

Questions about this AU? Leave a comment below and I'll (try to check here more often and) answer!

Freelancers

- **Washington-** Second Chance/ Cat's Blessing/ Epsilon (Was supposed to assist Wash by recalling his deaths to help avoid future mistakes)/ Unknowing/ Given
- **Carolina-** Enhanced Speed/ Hawk's Strike/ Eta and Iota (Assists her in calculating how fast she needs to move to reach a destination and the speed)/ Knows about herself/ Born
- **North-** Enhanced Vision/ Eagle's Eyes/ Theta (Assists North in aiming and drawing his attention to specific items/people/places)/ Unknowing/ Born
- **South-** Berserker Mode/ Bear's Anger/ No AI/ Unknowing/ Born
- **York-** Suggestion / Snake's Guile/ Delta (Assists York in deciding what to say, and when to say it, assessing responses)/ Knows Own/ Given
- **Maine-** Damage Boost (taking damage gives him more power)/ Boar's Rage/ Sigma (Assists Maine by assessing how much damage that Maine can take vs give)/ Knows Own/ Given
- **Connie-** Stealth/ Fox's Touch/ No AI/ Knows about All/ Given
- **Florida-** Empathy/ Llama's Conscious/ No AI/ Knows about some/ Born
- **Wyoming-** Inconspicuous / Crow's Deception/ Gamma (Assists Wyoming in reading the atmosphere and finding places to hide where no one will notice him, helps him blend in)/ Knows about some/ Given
- **Texas-** Adaptability/ Coyote's Wiles/ Omega (Assists Texas in suggesting how to change to fit her location and circumstances)/ Knows about some/ Implanted
- **479er-** Ship handling/ Pelican's Lift/ No AI/ Knows Own/ Born

Sim Troopers

- **Donut-** Luck and Armour/ Rabbit's Luck + Armadillo's Armour/ No AI/ Knows about all/ Born and Given
- **Grif-** Internal Temperature Control/ Seal's Climate/ No AI/ Unknown/ Born
- **Simmons-** Mental Stamina/ Giraffe's Control / No AI/ Unknown/ Born
- **Sarge-** Mechanics Soul/ Eel's Skin/ No AI/ Unknown/ Given
- **Lopez-** NA/ NA/ No AI/ Knows about all/ NA
- **Tucker-** Tactics/ Alien's Bounty/ No AI/ Knows Own (kind of)/ Given
- **Caboose-** Strength Enhancer (himself and others)/ Elephant's Goodwill/ No AI/ Unknown/ Born
- **Kai-** Confidence Enhancer (herself and others)/ Parrot's Preen/ No AI/ Unknown/ Born

- **Church-** Enhanced Possession/ Ghost Crab's Pinch/ Is AI/ Unknown (thinks he is a ghost)/ Implanted
- **Doc-** Therapeutic Touch/ Horse's Touch/ No AI/ Knows Some/ Given

Mercenaries

- **Felix-** Enhanced Reflexes/ Leopard's Grace/ No AI/ Knows about all/ Given
- **Locus-** Endurance/ Spider's Patience/ No AI/ Knows Own/ Born
- **Siris-** Night Vision/ Owl's Surveillance/ No AI/ Knows Own/ Born

Chorus

- **Kimball-** Extreme Calm (& Enhanced Leadership and Trust- self only)/ Lion's Poise (& Stork's Trust)/ No AI/ Unknown/ Given (and also Given)
- **Grey-** Calming Nature/ Capybara's Stature/ No AI/ Knows/ Born
- **Alanna Jacobi (Nile's OC)-** Medical Empathy/ Otter's Touch/ No AI/ Knows/ Given
- **Matthews-** Unbreakable Spirit/ Canine's Joy/ No AI/ Knows/ Born
- **Doyle-** Enhanced Leadership (others only)/ Stork's Dignity/ No AI/ Knows/ Born
- **Katrina Doyle (Leech's OC)-** Exceptional Balance/ Crane's Grace/ No AI/ Knows/ Born
- **Sophie Doyle (Leech's OC)-** Impeccable Taste / Anteater's Scent/ No AI/ Knows/ Born

The Blues and Reds

- **Temple-** Persuasion/ _/ No AI/ Knows All/ Given
- **Loco-**
- **Buckey-**
- **Biff-**
- **Surge-**
- **Lorenzo-** NA/ NA/ No AI/ Knows About All/ NA
- **Gene-**
- **Cronut-**

