

## **SotF's Waifu Catalog DLC**

These were first posted in the QQ thread and may still be worked on.

### **Variant Rule Options**

These are shifts in rules or alternative things that can be incorporated into a story, they're made to alter things or add ways to cover things that may not be normal.

### **Individualized Bindings**

This is a major change in the way bindings work, most bindings are shifted from getting access to only one, it makes most of them individually buyable for specific Waifu. However, you or a waifu on your orders must be the one to apply it. This should be an option at CharGen (or at least before buying any Waifu) and is not something that should be endable.

When using this, the capture value of all bound Waifu is increased by 1 credit.

No Binding is unchanged, it functions as described.

Stamp is largely unchanged, all purchased Waifu start with one in place. You do not lose it if you purchase other bindings.

Tempest Chokers and Runic Collars cost 5 credits for 5 of them, they do not replenish and to get more, you need to buy more. Upgraded Runic Collars cost 6 (May be upgraded to for 1 Credits), Hybrid collars increase the cost by 1 for each handled this way.

Shrouds of Power cost 75 credits for each base shroud, the cost to upgrade them is unchanged at 50 credits per additional one.

Alterzulu remains the same cost, but only grants 1 Alterzulu Queen symbiote that you can choose who to infest with it, and produces eggs as normal that must be applied to other waifu.

### **Downtime Pay**

While, normally, the company doesn't pay for things that don't involve charging ahead, the higher ups do, sometimes, get amused by seeing the tedium of a Contractor training or involved in local drudgery for some time, watching their hopes get dragged down into the void. This is more of a bit over an upkeep for things, and these rewards are reduced by various things such as purchases, crafting, or even basic upkeep for yourself and your waifu.

Every two weeks you gain one half the intensity of the highest world you have access to (if you have portals) or current world, rounded up, plus 1 credits. If you don't have a steady supply of food/shelter this is reduced by 1. If you spend time going after waifu or other things, you do not get this...it's more of a conversion of local currency to credits. This does not increase with additional waifu owned. Downtime such as waifu waiting to respawn, training, or other things do allow this to progress.

### **Training**

It's possible to hire trainers for your waifu, allowing them to improve with some work, this takes time and a credit cost. It takes 1 week of time/tier rank the waifu will have in the end (Going from 1-2 takes 2 weeks, going from 8-9 takes 18 weeks), but may not advance a waifu to T11. Each rank up gained this way costs the difference in capture value between the tiers, and requires a week off of training after completing a training.

## **Bindings**

### **Runic Collar**

**Type:** Binding

**Cost:** 20 Credits

**Benefit:** The runic collar is very similar to the Tempest Choker in design and function. Locking it around the neck of a Waifu provides the Stamp Effects along with the same obedience as a Tempest Choker, and you gain them in the same way.

Unlike the Tempest Choker, the Runic Collar is limited in direct physical modifications and adjustments to the bound Waifu, but has other abilities and functions instead, the largest being an age adjustment, allowing you to adjust her to a older or more youthful appearance without effecting her direct mental state, though things like energy levels may fluctuate. The other features are a built in translator function, giving them the ability, while wearing the collar, to speak a language you also speak and/or a local standard language, it also can create a shapeshifting effect in the bound waifu, letting you change her species to one normally present in the world, this usually defaults to a human form, but may be utilized to assume local forms elsewhere. Unfortunately, each Runic Collar can only hold one alternate form at a time, and it requires a month to recalibrate it to a new one, losing the old in the process. These forms are also not randomly generated, the collar identifies structures and genetics with traits in the species of the form selected and, essentially, creates one that is best described as what that waifu would appear like if born of that species. Unless the Waifu already possesses shapeshifting or sizechanging abilities, the collar is also limited to species of the same basic body profile and size unless it is a human form being used.

The Runic Collar is normally similar in appearance to a leather dog collar with either an emblem on the throat or a ring for tags...it also possesses another ring for a leash if so desired. before being placed on, there is a standard method to close it which disappears after it is put in place. Black and Brown leather are the most common options, but any is possible. Those bound with one tend to end up in a more submissive and deterrent mindset due to the way it's obedience functions differ from those of the Tempest Choker. Using one on yourself functions the same basic way as the Tempest Choker does when used on yourself.

**Special:** This binding may be upgraded to an Advanced Runic Collar for 10 Credits, doing so adds 3 more saved form slots, and there is more variance allowed for changes in size/mass for them. Further, you may tie the collars into a communications system to track/monitor your waifu along with letting them use it for verbal communications.

## **Branding (Binding)**

**Cost:** 0 Credits

**Benefit:** Technically, this isn't a normal option for contractors, this is more of having an overloaded stockpile of older binding options that weren't used for various reasons. This particular option is a precursor to the common stamp binding, that still, occasionally, has some more brutal contractors prefer to use rather than the Stamp despite having the same, basic, end result. It applies a branding iron, normally built into a cane made of metals designed to resist heat save for at the tip, to allow you to apply a brand to a waifu...it's recommended that this be done with them physically bound and held still before application because there tends to be a physical reaction to it. Magical effects allow this to work on even waifu that would resist or have an immunity to fire...or be made of it. It does, still, require an application of heat to the brand to make it work. Some common variants of this are a brand stored at your home, or, for those resistant to heat, a signet ring that can be heated with your own magic. The only real advantage this has over the Stamp is that the effect comes into play immediately rather than over 72 hours, but due to using older technology, part of the summoning process for purchased Waifu has you branding them as the last step of the process there, though they will arrive restrained.

**Special:** If picked at CharGen, you gain 5% extra credits. If you change bindings, you must pay back this amount.

## **Perks**

### **Accelerated But Unstable Conditioning**

**Cost:** 0 Credits

**Requirement:** Stamp (Or other perk/ability that creates a similar effect)

**Benefit:** Binding with the Stamp or similar effects happens at 2/3 the normal time (48 hours with the stamp), but the effects are more unstable. You may not sell the waifu for twice your binding time, and the normal effects provided by the Stamp type binding will slowly wear off, especially on neglected and/or abused waifu. These effects may be eliminated on getting an honest admission of love, but the obedience portion may still degrade after that point.

**Special:** If you upgrade to a different binding method, this perk remains for those waifu bound with the stamp and no other method, and fully comes back into effect if you revert to the stamp binding.

### **Selective Binding**

**Type:** Perk/Binding

**Cost:** 250 Credits

**Special:** Must have a Binding purchased beyond the Stamp and may not have the No Binding option. If you possess the Treasure Hoard perk, this perk costs 10 credits less)

**Benefit:** You regain access to the Stamp Binding along with any other purchased Binding option. While purchased Waifu default back to having the Stamp applied, you may choose any of your other available Bindings instead. You may upgrade Waifu to other owned Bindings as desired, but this should take into account current availability such as Alterzulu eggs, chokers, and a limited number of shrouds at a time that would be available for use.

### **Runic Choker or Tempest Collar?**

**Type:** Perk

**Cost:** 40 Credits

**Special:** You must have either the Tempest Choker or Runic Collar/Advanced Runic Collar binding

**Benefit:** The collars or chokers you have and/or are on your Waifu have the effects of both bindings, though the mental effects might be somewhat odd between them at times. If you started with the Tempest Choker, you may also pay the additional credits to upgrade them to the Advanced Runic Collar functions.

### **Collaring**

**Cost:** 5 credits

**Requirement:** Either the Tempest Choker or Runic Collar Binding

**Benefit:** You gain 1 additional Choker or Collar per day, gained at the same time. Your maximum number of unused collars/chokers is increased by 1.

**Special:** You may take this perk multiple times, each time increasing the number of collars/chokers per day and maximum number of them.

### **Runic Harness**

**Cost:** 10 Credits

**Requirement:** Runic Collars (or the Runic Choker or Tempest Collar? perk)

**Benefit:** Your collars may store and interface with various bondage implements such as harnesses, blinders, gags, along with many others. The options appear as a checklist in your app and allows you to signal any or all of your active collars to either lock them into position or manifest copies of ones stored, the system automatically sizes them appropriately for the waifu selected. Those manifested in locked position utilize the collars obedience ability to have the waifu position herself for them, and you may also select to, temporarily store any clothing they are wearing that would interfere with them. Manifesting them allows you to attach them yourself. Either way you may adjust them and store specifics in the app, even apply them to other waifu wearing your collars. Included with the basic perk is a wide variety of options already available in a multitude of materials and colors, but anything overly specialized or customized must be acquired separately, but may be added to the system and will, still, automatically adjust to fit as desired...normally this would be things like various pet tags or the like, though some options might be just as limited. You may spend an additional credit per waifu to have customized options available for them, though that, still, only allows the specific tags, embroidery, or similar things...fully customized options would still need to be acquired elsewhere. For specialized bondage options, this does not include things such as hooks capable of supporting the waifu for suspension or similar types, but will include everything necessary to do it and can identify locations capable of supporting the weight...and you may have such things freely within locations such as Sweet Home or the like. This perk also gives you the basic knowledge of how to use the equipment safely.

### **Tempest Charm**

**Cost:** 10 Credits

**Requirement:** Tempest Choker (or the Runic Choker or Tempest Collar? perk)

**Benefit:** This addition to the Tempest Choker is normally in the form of a brooch or other necklace charm of a larger size to add to the display on the throat (With the Runic Choker or Tempest Collar? perk, another common option are tags). Non-corporeal Waifu wearing your Choker may interact and be interacted with as if they were physical beings. This further applies a safety effect for those who have physically harmful bodies or auras that would, otherwise, be impossible to bypass (Such as a fire elemental being made of fire), allowing you to suppress them and interact with them as if they were more normal. It also aids in understanding the intent behind orders even if they do not share a language with you or with other Waifu that you put over them.

### **Mystic Henshin**

**Cost:** 10 Credits

**Requirement:** Tempest Choker or Runic Collar Bindings

**Benefit:** Each collar or choker has 5 slots for storing outfits, with a simple use of the app, you can hot swap between them...replacing what they are currently wearing with a stored outfit (Placing the prior clothing into the same slot and requiring another swap to change back). This

may or may not include things like jewelry or equipment. Clothing in these slots will slowly regenerate from damage, taking up to a day for full repair (depending upon the extent of the damage). It takes 10 minutes in storage for an autoclean function to run in order to simply clean them. Further, there are up to 5 generic costume slots available that are universal to all of your bound waifu that may be set to various specific ones, though some minor customization is available to fit their species or other aesthetics while still being there and will always adjust to fit perfectly, when in use, the collar gains an additional, temporary outfit slot containing what they were wearing. Standard costumes include Maid, Beachwear, Formalwear, Bunny, and Lingerie, but may be changed...changing a slot requires 1 hour of time per slot for costumes, damaged costumes remain in their damaged state for 1 hour when not in use before being automatically replaced if you do not use the app to keep the damaged version. Swapping an outfit slot requires acquiring the clothes for it and dressing the waifu in it before swapping costumes around. You may upgrade your slots, spending 5 credits to add 2 of each slot for all collars each time you do so. Outfit slots gained this way may be individually chosen, but costume ones remain with the same basic one for all waifu. For 1 additional credit, this also allows you to adjust the appearance of their collar or choker to fit with each costume.

### **Donning The Mask**

**Cost:** 10 Credits

**Requirement:** Runic Choker or Tempest Collar?

**Benefit:** You gain a slightly modified additional series of alternate forms in the Runic Collar, these allow you to make a relatively small modification to the physical forms of them via the Tempest Choker sliders. While each collar may have one additional setting, this setting swap adds the same physical and mental differences in all of your stored forms from the Collar. You may add additional settings of this type for an additional 5 credits per slot for all collars. You may have different presets per slot for each collar if you wish. If you have the Advanced Runic Collars, this perk is half price and additional settings are 2 credits per slot for all collars.

### **Runic Stabilization**

**Cost:** 10 Credits

**Requirement:** Runic Collar(or the "Runic Choker or Tempest Collar?" perk)

**Benefit:** Waifu that have a pre-existing or gain alternate forms (Such as those effected by a Jusenkyo curse), have those abilities semi-suppressed. Instead they gain bonus additional slots with their Collar for them. This does not include waifu that are full shapeshifters or similar where it is less of an alternate form and more able to change a lot of things at will, it also does not apply to those who require an outside source to perform the change such as a potion or the like. If you possess the Advanced Runic Collars, this perk is half price.

### **Tempest Shadow**

**Cost:** 25 Credits

**Requirement:** Tempest Choker (or the "Runic Choker or Tempest Collar?" perk)

**Benefit:** The tempest choker can automatically adjust its appearance to best be part of the clothing that the waifu is wearing or shifted to a more low profile appearance. It also has an

intrinsic "stealth" mode where those attempting to remove it, other than you, seem to miss that it is still there and gloss over it. This includes those trying to steal it at times when worn. Further, you may choose to imprint the reverse into an unused collar, and for a 48 hour period that collar can become very interesting to potential waifu, seeming to be a quite desired and/or expensive piece of jewelry that might even spark fights over possessing it, the effect grows stronger for higher tier Waifu...but, curiously, has little, if any, effect on T11 waifu. You may only prime one such collar at a time...and the effect ends when it is around the neck of a waifu even if that is within the 48 hours, but does not immediately stop the effects of that draw on those effected

### **Training Collars**

**Cost:** 50 credits

**Benefit:** While it may be similar in some ways to the effects of the Tempest Choker or Runic Collar, these are more for those who prefer a more old fashioned approach to training their waifu...or to indulge in some sadism or reward a masochist, though they may be used to include a reward function as well to eliminate some concerns. These items may take many forms, though the classic design is a shock collar, but they can be jewelry or other items or item that straps on...if used in conjunction with the Tempest Choker or Runic Collar, cuffs or bracelets tend to be favored (And tend to visually match the aesthetic of them), though some tend to like them as piercings. In any case, each of these items (or set of items if in some alternate variations), allows you to set up to 10 specific restrictions or orders. These may be things like do not attempt to leave the home or specific behaviors. Disobedience tends to be dealt with via pain induction and/or paralysis depending upon the specific order or restriction, and a pleasure response for following the orders (Or have a reward timer for things that do not have an actual completion setup)...the exact methods are determined by the owner. You may replace the orders and restrictions with a few minutes time to specify the effects, though you may also use existing or even older orders as templates to speed this up, and may assign the same effects to multiple Training Collars at the same time. Further, for those who prefer denial as a training option, the effects of the collars may be set to add a, potentially, rude penalty for reaching the point and starting to crest without permission. You gain enough of these collars for all of your waifu along with some extras upon request...

### **Internalized Fusion**

**Cost:** 2x the points difference

**Requirement:** CharGen Only, Substitute or Possess

**Benefit:** You may use more of your starting points to choose the waifu used for Substitute or Possess, the cost is twice the difference between the 20% of the starting cost and the actual cost of the Waifu. This does not allow T11 Waifu to be taken with it.

### **Normalized Extra**

**Cost:** As a Waifu of 1 tier lower

**Requirement:** CharGen Only, Extra Only, Starting World with most general, encountered civilians/background characters are higher than T1



**Benefit:** You may be of a higher tier equivalent for a generic, this normally relies on comparisons, but would allow you to insert yourself into someone who fits into a world where a bog standard human would be considered a cripple. This includes things such as fitting equipment for the standard person and clothing fitting for the setting, but not much more than the standard along with the local identity. This may include other abilities if the normal characters fit into it...such as being a generic wizard for your age in a Harry Potter wizarding world with a wand and robes along with the necessary memories your local self would have. This does not add any special abilities that aren't available to the normal civilian for the society you're entering into. It does not include things that the average civilian of the society would view as a superpower such as powers in a superhero setting unless everyone has one...it also doesn't give anything but an average option there.

### **Adept Learner**

**Cost:** 10 Credits

**Benefit:** If you have someone willing to train you in a skill, it takes half the time to learn and work with it than it normally would. This stacks with abilities from Talents and Defenses where applicable, as well as any other skill based ability such as Faerie Feast. This does nothing about providing you with abilities that have other things as a prerequisite to use or learn it.

### **Training School**

**Cost:** 15 Credits

**Requirement:** Adept Learner

**Benefit:** Your Waifu gain the benefit of the Adept Learner perk, further, you gain an improved ability to train others in skills you possess and may function as a trainer this way.

