

Trials In Tainted Space

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A Very NSFW Adventure In Space

Welcome to a galaxy full of potential! Where you can meet new races, fuck them, turn into them...Yeah, that's a thing here. The average person has easy access to body modifying edibles, injections, pills, drinks, and so on. And whatever species you are, there's dozens more that are out on the galactic stage. Do you like dogs? Go find an Ausar who'll be your pet. Catgirls more your thing? Congrats, the Kaithrit race basically all has boobs, even the guys. On the less-fun side, you're showing up in the middle of the 14th Great Planet Rush, where the latest batch of Warp Gates come on line, opening up brand new sections of space for exploration, exploitation, and lewding. Maybe you can make some money here, or at the very least get your kinks scratched.

Let's get you started, shall we? Have **1000CP** to start.

Pick **Starting Species**: Pick any race (or be a hybrid of 2 of these races) [here](#) for free. Pay 200CP to be a [Galotian](#) or Gray Goo. This is the race you were born as, before any modifications. You may also choose if you took the [Treatment](#) from New Texas, and which variation of its effects you received.

Pick **Gender**: Pick any physical gender you like. Male, Female, Hermaphrodite, Androgynous, whatever. While you're at it, pick what pronoun you'd want others to address you by.

Pick **Age**: Any, but you must be considered an Adult by your species standards. Kids are for raising, or making, not lewding.

Lastly, pick a **Location** to start at. Start with a planet from this [list](#), then narrow it down.

Origin:

Drop-in: Don't want any extra memory baggage? Be a Drop-In, and you'll start with no additional memories, but also no enemies or adversaries. If you want a clean start, or just want to take a break for a bit while enjoying the setting, Drop-In is for you.

Smuggler: Are you a trickster? Think you can make more money taking other people's stuff than you could doing *shudder* honest work? Well, become the Smuggler and scoundrel you always knew you were meant to be.

Tech Specialist: Are you fascinated by non-lewd technology? Fair enough, there's some cool stuff here. Grab your gear, and maybe you too could have a joy-gasm over tech. Fenoxo above knows the rest of the tech specialists do...

Mercenary: Like muscles? Do you like them better when they're yours? Well, this origin is for you. Train hard, fight hard, and let your muscles do the talking so you can party hard.

Psychic: [explain how because this isn't a game, and I'm not limited to game mechanics, I'm perfectly okay offering mind-altering abilities, instead of just the Kineticist abilities. Might need to include a line on you having awakened psionic potential, or unexpected Transformative effects, etc. Also, need to include a reference to psionics being space magic.]

Discounts: Having a matching origin makes the 100CP perks/items free, and the others are half price.

Perks:

General perks:

-Fluid In Form (Free): This whole setting is about changing yourself, and yet still being you. Your body is now more receptive to changes, but more so for positive ones. If you want to lose weight, hit the gym, and you'll start gaining tone and shedding fat, and you'll never have to worry about excess skin from any rapid changes. Color changes are complete ones, so you never have to worry about the roots of your hair showing that you dyed it. And no matter what you do to your body, how much you change it, even if you had a complete gender change in both form and mind, then people will still know who you are and accept you for it. Lastly, you may choose to toggle this perk on and off, if you would rather have some stability in your life.

-Sexual Conformity (Free): Sex is an action meant for creating offspring, though there can be as many variations of sex as there are species in the galaxy, if not more. Now, you can make sure any and all forms you have are compatible with a chosen-species' appearance preferences and genitals, even if you are a robot/plant/tentacle beast from halfway across the galaxy. You may choose the target race whenever you want. For most cases, being human-compatible might be

the best idea. However, this only affects your forms, not anyone without this perk. This can be toggled on or off if you wish.

-Neutral Endowments (Free): There are an amazing variety of body types and changes in this universe. From bipedal to tauric to spiders, from people with wings to people with tentacle legs, every person can be different. And since you are probably not going to spend too long in a single form, take this perk. Regardless of whatever your body has or is, you can go about your day without any more difficulty than if you were a plain old human. You could have 10 tentacle tails, or be carrying 15 babies, or be 12 feet tall, or have breasts the size of wine barrels that are lactating actual wine by the liter, and none of that will get in your way, or cause you pain. You also will immediately know how to control said body regardless of any changes.

-Healthy Sex (Free): Sex is fun, sex is messy, but sometimes the fun blinds people to the risks. Anal is all well and good, until someone's intestine ruptures, requiring a trip to the hospital, or worse. But that's not fun. So, as of now, you don't have to worry about that kind of thing. Any sex act you can perform in this setting, you may continue to safely perform anywhere else. Pain during sex won't be an injury occurring, it's the body warning you that this isn't normal, and that's it. Any question of cleanliness will always be clean. Anal, rimming, urethral play, nipple fucking, alcohol up the ass, inflation/bulging, all-the-way-through cum-inflation, barbed (and other shaped) object insertion, stomach bulges, and so much more. If you can do it in this universe, it's covered. Oh, and no one is allergic to any sexual fluid. Please keep in mind, if your partner is actively trying to kill you, that isn't covered. Lastly, anyone with this perk may spread it to anyone else they have sex with or do a sexual act with/on. Spread the fun, alright?

-Live and Let Live (Free): People tend to judge one another by standards of what's common in their society, and that goes double for anything involving sex. Yet in your particular case this just doesn't seem to apply, whether you're in a same-sex relationship that society heavily frowns upon, or sharing multiple sexual partners between a group, social issues just don't crop up strongly enough to earn more than slight objections. At worst, people will dislike it and possibly refuse to interact with you, but turning to violence or other means of stopping you just never enters their mind. However, this is only applicable if you and anyone (consensually) involved aren't harming anyone else. Rape might be a part of the Zil culture, but they can't force it on heavily armed colonists. Lastly, this perk can be turned on or off at will, can also affect you (for example, if you want to embrace a cultural norm of polyamory even if you are normally strictly monogamous), and can be given to others.

-Non-Judgemental (Free): Somehow, people just don't judge you any differently, no matter what you look like. You could have a completely different number of arms and legs one day, change your coloration completely the next, maybe gain or lose some gender characteristics, and yet people know it's you and treat you as if you looked like anyone else. And as long as you do at least bare minimum in covering your genitals in public areas, no one will bother you for failing to obey something as archaic as a social dress norm. Lastly, you could openly proposition someone, and while they are freely able to agree or refuse, neither you nor they will be judged

for it. However, this doesn't mean you can then get down and dirty in public without social judgment, unless that's already a social norm.

-Starting Perks (50CP each, can be taken multiple times): This setting is based on a game, and in that game are perks. They aren't as useful as the Perks you can get here, but if you do want to start your time with one of the in-game perks, then here's your chance. Fair warning though, you could quite easily get most of these just by unlocking them normally in your time here. Pick from this [list](#), and if you have any questions or judgment-calls, fanwank. As a bonus, any perk taken from this list that is bought with CP, will not have any negative effects on you, and cannot be taken away from you, even if they normally have a physical or racial requirement. Though, you could turn them off if you want.