Others

- **The Director-** No gift/ Knows about gifts
- **Aiden Price-** No gift/ Knows about gifts
- **Hargrove-** No gift/ Doesn't know, but has an idea of something (thinks its bio enhancements)
- **Megan Wu-** no gift/ knows about gifts/ probably clues her husband in about it at one point/ Grandfather was Gifted
- **Douglas Eiffel (Wolf 359)-** Radio Wave MAnipulation/ Whale's Call/ No AI (Hera doesn't count)/ Knows/ Born

Ships

- Grimmons
- Tuckington
- SARGE/GREY/JACOBI
- Matlomo
- Missed potential of KimDoyle
- Lolina
- Kimball/Sophie Doyle
- PastryTrain

General Worldbuilding

- These powers are called Gifts, and the ones who bestow the Gifts are called Benefactors. No one is sure who or what the Benefactors are.
- Some worship the Benefactors as Gods, but they aren't Gods.
- Many people know about their Gifts, but not the Benefactors
- Despite that, it is common for people who know about the Gifts and the kind of Benefactor gave it to them to have small shrines dedicated to them.
- There are three kinds of Gifts. Born Gifts, which are ones passed down through the generations. Bestowed Gifts, which are newly given to a person at any point in their life. Implanted Gifts, which are human-created to be similar to the Gifts given by the Benefactors.
- There is a fourth kind of Gift, the one given to Tucker. It is the first of its kind given to a human as there are separate Benefactors for the Alien races.
- Project Freelancer was the first and only time that they managed to create a Gift and implant it within an AI.
- There are actually no Benefactors associated with the Ghost Crab, and, while the Benefactors were outraged that PFL created and implanted these false Gifts, none of them took action against Church or Tex
- The Benefactor associated with Coyotes took a shine to Tex and made her implanted Gift a little more...authentic
- People who don't know about Gifts usually do notice when stuff begins to act odd around them- Wash asking about the cats on the MoI, ect
- Blood Relatives are sensitive to each others gifts. Example- Kai doesn't have to be touching Grif to feel the effects of his Gift and her Gift is stronger for him than it is for, say, Tucker

- Most Gifts affect the holder, few affect the holder and others, and rarer are those that affect not the holder but others only
- It is rare for there to be someone who holds more than one Gift, but it isn't unheard of
- Born Gifts are never passed directly from parent to child, skipping one or two generations before reappearing
- This is not the case, however, with Alien Born Gifts, meaning that Junior also has his own Gift.
- Born Gifts will almost always be passed to every child in a generation. Example- Both Kai and Grif have a gift, same with North and South.
- But it is possible though for a Born Gift to not go to every child born. Example- Caboose and six of his sisters have gifts, while the rest don't.
- Gifts passed down by family work like genetics. A child born to a mother whose family has Whale and Snake Gifts and a father who has Dog and Monkey Gifts can inherit a Gift from any of the four Benefactors or any others in the family that were unknown. There is a 50-50 chance of inheriting from the mother or father's side of the family.
- The most powerful form of any Gift is called a Blessing and weakest is a Touch. However, people have been know to do amazing things with just a Touch, and to also do nothing with a Blessing, so these distinctions do not measure the worth of a person
- Those with Blessings are often watched by agents of the Benefactor who gave them. Example- Wash is surrounded by cats, someone with the Mouse's Blessing would have a lot of mice around them, ect.
- If someone has a Blessing but their Benefactor can not be near at all times (ex: octopus, fish, ect), something like a Tattoo or necklace works just as well
- The Gifts are not given to 'good' people only, as the Benefactors who distribute them care not for such descriptors and instead bestow them to those who they feel need or would benefit from a Gift
- That does not mean that Gifts cannot be taken back if a Benefactor feels that it is not being utilized or feels insulted by the person wielding their Gift- It doesn't happen that often though
- Gifts are not common knowledge. Some are told by their Benefactors, others learn about them from others (Gifted or not), and some know about them instinctually.
- It isn't taboo to talk about the Gifts, but most people don't believe in them and few people have attempted to control/criminalize those with Gifts so people usually don't.
- Gifts are draining on most users if they are used often. The most common ways to 'recharge' are sleep and food, although different Gifts have different 'recharge rules' (For instance, reading books, exercise, sitting in a body of water/showering, sitting in the sun)
- Those with Blessing's have slightly different 'recharges', as those Gifts are often determined by the number of corresponding creatures near the Gifted.
- If someone with a Gift marries someone with the possibility of a Born Gift (someone with a Gift married someone who's father or grandfather was Gifted), it is usually not passed down to their children. It can happen, although it is rare and is often up to the whims of the Benefactor.