### **Adjustment Field**

**Cost:** 200 credits

**Requirement:** Sweet Home

**Benefit:** The bodyslider adjustments of Tempest Chokers may, instead be made by a field inside your home. A special console is added that allows you to select your waifu and make adjustments as if they were wearing the Choker. This does not require the use of Tempest Chokers.

**Special:** Adjustment Field is half price if you own the Tempest Chokers binding, but you must repay the difference if you shift bindings (Except with the Runic Choker or Tempest Collar perk). If you possess a Catch-A-Ride or Heavenbuilt Proto vehicle that serves as a home, you may take this without Sweet Home, all applicable locations gain versions of the console.

### **Familiarity Shifter**

**Cost:** 200 credits

**Requirement:** Sweet Home

**Benefit:** The portals to and from your home are upgraded to allow you to transition those traveling through it between species to one set by you by a console in your home. Normally, this is set to allow non-human Waifu to blend in on most Earths, but you can adjust it to other

species, and even specify which waifu become what when in other worlds and/or limit specific forms to specific worlds. This change is specifically to what their current appearance would be as that species, taking their traits and genetics into account. It takes other things to adjust these appearances, and doing so may effect their normal selves as well. This normally reserves specific orders for up to 2 additional forms for each waifu, but this may be increased for 50 credits per additional slot purchased. Normally this does not apply to incorporeal or non-organic waifu, requiring another 100 credit modification to it in order to work with them.

**Special:** Familiarity Shifter is half price if you own the Runic Collars binding as is the upgrade for normally incompatible waifu, if you possess the upgraded collars, additional slots are half off. Other than if you purchase the Runic Choker or Tempest Collar perk, you must repay the cost difference of the discounts if you switch to a different binding.

### **Waifu Insurance**

**Cost:** 100 Credits

**Benefit:** If your Waifu is killed, their soul is gathered and processed for a new body. You may have them delivered back to you for 1/4 of their capture value, but the delivery takes 7 days. If you have the Exit Stage Left perk, they are revived for free if at least three days have passed by the time you travel through the portal to a new world, if you possess the Sweet Home (or Wolf's Den) perk, they appear there, but may not exit it until you access a new world. With either option, a resurrected Waifu may not re-enter a world they died in unless the additional cost is paid.

### **Insurance Plan**

**Cost:** 10 Credits

**Requirement:** Warranty Plan

**Benefit:** Waifu that work as lawyers, doctors, nurses or who work in insurance count as Amazons for the purpose of the time decrease. The company tends to put a rush order on those in similar jobs, but might put them to work for a bit before sending them back.

### **Companion Reconstruction Services**

**Cost:** 50 credits

**Requirement:** Warranty Plan

**Benefit:** This expands the returned waifu's pets or other companion entities they may have that operate outside of their own direct nature. Things like mounts and guardians are included in this as long as they would not qualify to be a waifu in their own right for purposes of the catalog. This also works on machine or similar entities of a like nature that normally operate independently of the waifu but provide aid/support to them. For the purposes of this, their companion is considered captured or bound (as desired) but awards no additional credits. In the event that the companion died before the waifu is bound, you may spend credits equal to a waifu of 1/2 their rating (minimum 1) to have them restored via this process.

### **Silver Plan**

**Cost:** 100 Credits

**Requirement:** Warranty Plan

**Benefit:** The base time of Warranty Plan is decreased to 2 days.

### **Gold Plan**

**Cost:** 200 Credits

**Requirement:** Silver Plan

**Benefit:** The base time of Warranty Plan is decreased to 1 day.

### **Platinum Plan**

**Cost:** 400 Credits

**Requirement:** Gold Plan

**Benefit:** The base time of Warranty Plan is decreased to 12 hours.

### **Premium Plan**

**Cost:** T11 Ticket

**Requirement:** Warranty Plan

**Benefit:** The effects of Warranty Plan apply to you as well as your waifu

### **You Only Live Twice**

**Cost:** 200 Credits

**Requirement:** Warranty Plan

**Benefit:** You have paid the company to resurrect you. If you die, you are cloned and your soul is jammed into it, returning you to a safe place available to you, either in the same world as you died in, or in a Sweet Home/Catch-A-Ride/Heavenbuilt Proto. You return there after the same time as a waifu who died with Warranty Plan, your waifu will try to find their way back there at that time if they are able to do so. Each time this is purchased, you only get a single resurrection and must purchase it again in order to gain it again, and may only purchase it, in total, a number of times equal to the number of worlds you have been to (Not counting bonus worlds from slightly used Waifu or ones like Showroom Floor, or your Sweet Home itself).

### **Dimensional Adaptive Inoculation**

**Cost:** 1 credit

**Benefit:** While the Company occasionally gets amusement out of watching newer contractors end up suffering from diseases in new worlds if they didn't prepare ahead, they have gathered a basic serum for you and any of your existing waifu that inoculates you to most local diseases and other things of a similar nature. Any new waifu purchased will come with these already applied, but you are given ones for yourself and any new waifu you bind to you...unfortunately, the system for tracking this tends to be number of bound waifu plus one for you, so unbound ones aren't normally included, though you can acquire them for some extra credits (1 credit for up to 5 doses, these credits do not count for the Body Defense discount). Each world you travel

to will require an additional purchase, but each purchase applies a discount of 1 credit to the Body Defense perk. The vials tend to have a negative effect on those unlinked via employment or bindings or similar ties, even love, to a contractor due to modified nanotech and magic of a proprietary nature, which some of the higher ups find amusing enough to not watch you get sick and die while wasting corporate resources. Be advised that this does not include more powerful diseases or similar such as the Phage, Zombie Plagues, Borg Nanoprobes, or the like, just the basic garden variety ones that a normal inhabitant of the world would have developed a general vaccine for...just remember that this stuff still stings like all hell when injected and takes an hour to settle down in your system. Rumors of this causing autism, hallucinations, or outright madness are just conspiracy theories...

**Special:** If you purchase Body Defense or it is reduced to a 0 Credit cost via buying this Perk in multiple worlds, you lose this perk.

### **Polyglot**

**Cost:** 5 Credits

**Requirement:** Social Talent

**Benefit:** Your ability to learn languages is reduced to pretty much instantaneous, and it only takes your waifu a few days to pick it up after you do...or instantaneous if you have Shrouds.

### **Illusions Gate**

**Cost:** 5 credits

**Requirement:** Sweet Home

**Benefit:** Some sort of effect distorts perceptions around portals into your Sweet Home (Not including from Company locations), this blends them into the universe and conceals their nature when left open. The exact way it does this varies between portals and universes, be it by appearing as a door, Torii Arch, or other thing, it just conceals the abnormal appearances. Those with stronger wills or who are told of their nature are immune to this effect.

### **Dimensional Security System**

**Cost:** 5 credits

**Requirement:** Sweet Home, Illusions Gate

**Benefit:** You may choose to either restrict access through portals into your home, either by allowing only access via those you select, or allow any save those you restrict it from. This can work both ways to prevent certain groups from leaving or coming. You may also select to have it record those listed in their comings and goings, whether they're restricted or not.

### **Rapid Deployment Array**

**Cost:** 10 credits

**Requirement:** Sweet Home

**Benefit:** For yourself or your Waifu who have pets or other things that are too large or unusual to be kept with them during normal activities on other worlds, this is a way to maintain some portion of their use. This is a modified summoning array that allows your waifu or yourself to summon them from your home and dismiss them back to your home. This doesn't include

additional maintenance or the like they might need, or food and the like, but it does allow them to be deployed without issue. It takes 3 days to set up for each item, creature, or other thing to forge the ties necessary to make it work, including testing and adjustments to them, but can be used at a far lesser capability and without standard recall after 1 day.

**Special:** If using the variant Sweet Home perks, this requires the Portal Room perk

### **Cosmetic Touch**

**Cost:** 5 points to effect all bound Waifu, 1 to effect a single bound Waifu

**Special:** Must possess some form of Binding

**Benefit:** When you bind or purchase a Waifu, you may remove non-hindering physical injuries and modifications. This is normally for scarring or the like but includes tattoos and piercings and similar things. This does not include things like missing limbs, blindness, or other things of the sort. This effect may be triggered additional times, normally about once per month. You may choose to leave or remove the effects at your choice.

### **Healing Binds**

**Cost:** 5 points to effect all bound Waifu, 1 to effect a single bound Waifu

**Special:** Requires the Cosmetic Touch perk, either the general version of, at least, on the same target if used on a single waifu

**Benefit:** The target waifu is healed of sickness, disease, poisons, or other medical conditions and restores them to healthy status. This does not restore limbs or other things of the sort. You may use this ability on individual waifu once per two weeks or once a week with the Regenerative Bonding perk. These times also effect the time limitation of Cosmetic Touch

### **Regenerative Binding**

**Cost:** 10 points to effect all bound Waifu, 2 to effect a single bound Waifu

**Special:** Requires the Cosmetic Touch perk, either the general version or, at least, on the same target if used on a single waifu

**Benefit:** The target waifu is brought to a more ideal state, regenerating limbs and senses to the standard baseline for their species. You may pick and choose what exactly is healed, and it shares a stacking restriction with Cosmetic Touch of a combined use on a Waifu being once per two weeks if you just have Cosmetic Touch, once per week if you also possess Healing Binds.

### **Sensu What?**

**Cost:** 5 points

**Special:** Requires Cosmetic Touch (All Waifu), may be purchased multiple times, each time requiring one of the other perks requiring it bought for all waifu.

**Benefit:** You may use the Cosmetic Touch (And Healing Binds and Regenerative Binding) perks effects on yourself. Each purchase of this Perk increases the number of times it can effect the same target per its duration is increased by 1

### **Personal Vices**

**Cost:** 5 Credits

**Benefit:** You always seem to have access to some of the things you like. Be it a flask of whiskey and a carton of cigarettes or some hand rolled marijuana ones that you stashed away in a pocket just waiting for your trusty lighter...perhaps a bottle of wine. Sure, this might not always work in the same way, depending upon the situation, but you'll normally have some...just don't expect to find some fine wine if you're stripped naked and tossed in a dungeon by royalty who isn't amused with you binding his daughter at some point. And in some worlds, if you don't have an ID and pull them out, well, the local legal situation might just ensue...same with other drugs. It also may or may not be able to include more exotic options if you don't already have a potential method of gaining them in the first place.

**Note:** If you have Catch-A-Ride or Sweet Home (Or similar things), you are assumed to have at least a small cache of stuff there or even a full bar depending upon the specifics of it.

### **Company Tailor Access**

**Cost:** 5 Credits

**Benefit:** When accessing a new world, you will be provided with an address for someone who is in the know of the company who can provide you with local clothing options, normally good quality, but the specifics of this may vary. They tend to provide enough new clothing for you and a handful of your waifu, unless specific gear is required for the location, in which case the basics are provided for all of them. Further selections from them do tend to be at a slight discount off market price, or perhaps with tasks for them.

**Note:** While friendly, the tailor directed to doesn't know much more than the usual person at the location in a similar standing. They likely won't stick their neck out for you if you create trouble, but are more willing than most to trust you.

### **Weapon of Choice**

**Cost:** 5 Credits

**Special:** Requires Martial Talent

**Benefit:** You may select a single weapon type (Such as one handed sword, handgun, scythe, ect) when you select this Perk, you may select a weapon of the type to be "bound" to you, allowing you to summon and/or dismiss it at will, normally by making the same motions as you would to draw or holster it, this also includes ammunition for the weapon if it requires it. If applied to smaller, thrown weapons (such as throwing knives), it includes an unknown number of them that may be used as normal. Further it is easier for you to discover how to apply encountered tech, magic, or other things that would improve the capability of such weapons, along with imparting the skill to maintain and repair them, it also makes it easier to learn skills and techniques for using the weapon. This knowledge might make it easier to befriend those who have similar capabilities or a general obsession with weapons in general. You may take this

Perk multiple times, each time picking a different weapon type. You may pay an additional 2 credits to be able to bind a 2nd weapon of the same type if it is one that can be dual wielded such as pistols or daggers.

### **Properly Filed**

**Cost:** 1 Credit

**Benefit:** When traveling worlds, this lets you start positioning for a legal presence. It adds basic credentials and a documents that can make an existence in the world easier over a varying period of time between a week and month between gaining access, depending upon the world itself and data propagation. This includes equivalent credentials for things you would have elsewhere, but does not give you any additional benefits with the locals, you might still need to explain what you're doing and deal with the normal consequences there, but you can get legal identity documents and such easily enough that function in the world, databases and files tend to take the view of a filing error having been the problem for you if you aren't doing anything special to attract attention. However, this might create it's own issues if people start digging into it to deeply because things like a college not actually existing or the hospital you were born at having been built a decade after your supposed birth year here are possible and are normally chalked up to filing errors, but they may create issues in dealing with a certain type of people there. This also adds similar documentation for waifu you have.

**Note:** If you have the Extra, Possess or Substitute Perk, you don't need this Perk to have the documentation in your first world

### **Local Presence**

**Cost:** 5 Credits or the Waifu's cost (whichever is lower)

**Special:** May only be purchased at CharGen if you have the Extra, Possess, or Substitute Perk for a Purchased Waifu that doesn't have Yoink! applied.

**Benefit:** The Waifu you choose this for gains the benefits of the Extra Perk, this does not normally apply the additional skills for them that such a thing would grant unless the Skill Synthesis perk is also applied to the same Waifu.

### **Company Banking**

**Cost:** 10 Credits

**Requirement:** Properly Filed

**Benefit:** You gain an upgrade to your Company App that allows you to use the bank managed by the company. The most basic feature is a currency conversion, letting you handle financial transactions with ease in your travels if you have the paperwork there for moving funds between worlds. Exact exchange rates may vary, normally by use of comparative options such as previous metals, gems, or other things that are easily transferred between worlds and the prices of them. Any Waifu covered under Paper Trail or Local Presence may also make use of this if you authorize them (Such authorization is basically a checkbox in the app, and you can revoke said authorization if you wish). Recurring funds may be redirected here automatically if you wish. The company will take steps to protect your cash, but if your funds are "frozen" in a world, access may be restricted or limited while there.

**Special:** Recurring funds may provide a credit discount for this perk or the Investment perks

### **Alternate Sources**

**Cost:** 5 Credits

**Requirement:** Company Banking

**Benefit:** On top of normal transfers for you and your waifu along with banking, you have other ways to get your money that would be off the radar for the locals of those worlds who may be keeping an eye on you for suspicious transactions. Beware overusing this in such cases for it may draw more suspicion, but it is often useful for worlds where authorities or others might be a problem.

### **Contract Shipping**

**Cost:** 5 Credits

**Requirement:** Company Banking, We Will Meet Again (Or Rainbow Bridge)

**Benefit:** If you want to move large objects between worlds that won't fit through your portals, this is the option for you. Take a picture of the item in the phone app, and you can send it to another world you have access to, it will disappear and reappear at a designated address the next morning in that world. you may also have it shipped to your Sweet Home or Catch-A-Ride (or Heavenbuilt Proto), however the item must be able to fit into the target (And, no, planets and moons and other celestial bodies are not shipable). In addition, when you bind a waifu (Or purchase one with Slightly Used or similar), you may have them ship their things to your home (Or Sweet Home, Ride, ect) or place them into stasis, including any owned pets which may be handed over to the Waifu as desired. In the case of events like a World Line Reset, this happens automatically.

### **Preferential Shipping**

**Cost:** 5 Credits

**Requirement:** Contract Shipping

**Benefit:** Items shipped from Contract Shipping are transferred instantaneously rather than overnight. Further, you may use it to transfer living things to designated areas, such as specific animals to parts of your grounds or hunting grounds.

### **Dimensional Transfer Incorporated**

**Cost:** 1 T11 Ticket

**Requirement:** Preferential Shipping, Improved Investing

**Benefit:** You may move even larger things, for whatever reason you've gotten access to the ability to move planets and star systems via the system...though it still takes time, normally between a week to a month depending upon how big it is due to the resources available. Overuse of this permission might still annoy people high enough in the Company to cause you a lot of trouble, so be careful there.