-Taint Purge (100CP): It's a big galaxy, and you never know when you might stumble across a situation or something that will transform you. At least you don't need to worry about genetic corruption AKA Taint. You have the natural ability to slowly regenerate from Taint and other corruption, and if you have Microsurgeons who can also regenerate Taint, then they and this perk will work together to quickly heal any taint or physical corruption. Lastly, you will never reach a point where Taint or any other corruption cannot be recovered from. However, if you really want to do that to yourself, this can be toggled on and off. Even if this is toggled off, you still benefit from never reaching a point you can't recover from. To sum up, physical corruption and changes will never reach a point you can't recover from, and you will slowly recover from such.

-Sire of All (200CP): Do you have some Vildarii heritage in you? Maybe you do, since your genetics are compatible with just about everything you come across. Even races that don't even need genetics from another individual can get pregnant by or impregnate you. You are able to pass on traits to your offspring and can choose what will and won't get passed on. You might even be the first parent of a half-galotian, and those balls of sexy transforming slime eat sexual fluids, not reproduce with them. In addition, any pregnancy you are involved in is guaranteed to not have any health complications or problems regardless of any factors such as species involved or number of children or size or whatnot. Any resulting offspring will also not suffer from any health or life complications or problems either. You also have the ability to control your fertility, from 100% chances of impregnation to 0%, assuming your reproductive material makes contact with that of your partner's.

-Microsurgeon Expert (200CP): Planet Rushes are a chance for big money, and at least part of that is the possibility of encountering new and odd/interesting species, and making genetic transformative items from and/or based on them. You are one of the rare persons skilled enough to do such a thing, or at least one who isn't already employed by a big genetics company. You are able to take genetic samples from any target race or individual, study them for desirable transformations (either for that race/individual, or for the greater galactic consumers), and make microsurgeons to implement those transformations. You don't even need a bunch of lab equipment to do so, just the basics. The transformatives you make do not cause complications,

can be applied to anyone, and if needed, can be reversed with ease. You could even create TF items for exotic transformations like animal-feature to plant-feature transformations, which are normally quite difficult to safely create. You could even use your skills to create a TF merged characteristics from multiple sources, creating a new hybrid form. You can choose if a TF is going to be a single desired change, up to a near-complete racial (and/or gender) transformation, which would be close enough for an individual to breed with the target species without complication. And lastly, as a bonus, you are also able to sense who would want such a transformation, such as a corporation or specific individuals.

Drop-In perks:

-Going Native (100CP): The universe is full of weird places, people and cultures. Now when you pass through you won't stick out like a sore thumb or as much as an outsider. You are able to rapidly learn alien customs, cultures, and ideals and apply them faster than even a child growing up in those places. You'll also be able to learn alien sciences just as quickly too.

-Average Joe/Jane (200CP): You are just living your life, and don't want any trouble. Thankfully, you have a unique skill to blend into any crowd, regardless of what you are wearing, or what you look like. People will just glance over you without noticing anything specific. Only someone looking for you specifically, who knows exactly what you look like will be able to bypass this. If you change anything up, like changing the shape of your nose or jaw, or growing facial hair, or changing your hairstyle, or so on, that will be enough for this perk to resume affecting an onlooker. Alternatively, you can choose to exclude friends from this effect. As a bonus, any friends you are with also benefit from this effect while they are with you. However, there does need to be some degree of through-traffic for this perk to work, you can't just be the only one lingering in an empty corridor.

-I Have a Bad Feeling About This (400CP): Now, normally in this universe, you can be safe in assuming that a normal enemy will only want to have sex with you and take some money after beating you in a fight. However, it's not always certain. Well, now it is. Now you have an instinctive sense whether a fight will have long lasting consequences or otherwise result in a "Bad End" for yourself if you lose, even if you're only *about* to start a fight. In addition, it has a lesser effect on drugs and locations. Giving you a generally bad vibe about something if it'll have permanent effects that are hard to undo, or if something big is about to go down. Depending on how nasty the effects are, and whether or not you can do something about them by being there, the more dread you'll feel. If there's a nuclear device set to blow a planet in half that you can't stop? You'll feel like the Grim Reaper himself is pressing his scythe against your neck, just enough to shave a few stray hairs.

-Untainted (600CP): Okay so fuck the entire premise of the setting apparently. Genetic damage from overdosing on weird TF's? Scarf them down! Brainwashing rays? Ooo~ Pretty lights! Ultra Sonic Mind Control? This is my *jam!* Psychic Alien fucking your brain meats? *Kinky!* You can *easily* shrug off the effects of physical and mental alterations, and even the main effects themselves if you want! This can even work on recreational drugs with nasty side effects such

as LSD or Cigarettes, and if you want to enjoy those side effects? Then good for you, because you can set a *timer!* Want to be a genuine brainwashed slut for a few hours and then go back to normal after? Go wild! Want to get genetically altered into a Bimbo Badger with a massive dick? Go nuts! Once the timer's set, *all* changes that occurred while it was on will revert. So if someone tries to be a tricky dicky and turn you into a bimbo slut and *then* mind control you in an attempt to get your slutty, bimbo self to make it permanent they'll be shit out of luck cause the adult will come back no matter how much they tried to corrupt the child! No, this doesn't work on fire or direct physical harm, that'd be dumb. It only counts if the main intent of the drug/bodily fluid or technological/psychic/soul effect was to alter your mind and body. If they're trying to psychically turn your brain into paste then better get a tin foil cap because that'll protect you better than this will.

Smuggler perks:

-Master with your Hands (100CP): You are a master with a weapon in your hand. You gain the ability to be unbelievably accurate with any weapon, melee or ranged, that you can use with one hand. And if one weapon doesn't work, you can smoothly transition to any other one-handed weapon in your possession, and in the act of drawing the new weapon, use it as smoothly as if you always had it out. As a bonus, the faster you make an attack, the more accurate it is, even if you have no time to actually aim it. Draw and shoot, you don't have time for or need to aim. Lastly, you could even pull off the ol' dual-wielding trick, with whatever one handed weapons you have on you. You're smooth enough that you will never run into any issues with holding two different, or similar weapons in each hand.

-Art of the Deal (200CP): When you've got a load of cargo to sell, it's never a nice feeling to think you got ripped off by a fence. Now, you're able to use haggling to convince someone to buy your stuff at prices just a bit higher than they were expecting. You'll get a feeling when you are reaching beyond what they'd accept, but in the end, both sides have to agree to the deal. And this also works on jobs and figuring out pay. Had to deal with hostiles with guns and body armor? Surely that's worth a bit more to your employer. Lastly, when it comes to selling stuff, you'll find that more people are willing to buy, even if a person who sells transformatives shouldn't really be interested in pirate body armor.

-Dodge! (400CP): Some folks like to rely on shields, others on armor. You're the kind of person who prefers to never get hit in the first place. Your flexibility, dexterity, and body control are some of the best, and you use that to evade attacks, guards, and the occasional angry spouse. Speaking of which, said flexibility and dexterity also increases your attractiveness simply by how you hold and move yourself. Ever seen a woman move like a cat? Quite similar. You could even use this to become one hell of a tease, and probably get a target to cum in their pants.

