

Various Perks

the_taken's Special Waifu Catalog DLCs

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DLC Bindings and Lures

Sticky Fingers: Sister Morphine

Cost: 5

Special: Requires *Brown Sugar*

The effects and benefits of Brown Sugar and similar Sticky Fingers expansions can be extended to your companions. In the case of Brown Sugar, you can be immune to your companion's aphrodisiacs at your choosing even without Body Defense. Similarly, they are immune to their own aphrodisiac with the same exception, though you may decide on a case-by-case basis if they can still be affected by your own or each other's.

Handmade Crafts

Refund: 10, counted after the starting budget and all intensity modifiers.

Special: Requires *Tempest Jewelry*. Incompatible with *Jewels of Discord*.

Instead of receiving any pieces of Tempest Jewelry, you must instead make them yourself, either completely from scratch or by completing pieces you're purchased. You still have the same limits on stockpiling as normal. While you and any observers won't understand the secrets of the magi-tech jewelry, you will be able to enter a fugue state to apply the finishing touches to your jewelry to turn each piece into a proper Tempest item.

DLC Companion Perks

Personality Underlay

Cost: 4. Doubles in cost for each application of this perk to the same individual.

Requires: Each purchase must be applied to different purchase of **Template Stacking**. Cannot be applied to the contractor.

Template Stacking only grants the recipient the benefits of a new powerset and skills, filtered out to be completely independent of the personality that led to its development. However, for a modest fee, a copy of the source personality's various traits can be added to add additional flavour to the templated individual. This won't override their own core personality or cause any sort of disorder, merely adding additional depth to your retinue member's behaviour. In some rare cases specific traits may only manifest when fully utilizing the abilities of the stacked template. In other rare instances these new behaviors may speed up fully developing the source powerset, but in all cases acquiring basic talents do a much better job.

Mastermind Heritage

Heritage: Mastermind

Eccentric Wealth

Type: Root

Cost: 20

Looking for more money? While the company can't really justify expanding your wage, they can finagle you to become inheritor to an obscure Estate. This Estate may be a title of lesser or defunct nobility in some obscure and remote region, the fortune created by the mercantilism of an ancillary commodity, or other sufficient means appropriate to the local world. No matter where you are, you'll have access to all the documents proving the existence of this Estate in the same way you always have access to your company smart device. This comes with a number of benefits, most notably being able to take your wealth with you to new worlds.

Thanks to this Estate, you have a finite but endlessly refilling pool of transient resources, the size of which will scale to your own personal power, your *Tier*. The resources can't be accumulated but will refill overnight, so you should make use of them as you desire. These resources are real, and sourced from the local economy, and take on non-standard forms of goods and services. More often than not they will be based on what sort of Estate you have. Between it and the petty cash provided by your salary, you shouldn't run into any issues acquiring mundane equipment, cheap labor, or strange gifts.

There is a requirement that you must maintain airs in public, certain standards of behavior in line with maintaining and expanding your Estate's reputation, whether through adulate fame or notorious infamy. To that end we will provide you with a Personality Package loaded with behavior patterns that form a persona for that purpose. Presentation is of the utmost importance. If you desire to maintain multiple masks for different situations, that is up to you, however the main persona is what matters to your Estate. To help you stay in character, you receive the **Performance Talent** perk in addition to the Personality Package. This will make you a T2 entity at Step 2 for our purposes, if you're not already.

The company also covers some cosmetic changes or genetic therapies needed to pass muster including a full **Body Tune-Up**, though if you need to be a different species you'll have to pay for your own *Extra*, *Possess*, or *Substitute* Origin.

To give the Estate an actual presence in the world we need to give you the **Paper Trail** perk. This will have the knock on effect of letting you bring your Estate with you to any world you visit, should you wish it.

The Spare

Type: Party

Cost: 15

Requires: *Eccentric Wealth*

No one expects death to come knocking, but preparing for the worst can mean your untimely demise does not result in disaster for your various forms of property, including the Estate. The standard rules

R.I.P. rules can result in unwanted chaos, and designating an Heir will create an anchor of stability in those turbulent times.

To that end, you will want to designate an Heir from your retinue. Preferably one your offspring, though that is not necessary. You do gain **Sexual Calibration** and **Fertility Calibration** just in case you want to go that route. For help in handling the paperwork, you also gain **Administration Talent**.

In the case the worst happens and you are no longer among the living, your Heir can take your place as the beneficiary of your Estate, gaining access to the resources and various perks provided. Most of the rest of your property can also be inherited, and they will still benefit from your perks as retinue members in perpetuity. They do not gain the benefits of your personal perks. Whether the company takes them on as a contractor in your place depends entirely on the whims of management.

While you are no longer a part of that living world, you may still interact with your Heir through long distance forms of communication only they can perceive. Most common forms of communication are projecting your form upon reflective surfaces, making distorted phone calls, vivid and intense dreams, self deleting digital messages from untraceable addresses, anonymous letters, or even talking messenger critters. You only get one method, and it must be chosen ahead of time. The purpose of this communication should ultimately be to guide your Heir to take full control of your Estate, at which time your haunting will no longer be needed. This can be delayed as long as you and your Heir feel the need to.

Should your demise ultimately be temporary, you can restore the status quo to before your tragic experience which separated you from your retinue and Estate.

You may put off designating the Heir, simply rescind your current one's status, or tragically lose them to the cruel hands of fate, with no consequence beyond not having them available anymore.

Artist's Lair

Type: Dungeon

Cost: 20

Requires: *Eccentric Wealth*

Extending the reach of your Estate to cover real-estate allows you to make use of abandoned or otherwise overlooked structures. Now you can always find a base of operations to work from, though it must exist somewhere in the world you are currently in. This process can take from just a week to at most a month. This is your Hideout.

Functionally, it is a Bastion with a size of up to approximately 2,000 sq m per your tier when you acquire it, with some variation based on local land value. The amount of layers this is split between can also vary, though it will (usually) conform to nearby building standards. A Hideout may have no standards to adhere to, but the distance itself may cause its own issue. In any case, it will come with facilities and amenities based on local availability. If you devote time to maintaining the Hideout, you can upgrade just about anything you want about it, with the limit being the local zoning laws, possible community associations, and the rare safety inspector. The Hideout is always accessible to the world it resides in, and you can only have a single Hideout on each world you have access to.

If space ever becomes an issue, or for any other reason, then you can abandon your Hideout and go searching for a new one. Your old Hideout doesn't stop existing and can be visited, or even re-claimed, in the future.

If you actually have the *Stronghold* perk, then any and every non-minion retinue member's tier can be added up to determine the possible size of a new Hideout. You can't assign Devotion points to change the floor space or layers, or create Gateways to your Hideout, but you can create Traps, form Tunnels, and with the additional perks, apply Themes, install a Dungeon Core, run Commerce Rooms, a Broadcast Room, and Spawning Pits. By default, the corruptive effects of your Bastions won't be active in and around your Hideout, but this can be changed via an option on your company smart device once a week.

As proper presentation is paramount, your Personality Package will be updated to include the **Aesthetic Talent** and some tricks on how to draw attention to these aesthetics for maximum impact. For the Hideout itself, its aesthetics will usually match or compliment your Personality Package, though it may possibly be at worst neutral with regards to it.

Exit Strategies

Type: Self

Cost: 100

Requires: *Artist's Lair*

Your survival is paramount to your Estate (even, or especially, if you produce heirs). As such, tricks and techniques will be provided to your Personality Package to prevent your untimely demise, such as instructions on how to prepare escape tunnels and create suitable decoys and body doubles. If you have purchased the Sick Ride perk, the motor pool will always have a spare ready for you to use as a getaway vehicle from a prepared area. You can even benefit your Companions and Familiars with these methods, to a lesser extent.

So sophisticated and elaborate are these hated tricks that as long as you're out of sight of any non-friendly parties, you will never have to worry about fatal injuries.

Your Personality Package will be updated to provide the certainty of these effects so you won't flinch in the face of possible death like a normal person. You'll gain a point of **Fatality Defense**, and are considered a T4 entity at step 2 from this point on.

Exemption from Death

Type: Self

Cost: 100

Requires: *Exit Strategies*

Your Estate now properly covers insurance against your death, so you don't die when killed. Instead, if you are vanquished you are sent to another world. You get **Everlasting Talent** and another point of **Fatality Defense** so that things that should outright kill you, like old age or the *Power Word (Kill)* spell,

just don't. Your Personality Package will also be updated with an increase to your confidence, to better make use of these changes.

If someone does manage to kill you, you may not come back unless you have retinue members in that world and one year and one day have passed. In that world, *Retinue* members may dedicate *Devotion* points every day at a former Hideout, and each accumulation equal to your own value reduces that time by one day, to a minimum of one day. (If you're a *T8* entity, 366 *T8* companions and/or familiars may spend a day devoted to bringing you back, and then you may anytime afterwards.)