### **Investments**



**Cost:** 25 Credits

**Requirement:** Company Banking

**Benefit:** By putting some of your credits and other funds back into the Company, you've managed to gain some portion of a share in it. It provides a relative trickle of funds that provide for the equivalent to a middle class pay in your account as a monthly stipend. This is not in credits, but should be enough to cover anything basic that you need in your worlds.

**Special:** If you possess an extremely wealthy Waifu, you gain a 5 credit discount. Further any Waifu with their own personal funds may use the Company Banking

### **Improved Investing**

**Cost:** 50 Credits

**Requirement:** Company Banking

**Benefit:** The funding from Investments increases, you have the funds of a moderately wealthy individual from your stipend...though it's still just a drop in the bucket compared to the niagra of funds the company makes. Those who would notice it for someone natively wealthy in a world will find out about your believed wealth for good or ill. Further wise investments may increase this, but is outside the scope of the perks. (This is basically the forget about needing money perk)

### **Environmental Effects**

**Cost:** 10 credits

**Benefit:** If you take a moment, you can twist the environment and weather around you. This, normally, has minimal effects on your actions, on their own, but they can amplify other effects in ways that can cause a lot of effects, or just make it easier to conceal things. Calling up a misty fog to sweep into the area, lights to flicker, radios to hit a seconds static, the distant creaking of wood, just the right breeze to have a cape and hair flow perfectly, and such are simple, but normally require something to start with...if the weather is able to, you can make things even worse, such as flickering of lightning to punctuate your appearance, the wind giving structures a light shake and howl, or that single beam of light descending on a cloudy day. The effects work better the more you use them, and when appropriate to the point of becoming second nature to you. with enough experience in this kind of thing. The company grants no special aid in reviving potentials that may experience a heart attack from you pulling a horror routine, and denies the bulk purchases of popcorn for the higher ups to watch you get stuck dealing with potential religious fanatics now believing you're something else.

### **Broken Matrix**

**Cost:** 50 credits

**Requirement:** Warranty Plan

**Benefit:** When in a virtual world linked to a real one where death in one means death in the other (Such as SAO or the Matrix), death of the virtual self no longer kills the real self unless

detached from it at the same time. The mind is reprocessed by the Company and relinked to the same body in the same time as the standard Warranty Plan. During the "down time" the physical body displays no signs of the effect, but remains, technically active. They reappear in a safe area of the simulated world with all functionality restored, though this may be adjusted by you to delay or even slowly reactivate other functions such as chat outside of with you and your waifu. Further, you treat AI waifu as if they were Amazons for the purposes of Warranty Plan.

### **Cryptid Photography**

**Cost:** 5 Credits

**Benefit:** You know how there's never a clear picture of Bigfoot? Yeah, that's what this tends to do. Technology kind of gets distorted in recording or viewing your image, leaving it blurry and indistinct. Biological observers can still give a decent description if they otherwise could. Fortunately, you can choose to suppress this ability, once you know you have it, and over time, even, selectively apply it.

### **Gremlin**

**Cost:** 20 Credits

**Requirement:** Psychic Talent, Soul Talent, Environmental Effects

**Benefit:** You've gained an understanding on how to make things go wrong around you, at least with regard to technology. Weapons misfire, hard drives fail, cars break down, cell phones never get a signal. You can turn this on and off, and even choose to have it not effect certain things...and unless you decide to change it, never seems to directly effect medical equipment.

### **Lethe's Fog**

**Cost:** 10 Credits

**Benefit:** Unless you specifically desire otherwise, or have things that prevent it such as active contracts (Though they may not entirely remember who it's with), your own presence seems to fade in peoples memories. This doesn't apply to your waifu or those you choose to exempt from it (Along with others connected to the Company), even those who have forgotten will eventually remember more and more detail while you are with them. But when you leave, things begin to shift from memory, features seem less memorable even if normally distinct, blurring to an average appearance before fading completely to random strangers in the roles or just absent. Scrutiny of the memories or an abnormally strong will can overcome this effect, but may require them to have an idea about it and actually try to fight it, some effects of this may not be handled as well for someones subconscious if you've played a major part in their memories as they try to make sense of it. Blatant inconsistencies with memory can also weaken or even break the effect for a time on some people (Oddly enough, if you leave someone pregnant, they're liable to gain an immunity to this even if they aren't bound), though many seem to interpret it as missing times and aliens for some reason...well, less work for the company cleaners that way. This effect also applies to your waifu, though it comes into effect far slower, especially if they are native or relatively close to those who might be effected. This has some limited and other effects for those of a blood or familial relationship, and is normally limited to being unable to really question why you aren't there now or where you went if given even a remotely viable excuse.

### **Faded Ink**

**Cost:** 20 Credits

**Requirement:** Lethe's Fog

**Benefit:** Records of you seem to fade away just as memories do. Electronic files seem to corrupt far more easily or develop errors, pictures and reports have the ink fade and become hard to find, and many others seem to remain just out of reach. You can suppress the effect, doing so allows those you choose to easily access them, though it may fade again if you don't sustain the suppression. News about you seems to vanish to local memory unless you do something to bring it up again, or purposefully remove the effect from it. Your waifu gain a similar effect that functions at a slower rate. No more need to worry about many of the longer term repercussions of things.

### **Trickle of Memnosyne**

**Cost:** 5 Credits

**Requirement:** Social Talent

**Benefit:** You can create a short burst of memory in people, this normally isn't much but tends to make them associate you with something friendly and familiar even if they've never met you before. These memories aren't that distinct and tend to fade on their own during your interactions with them, largely just making them easier to deal with early on. Someone with a stronger will can resist it, but even then it will normally make things easier early on. After all, first impressions matter quite a bit, and this just smooths over a few things in a normally unrecognizable way...and your waifu gain some of the same, making it less strange for the locals to deal with them, or even their own alternates.

### **Memories Hand**

**Cost:** 5 Credits

**Requirement:** Trickle of Memnosyne, Psychic Paper

**Benefit:** You may produce the effects of Psychic Paper at will rather than with an item, and if you have the paper with you, it's also quite a bit harder to resist.

### **Burner Fusion**

**Cost:** 0 Credits

**Requirement:** 2 of the same waifu at the same tier

**Benefit:** This is an ability that came about from a contractor who was stuck in an endless series of stops in variants of the same world, and dealing with a gacha mechanic. By permanently sacrificing two of the same waifu, you merge their abilities and memories, making one stronger waifu out of them. This leaves you with 1 waifu that has the combined skills, abilities, and memories of the two who merge, at 1 tier higher. The exact specifics of how this effects their abilities is unknown and it might create mental disorders or insanity in the new waifu, but she is stronger than the ones sacrificed in such a way...of course, in some worlds, this is still kinder than annihilation or the like where the world itself is against multiple versions of the same person running around there, and the exact nature of this ritual seems to vary between

contractors, or even with the used waifu. This does not let you purchase multiples of the same waifu...

### **Skill Synthesis**

**Cost:** 2

**Special:** May only be applied to a Waifu not from the world you are currently in

**Benefit:** The Selected Waifu's gets a update to their skills and abilities, this simply applies the equivalent training for equipment that would be standard for the world you are in at the purchase. This does not grant additional powers, but it means that the trained doctor knows how to use the local medical equipment or equivalent at around the same level. Or the ability to handle local weapons/armor that don't require anything special to use at their base line skill set. This applies to their entire skill set.

**Bonus:** If applied to a T1 or T2 Waifu, this also bumps their Tier up by 1.

### **Skill Adaptability**

**Cost:** 1 credit

**Requirement:** Skill Synthesis

**Benefit:** The Waifu's skill set is expanded to handle other waifu and oddities in visited worlds. This covers things like a cook gaining the skill to handle exotic or alien foods for some of your waifu (Or yourself if they wouldn't have that skill), or a medic being able to apply those skills to non-humans as well as to humans. This also allows them to expand their abilities by being able to use a local version of their own, such as a witch being able to learn a local type of magic. If you have their workshop, it expands to handle the additional duty.

**Special:** A Tier 2 Waifu with this perk is bumped up to Tier 3

### **Skill Update**

**Cost:** 1

**Special:** Requires Skill Synthesis, Requires being on a second or later world.

**Benefit:** You can expand the skills of the waifu to the equivalent in another world and their skills increase somewhat due to experience in multiple worlds doing the same basic job. This also boosts a T2 Waifu to T3.

### **Guided Selection**

**Cost:** 5 Credits

**Special:** Purchased Waifu with Yoink tied to that character, Yoink on the selected Waifu

**Benefit:** The Waifu you purchase with this is less randomly found from available versions, but is tied to a Waifu that was Yoinked from their world.

**Note:** If the connected Waifu has the Local Presence Perk, you may apply it to the Waifu you apply this to even though not in CharGen, though it is double the credit cost

### **Transformation Item**

**Cost:** 50 credits

**Benefit:** You gain an item of some sort that can be easily concealed, when handing it to a Waifu, they gain a limited alternate form when utilizing it. This tends to come with a flashy and

somewhat repetitive set of poses as their clothes change into something that's usually far skimpier and potentially fetish fuel. The first time they use it, the item applies the effects of the stamp to them save that it takes 6 hours of time using that form to complete, but may be stalled out if you are present when they transform at your discretion. While transformed, they are treated as up to 3 tiers higher to a maximum of Tier 5 and gain the benefits of Body Talent and either Psychic or Soul Talent. They may also pick an element as described under the Dragon heritage line, and the costume they have tends to relate to it thematically, and they tend to have elemental attacks of that sort. When transformed they also tend to be harder to identify and appear younger than normal...which may or may not effect the public opinion of you.

**Special:** Use of these items might end up unleashing some kind of formerly sealed ancient evil that can track you, so be careful...the Company tends to lose track of so many world ending things in the omniverse. Oddly enough, this is slightly less likely for unbound waifu there. Each Transformation Item must be purchased separately, and all options for it selected then. If a waifu is permanently lost while using one of these, you may recover the item for 10 credits. The Company does not approve of Contractors transforming their Waifu's soul into a gem type phylactery to be part of this item...even if their element is Despair. The Company further reminds you that in many universes, while this does tend to prompt long speeches about Love...or at least lust, talking is not always considered a free action.

### **Transformation Item Upgrade**

**Cost:** 50 Credits

**Requirement:** Transformation Item

**Benefit:** The selected item and it's transformation tends to be far more flashing and the costume changed to something more stripperific if not almost completely gone. The tier up provided is increase to 4 with a maximum tier of 7. They gain Martial Talent and Soul Defense while transformed.

**Special:** Please don't try to figure out why they tend to end up naked and glowing during the transformation, or attempt a translation of the sigils/runes that may appear during it...just be warned that the Company has lost many, far better researchers than you are a contractor on that, and we are not responsible for it bypassing any defenses you may have while it mauls your sanity.

### **Nibble To Death**

**Cost:** 25

**Benefit:** You gain an alternate form, this is normally something smaller and cute, but not always. If you possess a Heritage perk, this will include at least some aspects of that heritage in it, such as with dragon, you'll likely end up as a mini-dragon. Most waifu tend to find it cute in many ways, many will try to pet or cuddle, at least, at first...you're probably doomed to be the mascot for a team of magical girl waifu...on the plus side, most lethal damage directed your way just tends to knock you out, it's only after that point if it's aimed specifically at you that you need to worry...on the down side, while in this form, well, combat tends to not be the best option as you're probably right around a foot or two tall...

**Special:** Transformation Item and Transformation Item Upgrade purchases only cost 45 credits each

### **Earned Your Wings**

**Cost:** 10 credits for you, 5 credits for a waifu (or for you if you have a waifu that would have gained this without it)

**Benefit:** You gain the ability to fly various craft that you've encountered along with how to handle the basic maintenance of them in the hanger, with some experience in them you may gain skills of higher levels to match or exceed the best normal pilots. If you encounter more such craft, it takes very little time flying them to gain proficiency with them. It's also easier for those with this to interact with pilots of various types. A waifu with this perk may be assigned to a vehicle it applies to and has them upgrade their skill for that craft to an expert level if they've had at least a week with it or a craft of the same type.

**Special:** This may be gained as a standard thing for some extra/possess/substitute options. It's also possible that this might also apply to various other vehicles that tend to operate similarly such as smaller submarines and the like. Tier 3 and below Waifu who have this applied increase their Tier by 1.

### **Ace Custom**

**Cost:** 5 Credits

**Benefit:** This allows you to make an acquired craft into a Support Craft, normally this is applied to a Waifu that is skilled with and already has some control over said vehicle when you bind or purchase her. The size of the selected craft must be able to fit in existing hanger space to be onboard a ride, but may be stashed at a Sweet Home until necessary, but it is not so easily accessed. It also takes less time to modify such a vehicle compared to the normal versions of it out there.

### **Showroom Floor**

**Cost:** 5 Credits

**Requirement:** Some form of dimensional transit

**Benefit:** You gain access to a Company showroom. The exact nature of this showroom seems to differ between individuals who have been to one, sometimes even different between visits, leaving it suspected that there are either a lot of them, or it's unique to each person. While accessing the showrooms databases, you can gain more information about specific waifu available or that you have purchased, even gaining that info via the app if you have access. When physically present, there are other options available such as removal of body hair during the purchase there, or adjusting the specific placements of stamps...or even adjustments to the appearances of tempest chokers or runic collars. If you have Exit Stage Left, you may choose to divert to the Showroom and exit from there to your next world, if you have portals at your Sweet Home you gain a portal to the showroom, similar effects are available for other means of transit. Accessing the Showroom at later points may add available quests or discounts on things, normally at other prices than the credits...

**Special:** Even if you don't possess this Perk, you may elect to begin in a showroom rather than your starting world, this should have no real effect on the further story and also include a way from the showroom to that world.

### **Water Features**

**Cost:** 10 Credits

**Requirement:** Life's a Beach

**Benefit:** You have access to a well maintained pool with the features you desire for it as part of a recreation area. This may include things like a sauna, bath house, hot springs, hot tubs, or other similar things.

### **Central Transit**

**Cost:** 5 Credits

**Requirement:** The Compound

**Benefit:** You have a faster transit system within your sweet home, allowing you to quickly reach any of the main areas, or at least speed them up. Expansion area tends to have several possible points to assign there for project work in them. This system may be a train, portals, turbolifts, or something else.

### **Wolfs Den**

**Cost:** 20 Credits

**Benefit:** You gain access to an extradimensional cavern, you can access this via a portal you can summon, hide, or dismiss at will. If you dismiss it while inside the portal, you can only reopen it relatively near where it was formed. The cavern is laid out to be relatively comfortable to inhuman forms such as animal or monster ones. For example someone with a draconic heritage would likely have a large area where they could bed down on collected treasures, a wereshark might have a salt water grotto that gets oxygenated magically and has the room to swim about easily, a phoenix might be more of a cave of fires and winds. It's a comfortable size for your other form to live in with a few waifu, potentially with places to contain waifu or animals that you bring back with you along with space to store food.

**Special:** If you already possess the Sweet Home perk, you may purchase this for 10 credits and there is a doorway somewhere in your home to get to it. If you possess this perk, Sweet Home is half price. You may purchase All Roads Lead To Home as if you had the Sweet Home perk if you have Wolfs Den.

### **The Beasts Lair**

**Cost:** 30 Credits

**Requirement:** Wolfs Den

**Benefit:** Your cavern space expands, opening up to be far more spacious, perhaps allowing even spaces for your human form to relax in addition to the space to recover. It may even have

multiple environments, allowing mixes of heritages and forms to have their own sections. Space for storing live prey, or to lock up a stamped or bitten waifu until they change or for other purposes tends to be common in these locations. You may also effect a limited temporal manipulation here, allowing you to advance time far slower inside than outside, and non-interaction advancement (such as healing) progresses at the accelerated time. Unfortunately, this tends to be in 3 months to a single day increments, and leaves you in a deep sleep during it.

### **Happy Hunting Grounds**

**Cost:** 10 Credits

**Requirement:** The Beasts Lair

**Benefit:** This provides an expansion of your lair, allowing you access to a managed wilderness fitting for your form or forms. This might be a coral reef to swim in, a large forest, or other terrain. It is accessed through passages in your lair and these areas are stocked with a self sustaining amount of suitable prey species such as fish, deer, or other things...these are non-sapient animals that are included, and it does not include other predators. This is an area intended more to let off steam, but may be used in other ways...one way that some have found is to have their waifu bring back potentials to your lair to be released here for you to track down at your leisure. The weather is largely under your control, though it defaults to a simple cycle best suited for the area it represents, including seasonal changes. The basic size is that of a large state park, but each time you purchase the Sweet Home Expansion perk, the size doubles, with included stocking. While it is normally isolated from the area of your sweet home area, you may elect to merge it in with it.