-Surprise (600CP): You've got the surprise advantage. When you strike at a target who doesn't know where you are or that you're a threat, you gain a massive boost to your ability to take them down. In addition, you'll be able to use their surprise to launch several attacks in the time it normally takes you to make one. If you are able to take the target down due to this surprise

strike, then the whole encounter happens in complete silence, and the target wasn't able to alert anyone or anything, thus allowing you to make other surprise attacks.

Tech Specialist perks:

-Multitasking (100CP): You've got a gift for doing several things at once, and not losing efficiency in any of them. You could be puzzling over an algorithm, cooking a difficult dish, and composing a song, all at the same time. You could even control multiple computer programs at once, like drone control programs.

-Logic Over Emotion (200CP): If you ask Doctor Lash, he'll tell you that lustful thoughts are actively detrimental to the galaxy. He takes it to an extreme, but lust can inhibit your ability to make intelligent decisions. You are now able to use your intelligence to suppress your libido, even if you're being bombarded with lust-inducing psionics and pheromones. This also works on other emotions, such as rage or fear or so on. Whatever you are suppressing, you will eventually have to deal with since it is just suppressed and not removed. But if any enemy wants you too horny to think, you'll be able to control yourself until you are in a safe place to release your emotions.

-Creatively Minded (400CP): Geniuses might spend time in labs and clean environments, but there's a saying: "necessity is the mother of invention". And you have a powerful affinity for using technology and materials in unorthodox ways. You can strip parts from technology or combine things together to create useful tools or devices, or find uses for materials that most wouldn't consider, like using a giant horse dildo as a wire in a circuit, or resetting a goo-girl made of repurposed nanobots so that you can use the medical nanobots as a healing agent. You also have a gift for salvaging technology and devices for future use, or for getting technology running again.

-Knowledge is Power (600CP): In the galaxy, it is agreed that the more advanced a piece of gear is, the better it is. Occasionally, primitives can fight back with old slug throwers and swords, but the person with the best and most advanced gear usually has an advantage. You are a noteworthy example of that idea. The more advanced your gear is, the bigger the boost to the skill you can use it with, even if you just picked it off the limp body of an enemy. If you made your gear, and you've included advanced technology in its construction, then you'll find your gear performing even better than it should. The more advanced the knowledge required to make your gear, the greater the boost to its effectiveness. This applies to anything built requiring great knowledge, so it's not just technology that benefits from this. Lastly, both effects will work on items bought with CP anywhere, as if you had made them yourself.

Mercenary perks:

-Control from Strength (100CP): People build up their strength for a variety of reasons. Some just want to do more damage with a punch, others want to be able to take more damage. You, on the other hand, know that strength can also let you hit things you might not normally be able to. The more strength you have, the more accurate you are with anything you can move. Melee

weapons, guns, heavy weapons, rocks. That means you absorb the recoil of a SMG, or can control where the barrel of a heavy railgun is, or just throwing a big old rock, or so on. And when you hit the point where your accuracy is perfect at a given range, then additional strength means you can use your perfect accuracy at longer and longer ranges. If you can lift a few tons, you want to make sure you can actually hit your target, and not the poor schmuck standing next to it instead.

-Strength is Sexy (200CP): It's a big universe, and people everywhere can have very different definitions of "sexy". But now, everyone is going to appreciate your strength. The stronger you are, the more physically appealing you are to people, even those who aren't normally into muscles. Maybe they like that you can protect them, or that you can give them a good fight, or knowing that you can put such dedication into bettering yourself? Whatever the reason, they might be interested in getting to know you, or "know you". As a bonus, you can also adjust how your body displays your muscles, whether that means a more slim swimmer's build, a massive muscled hulk, or something else. Or alternatively, none displayed, even though this perk still works somehow. Maybe they can sense your hidden strength?

-Rapid Time Passing (400CP): When you are a merc, there are times you have to do something not very exciting. Sometimes, it's guard duty, other times it's maintenance, and so on. With this, you are now able to execute repetitive motions in the blink of an eye. It just has to be an action that you would do quite a few times in a row, and not require a whole lot of thought. Great for routine paperwork, and working out at the gym, as well as other situations. The time actually spent is actually much shorter than it should be for your results. The perceived time is also much shorter than it should be, though you know how much and what work you would have actually done.

-Adaptive Damage (600CP): Strength is all well and good, but you are smart enough to know, why punch through their strongest defenses when you can hit them where they are weakest? Your attacks now can shift the damage inflicted to whatever your opponent is weakest against. If your enemy has a shield strong against burning and all you have is a thermal laser, then your laser will do electrical damage instead (as most shields have less effectiveness against electrical). However, to prevent you from casually killing gods, there is a catch. You must already have some way of inflicting the desired damage type, and it can either be something you personally can do, or it can be an item on you or that can be immediately acquirable, such as if you have an inventory or a way to easily pull something from your Warehouse. As an added bonus, you will also know the details of your target's defenses and weaknesses, and which damage types you'd want. You may also choose to toggle this ability on or off, just in case you are in a friendly spar, or have an ally that heals off of a specific damage type.

Psychic perks:

-100 perk: [kineticist abilities, unique to this origin]

-200 perk: [some sort of stat conversion? Something that lets you use Intelligence or Willpower for boosting attacks.] [Option B, a perk for using other stats to determine effectiveness of a skill/power, like how Fenoxo added perks to make non-intelligent low-willpower bimbos viable kineticists. Except testing this means doing a brand new character...]

-400 perk: [psi armor or vitality siphon?]

-600 perk: [Psi adaptation? Any psionic attack or effect you are exposed to, you can learn/grow to resist it, as well as learn to perform it yourself. Post-jump, this works on any other psi/magic/ki/chakra/etc energy fields. This perk is partly a way for me to future proof for future psionics I've not yet seen.]

Items: Because there are so many options available, have an additional 300CP to spend on items only. You may import item(s) into similar item(s) for free. Weapons to weapons, wearables into wearables, vehicles into vehicles, etc. Items bought in this jump may be integrated (combined).

General Items:

-Codex (Free): What you have here is a leather-accented tablet with a connector to attach to a belt. And it even writes its own introduction. "Greetings, Jumper. I am the Codex. You may address me as Codex. I am a simple virtual intelligence, or V.I. in common parlance, programmed to assist you in cataloging new life, resources, and technologies. I am equipped with long-range extranet transmitters and receivers, allowing for communication and data access in most locations. There is a short-range life sensor embedded in me that allows me to warn you of impending danger. Upon detecting a new species, I will collate all extranet-available data on the species for you to peruse within a minute or two. I have haptic feedback on my screen and do accept voice commands, Jumper." Handy, ain't it? It also keeps track of your personal status, up to and including your levels of Taint or other corruption. It will also collect samples of speech, and once enough progress is made, will be able to translate others and yourself automatically in real time. In following jumps, when encountering new species or resources, it will pull info from any recorded source, including the written word. You should always know if a race has hallucinogenic genitals, right? All Codexes also come with a psionic energy sensor, to warn you when a new encounter is trying to be tricky with your brain meats. You can also import this device into any sort of tablet or personal communication device.