If you have the *Pocket Apartment* perk, you may spend your time recuperating, relaxing, contemplating, etc. there. You have a number of days equal to your *Tier* before you must go to another world. If you know how to travel between universes or otherwise have options already available you may choose which world to go to, otherwise it is a random world of a similar *DR* to the one you were just vanquished from.

Just note that if this perk is abused your enemies may take steps to expedite killing you, or may wise up and try to contain you instead.

DEVOTION COST TO RETURN			
Your Tier	Devotion to Reduce BY One Day	Devotion to reduce TO One Day	
4	10	3,650	
5	20	7,300	
6	50	18,250	
7	100	36,500	
8	200	73,000	
9	500	182,500	
10	1,000	365,000	
X	2,000	730,000	
Ψ	5,000	1,825,000	
Ω	10,000	3,650,000	

Esoteric Toolbox

Type: Equipment

Cost: 125

Requires: *Eccentric Wealth*

The connections of your Estate are expanded to include valuable items like the remnants of secret societies, archives of ancient cults, the strange truth behind superstitions, defunct military research

groups, and mothballed industrial projects. In addition to uncovering hidden histories and actual - if now dissolved - conspiracies, you can now always find wacky gadgets, weird chemicals, and strange rituals, even in worlds that don't normally have them. Their performance may be suspect or exaggerated, but they will have some effect for you. In some cases you may find notes on what an ancient relic was truly capable of, leaving it up to you if you want to retrieve it from the museum or collector wasting its potential. Perhaps with some time and research you can expand their use or make your own.

You gain the **Aesthetic Talent** so that you can coordinate your gear's appearance, **Engineering Talent** so that you'll at least never compromise their function when you do so, and a point of **Polymorph Defense** and **Possession Defense** so that you don't accidentally trap yourself in a snake transformation or something. You are now able to enter a flow state when working on your equipment, which will increase your efficiency and negate boredom.

Sick Ride

Type: Ride

Cost: 45

Requires: *Eccentric Wealth*

A motor pool is added to your Estate. A fleet of low quality, off brand experimental vehicles is acquired for you to use as your signature Sick Ride, though for insurance purposes only one vehicle is available for use at a time. They are all repaired, retrofitted and upgraded to the local modern standards, of course. If you already own or later acquire a small or personal vehicle we can make an assembly run of that instead. In either case, your Sick Ride qualifies and benefits from any *Catch-a-Ride* perks, ignoring any restrictions.

You can install wacky gadgets or other devices into it, if you know how, or create universal attachment points for interfacing with other vehicles you can build or acquire. You get **Science Talent** so that you always know how to use your vehicle, **Aesthetic Talent** so that you can match its appearance to your persona. Your Personality Package will also come with the ability to enter a heightened state of focus so that you are more difficult to interrupt while working on your vehicle.

Fearsome Flying Fortress

Type: Demiplane, Dungeon, Ride

Cost: 100

Requires: *Artist's Lair* and *Sick Ride*

If your Sick Ride or Hideout aren't enough, you can now acquire a single *Large* vehicle (at least as big as a 200 meter long boat) to act as a mobile Headquarters. It is sourced from local industries in a similar manner to your Sick Ride.

None of these issues are concerns for you. Your Headquarters is so over engineered that it requires but a handful of a crew to operate. You may, of course, obtain a more normal vehicle and retrofit it, or buy one from the *Catch-a-Ride* program instead, in which case there is no upper limit on the size.

You may upgrade and modify your Headquarters in many of the same ways as a Sick Ride. Like your Hideout, you may apply *Devotion* to improve your Headquarters with the same restrictions.

To help obfuscate your mobile Headquarters' location, you get one point of **Trace Defense**, as well as an update to your Personality Package to integrate airs of mystery to yourself and your associates.

Libertine Service

Type: Minion

Cost: 20

Requires: *Eccentric Wealth*

You gain a sixth sense for other people's willpower relative to your own, and some insights on how to get people less willful than you to give in to your demands. Additionally, your Estate gains priority access to temp-work agencies and job boards. This allows you to gain a new category for partial membership into your Retinue, which you can recruit for through these vectors, Minions. With enough effort you can fully recruit them as new Familiars and Companions, but dutiful and loyal Minions are capable of filling any number of roles for your and your Estate, or other full Retinue members.

While they have negligible value to the company as captures, in terms of abilities Minions are roughly equal to a mundane *Extra* insert for the local world. They gain only partial benefits to your talents, perks, and defences. If you have a Hideout they can contribute *Devotion* to improve it, though only a twentieth as well as a normal retinue member. They are recruited by the handful every week, less on holidays, depending entirely on the world's population density and tech level.

You can directly lead any one type of Minion at a time to increase their effectiveness, though you can order them all around as needed. To satisfy your Estate, they will be provided with functional and distinct dress codes to adhere to. If you want to be more strict, you can acquire and assign them uniforms, if you have the means.

Starting off, you can now always find general laborers sourced from local talent to fill your ranks of Lackeys. While they can fight, they are not as good as decent law enforcement or even most security guards. They are more useful in a general sense, being sufficient to perform errands, move small objects about, or gather and spread rumors for you. You can even employ them as Maids, though they may not be quite as good as dedicated professionals.

These minions and regular retinue members gain the benefits of **Talent Sharing** in **Athletics**, **Covert** and **Performance Talents**. Your Personality Package will also include behavior patterns in line with how to treat these underlings appropriately, and expand these patterns the more minion types you acquire. You also gain **Covert Talent** to facilitate any need for discretion, and a copy of **Stress Defense**.

Expanded Recruitment Method

Type: Minion, Other Control

Cost: 200

Requires: *Esoteric Toolbox* and *Libertine Service*

Have a desire or need for more Minions? You now have a temporary capture method based on your binding technique. Simple, mass deployable, and persistent, *anything* that could be bound can instead become a Minion under your control. They become the most appropriate of the types you have purchased, and they aren't counted towards your normal limit. However, these methods are all temporary, and can be disabled or countered in various ways, the most obvious being described below. *Tier 1* beings are easily captured, while anything with a stronger will becomes progressively more difficult to ensnare, some merely shaking the effect off while others being completely oblivious to it.

Like normal Bindings, anyone not of the age of maturity can't be affected, so be wary of meddling kids thwarting your plans.

To protect you from getting caught in your own control system, you gain a copy of **Information Defense, Mind Defense, Soul Defense, and Trace Defense**. Your Personality Package will gain some example methods and schema to implement these control systems.

Empty Hand: If you forgo a standard method of binding, your first recourse for expanding your Minion pool is through written Contracts and conscious acceptance of them. You may write a Contract that invites someone to work for you and they can accept via their signature as long as they understand the terms, though believing the terms isn't necessary. You may standardize these contracts into forms for mass production, though you still must personally witness the acceptance of someone's Contract. If either party violates part of the Contract and the other party becomes aware of it they may end the Contract immediately to no ill effect.

Mystic Tattoo: You may put your Brush into a specially prepared printing press to create Stickers or temporary Tattoos. As long as your Brush is in the machine, anyone who applies a Sticker or Tattoo to themselves becomes one of your Minions over the course of three days. The art objects don't wash off, but can easily be yanked off like an adhesive bandage. Removing your Brush from the machine, or damage to the machine itself, renders the rest of the production run useless, and a new one must be started and distributed to get new Minions.

Tempest Jewelry: You can have imitations of your Tempest Jewelry manufactured by locals and distributed as you see fit. Each artisan requires an inactive article to work from, taking up one of your stocks, and will create a functional copy. Anyone who puts on a manufactured article won't ever consider taking it off, and becomes a Minion over the course of a week. Similar to the normal Tempest Jewelry, this will also increase their libido, self confidence, and feelings of personal attractiveness, though they will always drop below your proper companions in the hierarchy. Removing or damaging the article releases the pseudo-binding, and renders the article useless.

Symbiote: You can milk your King(s) and/or Queen(s) for transformation fluid and dilute it using holistic techniques. This renders it useless for expanding your Swarm, but the resulting mixture can be integrated into topical creams, oils, or soaps for mass distribution. Anyone who uses one of these products becomes a Minion five minutes after a full dose is applied. The products wear off over the course of a couple of days, but the Minions will reapply new doses on their own as long as they are supplied.

You can direct these extra Minions remotely using the psychic abilities of your Swarm, your control becoming more effective the longer they're under your control. At first they will start with a vague desire to perform tasks that align with your goals, but over time will properly connect to your Swarm and can be communicated with. If the regular application of your topicals stops, then you will quickly lose control over those Minions.