- Someone with a parent who is Gifted can, however, receive a Given Gift. The same can be said for someone ungifted who is the parent of a Gifted child.
- The AI in project freelancer were not allowed to talk about the Gifts- there was some kind of stop that kept them from mentioning it
- Epsilon would make comments in the hopes that someone would catch on though (look it's a cat Wash is around or you sure are fast Carolina)

General Fic Info

- Kai and Junior join everyone on the moon right after Chorus/Season 13
- When everyone leaves to find 'Church' in season 15, Grif and Simmons stay behind
- They both learn Spanish and Lopez hates it bc they do couple talk RIGHT IN FRONT OF HIM
- Junior also doesn't go looking for 'Church' bc summer vacation was over and he had to go back to school the week before.
- Donut doesn't get zapped by Loco's machine, so Season 16 doesn't happen in this AU
- Wash gets his deep-dish pizza and garlic knots
- I love me some pre-established relationships so Grif and Simmons have been an item for like. Years. They're just private about it.

Wash HC

- Farmboy Wash
- Has scars from being hit by lightning down the back of his neck/back/spine
- Because he has a Blessing, the cats judge him by his actions with them and other humans- more cats/lives after joint the reds and blues than in freelancer. Only one or two cats when he's with the meta/hunting epsilon.
- By the time the war on Chorus is done/he's shot in the throat, Wash has a collection of at least 25 cats that hang around him. Many of them are from Chorus so they look a little worse for wear
- Wash's Benefactor was passing by when he, and Loki, were hit by lightning and gave their Blessing before he completely died.
- Because of the fact that he should have died, the universe kept trying to get him into situations where he could die, hence lots of car crashes and farm accidents.
- When he was on the farm there was usually six or seven Barn cats hanging around him.
- He's very good at taking care of the cats. If he hadn't gone into the military he had contemplated going into school to be a vet.
- Wash didn't know about his Gift for a long time. He started to notice how odd it was that he had cats following him in Freelancer but it wasn't until after being shot that he finally asked someone about it. (Carolina, then Emily walked in on her floundering as she tried to explain it and took over)

- Rarely do the cats give up more than one life for a person with the Blessing but it's happened to Wash a few times. Once with the kitten who he rescued when he was traveling with the Meta, and once with the cat he saved during the ship crash on Chorus
- His Gift 'recharges' with each cat that follows him, so he is often overcharged.
- He doesn't name the cats until after Chorus. Most of them are named after his fellow Freelancers.
- (Connie the Maine Coon (missing a flesh leg and wearing a robo-leg thanks to Sarge), Florida the Russian Blue (with a torn ear), York the American Shorthair (with one eye), Maine the Scottish Fold (scarred from fights) , North and South- a pair of Bengals (both with heterochromia), Wyoming the British Shorthair (with white markings that look almost like a moustache), Tex the Manx (scarred from fights), Theta the Munchkin (still a kitten), Delta the Snowshoe (likes to be up high), Epsilon the (other) Russian Blue (Caboose's favourite)...)
- (when he mentions the number of regular cats on Chorus everyone reminds him that people usually bring their pets with them when they move, and that "pet stores exist and maybe people want a pet that isn't a goddamn giant monster space Australia spider, Wash.")

Epsilon HC

- Knows about everyone's Gifts, especially Wash's, but is literally unable to talk about them
- During Season 9 (double check), he downloads all the Freelancer files, including the list of Gifts within the project.
- (They're all blacked out so no one can read them except Epsilon to his ire.)
- He gives Dr. Grey and Dr. Jacobi all the Reds and Blues medical files
- Grey is able to figure out that the blacked out sections of their files is Gift related and he is so relieved to have someone who he can now actually talk to about this shit?