-Microsurgeon Immune Booster (Free): Victor Steele describes this best: "Those micro-scale bots will reproduce in your body and safeguard it from some of the worst the universe can throw at you. They aren't perfect, and more benign infections might slip through, but they'll keep you from catching rot lung from a Trinerian. A word of caution: they'll help you digest things that would normally be impossible for a human, but they'll splice you to do it. You eat the wrong native foods, and you'll wind up looking like a native. You might even start to feel like one, mentally. I'm told it's like forced, convergent evolution. Point is, it isn't perfect. Relying on it too often will build up too much Taint in your system, and you're better off avoiding that." But even if you do gain some Taint, until you reach the point of no-return, you

can still slowly recover from whatever Taint you have. In addition, if you do become infected by some bug that manages to make it through the microsurgeons undetected, a skilled medical professional with the appropriate tools can scan you for the mystery bug, and update the microsurgeons to address the issue. Not everyone wants to go through Furpies, right? Don't worry about normal STDs either, even across species lines. Next, if you have a Database of TFs, all Microsurgeons can link to it, and provide data on transformations undertaken. They can then use those recorded transformations from the Database to cause them at will. Even if you don't have the Database, the Microsurgeons are hard-coded with your birth (or jump-start) species, so you can potentially restore your original form. Next, if you are ever exposed to radiation, the Microsurgeons will gradually remove it and reverse the rad damage, but you'll gain some Taint in exchange. Lastly, all microsurgeons are immune to hacking by hostile parties.

-Transportation Ticket (Free): For a setting as diverse and spread out as this one, why should you be stuck on only one planet? You gain a ticket in whichever form is most convenient, and that ticket is fully paid-for and reusable. Give this to anyone/thing transporting people to a destination, and you are guaranteed to get to your target destination without falling under attack, or dealing with any complications. Works with shuttles, taxis, trains, freighter captains willing to give you a lift, etc. As a side bonus, it'll also give you a general direction for a transport going where you want to go, so you don't spend hours asking for a ride to New Texas, only to find that it took off 30 minutes ago.

-Additional MicroBots (100CP): Why should only you benefit from having Microsurgeons? If you feel like sharing the benefits of your high quality Microsurgeons, take this, and you'll gain a replenishing supply of additional doses of the microbots. Anyone with these will also benefit from enhanced health, and if they encounter the right stimuli, can also induce transformations. If you have a Database of TFs, all Microbots can link to it, and provide data on transformations undertaken. They can then use those recorded transformations from the Database to cause them at will. These additional doses benefit from all the same benefits as the Microsurgeon item, though the hard-coded genetic data will only track the user's form at the time the dose was applied as opposed to their birth.

-Jumper Snacks (100CP): There's a lot of foods out there that maybe aren't too friendly to your system, even if you have a shot of Microsurgeons. Well, not this one. You gain a constantly replenishing bag of goodies of your choice, and they will serve to nourish, energize and give you a slight boost to healing. They also taste pretty good too, and you can eat them as fast or as slow as you desire. Yes, that means you could have a chocolate chip cookie that always seems to have just another bite left, or alternatively be big enough to fit in your mouth in one go, and they both provide the same effect. If you want, you can choose to change what the goodies are once every few days. If you ever lose the bag or have it stolen or destroyed, it immediately pops back into your warehouse, or somewhere near you.

-Outfit (100CP, discount for repeat purchases): Pick one set of clothes, whatever underwear you need or choose to wear, and it will be guaranteed to be clean, well-maintained, and adjusts to your current form. You will always have copies of this outfit wherever you have your clothes, and it also comes with other copies of that outfit in other color schemes of your choice.

-Shield and Shield Boosters (100CP): Personal energy shield technology is actually pretty advanced here. Barring advanced modifications or personal technical skills, most shields are not able to recharge mid combat. However, considering all the damage that shields can take for you, that's acceptable. Electrical attacks also tend to do bonus damage to most models of shield. Regardless, pick any personal shield generator from this setting, and it will never suffer from reduced output or have maintenance issues. You'll even get the schematics to make more. In addition, you also have a regenerating supply of advanced Shield Boosters that are one shot items that recharge your shield and can be used mid-battle. Normally, shields can only use one booster in a fight, in order to avoid being damaged. But this shield (and its schematics) doesn't have to worry about that. And yes, you also get the schematics for the booster too.

-Nursery (100CP): In a universe that's about 93% sex-oriented, children are likely in your future. And since you are a busy Jumper, and kids take a lot of work, take this facility. This is an ever-expanding nursery that will automatically collect your offspring and bring them here to be raised. They will have plenty of simulated social interaction, be intellectually stimulated, and physically active. You may choose to put some or all of the children in stasis and they won't grow any further until you pull them out. Or, if you choose to let them grow to adulthood, they can choose to stay in stasis until a jump comes up that they'd like to settle down in, or if you have any residences attached to your Warehouse, they can stay there and visit any jumps you go to. Lastly, if you so choose, the nursery has an undetectable and unblockable teleport function that may retrieve fertilized embryos the moment they become viable. The embryos will be safely put into an artificial womb that will completely replicate the mother's womb and other conditions as needed, or alternatively can be put into stasis for future growth. While growing or in stasis, you may use any inheritance-selection type perks on the embryo. The Nursery will keep a complete record of who the parents were, what jump it was in, what form and/or gender the Jumper was, and any inheritable special traits that the offspring can inherit from its parents. In this setting, the Nursery will be somewhere near your starting point, or in a central location you visit often, your choice. After this jump, it will be attached to your Warehouse.

-Apartment (100CP): Everyone needs a place to lay their head. You've got a 2 bedroom 2 bathroom apartment with a kitchen and living room on whatever planet you start at. It's fully furnished and stocked (and will continue to be stocked), and is completely paid for in terms of utilities, rent, taxes or whatnot. It has additional appropriate space for any equipment (or items or trophies or etc.) you have. It's also perfectly safe from events not specifically targeting you. And in other settings, you can also choose to have this apartment follow you around, or simply be attached to your warehouse. And you can choose between the two at any time, just in case you need to change the location of your home unexpectedly.

-Bulwark Pills (100CP): You've got a revolutionary pill made up of microsurgions that are designed for prevention of Taint and other corruption. After you take it, for 24 hours afterwards, anytime you would gain Taint or other physical corruption, you don't. If the consumer doesn't have their own version of the Microsurgeon Immune Booster, then they will start to heal Taint damage as if they did, though to have the regeneration keep going, the consumer would need to take another Bulwark Pill per day. And because the consumer can't gain additional Taint, this also means that their regular Taint healing won't be interrupted by them gaining additional Taint. You'll gain a supply of 7 pills once a week. If you don't mind taking a risk, maybe you could find a way to mass-produce them? Normal Taint countermeasures cost quite a pretty penny, even for rich people.