Prolonged use of your product may cause partial transformation or manifestations of traits found in units you have unlocked. Please send any affected Minions to your nearest bio-therapist or Hatchery structure for treatment.

Shroud: You can make thin filaments from your shroud and have them spun into thread. This thread can then be woven into articles of clothing. Ribbons, Neck Ties, Bows, or Hats are the most effective. As long as someone wears the Garment, they are functionally a Minion until they take it off. They may go about their day unaware of this fact and perform tasks you assign them to, and when they remove the Garment later they remain unaware of all of that they did.

Hypnosis App: A mod is added to your Hypnosis App that allows you to project hypnotic Rays out of a new Dongle peripheral. These Rays can be sent to a specially prepared Broadcaster device that can project them to any available receivers. The farther your Rays' intended reach, and the more receivers you want to effect, the more sophisticated and expensive the Broadcaster becomes to create. The receivers can be local TVs, radios, crystal lanterns, hanging orbs, or your own constructions. People who can perceive the Broadcast instantly become near-mindless Minions as long as they are regularly affected. They are highly suggestible to your commands, those of your retinue, and other Minions, in that order. Turning off the hypno-Rays mod instantly frees everyone affected, as does damage done to the Dongle or Broadcaster device.

Tantric Arts: You may perform a Ritual as a Spectacle with the intended function of captivating anyone who witnesses it. Those that do become Minions susceptible to simple commands or compulsions embedded in the performance, which wears off when they complete your desired tasks or within a day, whichever is sooner. Unfortunately, these Minions are easy to distract with romantic or sexual encounters, which also dispels the effect when they reach their own completion.

In case you're unhappy with your current Minion recruitment method, you may attempt to use any of the other Minion creation options listed above by creating facsimiles of the other binding vectors. You may only attempt to use one at a time and may not use the same method again until you have used three others. If none of these are satisfactory, you may instead invent your own.

Consorting Associates

Type: Minion

Cost: 20

Requires: *Libertine Service*

You gain a sense for how much time someone has spent studying and researching relative to you. This can be used as a passive general sense, or you can focus down to your current subject matter. Note that while this can give you an idea of someone else's academic efforts compared to your own, this won't tell you how effective their efforts have been, nor whether or not they have any specific information you may be looking for.

Additionally, your Estate develops connections to tech firms, employment groups, and state archives.

From these sources you gain a new category of Minions specialized in academics, research and development, and law. Functionaries. They will mostly help you discover obscure local technologies by datamining patent offices and university grants, loopholes in business or government practices for you to take advantage of, and may occasionally come up with new procedures or inventions on their own.

You can also have them run interference with the processes of the local law and court systems, though this will cut into their research time. This can prevent the bulk of the locals from coming down on you, though this won't prevent some maverick or zealot (or two, or five) from coming after you anyway.

They also make the hardest working Maids, though not necessarily the most effective.

They and your retinue members benefit from **Talent Sharing** in **Administration**, **Science**, and **Engineering**. You gain **Communication Talent** so that you can understand any specific jargon they speak.

Thoughts and Prayers

Type: Minion

Cost: 50

Requires: *Libertine Service*

You gain a sense for how much relative hope, despair, nihilism, and pragmatism someone has compared to you. More importantly, you can sense how solid their world view is compared to your own.

Your Estate uses some minor funds to sponsor special clubs and outcast groups.

Between the two, this allows you to recruit a new type of Minion, Cultists. You may only be aware of one or a few of them at a time, at first, though you'll always be able to find more if you go searching for them.

These people worship you. They spend most of their time zealously doing so, but occasionally find occult rituals or arcane secrets that you may find use of. They can also be assigned to assist your other minions, multiplying their effectiveness. The presence of Cultists can double the amount of **Devotion** your minions can provide.

You may also make use of them as your best looking Maids, though maybe not the most productive.

They and the rest of your retinue benefit from **Talent Sharing** in **Aesthetic**, **Blessed**, and **Land**. You also gain a copy of **Mind Defense** to protect you in case they try to show you something mortal minds aren't meant to witness.

Fighting Flowers

Type: Minion

Cost: 20

Requires: *Libertine Service*

You gain a sense for how much martial skill and training someone has performed relative to you, and a vague idea or two of how to initiate physical challenges with them they would enjoy.

Your Estate is expanded to interact with the more martial elements of the local economy, such as bounty boards, tournament betting, athletic sponsorship, and supplemental franchises.

These let you recruit Minions that are specifically suited for combat. They are generally as good as fully trained soldiers, and may even be former law enforcement, local combat veterans, disenfranchised criminals, D-list martial artists and sportsmen, or down on their luck mercenaries. These Mooks are fully willing and capable of engaging in combat on your behalf, though despite their apparent skill you may find their performance lacking when you aren't paying attention.

While Mooks make for effective bodyguards, you'll find them lacking as maids.. Mooks and proper Retinue members get **Talent Sharing** in the **Martial** and **Wild Talents**. You also gain **Martial Talent** and your Personality Package is updated to include the full training in a martial art based around your Estate, equal to rank a double black belt.

The Lieutenants

Type: Lure, Party

Cost: 50

Requires: *Libertine Service*

In lieu of personally leading your Minions, you may instead have a Companion or Familiar take lead. In some ways they can be even more effective than you, but the company can provide these handy personality packages with some extra abilities for them. You also gain a copy of *Stress Defense*.

For your Lackeys you may put in charge the Seducer or Seductress, one who can turn your rumor mongering horde into a proper spy network through better subterfuge and applied innuendo. They even gain the benefits of all of your *Lures*, just in case you need them to go out into the field for a priority target themselves.

If you have Associates, you can put a Secretary in charge of them. They will manage your affairs for you, freeing up your time to pursue other activities. Just be sure to regularly take oral reports to keep abreast of what exactly is popping up in your little fiefdom.

For your Mooks you may want to assign a Battlemaster, who will provide unparalleled tactical coordination and strategic advantages. They will also take charge of everyone's training regimes and encourage everyone to get more fit.

The High Priest will observe the rites and ceremonies of your Cultists, to multiply their membership and effectiveness, though be careful that they don't whip them too much up into a frenzy. Their real value is in managing your image to create a cult of personality around you.

If you want more Elites then you can assign someone to be a Mad Scientist. In addition to pursuing their own research projects (to your benefit, of course), they will occasionally 'borrow' a Minion from another group and perform some experiments that may make an Elite out of them. It'll work most of the time.

Of course, this all depends on your picking the right person for the right role. Picking the wrong person for a role can have unintended consequences, so beware. You gain the **Sexual Calibration** and **Fertility Calibration I** perks, and some adjustments to your Personality Package to optimize using them.

Monster of the Week

Type: Minion

Cost: 100

Requires: *Libertine Service* and *Fighting Flowers*

Your Estate most definitely does not gain any connections to illegal, unethical research programs. It especially avoids connections to government, corporate, or criminal black sites. Those have nothing to do with your ability to hire subjects from failed super soldier programs, or purchase semi-intelligent beasts for a new Minion type from completely anonymous yet honestly reputable combat focused pet shops.

In any case, you can promote your various Minions to turn them into an Elite through a ritualistic ceremony, higher quality equipment, or refined experience through time spent serving you, if you haven't recruited them to be as such in the first place. You may have up to a handful of these Elites on retainer at a time, however you may only deploy one at a time to the field. Elites work best when directing Mooks as they directly enhance their combat potential in minor ways, but can still be effective leading other types. Elites are often at least a **Tier** better than other Minions at step 3.

These Minions and your Retinue gain **Talent Sharing** for the **Soul** and **Psychic Talents**. You'll also get **Soul Talent** for yourself, and one point of **Creature Defense** to help you handle the more bestial Elites, as well as one point in **Possession Defense** and **Corruption Defense** so that you can better handle the more diabolical types.

Enter the Dragon

Type: Party, Self

Cost: 100

Requires: *Artist's Lair* and *Monster of the Week*

In case you find yourself at significant risk of personal combat your Personality Package will now contain the skills and abilities to empower yourself and any Companion or Familiar that isn't currently working as a Lieutenant, making them your Champion. New training programs, special equipment, medical therapies, and forbidden rituals are all on the table. Teamwork between you and your Champion will be a priority, focusing on ensuring your survival if victory cannot be achieved.

In addition to an expanded skill package, your Personality Package will be updated to mastery of your Estate's martial art, **Athletic Talent**, as well two instances of **Body Defence** and one of **Creature Defence**. This will make you effectively *T5* at step 3. Your Champion will also be improved, their strength and powers boosted to a suitable level on step 4. Blue Stars(★) are boosted to *T4*, while Copper Stars(★) will effectively gain *+1 Tier*. Silver Stars(★) or higher will only become better at combat if they weren't already masters of the art, but will not be considered of a higher tier.