**Special:** You may take the Sweet Home Expansion perk, giving the bonus' described for it in this perk as if you had the requirements. If you later hit the other requirements, they are applied there as well.

### **The Compound**

**Cost:** 10 Credits

**Requirement:** The Big House

**Benefit:** Your home expands again via a network of tunnels for more secure workshops and warehouses along with a personal vault for storing more valuable objects...or just cash if you want to play Scrooge McDuck (Warning: Does not actually give you the ability to dive into or swim through gold). If you have the Life's A Beach perk, this also adds covered walkways between buildings and the like according to whatever theme you wish for them. The workshops also allow multiple ones for waifu who branch out into different fields.

### **Servants Quarters**

**Cost:** 20 Credits

**Requirement:** Sweet Home

**Benefit:** Through the company, you have acquired the aid of a small number of professionals to clean and maintain your home and have a few meals prepared for you each day. A full cleaning may be once a week, and it tends to be a room by room thing as they work, but it's clean. The



food tends to be decent enough, but simpler fare compared to other options. You also gain a room to handle any Waifu you possess that might be qualified for such work in equipping them for the task, reducing the cost of this perk by 1 for each waifu with the skill to do so

### **French Maids**

**Cost:** 5 Credits

**Requirement:** Maid Service, Kitchen Work, or Similar

**Benefit:** The hired help tend to have skimpier and more fetishistic outfits, and they tend to be more of a normal waifu than the normal ones. The adjustment in the contract allowing more features there, and the Company may have just chosen some clone lines that aren't that commonly used and reprogrammed them for it...while the default ones tend to have a french accent following the upgrade, they probably aren't actually French in the first place. This applies to all of your workers that you have the perks for.

### **Maid Service**

**Cost:** 15 Credits

**Requirement:** Servants Quarters, The Big House

**Benefit:** Through the company, you have acquired access to trained maids of some sort that remain on the property and will normally be trying to find some job to do if there is one. There are up to a dozen of them, and they are, for all intents and purposes, T1 Waifu for their abilities, trained in housekeeping. While you may direct them to other tasks, they normally won't do so well at them, but will attempt it if it isn't a danger to them...and they aren't replaced unless you have the Warranty Plan, but that doesn't stop their reluctance. The type of waifu they are depends upon your preference and the theming of your Sweet Home, from robot maids, to house elves, to ninja butlers, they tend to fit the aesthetics...and aren't interested in much more. They are assigned a room in an out of the way location that normally takes some effort to find near whatever area handles maintenance and laundry. This also includes whatever would be needed to repair/maintain ones that require it.

### **Handmaids**

**Cost:** 25 Credits

**Requirement:** Maid Service

**Benefit:** You gain the services of additional maids that can be personally assigned to aide your waifu and you. They are taught to prepare baths, aid in dressing, and other similar things (Sorry, this does not include training for jobs like a groom of the stool), as fitting for the position. They may either be promoted from existing Maids or new ones. The rooms for staff expand to accommodate them and add hidden passages from their quarters to wherever you are.

### **Head Chef**

**Cost:** 10 Credits

**Requirement:** Servant's Quarters

**Benefit:** Meals prepared by the staff now come from a trained Chef that will make far better meals, though they may get overwhelmed by numbers if you aren't careful. The Chef is treated

as a T3 Waifu and given a room near the Kitchens. You may elect to permanently assign a Waifu to this position, discounting this Perk by half, but removing the included Chef.

### **Kitchen Staff**

**Cost:** 10

**Requirement:** Head Chef

**Benefit:** A half dozen trained cooks of different specialties are contracted out under your Chef, allowing you to go for the full feast options or just to feed a larger number of waifu and/or guests without issue. They are housed similarly to maids and are treated as T1 waifu for their ability, but can cook using the Chef's skill level easily when under direction of him.

### **Grounds Keepers**

**Cost:** 25 Credits

**Requirement:** Life's A Beach, Servant's Quarters

**Benefit:** You have contracted a number of workers to handle the grounds of your Sweet Home. Be they fey or whatever, they can handle and harvest what's grown there to a good level. You normally have a Dozen, but gain an additional half dozen with each Sweet Home Expansion you purchase.

### **Security Guards**

**Cost:** 25 Credits

**Requirement:** Sweet Home, Servant's Quarters

**Benefit:** You have a number of guards for your Sweet Home, normally it's 12 for the basics, but this doubles with The Big House, and triples with The Compound. It also increases by 1 for each permanent portal you have, allowing a guard to be positioned for it. These guards may be machines, people, drones, animated suits of armor, pop up turrets, or whatever else you might think of for your theme

### **Game Wardens**

**Cost:** 15 Credits

**Requirement:** Servant's Quarters, Happy Hunting Grounds

**Benefit:** You have a dozen or so rangers hired to maintain and care for the population of your hunting territory. This number starts with 12, but increases by 6 for each Sweet Home Expansion purchased. They may adjust the available species or handle other jobs regarding it.

### **Dungeon**

**Cost:** 25 Credits

**Requirement:** Big House, Beast's Lair, or Catch-A-Ride (Class 4+)

**Benefit:** You gain a prison of some sort in your home and/or ride. The exact nature of this prison changes according to your preferences and the theming of the location it's in. You may elect to

include other elements in it such as equipment for torture or the like, but they are not directly included and such an upgrade costs 5 Credits (Free if you have the Branding option for binding, but this must be repaid if you change Bindings). If you gain the other requirement options, you may gain an additional dungeon in them or expand your current ones (Normally expand is between Big House and Beast's Lair, as they tend to already be connected if both are possessed). This may be a high tech prison with force fields, an oubliette, a mystical prison, or many other options...even having a few, secure ones that are more of a locked down hotel room that you can lock stamped or similar waifu that are processing the changes. If you possess the Servant's Quarters, you gain a basic guard for it, if you have the Security Guards perk, you gain multiple ones trained for the task, if you have both the guards and the torture equipment upgrade, you may choose to have a professional to handle them.

### **Personal Menagerie**

**Cost:** 10 credits

**Requirement:** At least 1 Sweet Home Expansion

**Benefit:** A short distance from your home is a large facility for handling various creatures that you've encountered across the multiverse. Normally, it appears as a series of domes with various contained habitats that can support most species in existence save for those on a planetary scale. There are company provided robots to handle their normal care and feeding, though you may involve yourself in such things as desired, same with your waifu. Parts of it may be set up for other functions as desired if you wish to collect other beings to keep within. It is normally a quick trip to get there or back to your home, but can be linked by portal if you have the Central Transit perk. It does not have a setup for mass water filtration for aquariums, unless you have the Water Features perk. The Menagerie does not include any creatures with the purchase, you must find and stock it yourself.

### **Dimensionally Locked Chamber**

**Cost:** 5 credits

**Requirement:** Rainbow Bridge

**Benefit:** This is a special series of rooms that are designed to be sealed off from the main sections of your home, they are also equipped to seal themselves from anything transiting out of or into them via any form of transport other than walking...and the doors can be locked and there are a large number of magical and technological methods for keeping things arriving from getting to the rest of your home...even registering these rooms as part of a completely different reality than the rest. There is communications equipment that works here as well as the support needed for them, but it is largely designed to be of use to those who might try their hands at summoning things without as much risk as would be elsewhere. Of course, unless you have other precautions, there isn't that much to help you if the things called up find you elsewhere, but they can't access the rest of your Sweet Home, and any unauthorized attempts redirect here. If you have the Dungeon perk, this also includes special cells to contain trespassers who attempt to enter your domain uninvited and contained to prevent escape or further passage.

### **Home Arena**

**Cost:** 5 credits

**Requirement:** At least 1 Sweet Home Expansion

**Benefit:** If it's good enough for the Romans, it might be fun for you. A decently sized arena made with a mix of modern materials and techniques combined with a more classical architecture, letting you watch fights in comfort and safety, even stream footage to your home (or beyond) if you so desire. It's also self repairing and the systems can have the floor replicate a seemingly unending series of environments with just a little preparation. The same systems can also judge the matches if you wish, limiting it in various ways by set rules, such as if an attack would be lethal, the fight ends and combatants are separated by force fields. It can also provide non-lethal variants of most weapons for use if desired. It may, also, on occasion, be suited for other purposes such as sporting events, concerts, or the like. You can also link it to other locations for special opponents such as creatures from the Happy Hunting Grounds or Menagerie. If you have the Central Transit perk, you can just op right over, rather than spend some time traveling to reach it.

### **Destination Resort**

**Cost:** 10 credits

**Requirement:** Rainbow Bridge, Central Transit, Servant's Quarters, At least 1 Sweet Home Expansion

**Benefit:** If you're stuck dealing with guests, but don't want them wandering around your home, this is for you. It places a large hotel equipped to handle guests of pretty much any type or species in some of your expansion territory at a location that provides the most effective views and terrain (barring your home of course) unless otherwise specified for a location., and links it with your portal room, allowing quick transit that has minimal time in your home, and can even be set up so that they automatically head to the hotel rather than your home. It is staffed by company supplied employees to clean and maintain it, along with provide relatively decent meals (Along with a dining area), though the quality is more along the lines of fast food orders from a diner than fine dining for what's available. It does have a garden available for guests, and a pool/resort area with bar if you have the Water Features perk. You may also designate other forms for it to take depending upon the theming of your sweet home and it's environs, such as a preference for mountains tends to be based around the design of a ski resort with lifts and a tendency to be surrounded by snow, or the standard island being a tropical setup with a beach. It is also placed close to the Arena and Menagerie if you have those perks, though you may choose about access to them. For a further 10 credits, you may upgrade this to the equivalent to a 5 star resort hotel, replacing all of the standard rooms with suites that are adapted for the guests (Just don't ask how many of them there actually are, they normally don't actually fit inside the building anyway), top of the line workers, food, and drinks.

### **Hunters Gift**

**Cost:** 20 credits

**Requirement:** Faerie Feast, Wild Talent

**Benefit:** Meat from things you hunt and foraged edible plants, fruits, berries, and the like increase the effect of food made with it for Faerie Feast, making a stronger reaction for those eating it. You may also apply the effects of Faerie Feast to parts served uncooked or otherwise unprepared (Such as dragons sharing a kill, or offering a freshly plucked peach). If it isn't otherwise used in such ways, distributed parts simply tend to taste better and seem to be of a better quality than normal. This also provides the skills for harvesting and handling such foods to prepare them in standard methods.

**Special:** If you have a natural form or ability for hunting such as a dragon heritage, this perk is half off. Each waifu you have that already has some sort of hunting experience reduces the cost by 1 credit.

### **Brewers Blessing**

**Cost:** 10 credits

**Requirement:** Faerie Feast

**Benefit:** If you work with liquors such as brewing beer, your results are far better than most. You know instinctively what drinks pair best with prepared foods from what you have available and have tasted or made yourself. It gives a further boost to the effects of Faerie Feast, and allows you to apply it to drinks you serve yourself. All of it that you make tends to taste better than most and have better results in the making...and you can take a taste of drinks to discern what they are made of, and, potentially, figure out tricks to make them better.

**Special:** If you have a waifu with bartending experience or who makes their own, you may buy this perk at half price.

### **Farmers Toil**

**Cost:** 30 credits

**Requirement:** Faerie Feast, The Getaway

**Benefit:** Food you work to grow or animals you raise provide a better quality food and drink. This normally requires your direct involvement in handling the steps, and ups the effect of food made from it. The results tend to be more bountiful than usual for you and the quality is always top notch. You also gain the skills for handling common farm animals, machinery, and raising plants.

**Special:** Farmer Waifu or those with special abilities that would effect your product (Such as Poison Ivy) reduce the price of this perk by half.

### **Bounty of the Harvest**

**Cost:** 5 credits

**Requirement:** Farmers Toil, Brewers Blessing

**Benefit:** Food stuffs you produce can be sold, it tends to be treated as a far better version of what is made. It also tends to improve the disposition of those consuming it and coming in contact with you after it. This tends to make them slightly more suggestible, but not by that

much more...mainly just showing a marked preference for what you make compared to other options.

### **Labors Reward**

**Cost:** 20 credits

**Requirement:** Bounty of the Harvest, Hunters Gift, Master Chef

**Benefit:** Your supervision increases the effects of food harvested from the source, such as waifu hunting with you or those used as farmhands. This allows you to apply the effects of the various production perks to waifu working under you.

### **Tier Shifting**

**Cost:** 50 credits

**Requirement:** Reach a 3rd world (Not counting Waifu origin unlocks in Sweet Home, but may include Waifu with world travel options), bind or purchase 5+ Tier 1 Waifu

**Benefit:** While many have some rougher time early on due to limitations in Waifu, but you have some concept on how to instruct and equip your waifu more than most, mainly the ones with the least experience. Tier 1 Waifu are bumped up to Tier 2 in ability, the exact nature of this can be handled in many ways, from figuring out how to bump the settings to some initial training, to just basic equipment. This also effects most other perks that increase low Tier waifu, increasing their effective boosts as well.

### **Tier Boost**

**Cost:** 100 credits

**Requirement:** Tier Shifting, Reach a 5th world (Not counting Waifu origin unlocks in Sweet Home, but may include Waifu with world travel options), bind or purchase 5+ Tier 2 Waifu

**Benefit:** Chicks dig giant robots, bitches love cannons, and several other bits of info have stuck in your head, giving you a bit more insight into getting a bit more out of the weaker side of the Tier spectrum. The increase from Tier Shifting increases, boosting Tier 2 Waifu (Including those increased by Tier Shifting) to Tier 3. This also effects most other perks that increase low Tier waifu, increasing their effective boosts as well.

### **Mailing Address**

**Cost:** 10 Credits

**Requirement:** We Will Meet Again

**Benefit:** You gain the access to a company sponsored mail service. This tends to blend with local options and essentially gives you a way to send and receive packages or messages from those in other worlds that you know. Your company issued phone has an added feature to let you scan items in to attach and send or to receive ones sent to you. This doesn't work as a storage device for very long, but you can store things you received for up to 3 days before it automatically materializes on your end. Things sent are slipped into a convenient option in the world its sent to (Unless it's to other company employees or contractors), mail is digitized and stored for as long as you want...and it can also provide cell service, overriding the normal connections if you give someone your number.

### **Alfred**

**Cost:** 50 Credits

**Benefit:** You gain a personal assistant who can handle a lot of things for you, and seems to have the miraculous ability to appear right behind you when you need him, if possible, and tends to vanish just as quickly. He or she can operate as a chauffeur, butler, cook, and many other things to a limited extent...even arriving in a world appropriate vehicle to drive you places or having a cup or glass of your favorite beverage and the local paper. They're unflappable and always seem to be immaculately dressed (Even when it would seem almost or completely impossible to be that way), and can often tell you some information about things that fits the situation, normally things from the news or local gossip. While they normally aren't one for a fight, they will often aid in your defense. Normally, your alfred isn't interested in romance, though may aid you in your endeavors with others, but if you wish, you may discount this perk and select a waifu to be trained as an Alfred, reducing the credit cost by the waifu's cost, but only up to half (May not be slightly used or under Yoink!). This sets their effective starting Tier at 5. Tea, sir?

### **Reincarnate**

**Cost:** 2x the cost of the selected Waifu

**Requirement:** Substitute or Possess Origin

**Benefit:** Select another Waifu following the same rules as Substitute or Possess that you can purchase, you gain their skills, memories, and abilities. They're added to you the same way that those from Substitute or Possess is, but they tend to trickle into your mind more slowly than the initial shift. This may include physical changes manifesting, and while you can differentiate between the memories, there might be some mental quirks that pop up if you lack the proper defenses to control them. The world of the selected Waifu is available for travel as if you had been there yourself, though that particular Waifu is considered dead, but you can provide the necessary proof of reincarnation in worlds that it's known to be possible, and enough to, normally, convince people, with enough time, in others (or if they normally wouldn't believe anyway).