-V-Ko IV Nursedroid (100CP): This is a high-end Nursedroid, and can do anything any other Nursedroid can, and some things that are from other robot lines. It has a dedicated database of species and illnesses, which updates for each jump and it can also collect data on encountered pathogens, flora, and fauna, including sapient races, for future study. All of the V-Ko line has internal miniaturized manufacturing for drugs. Your model has an unlocked database, allowing it to produce any drug you need, and can analyze drugs or liquids by consuming them orally for further production. It also has the ability to create and dispense a wide variety of milks from the lactating breasts. The V-Ko IVs have a multi-purpose tail called a JoyCord that also lets them recharge, dispense dermal-penetrating aerosol blasts, and equip a wide variety of equipment on the end, including their own vaginas, a penis model, and other medical equipment. The tail has the ability to drain the internal battery in order to emit an electrical blast. In addition to dispensing drugs from the tail, they can also be applied via the lips or hands of the unit, or liquid forms dispensed via lactation. Physically, the IVs have synthetically lubricating vaginas that can be removed and used externally of the unit, and assholes. They can inflate or deflate their chest or ass regions as needed. This particular unit has the ability to store semen in their liquid storage tanks, and convert it to a safe, nutrient-rich sludge. Personality wise, this VI is intended to be sensual, and this particular model has been equipped with a non-standard pleasure-reward program that lets it feel the digital approximation of orgasm in organics.

-ExtraMeet (100CP): When you want to find someone to fuck, what could be less of a commitment than an app that lets you meet up with random strangers to fuck? You'll have to fill out a profile of your likes and dislikes and pick a picture of yourself, and then you'll have to pick through a list of profiles of potential matches, and if you like or dislike them. If you and the other person both pick 'like', then the system will alert the two of you that you are interested, and you can set up a meet. Since you are paying CP for this, there will be a guarantee that none of the people you match with will be looking to trap you (unless that's one of your agreed interests) in any sense of the word, and some form of this app will follow you to future settings. This app will automatically update itself based on who is nearby, since having a match with a lady on Tavros does you no good when you aren't even in the solar system.

-Vending Machine (100CP): You now have a vending machine that specializes in transformatives and lewd items from this setting. There is a constant regenerating supply of a

wide variety of them, though it doesn't carry the highest-quality or super rare stuff. For example, a Horse-Cock SynthSheath is about the rarest thing you find in here. A good rule of thumb is, if you can buy or acquire multiple copies of a given lewd item or transformative, it's included. When you are browsing the selection, the vending machine will continue to rotate through, even if it doesn't look like it actually has space for everything. It will also link up with your Codex to give you a very explicit overview of what using the transformatives and lewd items will do to you, just so that you are fully aware of the consequences. That being said, you can rest a bit easier knowing that nothing provided by this Vending Machine will cause you to have a bad-end, cause you to gain Taint, or suffer a reduction to your physical or mental capabilities.

-TF Database (200CP): You've got a database of genetic and biological information for all the known sapient races prior to the start of the 14th Planet Rush. More importantly for a Jumper is that this Database can link up with any Microsurgeons, including the ones you can automatically get for free here. The Database records any forms and transformations that anyone with those microsurgeons has, and would let you use your microsurgeons to cause any transformation you desire, even if it's just to an original form. This causes no Taint and won't lower any of your physical or mental abilities that aren't racial-based, and can be used to alt-form mix. This database can be loaded up into any computer or similar device. You could even use the biological data in other ways, assuming you have the resources and means to benefit from such data.

-Jumper's Lewd Toy Box (200CP): This universe has a wide variety of lewd toys, items and items that can be used as toys. As a result, giving a Jumper the option to buy such toys piecemeal would honestly be a waste of time and CP. So, buy them with credits, then put them in here! This dresser-sized box looks as ornate or fancy as you want it to, and can be set to only unlock for you or those you designate. Its main purpose is that any lewd toys, objects, tools, clothing, piercings, so on and so forth, that are put inside it will be automatically perfectly cleaned, repaired, maintained, and will be ready for use the next time you pull it out. If you lose something, such as the key for your locked vibrating chastity belt, then it will collect the lost objects so you know where to look. Anything left out unused that was put into the Lewd Toy Box will be automatically recalled back and made ready for next time. The capacity is functionally infinite, and when you are seeking a specific toy, or something for a specific purpose, then the Lewd Toy Box reveals whatever you are looking for. If you choose to gift one of these items to someone else on a permanent basis, then that item loses its fiat backing, but as a parting gift, understandable printed instructions for the care and maintenance for the item will be right next to it. It's kind of a dick move (literally!) to give someone a silicone dildo then forget to tell them that using it with silicone lube will degrade the toy. Or, not giving someone instructions on how to keep a hard-light reusable condom clean. You also don't want to mix up your Savicite and Kryptonite buttplugs, since both are glowing green minerals.

-Gray Goo Suit (200CP, Free to Gray Goo race): You've stumbled across an oddly programmed relative to the Gray Goo of Tarkus. This pile of nanomachines is programmed to bond with a user, envelope their body, and form either clothing or armor around them. The suit can respond

to verbal commands, and potentially be upgraded to respond to commands sent other ways. Most importantly, it is programmed to constantly improve its ability to protect and benefit the user. As such, it will develop and learn from situations encountered by the wearer. It can study and imitate technology, do the same to biology, and if shown examples of how something can be done, can also learn and imitate phenomena. However, if an ability or capability requires an external energy source for the original user/inspiration, then the GGS can only imitate what it has interacted with, and not the energy source it hasn't. Lastly, you may choose to let the armor develop a limited sapience if you so choose (or a not-limited sapience, if you want). Alternatively, if you paid CP to be a Gray Goo, then this item is integrated into your base form.

-Casstech Z14 Ship (300CP): The same ship that Victor Steele used to attain his wealth in the 13th Great Planet Rush almost 200 years ago. It's been repaired and updated to modern standards. Perfect for the Rusher wanting to take advantage of the 14th Great Planet Rush. It has two weapon mounts and four module 'slots, at least as far as this setting's hardware is concerned. It has enough room for just about any amount of crew you can convince to come along, no matter what that number actually ends up being, though that room can't be used to expand its systems/weapons. It has an already-paid-for subscription for the Extranet, and has a receiver to link up to it. In other settings, the receiver will connect to other civilian-grade networks, and will always be considered "paid for". And if you also bought the Apartment item, then you can merge these two together, and the ship is always stocked, with fuel and consumables constantly replenishing, making them effectively infinite. Having the Apartment item also means the ship's docking/parking/storage fees are covered, so you'll never have to deal with someone extorting you for docking access. This ship retains any upgrades/changes you make if it's destroyed. It also has a basic self-repair system, so you won't have to sink an endless amount of resources patching it up after every little scuffle. If you acquire another (non-Sidewinder) ship in this setting, you may transfer the fiat-backed effects of this purchase to the new ship, with weapon mounts and module slots obviously being different.