Pinnacle of Dominion

Type: Other Controls, Lure

Cost: TX

Requires: *Exemption from Death*, *Expanded Recruitment Method* and *Enter the Dragon*

Your Estate is now a cornerstone of civilization in whatever world you go to, and you are its icon. Whatever your activities or goals are, they are considered acceptable for an exceptional few privileged. The more time you spend in the spotlight, the more those privileged to follow your path are drawn to join your retinue, while those that aren't become more permissive to your activities with the understanding that it's just the way things are meant to be.

If you have access to multiple worlds, you can assign a different retinue member to be your Champion and Lieutenant in each. You can even assign a single Lieutenant to pull double duty as your Champion, in a single world.

The size of any new Hideouts (or Headquarters) you acquire is tripled.

As a fundamental part of society, getting rid of you isn't easy. If you are vanquished, as long as you have any Minions remaining in a world you can return to it, and they can also contribute *Devotion* to reduce the time before your return. As a side effect, your Minions are driven to boost their abilities, making them *+1 Tier* at step 5.

Finally, you now control the purse strings to your Estate directly. While you can deplete your accounts with little effort, you'll find your coffers quickly refilling thanks to your various non-fungible assets and investments.

Costs and Freebies tracking:

https://docs.google.com/spreadsheets/d/1mMuOleIEV_zaz6Bqdwymu78daQRHchmbKpGkTw0Gh6A/edit?usp=sharing

Mastermind Heritage Layout

Why is this Cool/Fun?

PRESENTATION!

What is the unique Lure?

Grant a companion the ability to use your lures for you. The two of you can double team for double the fun.

What is the unique Binding?

Mass deployable yet temporary binding technique

What fetishes does it cater to?

Do you want to be a super villain? Do you want hard boots and leather pants? Vinyl dresses? Lava pits? Damsels in distress? Getting decked by do-gooders? Or be the opposite? The sinister vigilante with a cool bike? The handsome crusader with a secret hideout? The pretty partisan with too many friends?

Why can it jump between realities?

Disney Death the Overlord, they may leave.

Sean Bean the Overlord, they must leave.

If the Overlord wins, they will leave

They may come back anyway.

What makes it worth 1000 credits?

Offscreen Villain Dark Matter (similar purpose to Warehouse District, so synergy?)

Evil Lair (expansion to OVDM, always have a space to work from and be attacked through, synergy with Demiplanes)

Temp Bindings (Or are they? based on your binding method)

Minions (Talent Sharing without the Talents, ~~synergy with hypno-app binding~~)

Mooks (Disposable faceless minions, ~~synergy with dungeon spawn rooms~~)

Mons (Monsters of the Week, ~~synergy with Symbiote binding~~)

Hench (Uses lures and bindings for you, ~~synergy with tantric arts binding~~)

Lieutenant (Your best companion, ~~synergy with shroud~~)

Missions

Missions

WH40K Better Fathers Group

The company has a dearth of husbandos (and waifus) looking for a son to adopt and raise into strong manly and well adjusted young men. One of our studios thinks this would be a great Reality TV Series on top of a way to drop off some excess stock.

Plan your defenses accordingly, this mission takes place in the early 31st Millennium. You get a map and a generous timeframe to start. You will be required to provide 20 persons from your retinue, then drop them off in the right place so that when the lost Primarchs appear they can be each adopted by one of these people and raised to adulthood. You and whatever additional retinue you have are to minimize your involvement in the lives of the Primarchs and the rest of the galaxy from then on, but otherwise what you do with the rest of your time is your own business. This does mean you may not simply eliminate the Imperium's enemies, as their struggle against them is paramount for the scenario, and our show's ratings.

You get 500 points just for participating in this scenario all the way to the end. The goal is for each Primarch to be a well adjusted member of the human civilization at the end of the Emperor's great crusade. You get a full refund for each retinue member if their adopted Primarch lives past that date, and you get bonus points equal to the full value for each Primarch that rebukes the temptations of Chaos and vows to protect humanity.

Bonus Goal! If the Emperor steps down in an official capacity as the leader the Imperium and mankind, you get an additional 500pts

Cut Content

CUT CONTENT

CYOA Modes

Timeless Share (WIP)

Requirements: Pocket Space

~~**Base Intensity:** +05% (round up)~~

Base Intensity: -1

You and a friend share the same Pocket Space, which increases in total volume by 100%. You can extend the Timeless Share to more people, each adding another 100% increased size of the Pocket Space.

You can each purchase your own separate Apartments, Sweet Home, Grand Manor, Warehouse District, and Dungeon expansions. But you share the same purchases of Life's a Beach and other area expansions, and can purchase those perks as long as one of you qualifies for it. Demiplane laws only affect your own personal areas and not the shared pocket or vault, or external wilderness area, unless you all have the relevant demiplane perks and can all agree to implement the same Laws.

If one of you gets an perk or upgrade that grants an infinite increase to the size of the Pocket Space, they get a separate pocket in addition to the one you share.

Each of you and your respective retinues must go to different worlds and can't access each other's worlds, though they can be otherwise identical parallel versions of the same world. The worlds can even be of different Danger Ratings, since each of your budgets are separate.

DLC Bindings and Lures

new **Sticky Fingers: Sister Morphine** used to be called **Blood Red Wine**

Cherry Oh Baby

Cost: 25

Special: Requires *The Secret Ingredient is Love* and *Blood Red Wine*.

Any companion with the Blood Red Wine perk has their fluid affected by Faerie Feast, making their fluids supernaturally tasty and likely addicting, the effect being stronger the healthier the companion is.

DLC Lures

Jiving Sister Fanny

Cost: 20

Special: Requires Love Spot

For a short moment you can extend the effect of your Love Spot over the whole of your body. This will at the very least distract anything that witnesses you for a moment, based on their willpower and

psychic defenses. The weakest of people can even be temporarily hypnotized or stunned. Either way, those that witness this display won't be affected by the lure effect of Love Spot while stunned, hypnotized, or distracted by your dazzling display.

You can extend the length and intensify the effects of your Dazzling Distraction by combining it with skills covered under Performance Talent.

Companion Perks

Boink Like Bunnies

Cost: 10

You and your companions are more fecund. This upgrade allows insemination and conception to occur during the third trimester of a current pregnancy, allowing two concurring pregnancies.

Badoinkadoink

Cost: 10

Requires: Boink Like Bunnies

This upgrade allows insemination and conception to occur during the second trimester of a current pregnancy. This allows three concurring pregnancies, which can keep your waifus constantly gravid.

Expendable Combat Offspring

Cost: 50

Instead of normal children, you may instead have a battle ready clone be birthed instead. It will appear to be an androgynous clone of you (the contractor) though it will have the traits, skills and abilities whichever companion (the contributor) you base the clone from. They will be sterile, sexless, genderless, and have no reproductive or romantic drive. The gestation time of the clone is half the contributor's Tier in days, and it takes just as much time for the clone to reach 'adulthood' and be ready for combat. The clone's lifespan from then will be approximately the contributor's Tier in weeks, twice that if you have Body Talent, and twice again for each point of Body Defense.

While unerringly loyal to you and your retinue, the clone's intelligence will be extremely limited, being comparable to a well trained but very stupid dog. While they have full use of their contributor's skills, and can be used as guards with little issue, they will require direct assistance and leadership to make full use of any tactics or strategies beyond fighting to the death. They are completely fearless, but their ability to ignore pain will match their contributor's.

People that interact with them quickly notice their low intelligence, and will also likely get the impression that the clones have a crippling lack of self preservation, modesty, and critical thinking.

Outside of combat, they have no volition, and have trouble following schedules, and require constant directions. They're especially useless at customer service; anything more complicated than holding up signs and chanting marketing slogans, or pointing out the directions to the exit, bathrooms, or the checkout will confuse them. Some contractors have noted that they're surprisingly effective at demolition work, but your mileage may vary.

If the contributor has the ability to control minions, the clones can act as relays for that control. If the contributor has a way to create minions, the clones will not have that ability.

ECO Waifu Hivemind

Cost: 20

Requires: Talent Sharing (Psychic Talent), Expendable Combat Offspring

Special: Incompatible with ECO Central Hivemind

Instead of being separate entities, the Expendable Combat Offspring are linked to their contributor's mind, allowing the sharing of sensory input and allowing perfect coordination for combat and menial tasks. This will not increase their intelligence, as only one mind has the capacity for higher order thoughts, so only one body will be able to perform higher order thinking. Still, multiple minds does allow perfect parallel thinking, even if all but one of the threads is limited.