**Special:** This perk is half price at CharGen

### **Binding of Fertility**

**Cost:** 25 credits

**Benefit:** You have some control over the fertility of bound waifu (Unfortunately, this utilizes the bindings themselves for this access), letting you increase the chances of impregnation, or, essentially, pause their cycles. Increasing fertility, essentially triggers a lot of the same effects of fertility drugs in their system, but most detrimental side effects tend to be limited or removed if Body Defense is active. Pausing fertility is, unfortunately, something with a delayed result, essentially completing their current cycle and preventing the start of the next...and unpausing it starts from the beginning of it and needs to reach the proper timing before conception is possible. This can also work on husbando if desired, essentially blocking or enabling production. For any gender it's handled with, this minimally effects the actual sex drive of those it's use on.

This is handled via an additional feature in the company app...and if desired, may be applied to contractors as well. Purchased Waifu may have this set during purchase, but defaults to paused.

**Special:** If you happen to acquire waifu/husbando who are associated with fertility, each discounts this perk by 5 credits. A waifu being exceptionally fertile does not count, but a fertility goddess or someone working as a specialist would. Depending upon the specifics, someone focused on breeding might, technically, qualify. If you possess the Body Defense perk, this also applies a regenerative effect to eliminate potential infertility due to time and can reset an older Waifu out of a menopausal state.

### **World Line Reset**

**Cost:** 20 credits times the worlds intensity

**Benefit:** The selected World is Reset to entry conditions, removing calibrations or other, similar, effects to it. In some situations, this will reset the world to before any contractor interference. This does not directly effect bound waifu from the world, but duplicates caused by this do not grant any additional credits for binding or sale. This is either a space time event that actually tosses you back in time, or it shunts you to a parallel...either way, the prior version of the world is no longer available for you to access, though it will tend to follow the basic way it did in the prior rendition barring interactions from non-natives to the world.

**Special:** In the event of a disaster, the Company may elect to allow you an additional chance by triggering this for you, but doing so doubles the cost and any debt must be paid first before any additional purchases are made, but repeated waifu bindings do offer half the normal capture value taken off of this debt only (This may not, ever, give you actual credits, just reduces your debt by an equivalent amount to the credits). This kind of manipulation is considered more annoying for the higher ups, so the cost of each reset in the same world increases the base cost of the perk by 50%

### **Data Access Protocols**

**Cost:** 50 Credits

**Benefit:** Your company equipment is fitted with a higher access level than most, letting you interface with other Contractors equipment and systems. This does not allow you to make changes or purchases with their systems, but it does allow you access. It also means that company provided guards are less likely to shoot to kill. Once you gain access, you can track bound waifu attached to the contractor it was issued to along with the contractor. You may also create a backup of existing data on them. You may also request Company files related to worlds the contractor has access to, including the one it was recovered from

**Special:** Those on a Fixer Job gain temporary access to this ability, limited to those involved in the specific job. Each completed Fixer Job reduces the price of this perk by 10 credits.

### **Company Override**

**Cost** 50 Credits

**Requirement:** Data Access Protocols, completed at least 1 Fixer Job



**Benefit:** Your familiarity with Company technology and magic, combined with permissions by some higher ups in the company, have allowed you to bypass a lot of security on their equipment. You may repurpose additional company phones acquired, letting you copy your own data into it and use them as extras, or to allow your waifu to use them while retaining your own. This still takes time to handle and with permissions from the company, often due to the issued user being deceased in most situations where such tech is acquired. Further, with time, you may gain access to others assets such as Sweet Homes or Rides, this does not transfer ownership, but allows access to the facilities if the owner is unavailable. It's also possible to modify the settings for Tempest Chokers or Runic Collars, allowing you access to the controls, or, if with unused ones, may assign them to yourself, this does not allow you to gain additional chokers or collars as if you had the standard bindings, but, as most of those with this access operate as fixers for the company, such resources are often useful in completing jobs and a few extras stashed away for a rainy day isn't something they're judgemental about.

**Special:** If you have reduced the cost of Data Access Protocol to 0 Credits, each successive Fixer Job completion reduces the cost of this perk by 5 credits.

### **Counter Binding Stamp**

**Cost:** 100 Credits

**Requirement:** Data Access Protocols, Martial Talent

**Benefit:** You gain an additional, modified version of the Stamp, this is not used for binding targets, but mainly for use when dealing with hostile, rogue contractors or situations where things have gone horribly wrong. Applying this stamp to a waifu reduces or suppresses the standard conditioning of a binding, the level of it depends upon how attached the target is to their master, and lasts for 72 hours when the original effect comes back into full effect. On bindings greater than the Stamp, it tends to suppress other effects such as the Tempest Chokers Bimbo option or existing orders, it tends to place the alterzulu symbiotes into hibernation for the duration, and leaves the waifu without its influence but lethargic, it's effect on shrouds varies, but at least cuts off telepathic contact.

**Special:** This may be granted for temporary use on some Fixer Jobs

### **Gunsights**

**Cost:** 5 Credits

**Requirement:** The Stamp and/or Counter Binding Stamp, Martial Talent

**Benefit:** Originally designed to work in corralling Alterzulu Symbiotes that have gone off the reservation, this modification to firearms allows you to essentially shoot the target to stamp it, or apply the Stamp or Counter Stamp when struck from it. This may be applied to any number of firearms or different types as you desire, you must designate only one at a time that may bind targets with it. The Counter Binding Stamp may be applied to and used by any firearm you or your waifu possess. Further, you and your waifu gain the basic skills for using, handling, and maintaining firearms.

**Special:** If you change binding types, the cost for this perk is not refunded.

### **Stealth Talent**

**Cost:** 10 Credits

**Benefit:** You are stealthier than normal, learning avoidance techniques and disguises comes easily for you. Blending in with a crowd and spotting cameras are becoming second nature, and with time you'll automatically notice them and shift to conceal yourself in different ways.

**Special:** If you have Social Talent, you may easily adopt different accents to languages to disguise your voice along with easier times taking on alternate personas. Different other talents also aid in avoiding forms of detection and/or security where it applies.

### **Cyber Adaptive Talent**

**Cost:** 5 credits

**Benefit:** You are able to adapt to the various shifts with virtual worlds in understanding the systems they run on and handling them with the best of them. Sure, this still takes a little bit of time along with some trial and error, but it doesn't take that much for you to be able to handle the nuances...and often bring adaptations from one into another one, and sometimes insight developed there can be applied in various worlds as well. This allows you to easily "Free Your Mind" in a matrix style world, or understand and exploit the combat mechanics in one like Aincrad.

### **Techno Talent**

**Cost:** 15 Credits

**Benefit:** Your ability to learn how to handle various technology from obsolete to futuristic to just plain strange is far higher than most. You can master programing in various unknown codes, and even how to program a VCR if they're still around where you show up.

### **Cyber Defense**

**Cost:** as defenses

**Discount:** A hacker or AI waifu

**Benefit:** You and your presence gain protection from cyber attacks, both in Virtual Worlds and in some real worlds where such things are possible. This also shields you against situations where a death in the game is a death in reality, simply disconnecting you. Your presence on the net is also more heavily protected, making it harder for your things to be hacked or your systems to be infected with computer virus'. In addition, you may apply any defenses you have to things like robotic limbs or other prosthesis...visiting a Ghost in the Shell world without this is not recommended.

### **Suppression of Self**

**Cost:** 5 Credits

**Requirements:** Stealth Talent

**Benefit:** You have learned to suppress your own abilities, while this may, slightly, weaken your abilities while doing so, it makes them far harder to detect. Normally, this hides any internalized special abilities down to a detectable level of average characters around you, meaning that

abilities that enhance your defense or have little direct effect on the environment are harder to detect, but it does little about things like a thrown fireball. You may adjust the amount of suppression involved if you desire to do so, and your waifu will normally be able to learn this ability as well.

### **Techno-Organic Symbiote**

**Cost:** 25 credits

**Benefit:** These symbiotic organisms were enhanced with nanotechnology by the company, the original stock was based on the classic Babelfish, but upgraded for a more integrated age. The majority of it is a small thing that sits at the base of the neck, just above the shoulders with tendrils that look similar to earbuds extend to the ears. Just having one attached to you allows you to understand pretty much any language (Some extremely rare or unnatural ones might not be included), though not speak or write them. The company's enhancements allow you to do much more, you may interface with wireless technology, letting it work as a hands free headset for your phone at the least, but you can tap directly into many computer systems, handling features and controls as if you had standard interfaces. Further it allows you to attach various "jacks" and such without needing the actual ports implanted, the symbiote containing it and allowing such to work without many of the normal dangers. It also has a large data storage capability, When you buy this perk, you gain one for you and an additional one per day whenever you have waifu that do not have one, any purchased Waifu or one without that dies may be equipped with one if you so desire. If you choose to do so, they are easily removed and stored, the symbiote entering a form of stasis, appearing much like a thumb drive that can be reattached by pressing it to the back of the neck. Unfortunately, this symbiote is incompatible with the Alterzulu...

### **Specialist Contracts**

**Cost:** 50 credits

**Requirement:** Sweet Home or other secure, livable location

**Benefit:** The company maintains various agreements and contracts with specialists in a lot of fields, you have been given limited access to request their aid for a lot of options. These specialists are not available for combat duty or operations outside of areas secured by the company or contractors for the most part, but other hazardous situations and specific ones where you may need an expert for specifically local problems might allow them to go to other areas tied to their specialties. This pool of specialists include doctors, surgeons, lawyers, artists, and many others and are normally available for consultations or emergency aid that does not put them at risk for problems of their own. A lawyer might be able to represent you in court or a few workers might be able to decorate a banquet hall, but they won't put themselves at risk for you, and any materials they use that aren't specialized tend to be things you might need to acquire yourself. Overuse of this access might lead to it's suspension or revocation, especially if one of the specialists is injured on the job, at the least until a thorough company investigation is completed...but tends to either require the wheels of bureaucracy to be waited on...or greased with credits (10 tends to be the starting point, but it pretty much doubles with further incidents, or if there are multiple issues). At the same time, they tend to follow something akin to their own

ethics, so that requested psychologist might not give you all of the information about a waifu you realized had mental issues unless it's needed. Normally, the same specialist will respond to similar situations unless otherwise requiring other things, and tend to be either Tier 4 or Tier 5 equivalents...some may be higher or lower depending upon the specifics (Rumors of subcontracting with Wolfram & Hart for lawyers is, probably, something greatly exaggerated). But the more they get along with you and/or your waifu, the more they're willing to do and the faster they tend to show up...normally you'll have 3-5 days (exempting the occasional emergency situation...which really is something that needs to be an emergency, so calling up a surgeon if you have a warranty plan to remove a bullet might not go over to well) though it might take more time for rarer options (There's a backlog of six months for magically enhanced radiation cleanups for example), and you might end up missing a few bottles of the good stuff from time to time as a tip for their service.

### **Stasis Internment Network Neural Entwined Synthetics**

**Cost:** 500 credits (100 at CharGen)

**Requirement:** Non-Alterzulu Binding, Warranty Plan

**Benefit:** When you bind a waifu, rather than a standard binding option, the waifu disappears as if sold, being transferred to a semi-stasis state and replaced with a synthetic replica in a flicker of light. This effect is delayed further than the standard time limits for binding completion such as with the stamp, but only until the waifu is out of sight from those not in the know of what is happening. No stamp appearance seems to appear during the lead up either. Tier 1 and Tier 2 waifu are upgraded to T3 in capability due to the synthetic forms enhanced physical capability. There is a direct link between the waifu in stasis and the synthetic form, creating something that, visibly, appears to be a perfect copy without indepth scans or other abilities that becomes even more difficult the more defenses you possess, and the synth has full access to the originals memories and is, somewhat controlled by the original, imprinting their memories on the original. Unless you decide otherwise, the baseline programing of the system prevents any realization of the nature of this created avatar, the only thing is mental blocks that follow the normal waifu restrictions along with pushes towards deferring to your choices in various ways, the originals memories of events shifting to make it less obvious that they are doing so over the course of it. On death, the synthetic can be set to either disintegrate into unidentifiable traces or burn itself out in ways that make identification as not the original more difficult. If you possess a Sweet Home or a large enough ride, you may access the stasis facility from it, though the entrance to such a section is nearly impossible for waifu to even notice. If a synthetic waifu is slain or disabled, you may replace them with the same time limit as warranty plan does for you.

**Special:** AI waifu without a body may be loaded into special drives within the facility to be given a physical form. AI waifu count as Amazons for the time reduction for replacement but not the normal respawn on loss of a waifu.

### **Assumption of Form**

**Cost:** 100 credits

**Requirement:** Stamp

**Benefit:** When you stamp a Waifu or Husbando, instead of capturing them, you may elect to take their form. This counts as selling them, but you only receive 1/10th of the normal credit value (rounded down, but minimum of 1 credit). You lose access to your prior form if you do so. This, normally, doesn't give you any additional information on them, though you can gain additional information the company obtains from them after 12 hours, giving you more basic information. Without other skills, this disguise often breaks down against those that knew the prior user of the form. You also lose any intrinsic abilities of your prior form. The exact mechanics of how this happens can vary between users. This ability does not work on T11 Waifu

### **Face Dancer**

**Cost:** 200 credits

**Requirement:** Stamp, Assumption of Form

**Benefit:** When you stamp a Waifu or Husbando, instead of capturing them, you may elect to take their form. This counts as selling them, but you only receive 1/10th of the normal credit value (rounded down, but minimum of 1 credit). Each of these is treated as an alternate form gained. This ability does not work on T11 Waifu.

**Special:** You may spend 5 credits per form to regain forms passed through after you gained Assumption of Form until you gain this perk, but it moves backwards through them in purchase order. If you started with the Extra, Possess, or Possess Origins and gain this perk at creation, you gain your prior form for free, but may purchase access at a later point if it is gained later.

### **Waifu Mask**

**Cost:** 0 (Variable)

**Requirement:** Face Dancer

**Benefit:** You may select a waifu or husbando from the catalog to add to your list of forms stockpiled via Face Dancer, the cost for this is 1+The Waifu's purchase value. This may not include a T11 Waifu.

### **Supply Drops**

**Cost:** 5 credits

**Benefit:** Once a week, you receive access to a cache of equipment for you and your waifu. This includes things like ammunition, expendables, and some replacements for equipment depending upon the size. The entire thing, largely would fit into a backpack. When one is available, your phone app gives you a selectable alert that will give you directions to where you can pick it up, normally public lockers or the like, it's also possible it might show up delivered to your door. In any way, the packaging is nondescript and will, normally, attract no attention for you picking it up. This does not give you any new abilities beyond the replacement gear and expendables or a basic medical kit. If replacements and allotment of expendables does not fill the drop's space, some luxury goods for you and your waifu from other worlds might be available, but normally nothing that would be of much value beyond emotional support.

### **Drop Regularity**

**Cost:** 1 Credit

**Requirements:** Supply Drops

**Benefit:** You may take this perk multiple times, each time reducing the time between each drop by a day (Reducing it to a maximum of 1/day). Further, you may have a single, larger item attached to the drop that comes in a bland box that is at the same location as the drop.

## **Complications/Challenges**

### **Waifu Market Lockdown**

**Effect:** During your time in each world, you may only purchase 1 Waifu with an allowance of an additional choice during CharGen that may be used or stored for a later point and another ticket after finishing your first world (If using this in combination with the Rising Up or similar complication, this extra purchase is not rank restricted if you wish, but if you pick one out of rank, it does not count as one for the purpose of the complication). Each world you go through that is equal or higher intensity than your starting one either decreases the cost of Sweet Home (175->150->100->Free) or grants you bonus credits for completing it as a capturing a Waifu of the worlds Intensity. While you may elect to end this challenge at any point. Special purchase options such as with a Medical Bay also do not count for the purposes of this challenge for limitations.

### **In 80 Days...**

**Effect:** Choose a number of credits at CharGen, this must be at least 10% of the starting value for the world. Those credits are wagered about making it through the first world in a set amount of time, when you finish the world you gain those credits back with an additional bonus equal to 1/2 the wager. The exact amount of time varies by world, a larger area to cross might have more time while a small and easily traversable ought to have more of a time restriction, the traditional deadline is to pull it off in 80 days, but depending upon the world it's probably a lot less...