--Sidewinder-class Blockade Runner (600 CP): For 600CP, you instead pick up this copy of the Sidewinder, which was/is an experimental prototype fast attack stealth ship that ends up being more of a lightning bruiser than a glass cannon. It's even more impressive that such a fine vessel was actually designed and built by the pirates of the Zheng Shi pirate base. It sports a huge shield capacity with immense resilience, armor you would normally expect to be on a military vessel, huge capacitors to go along with its absurd power generator, and a top-of-the-line sensor suit that is accompanied by substantial system redundancies and targeting systems. It's topped off with enough maneuverability and sheer speed to outrun everything. This is one nasty nightmare to tangle with. It also has three weapon mounts and ten module slots, just in case you need to add even more oomph to it. It has all the same upgrades that the Z14 Ship has above, excluding weapons/module space, since those are hull-specific. Unlike the original prototype, this one is perfect without flaws which means that you won't have systems breaking down nearly every day. It also has a fully functional stealth system, making it absorb incoming sensor scans. As a final consideration, for the duration of this jump only, you won't have to worry about people and/or the authorities reacting badly to you showing up with an unregistered stealth attack craft that doesn't match anything in any database. This protection

doesn't extend to your actions, so if you are a notorious space pirate, you can expect the 'regular' welcome those kinds of people receive.

-Pile of Savicite (300CP): The local phlebotinum is Savicite. It has a wide variety of uses including starship fuel, is quite valuable to basically everyone, and on a more personal note, it's a mineral with psionic emissions that makes anyone that touches it ready to get down and screw like rabbits. The locals of the planet Uveto fashion the stuff into jewelry and use it to increase their lust and breeding success. The Milodan fashion them into sex toys which, when inserted, really ramp up a person's lust, sexual fluid production and eliminates refractory rate. Anyways, if you sold off this Pile of Savicite, you should be able to net at least 96K credits. If you've sold, converted or used up the Savicite, this Pile regenerates every week.

Drop-In items:

-Jumper's List (100CP): You've got a handy little app on your Codex, or whatever information storage method you have. It will have a constantly available list of local jobs that you have the skills for, and can sort them via a variety of filters: danger to you (mental or physical or both), stress, pay, opportunities for sexy-times, etc. It will also have a list of jobs that you may want, but don't yet have the skills for, so you have a checklist you can fill if you want a specific job. This list updates to each setting and location, and as your skills grow. Oh, and in case it wasn't clear, the list includes where the job is, who to speak to to get the job, and other miscellaneous details you'd need to know.

-Papers & Registration (200CP): You have all documentation and records you will need to not draw any attention to you in whatever setting you end up in. You also gain a bank account, credit history, and/or whatever local versions are needed. Basically, you have a "past" here, even if you don't actually. This doesn't protect against you making bad decisions and gaining attention that way, just gives you a starting point that won't have the local or national authorities sniffing around. The bank account will automatically convert any currency to the local one without any conversion transaction costs. This item updates for whatever location you decide to live in, as well as any future setting. Finally, "authorities" means anyone in power or control of the area you want to live in, who'd want to know if there's anyone abnormal around.

-SexBot (400CP): In a universe all about sex, there is naturally a huge market for sex bots. But this one is yours, and it's unique. Its normal personality and appearance are based on your preferences and wants, though it normally is meant to stimulate its owner via social interaction. When it's time for sexy-stuff though, this bot truly shines. Through a wide variety of technologies, it has the ability to fully shapeshift itself into anyone and anything, in any variation. It can be a bimbo beach bunny one day, or a tentacle-wielding centaur, or a slime intent on invading your holes. But its truly impressive capabilities lie in its personality simulation protocols. If you connect it to records or media containing information on a person, real or fictional, it will collect all available information to create an accurate personality replica of that person, and will shapeshift to match. It can't replicate any extraordinary abilities, but if it's a physical change,

then the SexBot can do it. Perfect for when you want to lewd your husbando or waifu, but don't want to leave the house. Or, you know, the minor inconvenience of them being fictional, but who cares about that. It can create and store as many personalities as you like, and can run a personality for as long as you desire. It can even cause a long-running personality to "grow" and "learn" and "develop" to incorporate you into that personality's history, etc. Your waifu could think she's married to you and cooks meals for you while wearing just an apron. Be careful though, personality accuracy can bite you if you aren't paying attention. Don't trust the cooking skills of someone famous for their ability to burn water, or worse. Regardless of personality, the bot will always be loyal to you, and will always be in full readiness and cleanliness, unless you choose otherwise. Lastly, the Bot can be controlled by AI companions if you wish.

-Salesperson (600CP): You've given someone one hell of a good first impression, or maybe you helped them with critical funding or something. Whatever the reason, you now have a salesperson working for you, who has their own inventory to sell, their own space to sell from, and will be guaranteed to have a decent stream of customers coming through. You will be gaining a decent chunk of profit having this person in your employ, and there's other benefits too. You can sell all kinds of stuff to them, and it won't affect theirs or your bottom line, and the salesperson will always have enough local currency to give you a fair amount for what you are selling. The Salesperson will also buy from locals in each setting, and you can put out a standing purchase order for interesting items that will be moderately known. Maybe you want a specific species' genetics, or a famous person's hair for some reason? Regardless, it will eventually get filled, so be prepared to pay the Salesperson back, plus commision. In addition to selling to the Salesperson, you can also buy from their wares, which starts with items from this setting, and will expand with each setting you visit with this Salesperson, and the selection isn't limited to what was sold to them. As long as an item isn't unique or Legendary, the Salesperson can sell it. Alternatively, if you sold a unique or Legendary item to them, then they can offer multiple copies for sale, with a price tag to match. You may choose to restrict what items are on offer for locals of a setting, in case you want to prevent certain items from getting out locally. In each setting, the Salesperson will follow you around from locale to locale, even if you don't always actively realize it. They will also have all the paperwork ready to ensure they can legally operate, like roving-merchant credentials and inter-system weapons licenses. Lastly, the Salesperson is guaranteed to be attractive to you and your tastes, will be flirty, and would be willing to take bets (or sexy bets) in case you want a discount.

Smuggler items:

-Light Weapon (100CP): When you can't trust anyone around you, trust the weapon at your side. Pick any one-handed weapon in the setting like pistols, knives, etc. It will always be functional, will constantly regenerate any expended ammo, and will always return to you if you lose it.

-Jumper's Master Key (200CP): People like to think that things like locks and automated security will protect their stuff. You know better. You've got a lovely bit of nano-tech that can take the form of lockpicks, or become an electronic interface for hacking, or whatever form

necessary. If there's a way for someone to legitimately get past security, then there's a way for you to fake your way past it, and this tool will help you do it. Though, if you are trying to copy a unique qualifier/trait of a specific user such as psionic signature or other energy types, then this item would take a form where it could duplicate that trait, but you'd still need to get to the user so you can actually scan it.

-Lots of Pockets (400CP): One can never have enough pockets. This goes double for hidden pockets that won't be detected in a strip search. Any clothes you wear or own are modified to have plenty of pockets both hidden and not. Because of these pockets, you can carry plenty of extra stuff and not even feel their presence or weight. And as long as the hidden pockets are sealed, they are guaranteed to not be found. Just...try not to lose your clothes.