The range of the hivemind scales with the Tier of the contributor, with Tier 1 only being able to cover the area of a large village, while Tier 10 can only reach across a galactic sector. Tier 11 Hiveminds can reach across the whole of a universe. The hivemind can't reach across dimensional boundaries on its own, though it can propagate through open portals. Outside this range (or if the contributor dies) the clones still have their basic, low intelligence.

The clones may appear to be androgynous versions of their contributor instead of you.

ECO Central Hivemind

Cost: 50

Requires: Psychic Talent, Expendable Combat Offspring

Special: Incompatible with ECO Waifu Hivemind

This functions like the ECO Waifu Hivemind, except with the contractor as the controller instead of the contributor.

The range of this Hivemind is equal to the highest tier of companion in your retinue, or your own effective tier, whichever is higher. Your companions can act as relays for your control, and may not even notice this happening if they're not psychic themselves.

You make the clones have sex organs, characteristics and drives again, though they will still be sterile. If you do and somehow lose control of them, they run the risk of rutting or wanking themselves to death.

Mother(s) of Beasts

Cost: 20 per female companion or 200 for all of them.

As opposed to normal offspring, you may instead have your chosen waifu give birth to low tier monsters. Most waifus can give birth to a few different generic fantasy trash mobs such as silly slimes or goofy goblins, but waifus can also give birth to monsters from their home region. The gestation period of the monsters isn't very long, being anywhere from a week to four months depending on what kind of monster it is. Some even come in litters, or get laid as eggs that eventually hatch instead of live births.

Note that while the spawned monsters may recognize you and your waifu as their parents, there is no guarantee of anyone automatically being able to control them. Plan accordingly.

If you are using the Alterzulu Symbiote, the mobs will be a hybrid of the symbiote creature and the chosen monster and will act as part of the hive as some low class drone. If you insist on it, you can instead force a normal monster to be born instead.

If you have The Shroud, you can make more powerful themed variants of those monsters.

Waifus that normally create weak monsters as minions on their own may not gain a benefit from this perk, but can be made to carry a monster baby to term for your amusement.

Mother(s) of Monsters

Cost: 100 per female companion, or 1000 for all of them.

Special: Can only be applied to female companions of Tier 4 or higher, who have Mother of Beasts.

Like Mother of Beasts, though the chosen waifu may spawn a more powerful monster instead of a trash tier mob. The limit of the beast's power is capped by the mother's power, and the gestation period is the same as a normal human's.

Mother of Disaster

Cost: 500

Special: Can only be applied to a single T8 or higher female companion.

Instead of normal offspring, your waifu may give birth to a terrible beast of legend. The gestation period for such a powerful creature can take several years to decades depending on the eventual size and power of the monster when fully grown.

There is no guarantee that any control method will work on such a monster for your retinue. Even if using the Alterzulu Symbiote as your binding. In fact, if you do lose control of the monster it may eventually become a Symbiote Queen itself if female, or find a suitable mate to transform into a queen for its own hive if male.

This perk otherwise functions as Mother of Beasts.

Get Your Zord On

Cost: 100

Requires: All Roads Lead to Home and Warehouse District perks, and at least a single companion with Henshin Impact perk, or equivalent ability.

Any companion that benefits from Henshin Impact (or equivalent) can summon to themselves a ride from your pocket dimension, placing them in the control center as it appears. It doesn't have to be the same vehicle as the one chosen as the base for their Henshin Impact if they can pilot multiple vehicles that qualify. The vehicle can also be unsummoned and returned to a predetermined spot, or in some free space of your warehouse district otherwise.

Other Perks

Milk Get

Cost: 5

Ambrosia, The Honey, Nectar, Darling Dew, Potion, Milk. Whatever *it* is, you can get your retinue members to produce this precious fluid derived from their natural essence. For a mere twenty minutes of work massaging and stimulating each of them, once a day you get a single serving of this precious fluid. You can sell the fluid on a private market through an app on your company device for around 50

USD (they provide containers for these fluids free with a small deposit), or try your luck in the local markets. You can consume the milk yourself as a refreshment, and it will have nutritional benefits.

If you have a Grand Manor, then a single luxury extraction station can be installed for you at no charge that will perform the massages automatically. If you have the Warehouse District, then any number of basic extraction stations can be added as well.

Improving your tantric skill through practice can reduce the time needed for you to perform an extraction.

Mana Tanks

Cost: 20

Requires: Milk Get

Instead of a single serving of delicious milk per day (or whatever the precious fluid actually is), you may have your retinue members store up to seven days worth of servings that you can extract at your leisure. Extraction of additional servings can be faster and more intense the more are stored, but will peter off to the normal rate the less there are.

Some minor swelling in the storage regions of the body may occur. This is totally natural and harmless.

Mana Fountain

Cost: 20

Requires: Milk Get

Instead of a single serving of milk precious fluid being produced per day, with some additional stimulation you can get a retinue member to produce multiple in a day based on the strength of their essence. One serving per Tier per day from each retinue member is now possible.

Again, some natural and harmless swelling in the storage regions of the body may occur as a side effect.

<u>Income per Serving per Tier</u>		
Tier	without Milkshakes	with Milkshakes
T1	\$50	\$75
T2	\$50	\$100
T3	\$50	\$125
T4	\$50	\$150
T5	\$50	\$175
T6	\$50	\$200
T7	\$50	\$225
T8	\$50	\$250

T9	\$50	\$275
T10	\$50	\$300
TX	\$50	\$325
TY	\$50	\$350
TZ	\$50	\$375

Milkshakes

Cost: 50

Requires: Milk Get

Through iterative improvements in stimulated extraction, more essence is infused in the precious fluid you can milk from your retinue members. These can be drunk as a creamy tonic with a variety of subtle effects based on the provider's health and mood. The most common

results are healthy skin, nails and hair, but regular consumption over time can generate stem cells and form blastemas, eventually fading scars and granting full regeneration as long as regular consumption is maintained. Other tonics have shown to act more as a mild psychoactive stimulant that can improve rest and cognition. These are just a few examples, and you are encouraged to explore all of your retinue's possible products (exposing them to different milking environments, wearing different Shrouds, etc.). Higher tiered retinue members produce more effective tonics.

Alternatively you can sell the milk for additional 50% for each tier of the retinue member you extract it from.

Golden Goose

Cost: 5

Instead of the normal offspring you may instead have pregnancies result in egg shaped perfectly-smooth hollow brown rocks, called Geodes, which will contain either the normal internals of crystals natural geodes have, or a clump or random mundane solid mineral, pure metal ore, precious or semi-precious stone, a rarer crystal, or even a gem. Some spacial folding may occur for less valuable materials to be contained in the Geode.

Before engaging in insemination, you must choose between Small and Large Geodes. A small Geode is produced after a single trimester, and contains enough materials valued at approximately 5,000USD, or local equivalent. A large Geode is produced after full term, including causing the woman to become increasingly gravid, to have strange food cravings, and to lactate, just like a normal pregnancy. It will contain enough materials to be sold for about 30,000USD, or local equivalent. In either case, if you have no use for the materials and can't sell their contents on your own, the company will buy the unopened Geodes off you for the above mentioned rates.

Laying one of the small Geodes is always a pleasant sensual experience, while laying a large one will feel pleasantly uncomfortable.

If you haven't bound the woman who's producing a Geode because of you, she may be compelled to return it to you after by the time she's ready to lay it.

If you have The Shroud, you can infuse a Geode during its conception, changing its aesthetics to match the Shroud's theme. This also will prevent materials from appearing within that don't match the theme of the Shroud.

Golden Clutch

Cost: 20

Requires: Golden Goose

Instead of a single Geode, a woman may produce an additional Geode for each rank of her Tier. If there are multiple Shrouds types available, you may have each Geode infused by a different one during conception.

Income per Companion's Geodes per Tier				
Tier	Small Geode without Golden Clutch	Large Geode without Golden Clutch	Small Geodes with Golden Clutch	Large Geodes with Golden Clutch
T1	\$5,000	\$30,000	\$10,000	\$60,000
T2	\$5,000	\$30,000	\$15,000	\$90,000
T3	\$5,000	\$30,000	\$20,000	\$120,000
T4	\$5,000	\$30,000	\$25,000	\$150,000
T5	\$5,000	\$30,000	\$30,000	\$180,000
T6	\$5,000	\$30,000	\$35,000	\$210,000
T7	\$5,000	\$30,000	\$40,000	\$240,000
T8	\$5,000	\$30,000	\$45,000	\$270,000
T9	\$5,000	\$30,000	\$50,000	\$300,000
T10	\$5,000	\$30,000	\$55,000	\$330,000
TX	\$5,000	\$30,000	\$60,000	\$360,000
TY	\$5,000	\$30,000	\$65,000	\$390,000
TZ	\$5,000	\$30,000	\$70,000	\$420,000

Magic Diamond Goose

Cost: 50

Requires: Golden Goose

Instead of a mundane material, a Geode can contain an unusual, possibly magical material or object. It could even just be that material instead if appropriate. These materials can be based on either which world in which they are conceived in, or the origin worlds of either participant. (For example, Women from or on Remnant may produce Geodes that contain Dust, women from or on Tamriel may produce Geodes that contain soul gems or rare magical metals like Glass or Ebony, women from or on Planet can produce Materia instead of Geodes, etc.