Carolina HC

- Grew up knowing about her Gift from her grandfather
- Came from her father's side of the family
- The Gift was given to her family around 200-300 years before she was born
- There was always a shrine dedicated to Hawks and birds of prey in her home when she was young. She was the only one to tend to it though.
- She kept a small shrine in her locker in Freelancer, and after Chorus, an entire room of their housing was dedicated to various shrines.
- She kept a sandstone carving of a hawk with her at all times, and it is the only piece of the family shrine to remain.
- Using it became second nature when she was younger but she trained herself to stay at a regular human pace until joining Freelancer

- Had a vague idea that maybe some of the others in PFL had gifts but didn't bring it up
- (Maybe if she had things would have turned out differently)
- (She tries to not think about that)
- Carolina can reach a top speed of 145 mph although it puts considerable strain on her body and Gift to do so
- Her average speed when running is 50-60 mph unless she's restraining herself
- To 'recharge' her Gift, she needs to indulge in some 'slow' or grounding exercises like Tai Chi
- She's allergic to cats
- Her and Locus do their 'recharge' activities together

South HC

- Her Gift was good for when she was surrounded and under attack, taking her emotions and turning them into devastating attacks
- Unfortunately it wouldn't just activate when she was on missions, leading to arguments and fights with teammates
- When she was in her 'berserker mode' the only person who could usually calm her down was North
- (Often, because they were blood relatives and more-so because they were twins, her Gift affected him and vice versa)
- If she'd been given an AI, it would have helped her control when her Gift activated and helped her in controlling any fallout
- To 'recharge' her Gift, she would meditate, although she didn't do it as often as she should have

Sarge HC

- Sarge's Benefactor took interest in him after he began to build a robot body for a navigational AI. Despite the fact that it never came to fruition, his Benefactor found him worthy of a Gift bc of his ambition
- Sarge became even more incredibly gifted when it came to building robots, able to make incredibly detailed ones from basic kits
- Has a good handle on all mechanics but robots and prosthetic limbs seem to be his calling
- Has, on occasion, managed to materialize a part he needs just by complaining loudly while he digs through his tools
- Lopez doesn't look a thing like he should, according to the kit he was built with.
- The only reason that Simmons' cyborg parts even work is because of Sarge's Gift
- To 'recharge' his Gift, Sarge watches Soap Operas, he favours Spanish ones but any work, in order to let his mind rest and to let him focus on something less technical.

Grif HC

- Doesn't know about his gift but has an inkling that something is up with him and Kai.
- Has also noticed something odd about Donut and Caboose though
- His Gift is always active
- He usually uses his Gift to take naps in any climate
- Grif can feel comfortable in any temperature between -50 to 50 degrees celsius, with minimal weather appropriate clothing and heavily taxing his Gift (-58 to 122 fahrenheit)
- The better dressed for the weather he is, the less strain there is on his Gift
- To 'recharge' his Gift properly, Grif has to eat at least twice as much as a regular person.
- Once everyone knows about the Gifts, he doesn't bother reining his in bc it would be more difficult to do so than the others, and because, according to Grey, he isn't doing his body any harm now that he's eating better/more

Simmons HC

- Had been told about Gifts previously but dismissed it as a joke
- Donut has also mentioned the Gifts to Simmons...who continues to dismiss it as a joke
- (Carolina and Donut and Dr. Grey all have to tell him about the Gifts before he believes)
- When everyone leaves in season 15 to go find Church/Deal with the Blues and Reds, Simmons stays behind with Grif
- Without taxing his Gift, Simmons can stay awake for 5 days (120 hours)
- He could, however, keep himself awake for 15 days (360 hours) but it'd take a lot of effort and drain him.
- On average, he sleeps between 2-4 hours a night (when he does sleep)
- To 'recharge' his Gift, if he pushed himself, Simmons would need to sleep at least 24 hours straight
- He doesn't use his Gift rigorously enough to need to rest like that, however.
- Simmons is also someone who doesn't regulate his Gift once he knows about it because he doesn't use it enough to need to

Donut HC

- Has two Gifts which is insanely rare
- Was born with Rabbit's Luck and was given Armadillo's Armour by a Benefactor who found him 'amusing'
- (The fact that Donut saved an Armadillo from being killed helped too)
- Has an idea of what Gifts his teammates have, as well as Blue team
- Tries to tell everyone about Gifts but no one believes him
- To 'recharge' his Luck Gift, he has to 'pamper' himself. Two key things are needed for this 'recharge' to work: nail polish and candles