### **Lesser Binding**

**Effect:** While the mental conditioning effects of the bindings occur, lesser bindings do not heal or restore the waifu. Missing limbs, disease, scars, or other things remain as is unless you have other methods of removing them. Alterzulu Symbiote and Shrouds cost 25 credits more to purchase. The Cosmetic Touch, Healing Binds, and Regenerative Binding Perks cost double.

**Reward:** You start with an additional 25 credits.

### **Fixer Jobs**

*Some Contractors might have offers for other jobs, either due to unsuitability for handling normal captures and being sent into hot zones might press them into a more suitable mindset, or just because they might have the right skill set for the mission at hand. These are normally time limited operations handling specific tasks where something has gone wrong with potentially disadvantageous results for the Company, either annoyance or other effects for an area, often due to a contractors error along the way. While the company would have no longer term problems with these events, they do tend to prefer them be resolved quickly either to figure out what happened or to prevent short term disruptions in various world systems.*

**Initial Bonus/Requirement:** You must possess some form of world transit, if you do not possess it when given the first job, Exit Stage Left is rewarded at the start and We Will Meet Again upon completion (Failure may result in death, surviving the events will normally drop you back in the prior world, Exit Stage Left progression reduced to 0. If you already possess these, you may gain bonus credits equal to those (5 credits at start, 15 upon completion). Dimensional

Adaptive Inoculation is applied if you do not already possess it or a greater option (It's credit discount is still granted, if you already possess the defenses, you are credited one additional credit)

**Requirement:** You are working on a time limit to recover company resources, discover the cause, or to prevent certain messes (Often related to causality failures). This tends to be a timer until a company applied World Line Reset comes into play and removes you from the world along with all contractor effects.

**Failure:** You are returned to your prior world and may maintain Exit Stage Left or the 5 credits, all gained credits, perks, and waifu obtained during the mission (By credits obtained during the mission) are taken by the Company to pay for the reset and other headaches connected to your failure. You may recover confiscated Waifu from this via the shop, and if you do so, you do not need to pay the additional fee for Slightly Used, but you do not get to add the world to your accessible worlds.

**Success:** You may add the reset world to your known worlds. You gain bonus credits equal to 10xIntensity for the world, and you may elect to "upgrade" a waifu you possess to give them access to special abilities from that world as if they were a native as a training option (see training in my DLC, but with only the time cost for 1 tier).

**Special:** Certain jobs might require additional elements such as capturing a rogue Contractor, in which case, you are provided with the minimal requirements to have the Dungeon Perk, but may end up with a debt of that value if you fail the mission.



## **Catch-A-Ride Additions**

### **Arsenal**

**Cost:** 1 credit

**Requirements:** Class 2 or better.

**Benefit:** You have a secured gear storage locker, it includes a basic stockpile of supplies depending upon the world you based the vehicle off of that are usable on foot. It includes enough to equip 10 people with a sidearm and similar sized equipment with either a decent stockpile of ammo and/or charging equipment, this gear is normally just inside the legal boundary for legal if there are weapons restrictions. You may store a larger quantity of weapons and gear in it, and the included gear is not replaced if lost, sold, or expended. It is normally locked with you being the one to control access to it with an unlocking method of your choice and you can grant others access via that method (such as giving out extra keys or keying them into the security) and it includes the paperwork for the equipment.

### **Upgraded Arsenal**

**Cost:** 1 credit

**Requirements:** Arsenal, Class 3 or better

**Benefit:** Your arsenal is upgraded in size to a walk in closet, it can equip twice the number of people as the basic version. It's included gear also includes basic body armor, backpacks with basic survival gear, and basic communications gear for 20, longarm equivalents for 10, and a field medical kit. There is also places for all waifu's gear and equipment to maintain/recharge them. There is a slowly restocking supply of ammunition and expendables for stored weapons and gear, but does not replace any given, traded, or stolen from you or your waifu...that is restocked if you transit to another world.

### **Galley and Larder**

**Cost:** 1 points

**Requirements:** Class 2

**Benefit:** Your ride always has some storage of food and water for up to 20 people. This could be actual food stocks or more exotic options such as replicators depending upon the specifics of your ride. This will normally cover most waifu's requirements, but a new diet type would require a supply stop to at least gain the basics for them such as if you added a quarian to your waifu, you might need to find an initial stock of food that matches them. Extremely exotic options such as blood or souls are not included and must be acquired in other ways, but you might be able to find things that might reduce the necessity of such things in regard to starvation to stock. Along with the larder, you also have a galley of a size fitting for your ship, it's equipped with the best options for the size but may be customized at purchase. This also includes either a seating area for meals or similar things depending upon vehicle size.

**Special:** You may increase the number of people this handles by 10 for each additional credit spent, and may spend a credit to bypass the special stocking requirements. If you have the Faerie Feast lure any waifu you have with noted cooking skills that use the galley are treated as if they were doing it in your name granting the benefits for you.

### **Alternative FTL**

**Cost:** 1 point

**Requirement:** Class 1, Must be space capable from a world where there is interstellar travel.

**Benefit:** Select a non-native FTL type from ones that would work on a ship of your ride's type.

Your ride has it installed and your waifu treats it as normal for the purposes of repair and maintenance but is blackboxed until/unless you go to a world that uses it commonly. This includes associated potential hazards and restrictions of that type of drive. This would let you add a hyperdrive to a ship from Star Trek...or even make it so you could brave the warp. However this does *not* upgrade your ship.

**Special:** You may gain this upgrade for free if you actually acquire an alternative drive in some way and install it in your Ride.

### **Communications Array**

**Cost:** 1 Credit

**Benefit:** This adds a suite of advanced comms equipment to your ride, the nature of these varies by the source of the Ride in question, but things like the Quantum Entanglement Communications, holographic transmissions, and the like tend to be included. It also includes an effective translation system for the setting, be it a universal translator or just a minor AI doing a technical translation. Your ride also gains a number of personal comms pieces equal to the amount of crew your ride can handle, be they simple walkie talkies or comms badges.

### **Dimensional Drive**

**Cost:** 20 Credits (30 for below Class 1)

**Benefit:** Your ride has some means of transiting dimensions, be this a recovered artifact or engine that allows it or some way to channel a waifu's ability. Unfortunately, this tends to be more random in nature than other forms, leaving you in a random part of the universe if it's one you have used your ride in, and it's a coin toss if it'll even let you get to a reality you haven't...and even then, it's fully up to chance which one, where in it, or how safe this is really is up to chance. These side effects might include ending up in the same universe at a different time, mirror universes, and the like. It also tends to take some time to recharge from the wild ride you do get in transit. The Corporation is not responsible if you end up visiting C'thulu's nap spot or plunging into the Maw Cluster...or with you and your waifu in pods within Washu's lab.

### **Improved Dimensional Drive**

**Cost:** 10 Credits (15 if below Class 2)

**Requirement:** Dimensional Drive

**Benefit:** Largely reduces the mishap potential of the Dimensional Drive and allows you to choose your destinations in the known worlds. While the recharge time is somewhat faster, you can normally get a much faster charge by bypassing the safeties, which leave you with a far higher mishap chance compared to the basic Dimensional Drive, but you might need it in order to get out of dodge in a jiffy.

### **Dimensional Comms**

**Cost:** 10 Credits

**Requirements:** Class 2, Dimensional Drive, Communications Array

**Benefit:** Your comms system works across realities, letting you make contact with others in universes that you know and tap into various computing options there that you would have access to. Further, you may use it to learn of other worlds if you talk to someone present in them, both to track that world down and gain access to it. It also means that any ship with in active communications with you during a use of the Dimensional Drive end up in the same place if they're traveling as well

### **Wormhole Projector**

**Cost:** 50 Credits

**Requirement:** Class 4, Improved Dimensional Drive

**Benefit:** This tears a, comparatively, small hole in reality, well, compared to reality itself. It's 4 times the longest dimension of your ride and remains open for as long as your ride is both near it and powering it (either condition not there, the wormhole starts to collapse and anything in it ends up somewhere that's likely fatal when it collapses), this allows transit through to another dimension or even a place on the same one...though there are still the risks of ending up in a mirror or other modified universe in the process if you aren't careful. While the wormhole is open, anyone from either side can pass through in relative safety, though they tend to have nightmares for weeks of things that should not be, and since we don't know for sure where the transit goes through, we can't say for sure what causes it...it's not always consistent, but the more mentally powerful you are, the worse it tends to be, even talents and defenses might not be enough there, but, hey, that's what makes it interesting.

**Special:** If you don't want to deal with the horrors or want it on a smaller ship, it's just another 50 credits there...or 100 for both, doubling each size down below Class 4...and these things take up a lot of space

### **Medical Bay**

**Cost:** 1 Point

**Requirement:** Class 2

**Benefit:** Your ship has a decently equipped for medical situations. Normally, this requires you to either have personal medical training or a waifu who does to operate it. Anything you would be able to do in a normal doctors office is possible here (depending upon the Waifu's skill), but other things require more in depth functions. The operator for the bay may access medications and similar things from it to treat things. You may upgrade the bay to top of the line equipment and the ability to handle a lot of specialties for an additional credit, it may also be upgraded to handle surgery for 1 credit, and you may add an Auto-Doc/AI Integration for the bay to either support the operator or handle basic things on their own.

**Special:** If you have access to Holodeck technology and have encountered an EMH along with the Auto-Doc, you may "purchase" a customized version of one from the Company. Doing so works as a T3 Waifu and adds holoprojectors to the Medbay to handle the EMH...you may base it on another character in appearance and is treated as native to a visited Star Trek world. This

Doctor is limited to areas with holographic projectors and operates out of the Medical Bay unless you obtain the technology to go elsewhere, the Doctor may not be sold, and without some serious research, will only have the effects of the Stamp active, though is more willing to obey than the standard Waifu...unless it's against medical ethics there, though capturing is an exception there.

### **Botanical Facility**

**Cost:** 5 credits

**Requirement:** Class 4

**Benefit:** This equips the ship with an area for plants to grow. This may be a hydroponics/aeroponics facility or something far more, the actual size and capability of it depend more on the size of the ship and technology level used in its construction. It is normally equipped enough to actually produce more oxygen than is expended though along with some fresh food in the process...and with space for other things.

### **Transporters**

**Cost:** 10 credits

**Requirement:** Class 3

**Benefit:** Your ship is equipped with a transporter system, though it requires someone to operate it for you.

**Special:** If you don't have access to a world with transporter technology, the cost is doubled.

### **Hanger**

**Cost:** 2

**Requirement:** Class 3

**Benefit:** This equips your ship with a hanger designed to handle smaller ships (Up to a Class 1). It has the equipment to handle fuel, repairs, and ammunition for the smaller ship. The bay also includes a dozen sealed environmental suits and work kits. If your ship possesses shields, the bay gains a force field that can let flagged ships pass through it unharmed, allowing it to be both open and pressurized unless heavily damaged. For 1 credit more, you may equip the hanger with maintenance drones for both your larger and smaller ships (Along with any docked with this ship), this accelerates repair time for external damage. For 1 credit you may also expand the Hanger to handle 3 more smaller ships which also includes a flight control station for handling operations, and you may further increase hanger space (a number of times equal to your ships class -2 [A Class 3 ship can only have space for such craft, Class 4 can fit 12, ect]) by 1 credit/4 ship.

**Special:** Purchasing additional Catch-A-Ride perks for additional ships reduces the base cost of this by 1, if you purchase more than 2, you gain the first size increase for free.

### **Bigger On The Inside**

**Cost:** Same as the base cost of your Ride's class

**Benefit:** While the hull size doesn't increase, the internal space of your ride works out to more space than it looks and it's treated as 1 size larger.

**Special:** You may take this multiple times, each time doubling the cost. The base class costs to upgrade this ship increase by the amount of these upgrades utilized.

**Class X Special:** If your ride is purchased or upgraded with a T11 Ticket, the costs for these upgrades to it are waived, but still should be tracked, each being treated as a Class 8 for costs. not allow you to use alternative "options" for it such as time travel or the like and does not, in and of itself, open up dimensional travel unless you actually find a drive that can do that to incorporate into

### **Shuttlepods (Support Craft)**

**Cost:** 30 credits

**Requirement:** Hanger with at least 1 open slot

**Benefit:** You gain 2 shuttlepods that take up a single hanger slot, they aren't very pretty or quick, but they are sturdy and reliable methods of transport between a larger ship and the surface or other locations in space. These are treated as Class 0.B vehicles that have weaker versions of the same defenses and mobility options as your ride, but are unarmed unless modified. If you have the Going Green perk for your Ride, they also have it. If one is destroyed, it's replaced in 2 weeks. Each has a set seat for a pilot and passenger, along with two other seats that may be collapsed for more cargo space. They are not equipped for long term use, and must return to a mothership for resupply and most repairs, your ride is also given a standard supply of parts and equipment for maintenance and repairs of the Shuttlepods. For an additional 10 credits each, you may upgrade a cargo pod to have an additional pair of seats that may collapse along with a light weapon built in that is standard for ships from the universe they are acquired from, further upgrades from technology sourced elsewhere must be applied individually and acquired, but once applied the replacement shuttlepods maintain them. For a further 10 credits, each, you may upgrade the ships defenses and mobility to those of your Ride.

### **Shuttle (Support Craft)**

**Cost:** 25 credits

**Requirement:** Hanger with at least 1 open slot

**Benefit:** You gain 1 standard shuttle that takes up a single hanger slot. It has space for up to 4 crew, but only requires a pilot to operate. It can be configured for passengers (8) or cargo. A shuttle is around the size of a Class 1 ride. It shares mobility and defenses with the mothership Ride, and carries minimal weaponry for it. It takes 2 weeks to replace if destroyed. Going Green applies if the main ride has it. A shuttle can be modified in one of two ways for 5 credits, each is mutually exclusive to a shuttle. The first is the Dropship, this upgrades passenger capacity to 12 and adds the ability to add a standard ground vehicle to it or a number of personal vehicles (such as motorcycles) to it that account for all passengers (taking up half of the passenger space), it also adds heavier weaponry. The other is the Cargo Shuttle which halves the passenger space, but triples the cargo capacity.

## **General Test Perks**

### **Combined Heritage**

**Cost:** T11 Ticket

**Requirement:** at least 1 current heritage perk (Currently: Soul of the Phoenix, Blood of Dragons, and Daemonic Ichor)

**Benefit:** You may take an additional heritage perk, you must still spend credits to purchase the perk for that heritage.

**Special:** This perk may be taken multiple times, each time doubling the cost (A second time costs 2 T11 Tickets, a third 4 tickets...this does not include the tickets spent for the previous ones)

## **Soul of the Phoenix (Test Perks)**

### **Soul of the Phoenix (Heritage)**

**Cost:** 50 credits

**Benefit:** Somehow, you were imbued with the power of the firebirds, this often creates its own issues but has many benefits that other options do not. Your body heals at an accelerated rate, and you can normally survive things that should have killed you...even to the point of regenerating limbs and other things in time, eventually overnight. Waifu aligned with healing or life tend to resonate more with you and draw their attention your way, the stronger they are, the more intense it seems to be...though it may have negative influence with jealousy or resentment with some of them. This effect also tends to react with those tending to be more on the sickly side. This ability uses the same range effects as Dragon Musk.

**Special:** If you take this perk, you may not take the Dragon Musk perk, and you may not take this perk if you possess the Dragon Musk perk.

### **Fiery Rebirth**

**Cost:** 200 credits

**Requirement:** Soul of the Phoenix, Warranty Plan

**Benefit:** If you are slain, you return to life in a safe place three days later...normally with one of your Waifu, or on your ride or in your sweet home, but potentially elsewhere. Your original body and everything on it are consumed in fire and turned to ash, but are restored as they were on your new body.

### **Ashes of Life**

**Cost:** 200 credits

**Requirement:** Fiery Rebirth

**Benefit:** The time for your rebirth and the effects of Warranty Plan is reduced to 1 day. Further, you may utilize some of your own ashes in combination with a binding to resurrect someone slain within one month of the application. You may only use this ability once per month.