If a single portion of the produced material is of a greater value than a Geode of that size can provide, then the length of oogenesis is extended to compensate.

If there are enough variants (such as Materia) then certain shrouds can produce the thematically correct variants when it does occur.

Essence-tial Goose Perk

Cost: 500

Requires: Magic Diamond Goose and Milkshakes perks

Your full-sized geodes can be infused with the essence of the incubator or sire. This doesn't have any effect on the value or quality of their internals, however the company will buy them from you in exchange for a credit each, up to the remaining sale value of the captured retinue member, with each geode sold reducing their final sale value. (Geodes from purchased ones provide no credits as the company already has a full sampling of their essence.)

Henshin Impact

Cost: 20 per companion, 200 for all of them

Special: The companion must be a trained pilot of a vehicle that at its core is a scaled up version of themselves, even if only marginally. This is usually some form of mecha, even mass produced models.

The companion gains the ability to manifest a suit of armor that resembles one of the mecha's they are trained to pilot, with equipment and power output scaled down.

Manifesting the armor is often called a transformation sequence. It normally only takes a few seconds, but with practice manifestation time can be shortened, extended as a form of expressive performance, or even only partially completed.

Upgrades and adjustments to the armor is possible, but requires the armor to be manifested during the process. The storage space the armor resides in when not deployed is otherwise inaccessible.

If you own the vehicle you can quickly train your companion in its use through the Company's Catch-a-Ride Crew Training Program. You can also modify the vehicle itself as normal and those changes will appear on the armor the next time it is manifested.

Hey hey HEY! (Bountiful Brownie Babies)

Cost: 50

Requires: Fertility Calibration I

Instead of a normal child, you may instead have a pack of fairies be born. Unlike regular children, they come out fully grown and developed, have the height of their mother's fingers, and have powerful instincts towards helping people out, and being as sneaky about it as possible. They'll focus on the woman they were born from, but will be more than happy to assist anyone else that has a positive relationship with her. They are likely to have many of the less esoteric abilities their mother has, though scaled down to creatures of their size, as well as the ability to teleport short distances when unobserved. They also have a powerful drive to set up pranks when they feel they're being neglected.

Their first pack or two may only be enough to maybe help with chores around the house, but get enough fairies to swarm and they can take care of many of your logistical issues. Theoretically, enough fairies could completely replace an entire civilization's industrial capacity, though you'll reach a critical mass of pranks long before that point.

Etherium Infinitum

Cost: 50 (75 if No Binding was chosen)

Requires: Inexhaustible

Your retinue members never run out of inner mystical energies, with the same restrictions as for yourself, and the benefits extending to your retinue member's familiars or soul bound subjects.

MAD SCIENTIST Heritage

IT'S SO COOL! SONAVABITCHE. 1st Version (Abandoned)

Level 1

Type: Root

Cost: 100

A spark has gone off in your brain, leading to a severe stroke of genius! You suddenly understand the random unusual interactions between materials and energies that cause seemingly impossible effects, and can now put them into practice. A wrist-watch powered through accumulated static charge? Laser guns that freeze only water? Invisible Supercar? Vending machines that transform into cars? Clothing shrink rays? X-ray goggles? VR goggles? Actually protective goggles? Staplers that transform into guns? Auto-orgasm inducing perfume? Teleporting clothing? Anti-peeping skirts? Magical Exhibitionist skirts? Seltzers that prevent spontaneous combustion? One-use-needed acne cream? You know how those things (and many more!) work and how to make them.

You don't need to be personally present to apply or activate the effects either, anyone can. You just have to build those things first. (Some experimentation may be required to get the kinks out.)

As part of your expanding intelligence, you have **Science Talent** and **Engineering Talent** for free. You also uncontrollably break out into bursts of maniacal laughter when working or explaining what the fruits of your labor have achieved.

You may be content and amused endlessly with exploring the possibilities of bending, breaking, or discovering the actual laws of physics, slowly finding new ways to apply these seemingly impossible effects, but there are deeper fields of study you could unlock and pursue if you so choose.

Expansion 1

Requires: Root

Cost: 80

You've taken a thirty year studying binge in relational models, psychology, neurology, and performance metrics, ground it up and snorted it all in one go. Figuratively speaking.

You now understand how to create equipment that can interact directly with brains (and similar structures) with the purpose of implanting skills. You can build neural interfacing helmets and hook them up to custom built computers and servers that can copy, store, and upload skills. Due to the random nature of neural development, the results aren't perfect and can only provide a functional level of ability for about a week before wearing off. Repeated use of the device and practicing the skills can lead to eventual mastery. Perhaps this can be improved? Any case, it is still an incredible training aid at least.

This also has the effects of granting members of your retinue the benefits of **Talent Sharing** with the **Martial, Aesthetic, Performance, and Tantric Talents**, up to a week after using the device to learn the related skill.

On a personal level, this has developed your self-discipline. You have a point of **Stress Defense** for free, and regain control over how much maniacal laughter you engage in. Mostly.

Expansion Upgrade 1a

Requires: Expansion 1

Cost: 20

Managing an ever expanding reservoir of skill development engrams necessitates development in archival procedures, with broader applications, and broader consequences. What this means is that you can now create adaptive search, sort, and compression algorithms to better manage all your data, though you are likely to lose track of how exactly they function. Keeping track of your own creations may become a recursive research project if you're not careful. Anyway, any database you set up will function with ever improving efficiency.

This has a few other benefits. Your external information gathering systems will see significant improvement if you implement the right techniques you've just developed.

Your skill training devices have two new uses. They can be used to train people to perform clerical work, project management, and a whole slew of other administrative skills. They may also be used to perfectly implant language skills, taking into account little nuances like regional and temporal dialect and idiomatic expressions. Such a comprehensive set of communication skills can also improve management and leadership skills, including operations oversight. This has the added benefit of granting **Talent Sharing** for **Communication Talent** to any of your retinue members, for up to a week after using one of those devices to learn these skills.

LEVEL 2

Requires: Root

Cost: 60

What is flesh but squishy gooey machinery? Soft, and oh so fragile. You've delved into the specifics of biology, specifically how the macro and micro interact with the mechanical, and what substitutes you can make for whatever reason you need. This means that you can make fully functional mechanical prosthetics of, well, just about anything. At this point these can integrate seamlessly to the living creature they were designed to integrate with, as long as their central nervous system is mostly intact.

From the other direction, you can create and provide biological material to supplement anything that's currently in place. In practice, this means that you can enhance someone's attributes, whether it is their strength, or just touch up their shape a bit (which is infinitely better in every way than any plastic surgery), making you the ultimate Beauty Surgeon. You can alter just about any Parameter of a retinue member now, just like the Advanced Tempest Runes (Body), but this is just what you are capable of doing now. You just have to do it through extensive surgical, chemical, genetic, and hormonal therapy instead. Because of this, you have the **Aesthetic Talent** for free. This also means you can "repair" damage to anyone with perfectly integrated cloned flesh as a form of healing.

Changes made tend to revert back to a more natural state, so while any form of healing or restoration tends to stick, enhancements tend to fade starting a month after being applied, though you should be able to research ways to get them to last up to a year or longer, if you so choose.

Your experiments give you insight into how your own body can be improved, granting you **Body Talent** and a point of **Body Defense** for free, whether you give yourself a prosthesis or not.

Expansion 2

Requires: Level 2

Cost: 70

You've delved into the science of behavior and layered psychology. Or was it adaptive software networks? It is all the same either way. You can now create software programs that can interact with the mind in what some would call insidious ways. This allows you to analyze and then affect a person's various subconscious aspects, eventually leading to affecting most of their behavior. You can affect everything that the Advanced Tempest Runes (Mind) can, though through hypnotic therapy in a relaxed state under the influence of a machine. These changes can wear off overtime if not constructed in a self-reinforcing web of thought patterns.

The software has an API that interacts with your company issued smart device, and this may be used to apply basic binding similar to the stamp instead. Once the process completes, they will act as if they were fully captured by you, and if they are not somehow deprogrammed before three days (72 hours) the binding becomes complete.