- (His mother would do 'spa days' with him when he was younger and he kept it up, especially after finding it helped him recharge)
- To 'recharge' his Armour Gift, he has to practice centered breathing.
- (He has a collection of like....whale song and rainforest sound CDs that Doc gave him that he plays when he's doing his breathing)
- (His wine and cheese nights are literally just an excuse to recharge both his Gifts and spend time with people)
- If he doesn't 'recharge' his Luck Gift often enough he gets hit with a bout of bad luck.
- Because of the conflict on Chorus, he wasn't able to keep his Luck recharges and that is why he manages to burn down two structures in a short period of time
- He can't exactly 'turn off' either of his Gifts so he needs to keep both of them charged
-

Tucker HC

- Had an idea about his Gift from the time he got it, but believe that he was the only one with one bc it was like his sword
- When he found out that everyone also had a Gift he pouted for about 5 minutes before remembering that his was alien and therefore 'cooler'
- There's no real translation for what his Gift really is, but the best guess is that it's to do with battle tactics
- As such, he 100% abuses it to win at board games. He isn't allowed to play Space Risk, Fantasy Risk, or Regular Risk anymore. Space Monopoly is getting thiiiiiiiis close to also being banned
- That being said, put him in charge of an actual battle and he won't fool around
- Because his Gift is of alien nature, he doesn't have a clue what he needs to do to 'recharge' it
- (It hasn't caused any issues though. Yet)
- The only one of the bgc to get his Gift after being posted in Blood Gulch

Caboose HC

- Doesn't know about his Gift and just assumes that he's just so good at motivating people to lift heavy things
- Even without his Gift he's crazy strong
- Is constantly using his Gift without really thinking about it which puts a lot of strain on it
- Once he learns about his Gift, Carolina and Grey help him to turn it off when it's not needed.
- To 'recharge' his Gift, Caboose needs to eat a lot of sugar (regular food is fine but he gets a better boost from candy. Gum also works)
- Through the use of his Gift, Caboose can lift 3 to 4 times his usual amount, although with considerable strain

- He can use his Gift to enhance others strength, giving them the ability to lift twice their usual amount
- He has 16 sisters because his parents really wanted a son and his mother often ended up with twins or triplets. (his mother's last pregnancy was triplets- him and two sisters. He's not the youngest because he was the first one out.)
- His oldest sister is 479er bc that's my favourite hc

Kai HC

- Like Caboose, she uses her Gift almost all the time on herself and others, so it's constantly strained
- Sometimes this overuseage causes it to only partially work- an example would be trying to use it to get out of being arrested and ending up with a ticket or fine instead of getting off scot free.
- Grey and Carolina talk to her once they know about the Gifts and although she learns how to turn off her Gift when she doesn't need it, she finds it too difficult
- She 'recharges' her Gift with physical affection.
- She gets a big boost from sex, but even more from intense platonic affection (contact with Grif is the best way for her to 'recharge', but the rest of Blue Team also gives her a pretty good high)

Felix HC

- Knows about not only his gift but Siris's and Locus's as well and used that to his advantage
- Had an idea that Reds & Blues also had Gifts but wasn't sure about what kinds
- 100% was behind Kimball getting her Gift by setting up a trap, not expecting her to barge in and get her people out
- Was already deadly, but enhancing his reflexes made him moreso
- Not that it makes him untouchable, however- if he's thrown off his groove it almost makes it easier to hit him
- To 'recharge' his Gift, Felix does yoga, although if he doesn't have the time simple stretching works as well, but not nearly as well
- If it was possible to steal someone's Gift, Felix probably would be collecting them

Locus HC

- Noticed that Siris had uncanny eyesight in the dark but didn't connect that to Gifts (until later).
- Would spend literal days staying still, watching targets, without issues and didn't realize that wasn't normal until someone else explained Gifts to them
- To 'recharge' their Gift, Locus needs to do high activity exercise, usually jogging.