### **Phoenix Tears**

**Cost:** 100 credits

**Requirement:** Soul of the Phoenix

**Benefit:** The attraction effect of your soul also applies to waifu linked to a death or fire aspect, Further waifu bound to you with healing abilities who have tasted your tears gain a deepened tie to the nature of rebirth, increasing those skills and upgrading them by 1 tier. The amount of tears for this varies by the tier of the waifu, and may not increase them to T11, the amount is similar to the Dragonblood perk.

**Garden of Ice**

**Cost:** 200 credits

**Requirement:** Phoenix Tears

**Benefit:** The attraction effect of your soul adds ice aspects to it, taking the touch of the frozen variants of the phoenix. The Tier increasing bonus may be used on any waifu that your attraction applies to.

**Crack of Thunder**

**Cost:** 100 credits

**Requirement:** Phoenix Tears

**Benefit:** You've tied yourself into the thunderbird's line as well as those of the true phoenixes, giving your aspect attraction that of thunder and storms. You may also manifest wings akin to a predatory bird and take flight for a short time.

**Soothing Song**

**Cost:** 100 credits

**Requirement:** Soul of the Phoenix, Siren's Song

**Benefit:** When singing, you may channel your soul into it, creating a calming, peaceful effect for your allies. This amplifies healing for those hearing it, and tends to make it harder to commit violent acts for those hearing it.

**Cycle of Life and Death**

**Cost:** T11 Ticket

**Requirement:** Soothing Song, Ashes of Life, Phoenix Tears

**Benefit:** With a moments focus, you can call forth the recently dead, bursts of flame consuming and remaking them at their best, this also effects undead in the area. Undead Waifu are restored to life, but may retain any abilities they'd had prior. As part of a week long ritual, you may restore someone to life if you possess something deeply tied to them, having access to an item or person tied to them that doesn't now belong to you increases the duration of the ritual to 2 weeks.



## **Daemonic Ichor (Test Perks)**

### **Daemonic Ichor (Heritage)**

**Cost:** 20 credits

**Requirements:** May not have Soul of the Phoenix or Dragon Musk (May not take Soul of the Phoenix or Dragon Musk if you take this perk)

**Benefit:** You have a darker nature tied to the pit in some way or another, be it heritage or deals. You may manifest horns, a spade tail, and wings as you wish. Waifu of a more evil bent tend to be more relaxed around you, feeling some sort of kinship, as do those with demonic/devil heritage or nature, making it easier to get close to them.

### **Forked Tongue**

**Cost:** 10 Credits

**Requirements:** Daemonic Ichor, Social Talent

**Benefit:** Social interactions are even easier for you, and while present most will be unable to tell if you are deceiving them with even the slightest misdirection as long as you aren't too obvious about it with a direct contradiction to something directly in front of them at the time, if they take time to think it through at a later point, this may backfire, but it's useful for the short term.

### **Fausts Legacy**

**Cost:** 400 credits

**Requirement:** Forked Tongue

**Benefit:** When dealing with others, you have developed a quite devilish way with handling contracts that might include intangibles. While you still need to give something in exchange, you can often make deals for intangibles or work in the small print to let you do a lot of things that others don't, making deals with a parent to let you bind their daughter is just a minor example of this...those with a lot of experience in this field might also be able to bargain for others skills and abilities. It also gives you a lot of information on local laws and regulations, letting you actually play on even footing with lawyers.

### **Corruptive Influence**

**Cost:** 20 credits

**Requirements:** Daemonic Ichor

**Benefit:** Over time, you can shift individuals closer to your own point of view, this is especially useful for things such as smaller sins leading to greater ones, just relax and have a drink...no need to take some immediate action. The further away from your alignment they are, the slower this works, but it can still be applied to even the most devout individuals if they don't have a specific protections from it, it just takes more time and effort

### **Souls of the Damned**

**Cost:** 50 credits

**Requirements:** Daemonic Ichor, Warranty Plan

**Benefit:** Once per month, you may choose a dead, potential waifu of at most T10, of a similar alignment to you, and take a trip to the local underworld, and bargain with the local denizens of hell to acquire their soul. This tends to involve some use of credits, but you may bind them and resurrect them the next day. Demonic/Devilish Waifu you possess are treated as Amazons for the purposes of the reduced respawn time for Warranty Plan.

### **Pit Blood**

**Cost:** 50 credits

**Requirement:** Daemonic Ichor

**Benefit:** You may use a few drops of your blood to empower a waifu in a ritual that infuses them with some of your being. This takes a week to do and only works on a willing waifu, and it gives them some small portion of your power. They may manifest the wings, horns, and/or tail...gaining the appearance similar to your own. These are functional, and may be hidden with just a bit of magical power. This raises the Waifu by a Tier if they're below T5, but this tends to leave them closer to evil, and unless you're more powerful than them it may give them ideas about taking over...

### **Kiss of the Succubus**

**Cost:** 50 credits

**Requirement:** Daemonic Ichor

**Benefit:** Once per day, you may elect to drain someone of their energy (or sexual fluids) via a kiss, this energy may be used to immediately heal yourself or be transferred to another via another kiss, the power doesn't last long within you, but it works well. This also tends to leave the original target rather dazed and thinking of you for a while afterwards.

### **Incubus King**

**Cost:** 100 credits

**Requirement:** Kiss of the Succubus, Souls of the Damned, Pit Blood

**Benefit:** When an evil aligned or corrupted waifu dies, you may keep their soul with you for a short period of time and modify it with your own abilities, infusing them with some of your own essence. This gives them the abilities of the Corruptive Influence and Kiss of the Succubus perks, and if they're T9 or below, increases their tier by 1.

### **Lord of the Abyss**

**Cost:** T11 Ticket

**Requirement:** Incubus King, Sweet Home

**Benefit:** You have reached the power that few have in the deepest of darkness, tying you to the damned in a way that forever remakes you as one of those who rule the hells, abyss, or whatever you may refer to it as. While your Sweet Home retains its basic form, deep within roils with corruption, creating a hell of your own making. This is a dark place where you may send others, essentially binding them with a touch and fate twists itself to send them there quickly if they are heading there anyway or outright shatters it over time to try to push a fall of those bound elsewhere, they slowly gain demonic traits once there with a new form and bound to you

in ways far beyond the normal bindings, you are the new Lucifer and they are your demons, you may call them forth by your whim.

## **Blood of the Dragon (Test Perks/Rework)**

### **Blood of Dragons (Heritage)**

**Cost:** 100 credits

**Requirement:** May not have Soul of the Phoenix or Daemonic Ichor (or other, similarly exclusive perks), may not take Soul of the Phoenix or Daemonic Ichor if you take this perk.

**Benefit:** Your blood is that of a dragon, a powerful entity that empowers you and has begun to change you in many ways. You gain the hybrid form and element of the dragon from the original Dragon Musk perk.

### **Dragonscale**

**Cost:** 100 credits

**Requirement:** Blood of Dragons

**Benefit:** You gain the other dragon form from the original Dragon Musk Perk. You can also generate a surge of power that inspires a fear reflex in those nearby...normally provoking a fight or flight effect, though some individuals have other reactions to this aura. You may do this either when focusing on it, or when you take down an opponent, in the latter situation, it's only a brief surge.

### **Dragon Musk**

**Cost:** 200 credits

**Requirement:** Blood of Dragons

**Benefit:** You gain the attraction effect as described in the original Dragon Musk perk.

### **Dragon Thrall**

**Cost:** 100 credits

**Requirement:** Dragonscale

**Benefit:** As the original Dragonblood perk, but only applies to Waifu of up to T6 (Meaning that they can reach T7), does not apply additional modifiers for draconic waifu

### **Dragon Blood**

**Cost:** 200 credits

**Requirement:** Dragon Thrall

**Benefit:** Gives the rest of the Dragonblood perk

### **Draconic Potency**

**Cost:** 200 credits

**Requirement:** Dragon Musk, Dragon Blood

**Benefit:** Your fluids are more powerful, and have double the effect per volume. The aura effect of Dragon Musk is treated as effecting Waifu of one step higher. Waifu effected by your blood gain some measure of your talents and defenses, the exact amount varies heavily.

### **Treasure Hoard**

**Cost:** 20 credits

**Requirement:** Dragon Musk

**Benefit:** As base perk

### **Upon A Pile Of Coins**

**Cost:** 20 credits

**Requirement:** Treasure Hoard, Must have a lair or base of some kind (Sweet Home, Heavenbuilt Proto, larger Catch-A-Ride, and other things count)

**Benefit:** When in your lair, you may elect to enter a state of deep sleep, when doing so, all of your waifu may join you in a shared dream. During this, everything in your lair assumes a form of suspended animation and lower power mode...dragons can sleep for centuries, and this allows you to do so in order to pass large amounts of time, and you may select some waifu as sentries who will awaken at the first sign of intrusion into your lair. While in this sleep, you and your waifu heal and recover at a vastly increased rate until at full health, this can regrow limbs and remove scarring, but will do nothing to genetic effects, it will also pause pregnancy, but not development of eggs or similar with regard to reproduction (The mothers of which will likely wake you when they hatch until the young can join the slumber)...and any of your children may also enter this sleep.

### **A Step Between**

**Cost:** 50 credits

**Requirement:** Blood of the Dragon, We Will Meet Again

**Benefit:** You may call upon your draconic nature and transition between worlds similarly to how your app does, but only with what you can carry...which includes beings riding upon you

**Special:** If you have encountered the Phenomena, the cost is reduced to a base of 40, and this perk is half off if you have a waifu who either can travel Between or who rides a rider of a dragon who can.

### **Twin Dragon**

**Cost:** 400 credits

**Requirement:** Dragonscale

**Benefit:** You may select a second element for your draconic self. It tends to be weaker than the primary one for the most part, unless the second is a more specific version of the first. This also treats you with a +1 for the Dragon Musk effect

**Special:** If you select an opposing element to your first, the cost is increased to 600 credits.

### **Elder Dragon**

**Cost:** T11 Ticket

**Requirement:** Twin Dragon, Dragon Blood

**Benefit:** You may select a third element for your draconic self. Any waifu who has had at least a weeks worth of your fluids will begin to change into a dragon as well, gaining an element of that represents them and one of your elements. If they are Below T6, they only gain the hybrid form

for transformation, T6 and above gain both. T11 Waifu also gain your other dragon perks, but the Dragon Thrall/Dragon Blood effects from them are treated as half potency and as if they came from you.

## **Demigod (Test Perks)**

### **Child of the Gods (Heritage)**

**Cost:** 100 Credits

**Benefit:** You have deeper ties to divinities in some way, either inherited at birth or being favored by them...or at least their favored toy, depending upon your luck there. Select one aspect such as War, Love, Crafting, or an element...this is imbued in your soul and grants you a superior mastery of it compared to the normal. This may be intuitive mastery of certain technology or weapons, the ability to generate or control small amounts of an elemental force, or even just something like being more powerful or stealthy when the moon is out. You have a general increase in basic damage resistance, and, barring violence, you have a longer lifespan. Waifu who have some connection to your aspect tend to be far more willing to listen to what you say than they would otherwise. Unfortunately, you also tend to have a flaw that is reflective of your aspect as well, such as a fire aspect being harder hit by water effects (or a fire extinguisher), or being anxious when you've gone too long since a good fight, or it could be some sort of deformity or crippling injury...

### **Pantheonic**

**Cost:** 5 credits/Free

**Requirement:** Child of the Gods

**Benefit:** When selecting your aspect, you must also choose an existing god the pantheon they come from that you are linked to. Your aspect must be one of those in your ancestor gods portfolio. This makes connections with that pantheon far easier, but tends to leave echoes of your ancestors actions in you...their enemies and friends tend to see you as an extension of them in some way and that may be a bane or boon depending upon the context (A child of Hera/Juno really shouldn't expect much help from Heracles/Hercules). This extends to alternate versions of the pantheon, though shifts in mythology might create unexpected issues there. You also seem to gain the ability to speak any languages associated with the Pantheon in your home world and first world.

**Special:** You may take this for free if it is selected when you take the Child of the Gods perk, but at least some portion of the pantheon must be present in the world you gain it at.

### **Godly Look**

**Cost:** 10 Credits

**Requirement:** Child of the Gods

**Benefit:** Physically, you tend to always look exceptional. Sure, dirt and grime still appear, but in a lot of situations it simply matters less, attention always seems to go elsewhere from any visible flaws. Somehow things also warp to often make effects seem more "awesome" than they might otherwise be, from explosions going off just far enough away to leave you unaffected as you walk away to being able to make that three point landing without injury.

### **Divine Command**

**Cost:** 100 Credits

**Requirement:** Child of the Gods, Siren's Song

**Benefit:** You gain the ability to order limited, direct commands to another. You may only use this once a day, and it is remembered that you did it, but unless they are already, directly, opposed to you or have some divine power of their own, they will attempt to do what is ordered...unfortunately, while effected by this, you may not apply a binding to them until they succeed or fail at it

### **Herald of War**

**Cost:** 100 Credits

**Requirement:** Child of the Gods, Martial Talent

**Benefit:** Any weapon you pick up is something you can handle as if trained with it, it takes a minute to be able to adjust any other skills you have for even vaguely similar weapons to be usable with it. You can learn styles by watching others using them or fighting them, and tactics tend to be easy for you to pick out.

### **Fated Oracle**

**Cost:** 50 Credits

**Requirement:** Child of the Gods

**Benefit:** You may spend a day to travel to an oracle connected to the gods to inquire about things (And another day to return), questions asked ignore your defenses, but may not bypass others. The oracle may not be able to answer things, but may point you in the direction of the next step. You may only consult the Oracle once a week.

**Special:** If you have the Will Meet Again perk, you gain the ability to open a portal to the Oracles domain, and if you have Rainbow Bridge perks, you gain a portal there. Either reduces the time to an hour to travel to the oracle, but does not allow additional consultations.

### **Luck of the Gods**

**Cost:** 50 Credits

**Requirement:** Child of the Gods

**Benefit:** You have a better chance in games of chance or luck, dice tend to roll as you want, the right cards tend to be drawn, and guesses tend to be eerily accurate. Random events tend to be more neutral if not outright beneficial as things tend to twist to benefit you.



## **Werewolf Perks**

### **Therianthropic Curse**

**Cost:** 50 Credits

**Requirement:** Wild Talent

**Benefit:** You have taken some of the curse into yourself, allowing it past any defenses you have. It has shifted your mind to a slightly more feral state and granted you an alternate form that manifests some features of the species you have chosen (Normally wolf). You are more resistant to injury and damage save from Silver or those from various creatures of higher Tier values, and while transformed you gain claws and more physical abilities at the cost of a lot of control, and both the benefit and disadvantage of a far better sense of smell. The transformation, at this stage, tends to be more bound to the lunar cycle...and you might be susceptible to other lycanthropes of your species...or other supernatural beings and/or effects. Using the transformation into the alternate form (or those granted by further perks that require this one) more than once in an hour tends to leave you completely exhausted to the point of collapse if not unconsciousness.

**Special:** If your form of lycanthrope is from a species other than the normal werewolf that has a different weakness than Silver, you gain that weakness instead. If it is one with a nonstandard movement ability such as a shark, the enhanced ability includes the ability to breathe in the water. This does not grant flight or the like. If you have encountered a therianthrope of the species you want to become before taking this perk, you may take it for half off.

### **Dominance Display**

**Cost:** 10 Credits

**Requirements:** Therianthropic Curse, Social Talent

**Benefit:** Something about your nature shifts slightly, most can't specifically point it out, but you ooze confidence and control as both man and beast. This tends to draw the attention of many, making it easier to impress those around you. Further, physical displays of prowess seem to attract even more attention your way from those who could be interested in you...but may create some friction with the leadership of local groups, and hopefully you can back up what your body says there. With those working for you, including Waifu, you can lead far more easily, and it's much harder for others to "creatively misinterpret" your orders or requests, or even actually miss subtext in them.

### **Howl of the Wolf**

**Cost:** 15 credits

**Requirement:** Therianthropic Curse

**Benefit:** You gain a further alternate form, this is a larger than normal version of the same species as your curse is based on. It also adds all restrictions and benefits of that form, along with granting an affinity with those of the same or related species. You also have an innate understanding of those species, allowing you to communicate with them, though this provides no special intelligence boost to an animal you use it with.