During the process, the subject is in a deep almost dream-like state, and would be highly susceptible to suggestions if the behavior modifications weren't taking up all their attention. Anyone placed in this state won't remember what they did during and right before.

You can take advantage of this last feature and create portable devices that specifically do that to override the will on anyone targeted by them. This can be as simple as being in view of a specially prepared screen or in hearing range of carefully crafted speakers. This makes a perfect method of nonlethal capture and subduing. Without any other prompts, a target can break free from the effect eventually, scaling to their willpower (a subjective trait in most universes, though you can assume that potential captures of higher tiers have better resistance). Some are even strong enough to completely resist the effect.

Assuming they stay under the effects, you can have the device plant a simple suggestion for them to follow, including moving to another place nearby. Then you chain a number of these devices together, ending at a considerable distance away from where they started (like in a behavioral modification device).

If you have Expansion 1, you can create templates of behavioral sets, allowing you to be completely hands off with applying changes, instead of having to scan and select changes each time someone gets in the device.

Insights gained from this line of research has given you the effects of **Potpourri** and **Alluring Whisper**, and a point of **Addiction Defense** for free.

Expansion Upgrade 1b2

Requires: Expansion 1, Expansion 2

Cost: 20

Extended thought experiments into attention metrics has led to impressive developments in abstaining from spending effort in excessive or unwarranted deliberation. While the goal of the research was to minimize procrastination, this has also led to new methods for avoiding attention and detection at all, useful in applications for covert operations and subterfuge.

The skill training machines can now be used to implant skills related to self-actualization, role-playing and method acting, conversational information gathering, passive observation, customer

service, disguising, crowd based stealth, short-term infiltration of cliques, long-term social infiltration, cold reading, con games and swindling, as well as politics.

Alternatively, your learning machines can be used to convert people into Sleeper Agents. This is easier and faster to do with willing subjects, but isn't difficult otherwise and can even be fun. The personality and skill engrams should be carefully crafted to ensure an appropriate plant, as well as enough background and personal history manipulation to pass the expected level of verification they will encounter. Your Sleeper Agents can even pass deep telepathic scans without being revealed, even if you intentionally make them seemingly incompetent minions or unwitting informants. The crafted personality is seamless until triggered, at which point their altered state is activated, ready to perform whatever treachery is required.

Retinue members that use the skill training machine to learn the relevant skills gain the benefits of **Talent Sharing (Covert)** for up to a week, except Sleeper Agents, who gain the benefits up until they are activated or deprogrammed.

This also has applications for software programming. You now know how to create small programs that can efficiently bypass static security measures, either to cause harm to computers or just gather data. These can even be a Sleeper Program, and have no effect until needed. No means perfect, but further research and development can always yield new possibilities.

While obvious and direct trigger mechanisms are possible, both Sleeper Agents and Sleeper Programs can have unusual or even seemingly impossible trigger mechanisms. Examples include a Sleeper Agent triggering when someone else under your command completes a prerequisite objective for their own tasks, even if they're incapable of detecting that occurring. Sleeper Programs can be set off by a noise near the device they have infected, even if that system lacks an audio input peripheral. You aren't sure what the limits are, so some additional research will be required.

Your scientifically accurate grasp of subterfuge grants you the **Covert Talent** for free.

LEVEL 3

Requires: Level 2

Cost: 60

Some pretty esoteric equations have proven that there is more space available in non-euclidean directions. While normally unreachable, under ideal conditions these empty spaces can be filled and interact with matter in normal space. You know how to do this.

Anything created that uses this technique and derivatives will appear to take up less space than they should need, as more material is used to provide more redundancy or function but is no longer present. This also leads to a reduction in weight while adding more mass.

The obvious application of spatial compression is the creation of miniaturized power generators. You could create a fully functional internal combustion engine that could outrun and overpower hundreds of beasts of burden, and hold it comfortably in your lap. While the same mass of material as a full unit would be used, the total weight of the device would only match that of a small water filled bucket. Storage tanks made like this can now hold more than just a tiny bit of extra fuel (or water, or gas. The Company doesn't decide what you put in your storage tanks), and power cells can have a ludicrous run time before needing to be charged.

You can now build power armor with the required power output to achieve flight, yet still have enough armor to withstand the kind of punishment you'd normally need a heavy combat tank to ignore.

Between the arduous requirements of using your own tech and all the noise it makes on higher dimensions, gain a free point in **Body Defense** and **Stress Defense**, and **Information Defense**.

Expansion 3a

Requires: Level 3

Cost: 70

Breakthroughs in efficiency and optimization have led to new developments in automation, and the Company wants to invest in your rising levels of industriousness. You now understand how assembly lines can be built to turn raw resources into finished products in a single continuous stream.

Additionally, you can combine different processes that would normally interfere with each other to occur simultaneously, vaguely similar to how vinyl record printing takes into consideration the side-effects of the molding process when creating a master disk. For instance, you can manufacture a data storage medium with data already written, formed during the cooling process. Or you can mix different elements in a crucible and print out functional circuit boards whole from what would otherwise be useless slag. You could mold and temper glass at the same time, or apply paint and enamel to a car while it is being assembled.

As you discover and integrate new optimizations, you will be able to mitigate or eventually remove all your forced designed implementations and process artifacts.

Drones you create may now have the required adaptive movement and navigation protocols to traverse changing environments and inclement conditions. This means that you no longer need to maintain near-ideal conditions for your autonomous robots to be able to function, or manually enter in each separate contingency.

These autonomous units can easily be configured to seamlessly interact with each other, whether they have communications systems or not, however getting them to interact with any non-cooperative source of movement will prove to be an exercise in frustration. You will find that any form of dodging or subterfuge will easily confuse your new movement, so your drones and robots will have limited combat applications. Some form of artificial brain would have to be developed before you can create machines that can effectively contribute to combat better than marginal area denial.

If you have Life's a Beach perk, you can build any facility in your demesne and create a portal to seamlessly interact with the facade of a building outside the demesne to grant people easy access. This is of course an exploitable security flaw, so plan accordingly.

The ludicrous level of obfuscation you need to legitimately set up one of these facilities has given you a point of **Trace Defense** for you, your retinue, and your facilities, whether you need it or not.

Expansion 3b

Requires: Level 3

Cost: 70

Advanced mathematics and passive scanning technology are used to transfer materials onto a digital medium, a method many refer to as Matter-Digitization - You can put real stuff into the computer (if you couldn't before). You can also edit that stuff. Be aware that stored entities can interact and affect the functions and processes of the computer unless properly contained. If a Virtual Reality environment is present on the active system, digitized entities are capable of interacting with it, manifesting their own avatars if needed.

Anything real that is active on a computer can be put into stasis by using the save function, otherwise they get ejected from the computer when its functions cease. Anything beyond reading the stasis file header will take the contents out of stasis. Damage to the storage medium that compromises the stasis-file causes the file to empty and safely eject the contents.

Stasis-files can be transferred from between storage mediums. Duplication and deletion of stasis files is not allowed because of the conservation of energy.

Your new understanding of data preservation and manipulation and data organization has granted you a free point in **Mind Defense**.

LEVEL 4

Requires: Level 3

Cost: 50

You can wholly replace entire biological systems and structures with your best mechanized equivalents, a process called Robotization.

You can do this and preserve key parts that are too difficult for you to want to Robotize, like a brain, and still maintain a seamless interface for total functionality, even though you can replace a natural biological brain with a perfect droid replication and seamlessly transfer a consciousness to it without issue.

Your understanding of override protocols has granted you a free point in **Possession Defense**.

Upgrade 4

Requires: Level 4

Cost: 125

Full Body Replacement with Neural Feedback

Synthskin

Artificial Bodies, Artificial Minds, Full Immersion VR

Gynoid Bodies for Waifus

Corruption Defense 1, Polymorphic Defense 1

LEVEL 5

Requires: Level 4

Cost: 125

Microscopic Power Systems

Upgrade 3 Unlocks Nanite Power Systems

Nanomachines, Son! Smart matter

Is that the Quantum Layer over there?

Lightspeed Thoughts

Wylscape Defense 1, Destiny Defense 1

Upgrade 5

Requires: Level 5

Cost: 80

Instant Tech Analysis

Nano Assembly, Nano Disassembly

Information Defense 1, Possession Defense 1

Expansion Upgrade 1c

Requires: Level 5, Expansion 1

Cost: 80

Advanced Skill Implant Devices

Intelligence Enhancement

Talent Sharing (Science, Engineering)

Mind Defense 1

In Man's Image

Requires: Level 5

Cost: T11 Ticket

(The contractor may build a giant robot god to pilot. Think of the Icarus from DSP or a Commander from PA or an ACV from the Supreme Commander.)

Be The Tentacle Monster Perks Outsider heritage makes this redundant.