- They do their 'recharge' activities with Carolina
- Was a tradesperson b4 the war and is adept at building and carpentry

Siris HC

- Knew he had a gift but didn't know what it was until he was given a pair of night vision goggles and nearly blinded himself bc it was too bright
- Usually uses his Gift to keep an eye on his family now
- (His kid: gets out of bed to have a midnight snack)
- (Siris, in the living room: w h a t d o y o u t h i n k y o u r d o i n g ?)
- (His kid: screams)
- To 'recharge' his Gift, he has to spend time in the sun, like a plant
- (Megan probably makes fun of him bc of that)

Grey HC

- The owner of one of the largest collection of information about the Gifts.
- Has an unofficial record of every Gifted individual she's come across.
- Her knowledge is grand enough that she was approached by one of the Benefactors in disguise to find out what her intentions were.
- She just finds the Gifts interesting and is always researching them.
- (She remains in touch with the Benefactors after that point, mostly because she was one of the few remaining Gifted people on Chorus)
- She uses her Gift to make people feel at ease in her care. The Freelancers are less antsy and more willing to listen to her/stay in the hospital when she's around. People are also usually less likely to inflict harm on her as well.
- Has a Capybara tattoo on her left calf
- Uses her Gift consistently and almost every day
- During the war, however, Grey would overuse her Gift and not 'recharge' so it was often strained and not as effective as it could have been
- To 'recharge' her Gift, she needs to take the time to relax by herself, usually with wine and opera

Doyle HC

- A middle child. His older sister Katrina is a dancer (Crane's Grace) and his younger sister Sophie is a cook (Anteater's Scent)
- Neither of them understood why he chose to stay on Chorus after the fighting started
- Had always used his Gift to bolster others, meaning that if you had Doyle in your corner you were almost always certain to win
- Because his Gift didn't work on himself (even if he directed it at his reflection in a mirror) he never felt that he was a good leader

- The more respect and/or love that Doyle felt towards the person he was using his Gift on, the better it worked
- In the end he used the full strength of his Gift on Kimball.
- (He passed on a modified version of his Gift to her, a fountain of never ending leadership and potential)
- (No one, not even the Benefactors, know how the hell he did this.)
- He was polite and respectful to everyone once the armies merged and only fought and bickered with Kimball
- That doesn't mean that the New Republic aligned people liked him, however
- (Basically he was the opposite of Kimball, re the episode where she refers to the Feds as the enemy even tho they had combined forces)

Kimball HC

- Was given her Gift on the battlefield after risking her life to save some of her men
- She was always calm in battle but once she received her Gift it was almost uncanny and unreal how calm she'd become
- The crash afterwards is always messy though
- As president of Chorus she utilizes her Gift to deal with (stressful) meetings
- She doesn't know that Doyle passed on a version of his Gift to her
- (If/when she finds out, she goes and swears at his memorial for a few hours)
- To 'recharge' her Composure Gift, she needs to sleep. The longer she uses her gift, the more rest she needs to regen it.
- To 'recharge' her Trust Gift, she needs to spend time with people who she doesn't need to fight to get their respect or trust. And if they're taking a nap together, then it's two birds and one stone!

Matthews HC

- Knew about his Gift from a young age
- Even as the war on Chorus raged, his mood rarely was anything but cheerful/happy
- The few times that his mood broke: Death of his parents and when Grif left with the others to find Wash, Sarge, and Donut.
- One of few people who accepted the merger of the New Republic and the Federals without complaint, and was one of the first people to try and make friends.
- The first person to figure out that Doyle and Grey both had Gifts, but kept it a secret
- Not quite like Caboose and Kai's Gifts, but spending time around Matthews does improve people's moods
- To 'recharge' his Gift, all he really needs is a few compliments. The more important the person is to him who complements him, the more he 'recharges'
- (The people who would/do give him the most 'charge': Kimball, Grif, Bitters, Jacobi, Grey)

- He was 8 near the start of the war and he's 16 by the end of the war
- His name is Nicola Matthews
- After Chorus he volunteers at the hospital and is working towards graduating high school and going into some kind of medical training to be a nurse.
-

Jacobi HC

- Received her Gift after a debilitating power loss caused the medical files of the New Republic to become corrupted and she rewrote them from what she could remember. Her dedication to her craft impressed her Benefactor
- Uses her Gift to tell when her patients are lying about their injuries, to help diagnose what's wrong, and to know if someone is hurting.
- She can also sense when someone's overusing their Gift and need to recharge it, though she doesn't realize that until after Wash is shot
- Collects 'bitchin' rocks
- Started collecting them to use as paperweights/a filing system with her paper records
- The New Republic soldiers would bring her interesting rocks when they came back from patrols/in for check-ups once she began to collect them
- Initially dislikes Grey and the rest of the Feds a great deal
- Keeps physical, handwritten copies of everyone's medical files
- To 'recharge' her Gift, Jacobi does meditation, usually while holding onto one of two of her rocks
- Her parents are Douglas Eiffel (Papa) and Daniel Jacobi (Dad) from Wolf 359
- Eiffel has the Gift 'Whale's Call' which gave him mastery over radios and radio signals
- Despite figuring out that she has a Gift, she doesn't know about Benefactors until much later
- Matthews mom bc she said so