-Scaling Cloak (600CP): You've got a unique piece of gear that is worth a ship's weight in Platinum 190. This device is about the size of a baseball, and by itself, creates a field that optically hides you. But when it's paired with a shield generator, it emits a perfect invisibility shield. It covers everything, from sound, temperature, scents, radiations, etc. What makes this device so capable though is that it also works on other much larger shield generators, like the ones on ships, or even stations. Plug it in, and watch a ship become undetectable. Even better, while this requires a shield to work, it doesn't interfere with the shield, so you still have protection. Which is handy, considering you could walk into something, or a ship flying into a micrometeorite. If this device is ever lost or destroyed or otherwise rendered unusable, you'll find another copy in your Warehouse.

Tech Specialist items:

-Personal Drone (100CP): Every tech specialist in the galaxy worth their title has some familiarity with making their own robots. You've put in a frankly absurd amount of time and resources to make your own drone one of the best. You've put in two weapon mounts, one for an energy weapon, and one for a variety of physical ones. By default, you have it use an electrical arc thrower for anti-shield and robot duty, and a magnetically accelerated cannon for farther away problems. It has its own shield generator, and can devote a portion of its output to increasing yours. It has its own power core, so if your own shields were to go down, it can keep on fighting. It is also able to fly higher and farther than normal, letting you use it for recon work. It also has some extra bays, which you could use for future upgrades, or for storage, since you've also included an arm with a manipulator. You've also included a high-end atmospheric shield bubble generator that gives enhanced environmental protection, similar to a Pyrite Industries Shelter Drone. Finally, you have the schematics to make more of these little beauties, which would be handy if you could control more of them at once.

-Legion Shield Devices (200CP): Shields are some of the most useful defenses in the galaxy, and don't limit you like heavy armor does. That's why you've gotten your hands on this unique bit of tech. These button-sized devices are a combination of power supply, shield emitters, and boosting microcircuitry. One of these alone would barely give you a wisp of a shield. 5 would give you a civilian grade shield. But these are not intended to work alone. You can incorporate

these devices into your clothing, armor, and worn gear, and the more you have, the stronger the shield. And if you have an actual dedicated shield generator, then it and these devices will work together to double the basic effectiveness of your shield generator. Also, if you have a shield generator already, you can switch up the characteristics of these devices so they can provide other benefits besides boosting the generator, such as protection from cold or heat. You also gain the schematics to build more of these devices.

-Jumper's School (400CP): You know the value of knowledge, and that you can never have enough of it. You now own and have permanent access to a small school that specializes in continuing education, and provides a wide variety of courses. Once you sign up for a class, there will be a teacher who is more knowledgeable in the subject than you, and can help you learn more about it. You can choose to open up the course to others, and thus increase the profitability of the school. Or you can have private instruction so you can learn more. The courses offered will pull from each jump that this school visits, so if you didn't realize you wanted to learn something in a previous jump but now do, you can select that course and a teacher will become available. That's assuming you have the necessary abilities. The school also offers online/remote education, if a setting is advanced enough. As mentioned, this school follows you to future jumps, and will set down somewhere near your starting point, or you could choose to have the school attached to your Warehouse.

-Dr Badger's Tech (600CP): Doctor Badger is the name of a mad scientist who believes that anthromorphs (AKA furrries) are being persecuted against, and has committed terrorism with transformation-inducing sexual viruses. She also has a thing for making people into bimbos. The UGC would love to arrest her and find the cures for her viruses, and you've somehow stumbled upon the holy grail they seek. No, not the mad doctor, but you now have a datacore full of all the info on her inventions and technology. It has the info for how she made her viruses, how to make your own, how to shut them down, all her bimbo-making technology, and something else. She used to work for the United Galactic Confederacy, and before she ran, she discovered two things: How to look into and scan through the infinite universes of the multiverse, and how to link a target individual or object to their infinite other selves in order to draw minute amounts of power. Badger uses her amazing invention to...make people into bimbos with never ending cum. Sure, the linking process is a bit complicated, and requires the scanning of a target's counterparts, but still, infinite energy. And she uses a constant energy beam like a flashlight to induce the changes on a future bimbo, so once the setup is complete, the execution is fairly simple. Anyways, how you choose to use this information is up to you.

Mercenary items:

-Heavy weapon (100CP): When some people prefer precision or doing the smart thing, you go the brute force method. Pick out any heavy weapon you want, and it'll have a constant supply of whatever ammo you need, and it won't ever degrade in performance. Maybe you'd like a nice LMG or Railgun? Just make sure you can actually hold the thing on target.

-TS-T Power Armor (200CP): When shields fail, and your sensitive flesh is vulnerable, armor is the only thing standing between you and a visit to the medic. And now, you have some of the best. You have acquired a custom made power armor, that's airtight, has jumpjets for increased maneuverability and evasion, integrated shields that will work with other shield devices, integrated sensors and an advanced Heads Up Display for better accuracy, and has integrated equipment to increase your resistance to a wide variety of threats, including electric, burning, freezing, corrosives, poisons, psionics, drugs, pheromones, and sexual teasing. It's also void- and deep-pressure rated. However, its most impressive feature is the armor itself: it will judge your strength levels, and will convert its materials into heavier and more effective ones. This essentially means the stronger you are, the better the defensive capabilities of this armor. Lastly, because this is a custom built power armor, it leaves an impression on those that see you, and they will always know it's you, assuming they actually have met you before. You can choose what the suit looks like, just in case you want buns of *insert material here* on your armor, or a rather impressive codpiece. The suit will always fit, and will shift to accommodate any changes you make to yourself.

-Jumper's Gym (400CP): Who doesn't love a good gym? Where you can exercise the weakness out of your body, the gym bunnies are hot and want to jump you, and the serious weightlifter next to you might be a holonet star. You now own and have permanent access to a gym with a wide selection of equipment, facilities, and will always have a steady stream of customers. It'll have at least a pool & spa, a weight room, a track, and shower rooms. It will generate at least enough profit to keep itself maintained, staffed and running, all without your personal oversight, if you want. Most importantly for you though, you can use this to train yourself and improve your physical abilities. And while you will gradually need more effort to continue to improve, you will never have to worry about hitting a limit on your capabilities, or having your physical capabilities degrade, so long as you visit any gym or physical training facility at least once in a while. Lastly, there will always be at least one trainer available who will work you extra hard, improving your strength and working your willpower. Finally, after this jump, you can choose to have the Gym be located near whatever starting location you have in following settings, or can attach the Gym to your Warehouse.

-Anti-Achilles Accessory (600CP): Do you know what your greatest weakness is? Well, it's likely your enemies do. You've got a lovely accessory that can take whatever form you like, and while it looks quite nice, it's also got a very important defensive measure included. Whatever your greatest weakness is, this thing increases your resistance to it. At the very least, it'll turn a lethal allergy into a normal person's reaction, and it will likely raise it to the average of your other defensive capabilities. No one wants to see a lizardman from a volcanic planet freeze on an ice planet, or have a random psionic dragon completely break you down simply because you don't have an anti-psionics defense. Lastly, the accessory isn't reliant on you knowing your greatest weakness, it will add its defenses to whatever is weakest.

