’t Fear The Reaper toggles.

Jump written by KyleDaScourge with AI assistance for spelling, grammar, and toning down my pedantic need to be as specific as possible on how everything works.

Credit for significant details and inspiration goes to...

Stripper With A System by NovusPeregrine

Psi Effect by Cap'n Chryssalid

Pirate Princess by MidasMan

Cerulean Stars: An Asari Security Officer in Commander Sisko's Court by Vaermina

I’m sure there are other fics I’ve read over the years, but those are the ones that stuck with me.