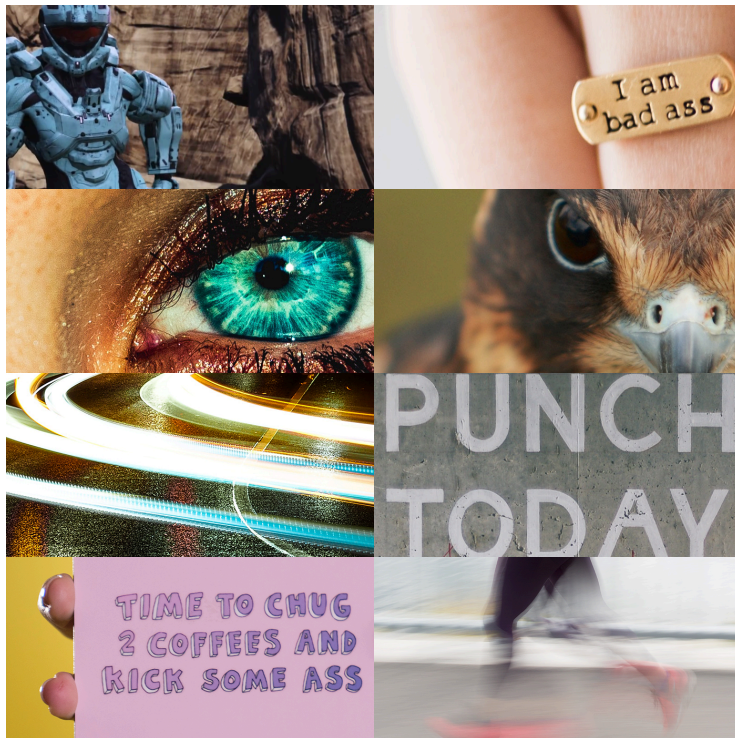
Finished/Started Fics

- [Cat's Blessing \(HappyLeech\)](#)- Wash and (some of) his deaths
- [Parrot's Preen \(BoxOnTheNile\)](#)- The Grif sibs
- [Let Sleeping Seals \(and Giraffes\) Lie \(HappyLeech\)](#)- A Soft Grimmons
- [Capybaras and "Otter" Animals \(BoxOnTheNile\)](#)- Slow Burn Multi-Chapter Chorus Jacobi/Grey fic
- [Crane's Dignity \(HappyLeech\)](#)- Donald Doyle fic
- [In the Animal Kingdom \(HappyLeech\)](#)- Multi-Chapter Carolina POV fic
- [8 Hours \(HappyLeech\)](#)- Matthews + Nightmares (Bad Things Happen Bingo)
- [Whale's Call \(HappyLeech\)](#)- Eiffel from Wolf 359 and his Gift

Planned Fics

- A 4 chapter fic about all the gifted Chorus people- Kimball receiving her gift in battle, Grey using her gift on the Freelancers, Matthews and his unwavering cheer even in dark times, Doyle and the people he's used his gift on
- Interconnected Drabble fic focusing on everyone- Chapter 1- Tucker and Wash's cats. Chapter 2- Donut guessing Red Team's gifts. Chapter 3- Carolina and Wash's scars. wip. Chapter 1: 650/????
- AU of my AU where Carolina talks to the Freelancers about Gifts and things go Better.
- Simmons stays behind with Grif when everyone leaves. Banana bread included

Moodboards





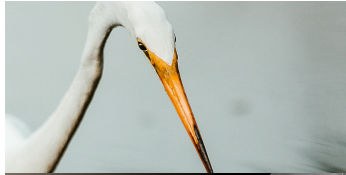
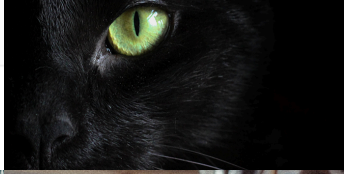
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