Tentacles

Type:

Cost: 20

You may transform each of your limbs into a flexible tentacle, and back. They are very flexible, twice as strong as before, twice as long, can stretch twice that far, and lack bones. They are like the arms of an octopus without suckers.

If you have wings or something sprouting from your back, you can transform them each into a tentacle as well.

More Tentacles

Type:

Cost: 20

Special: Requires Tentacles

You may transform your limbs into more arms, two for each of your arms, four for each of your legs. If you have wings, they can each become three tentacles too.

Big Tentacle

Type:

Cost: 20

Special: Requires Tentacles

You may transform your torso and head into a single flexible mass, a large tentacle. And your tail too, if you have one.

Subdivisions and Fusion

Type:

Cost: 20

Special: Requires More Tentacles

You can split your tentacles into smaller tentacles, or merge them into larger ones. You can have smaller tentacles sprout off of larger ones.

Variable Squiggles

Type:

Cost: 20

Special: Requires Tentacles

You can transform the surface of your tentacles into a variety of different shapes. They can be lined with any number of bumps, ribs, ridges, bulbs, nubs, lips, cups, flanges, and holes. Really, there are no limits as long as what you emulate are soft fleshy bits. You can even shape them into long tongues.

Combine with Subdivisions and Fusions, and you can have tentacles inside other tentacles, such as a large mouthed tentacle filled with smaller tentacles to molest anything you happen to envelop.

Fuzzy Squiggles

Type:

Cost: 20

Special: Requires Tentacles

You can sprout any amount of fur, hair, scales or feathers from your tentacles. Oh, from the rest of your avatar too. The color is just the color of your hair, unless you take Colour Correction

Juicy Squiggles

Type:

Cost: 20

Special: Requires Tentacles

Your tentacles can emit any amount of a special sticky yet lubricating fluid. You can merely coat a tentacle in it or have a tip open up and squirt some of that fluid. You can produce any combination of aphrodisiac, memory suppressor, a number of inhibition and disgust suppressors, pleasure stimulant, sensitivity enhancer, nutritious stuff, or just your sperm to lace your fluids with.

The fluid itself is flavor and odorless, though the very sensitive make pick what you lace your fluids with. If you have potpourri, you can change the taste and aroma of the fluid, and even have it emit a musk laced with the special properties, though the effect won't be as strong coming into contact or ingesting the fluid directly.

Dangerous Squiggles

Type:

Cost: 20

Special: Requires Tentacles

You can have your tentacles sprout a variety of dangerous objects such as horns, teeth, spines, quills, claws, spikes, and blunt boney bashers.

If you also have Variable Squiggles, you can form bones inside your tentacle to sprout extra arms and hands from your body. Or sprout more mouths like a gibbering lunatic.

Colour Coordination

Type:

Cost: 20

Special: Requires Tentacles

You can change the color of your body in broad strokes, including bioluminescent variants. You do not have enough control to emulate specific details enough to perform active camouflage, but you can give yourself patterns that can make stealth easier. This does nothing for texture, though.

You may instead want to use this to make bold statements, become a piece of living art, or even just forgo the need to ever use makeup again or a disguise ever again. Note that your sclera have to be one color across each eye, and your iris will still have their pattern in them.

Old One's Road

Type: Heritage

Cost: 20

Special: Requires Big Tentacle and Subdivisions and Fusion

You are now an extra dimensional mass of squiggling non-euclidian biology. The body that walks around is an avatar made up of transformed tentacles being projected through a portal. If your avatar takes damage, you can appear to heal by shifting what mass is being used to maintain the avatar. You still need to let that damage heal normally, but can just shift it around and let it regenerate. If your avatar loses mass, you've lost mass, and have to recover it somehow.

If your avatar is ever obliterated or you pull its mass back out to the extra dimensional space, you can open a new portal on one of your waifus and slowly grow a new avatar over the next twenty minutes. You can also push out a new avatar in the heart of your Sweet Home or Awesome Ride if you have one. If you have neither, you're shit out of luck unless some mad cultists summon you by name.

If your full body ever somehow ends up in normal space, you can instantly shift back to the extra dimensional space. You can do this and leave behind enough mass for an avatar.

You still need to eat and drink as much as before, though you no longer need to breathe. You can eat more, and regenerate faster if you do. If you're not regenerating, you grow in size instead.

The extra dimensional space your main mass exists in is not hospitable to life that exists in normal space, and it is not recommended that you bring anything out into it that you don't intend to consume right away.

Old One's Causeway

Type:

Cost: 20

Special: Requires Old One's Road

The portal that allows you to manifest your avatar can also subdivide and create a few extra openings nearby. These are smaller than your main portal, allowing only a single tentacled limb to manifest from each, though with practice you can extend the size and reach of the new portals, and create more of them. You can also change which portal is the main one capable of manifesting your full avatar, though it takes quite a bit of time and would be faster just to have your avatar walk to the new location.

Old One's Barrier

Type:

Cost: 20

Special: Requires Old One's Gate

Anyone wrapped in enough of your tentacles loses access to supernatural abilities. Tier 3 or lower become powerless if they have any magical ability at all, while stronger people effectively drop a Tier of ability for every 10% of their body you have covered, until you reach 70% coverage where they will lose all access to their powers. Tier 11 entities are immune to this.

Note that this power only affects supernatural abilities, preventing magical or psychic attacks and suppressing such enhancements. A robot or genetically engineered super soldier may still be strong enough to break out of your grasp without an exotic energy effects providing a buff. Heck, a normal person may be able to do it if you don't lift, bru.

Old One's Blessing

Type:

Cost: 20

Special: Requires Old One's Gate and Juicy Squiggles

You may lace your special fluids with mutagenic flesh and mind warping effects. These can have all sorts of physical effects, from enhancing or preventing growth, targeted weight loss, targeted weight gain, hair loss or encouragement, withering, degeneration, regeneration, development of new growths, and changes in flesh types. Each of these is usually accompanied by a mental side effect, though those can be mitigated or reversed with the right applications of the memory suppressing or specifically targeted pure mind warping effects. You'll need a lot of practice to get the right combinations down, but you can easily give a woman the body of her dream with a few attempts. Good news is that the process usually will cure illnesses and infections as a side effect.

Magical Girl Contract

Made redundant by Alterzulu Symbiote and assigning the appropriate magical girl as the queen/empress.

Type: Binding

Cost: 100

To capture a waifu (or husbando), you only need her to agree to become yours in exchange for power. You don't need to get them to sign any physical contract to bind them, they merely need to verbally state agreement in an earnest manner. If they weren't honest, they'll soon realize how much control you have over them. You don't have to specify how you'll control them at all, just that they will be beholden to you in some way.

The bound will gain the Everlasting Talent and Body Talent perks, and even if you don't have them. They'll also slowly become a more beautiful idealized version of themselves, whether it is your ideal or theirs is up to you. They will gain the ability to transform into a magical girl form through a short and flashy dance, at the end of which will cloth them in glorious combat frills, grant them the benefits of the Martial Talent, Body Defense and Wild Defense perks (if you don't have them already), and will boost their durability, agility, strength and endurance, and give them middling magical abilities including either a mildly debilitating or hyper lethal attack. If the bound was Tier 3 or lower before, they are now considered a Tier 4, a Tier 4 becomes Tier 5, though a Tier 5 or higher may not notice an appreciable boost in abilities.

Their transformation only lasts a limited time however, after which the transformation will end and she'll revert to her base form; it can only be maintained for an amount equal to the amount that they have spent doing sexual things with you. (Sexual! Not simply lewd, erotic or romantic. Sexual! Get sensual at least!) With enough willpower, they can maintain or even initiate the magical girl state while running on empty, however they will incur a negative debt that will leave them progressively more and more lustful until they can work off that debt with you.

Overtime, the bond will slowly become stronger, braver, lustier, loving, affectionate, wiser, and just.

If you manage to bind a magical girl, you supplant her power source with your own, as normal. If she has a time limit already, use either her original one or the one you provide, whichever is greater.

WIP Content

CYOA Modes

All Sold Out (WIP)

~~Base Intensity: +100%~~

Base Intensity: +2

Special: PvE and Chargen Only

You start with no perks, defenses, companions, etc., and zero points to buy anything. You can't take loans until you gain enough points to clear the challenge, but you can spend the ones you acquire normally.

Every point you earn through captures and missions banks you another point that is held in reserve until you earn a combined total of normal and banked equal to your adjusted budget. At that point, your banked points are released and can be used as normal.

You can take 'Empty Hand' and get an effective starting budget of 20pts you can use to pay for a different origin than drop-in, and the 'Paper Trail' perk for yourself. Left-over points get added to your banked reserve until the challenge is complete.