### **Love Bite**

**Cost:** 5 credits

**Requirement:** Wolf's Bite

**Benefit:** When you bite down on someone, you can make it a pleasurable experience...even with jaws full of razor sharp teeth. It tends to leave them in a more stunned state, occasionally orgasmic in nature. More animalistic or with certain fetishes might be more interested after seeing it, those experiencing it have lowered inhibitions against a repeat even if there is pain involved as well. Animalistic waifu who you infect gain an alternate form of a human version of themselves that they can use the same as any other gained via the Therianthrope perks.

**Special:** If you have a Binding, this accelerates the infection and binding to the same binding period as those bindings.

### **Puppy Pile**

**Cost:** 5 credits

**Requirement:** Therianthropic Curse

**Benefit:** Your waifu that are either infected or share traits with them tend to adjust to be less jealous of each other, further nudity taboos tend to fade when within the group. It's common for all of them to pile up around you for sleep, mainly a non-sexual take on things, physical contact provides more comfort and faster healing...it also, slowly, reduces unwillingness to obey you as the groups alpha.

**Special:** Some of this also applies to any children you have with your pack, the more animalistic need for physical contact being a part of the nature of the Were. Your children are born with the curse, gaining the ability to take the forms you and their mother have as they develop, though often smaller and more naturally their comparative age with the species.

### **Lions Roar**

**Cost:** 10 credits

**Requirement:** Howl of the Wolf

**Benefit:** You have gained an understanding of the predatory instincts and in handling those you view as prey. You can choose to have your actions instill some aspect of primal fear in opponents, and even make them freeze or bolt by unleashing a roar that might challenge even the heavens courage. The closer they are to you, the harder it is to resist...and you know methods of making it even worse, a werewolf soaked in blood unleashing a dread howl after ripping a man in half is one hell of a way to start a brawl.

### **Shark's Frenzy**

**Cost:** 15 Credits

**Requirement:** Therianthropic Curse, Martial Talent

**Benefit:** When in combat, you can't seem to help but to tear bloody chunks from your foes. Taking in blood and meat supercharges your ability to heal, letting you regrow limbs in minutes to, even, seconds if your chowing down fast enough, and you tend to do it in the middle of a fight. Unfortunately, once you start using this in a fight, your ability to tell friend from foe, barring

waifu that share your curse or are similar enough to your animal in other ways, until you have time to calm down in the aftermath. It also might make the more squeamish likely to avoid you.

### **Man & Beast**

**Cost:** 15 credits

**Requirement:** Therianthropic Curse

**Benefit:** You gain a further refinement of the hybrid form, allowing you to press it further along the line into a monstrous merger of man and beast. Your size bulges and increases to something terrifying for your opponents, very little can harm you, but you tend to be even more feral in nature, aggression and lethality amplified and the scent of blood can drive you into a berserker like rage, but often tempered, slightly, by the man inside to add an almost unnatural cunning to the beast.

### **Call of the Pack**

**Cost:** 20 credits

**Requirement:** Howl of the Wolf, Man & Beast

**Benefit:** You may feed your blood to animals of the same type as your curse, this allows you to treat them as waifu for the purposes of abilities that target them if you treat them well. More natural forms tend to shift and change over time, within a week or two raising them to the equivalent to your animal form from Howl of the Wolf. They react to your human and hybrid forms the same as the animal one and tend to understand you in ways that a normal animal does. A new animal of the type is treated as a T2 Waifu, and a T3 after adapting. Even if they are not with you or normally living on the world you choose, you may unleash a howl that distorts the boundaries of worlds and brings them to you when you are in danger.

### **Wolf's Bite**

**Cost:** 50 Credits

**Requirement:** Therianthropic Curse

**Benefit:** You have gained control of the curse, allowing you to infect some waifu with a strain of it that matches yours. T1 & T2 Waifu infected are increased to T3, T3 Waifu (not counting those boosted by this perk) increase to T4. They gain the abilities of your alternate forms that you possess that require the Therianthropic Curse perks. It tends to be harder for those you infect to disobey you or willingly betray/harm you. Additionally, wounds inflicted in your alternate form or with a bite, or introducing freshly drawn blood of yours to them operates similarly to the Stamp binding save that the time taken tends to be the time until the next full moon. You may elect to not apply this effect if you choose, but doing so may create problems for any bit that aren't of a strong mind as this binding tends to stabilize the transformation.

### **Inclusion Strain**

**Cost:** 25 Credits

**Requirement:** Wolf's Bite

**Benefit:** The variation of the curse within you has the peculiar ability to incorporate similar forms into itself, granting abilities that are often a horrifying surprise to opponents and making you and

yours stronger still. Other creatures of a similar type, such as if you are a werewolf and encounter one that operates under different rules than your own version or has unique abilities different from your own, you may choose to absorb some of them into yourself, and applying it to any waifu you have transformed or who were already werewolves (Or similar creatures). This may include shifting weaknesses or gaining abilities. Further this increases the boost from Wolf's Bite to Waifu to T3 and below become T4, and T4 become T5. Further, any similar type of werecreature will recognize you as such, so any form of weretiger would recognize you as a weretiger if you were one, this could include similar species weres such as Weresharks depending upon the specifics of the world, but they would at least recognize you as a similar werecreature. This also makes it easier for you to learn the local rules for weres and handle their societies rules (You instinctively understand them if you have the Social Talent perk).  
**Special:** For each waifu you have that originated with a different strain of the type, the cost for this perk is reduced by 5 credits.

### **Wolfpack**

**Cost:** 200 Credits

**Requirement:** Wolf's Bite

**Benefit:** Waifu you infected or who are bound by your or who have submitted themselves to you while being a therianthrope of a similar type share some abilities with everyone in your pack to a lesser level. This includes magics and the like that are learned or tied to their blood or soul. Essentially allowing them to trigger it from others in the pack. On a Full Moon, this ability may be amplified.

### **Maw of the Beast**

**Cost:** 10 credits

**Requirement:** Wolf's Bite

**Benefit:** Wounds inflicted by you in your alternate forms or that involve your bodily fluids, normally blood or saliva, are abnormally difficult for people to heal. Even if they manage, it tends to leave scars and marks that might still hinder them. You may heal these by licking the injury if you wish to do so, and you may accelerate healing of any infected waifu in a similar manner.

### **Blessing of Moon Silver**

**Cost:** 10 credits

**Requirement:** Therianthropic Curse

**Benefit:** You recover from your transformations faster than most, allowing you to moderate the energy costs of it, letting you change freely between them.

**Special:** This does not apply to Waifu infected with the Wolf's Bite perk.

### **Hybrid Theory**

**Cost:** 100 Credits

**Requirement:** Therianthropic Curse, Any Heritage perk

**Benefit:** The Beast within you has merged with your heritage, features from it tend to display and mix in various ways that often exemplify the merger. An infernal heritage werewolf might be

closer to a feral hellhound in looks, while an angelic one might take the more noble appearance that oozes the nobility rather than direct threat. Both sides tend to integrate in unusual ways that amplifies your abilities and allowing access to things from one tied to the other...such as a draconic werehawk would be effecting birds and avian waifu with their musk in addition to their other abilities. The exact specifics of these mergers vary heavily between strains and, even, individuals, so they might just be something new.

### **Unbound by the Bane**

**Cost:** T11 Ticket

**Requirement:** Therianthropic Curse

**Benefit:** You and any Waifu infected by Wolf's Bite are no longer susceptible to Silver (or whatever special material you chose). Further, infected Waifu below T6 have their Tier increased by 2. Further, you may dominate other creatures of a similar nature to your bestial self of a Tier below 10, by sheer presence. Any infected waifu may also infect others such as with the Wolf's Bite perk, and gain the Blessing of Moon Silver perks.

## **Elementalist Perks**

### **Elemental Adept**

**Cost:** 10 credits

**Requirement:** Wild Talent and Psychic or Soul Talent

**Benefit:** Select one basic element (Normally Earth, Wind, Water, or Fire, though you may select from other systems), you gain an innate resistance to said element along with the ability to use and learn abilities related to it at a far faster rate than most, even compared to those with the talents for it. You gain an innate affinity for waifu and creatures associated with the element, allowing you an easier time in dealing with them...though this might, occasionally, create its own issues with those of opposing elements. You also learn to begin weaving the elemental energy into your aura, letting you make slight adjustments to things immediately around you. A fire adept might surround himself with warmth, wind might have a cool breeze always present, earth might have a better grip on the ground, water might be able to walk through a hurricane without getting wet. With a moments concentration and focus, you can also locate larger quantities of basic forms of your element within a few miles, such as dousing for water or detecting metals or tracking fresh air in a cave system or detecting the warmest spots nearby. Unfortunately, in a fight, the opposing element might break your focus and often does more damage to you than it would a normal person.

**Special:** If you take a heritage perk that has an elemental choice, you must select the same element or at least one that aligns with it if possible.

### **Elemental Edge**

**Cost:** 5 credits

**Requirement:** Elemental Adept, Martial Talent

**Benefit:** You have learned to infuse your element into your fighting style in different ways. From the basics of reinforcing a shield with the earth to let it absorb more damage before failing to more advanced like flaming fists or blades of ice. Direct attacks on you using your element that is not otherwise enhanced or changed (such as dragonfire or cocytian ice) will rarely do any damage to you while you are drawing on your elemental abilities...though have a care when you let your guard down or against a stronger opponent.

### **Elemental Disciple**

**Cost:** 15 credits

**Requirement:** Elemental Adept, Wild Defense

**Benefit:** You have begun to incorporate a true understanding of your element into yourself. While focused, your element will not harm you even if you are fully immersed in it. One of the earth could breathe even the sand and stone, winds that would slice a man to pieces do not even nick the edge of one who is of wind, the waters are passed through without care by those of water, and those of flame could sleep soundly while immersed in lava. Even distracted, it barely effects you more than discomfort. Your aura can generate or call on your element, letting

it begin to heed your command on a more intrinsic level that is no longer a thing of mysticism and connection, but unity with the element.

### **Elemental Apotheosis**

**Cost:** 10 credits

**Requirement:** Elemental Disciple, Body Defense

**Benefit:** You gain an alternate form which may be taken with a moments focus and effort. When assumed, it maintains the basic shape of the form you left, but is composed entirely of the basic form of your elemental self, and can vastly accelerate your healing when exposed to the same element...even if that element is spread by your own form (such as a fire elemental form healing from fires his presence causes) or attacks by enemies. Twisted or changed forms of the element will barely harm you. Your own element can be shifted in a similar way to rebuke your own element to have such effects on those who would otherwise be immune to it.

### **Elemental Distortion**

**Cost:** 5 credits

**Requirement:** Elemental Disciple

**Benefit:** You no longer have issues with your opposing element, it treats you as it would a normal individual.

### **Elemental Mastery**

**Cost:** 15 credits

**Requirement:** Elemental Apotheosis

**Benefit:** Your voice commands those of your element that are weaker than you, and will often be listened to by those of higher power. This does not assure obedience, but it does mean that they will often take your words into more consideration than otherwise, and those that know you will often obey without a second thought. Further, by reaching the pinnacle of one element, you can begin to follow the trails of unity between the elements, allowing you to select Elemental Adept a second time with another element that you do not exclusively have an opposite of, and to continue through this perk line with it. Thus if you take it a second time after starting with Fire, you may select Earth or Air, but not Water, though you may select Water if you attempt a third time through. You may only maintain one focus at a time, and each time you complete the chain, the cost of the perks increases by 5 credits each.

### **Void Adept**

**Cost:** 50 Credits

**Requirement:** Elemental Apotheosis with at least 2 elements

**Benefit:** You may maintain Elemental Focus with 2 elements at a time.

### **Void Elemental**

**Cost:** 50 Credits

**Requirement:** Void Adept

**Benefit:** You gain the ability to mix, match, and merge your elemental alternate forms to create some interesting results.

**Void Disciple**

**Cost:** 100 Credits

**Requirement:** Void Adept, Elemental Apotheosis with at least 3 elements

**Benefit:** You may maintain Elemental Focus with 3 elements at a time

**Void Master**

**Cost:** 200 Credits

**Requirement:** Void Disciple, Elemental Apotheosis with all elements of your system

**Benefit:** You may maintain Elemental Focus with all of the elements of the system.



## **Other Terms**

**Support Craft:** Support craft are mainly the more disposable craft that are connected to your main ride. The shuttles and fighters and other things that aren't really anything of value other than a mode of transport from your ride or similar. Some may be assigned a pilot from a flight trained Waifu. These normally have a respawn timer for the company to replace those that are wrecked/destroyed, they do not recover if they are sold off. Support Craft perks for your ride require the ride to have the hanger space for them available. If you have the Sweet Home perk, you may shuffle support craft around and store some there instead of on your ride if you wish to do so, but it takes time to swap them out

**Heritage:** Heritage perks reference either some kind of bloodline or ability that has changed you into something else. These are mutually exclusive barring rare opportunities, allowing only one of them at a time. Only the baseline perks are marked with the tag. If you use the possess or substitute perks with a waifu of a heritage that matches it, you may discount perks in the tree by a total amount equal to those spent on the possess or substitute perks, but each perk may only be reduced to 20% of the base cost.

## **Archived Perks**

Some work I've done either turns out to be useless or gets heavily reworked. A few of them even get added to the official stuff. This section just archives the older versions of them for those who used them or who just want to glance over the older ones in order to see how things developed. A few were bits of sarcasm and frustration at things.

## **Never Intended For Use**

### **Depopulating New York City**

**Cost:** 0 credits, gives 8.399 million credits

**Benefit:** Due to spending a few weeks in a time skip heading to New York or another metropolis and stamping everything you see that could be stamped, you now have more credits than most would...have fun with it rather than just needing to handwave timeskips or such events.

## **Variant Sweet Home Perks**

### **Sweet Home**

**Cost:** 20 credits

**Benefit:** You gain access to a larger apartment in an extradimensional space that you control access to. You may generate a portal to enter it that lasts until you close it, this goes both ways into and out of your home. If you are inside and close the portal, you may reform it, but the exit must be in a place close to the original.

### **The Many Ways Home**

**Cost:** 10 credits

**Special:** Requires Sweet Home

**Benefit:** You Waifu may also generate portals to the apartment. Further, there may be multiple portal locations that can be set up as entry/exit points for portals via advancement in those worlds. You and your waifu may sense locations where a portal access is possible.

### **Portal Room**

**Cost:** 30 Credits

**Special:** Requires Sweet Home, The Many Ways Home, Exit Stage Left

**Benefit:** A dedicated portal room allows pedestrian or vehicle access to your starting world and anywhere else you travel to. Portal sites are procedurally generated in each world, generally appearing near locations that are important or useful to you or your purchased and captured waifus. Portals will activate automatically when approached by a valid user: you, your waifus, and friendlies you invite, and deactivate automatically when not used. You and your waifus can sense the nearest portal's location even without a map, and more precisely the closer you are to it; this is no replacement for a true map. Neutral, hostile, and uninvited eyes will not notice a portal's presence, activation, or use, and cannot pass through. Some independent multiverse travelers may enter your universe directly, but only if they're non-hostile and have a beacon to follow.

Your first portal will only lead to your starting world. After that, new worlds will slowly unlock according to the same rules as Exit Stage Left. You may also unlock new worlds by either traveling there yourself or capturing a waifu who's been there personally. All purchased waifus, without the Yoink or Slightly Used perks, have only been to one other world: the factory where they were made. Don't bother trying to go there - it's employees-only.

### **Docking Bay**

**Cost:** Free

**Special:** Requires Sweet Home and either Catch-A-Ride or Heaven Built Proto

**Benefit:** Your home gains the facilities to land/dock/maintain your rides and ships.

### **Mansion**

**Cost:** 20

**Special:** Requires Sweet Home

**Benefit:** Your apartment is expanded to a large mansion such as the razor house or others.

### **The Grounds**

**Cost:** 10

**Special:** Requires Sweet Home and Mansion

**Benefit:** Your mansion is now on an island in a tropical area, you have at least a 30 minutes walk between the building and the edges. This includes animals and plants to stock it and removes potential issues

### **Workshops**

**Cost:** 10

**Special:** Requires Sweet Home

**Benefit:** Your home has added workshops and training areas for you and your waifu, this includes exotic materials and specialized equipment