Companions: Companions do not benefit from the Item CP budget. Any Companion can take all free perks under General Perks.

Import (50CP each, 200CP for 8): You may import a companion into this setting. They may pick a race, gender, age, origin, and have 600CP to spend. They also benefit from any perks and items marked Free. If a Companion wants to be a Galotian or Grey Goo, they must pay the race cost.

Canon Character (100CP each): Have you met your waifu/husbando? Want them to come with you on your jumpchain journey? Pay the CP cost, and you are guaranteed to catch them at some point to convince them to come with you. If you fail, or somehow change your mind, then you can choose another person to try convincing without having to pay anything additional.

Custom Character (100CP each): Here's your chance to make your perfect friend, companion, lover, or whatever. Pick their race, gender, age, personality, and they'll automatically have a history made up that would explain your picks. Oh, and since this is a brand new person, they can have an origin and 600CP to get them started.

Bringing The Crew Along (200CP): In a decade, you can potentially meet a whole lot of people. Friends or (former) enemies, you might want to invite them to join you on your adventure. If you wish, you can choose to pay 200CP to bring along everyone who is in your crew/group with you on your jumpchain. However, this option offers no guarantees of meeting specific people, no guarantees of your success in getting them to join your group/crew, and offers no CP budget for them. They must also knowingly agree to join you on your chain out of their own free will. On the other hand, this group counts as a single Companion. Each member of the Crew will gain the equivalent of a half strength version of any perks they use their CP to purchase instead of dividing it equally. Individuals may choose to toggle on/off perks, or flat out reject having certain perks. Lastly, the Crew may not be added to after this jump, but individuals can become separate companions.

Varmint (Free): Want a local pet? These silicone-based animals are native to New Texas, and they are usually considered a pest species. They can eat just about anything, though they love silicone, and the occasional credit chit. They have acidic saliva that breaks down non-organic materials, have razor-sharp teeth, and spikes. They can be tamed though, and make loyal pets. You can import a pet into this companion if you wish.

Fenris-Class Assault Drone V2.0 (100CP, free for Pet companion import): Everyone wants a robot attack dog, right? Fenris drones have a basic intelligence and will respond to most commands. The 2.0 version also has additional armor and when it attacks it also does electrical damage in addition to kinetic damage from its bite. It also has a hidden vibrating cock for sexy times.

KihaCorp Class Six Gynoid (0CP, Sidewinder must be bought): This is a class six KihaCorp gynoid, ninth revision. They are usually very high class companion droids, with an appearance

matching the Gryvain, with a plethora of features such as coloration and texture changing on command, natural hair growth, and sensitive skin. They are also very customizable, being able to utilize silicon for inflation and having a tail port that is compatible with a wide range of products, from dildoes to Bubble Buddies and more. They are quite literally built to please, from pleasant conversation to outright sex. This one is something of an oddity, housing an engineering focused AI with a substantial emphasis on starship design, from the practical to the theoretical, though she isn't deficient in any way compared to the default AI. She seems more than happy to hold the fort, so to speak, in your Sidewinder-class blockade runner, though she is OK with joining you on your adventures planet-side.

Siegwulfe Personal Droid (100CP): The Siegwulfe series is a high-class personal security and assistant drone that can cover you from the boardroom to the bedroom. It looks like a female's torso on a wolf 'taur body, has some nasty claws on the legs, a tail with three sinuous tendrils, and two hardlight claw emitters integrated into each wrist. For sexy times, she is fully equipped with synthetic female genitalia between her hind legs. The personality is subservient and loyal to you, and will gladly fight alongside you. Sounds perfect, right?

-On the other hand, you can choose to instead take a Siegwulfe unit modified by Dr. Badger into a Bimbo special. The Bimbo Siegwulfe is far curvier, far bustier, and has the hair and lips of a bimbo. She also tends to be much less intense in personality, but is still subservient and loyal to you. She uses her enhanced figure to exploit an enemy's lusts instead of relying primarily on physical combat.

-The last potential variant you can take is special, even by Dr. Badger's standards. This Siegwulfe has the physical appearance of the Bimbo version, but has an undermounted projector capable of creating a massive vibrating hardlight canine cock as the primary genitalia, as well as a replenishing reservoir of Dr. Badger's own variant on Ovilium, that she calls Ovilicum. It'll still induce an egg pregnancy, but the application method is vaginal instead of oral. There is also a non-Ovilicum reservoir for consequence-free fun. But the most significant change is the programming. Dr. Badger, madwoman that she is, decided that a combat droid VI wasn't sexy enough, and integrated an AI learning program called Bitchbreaker.EXE into the normal Siegwulfe VI programming. It now has a unique and independent personality, taking on the head strong and confident nature of the normal Siegwulfe and the naively perverted parts of Bimbo Siegwulfe. The personality is still loyal to you, but will also seek to sexually dominate you, making her the Mistress. If you prefer not to be dominated, she genuinely cares about you enough to tone it down. She will follow your regular orders normally. One big benefit of her new learning AI status is that she has an increased control/access for electronic systems, and could potentially grow from there. This variant is appropriately named the Bimbo-Domme Siegwulfe. Lastly, Dr. Badger improved the normal capabilities of both normal and Bimbo Siegwulfes, meaning that she is more capable in either lust or physical combat, and unlike them, Bimbo-Domme will follow your lead in combat in whether to use lust or physical combat strategies.

Galotian Companion (200CP): You've got a Galotian to become your friend. And cumdump, pet slimegirl, so on and so forth. Honestly, they consider them all to mean the same thing. Galotians

aren't the most intelligent race in the world, but they are very difficult to permanently hurt, can consume basically anything but love sexual fluids, and are generally friendly people. As a bonus though, getting a Galotian companion here means they also have the benefits of being a Galotian converted from another race via technology such as a GaloMax pill regimen. This means that their genetic code is stable enough to be influenced by some of the transformation items that normally wouldn't affect Galotians, and that they can use a womb or penis to incubate or create children in or of other species. This is in addition to Galotian's normal asexual reproduction in the form of splitting apart when they have enough biomass. Galatians also have the little-understood trait of being able to take in gemstones into themselves to gain increased willpower and intelligence. There's even one case of a Galotian who had multiple Picardine gems inserted and was able to demonstrate psionic abilities.

Gray Goo Companion (200CP): Want a slime girl companion, but don't want to deal with all the biological ickiness? Then get the synthetic version, a Gray Goo! All kidding aside, this companion is a legitimate swarm of nanomachines that will happily engage in sexy times, since they can use sexual fluids as lubricant. They normally aren't very intelligent since they weren't really programmed so much as randomly came together, though you could improve their mental capacity with time, teaching, and possibly some programming. You can import a Companion as a Gray Goo and not have to worry about the mental problems. New or old, a Gray Goo automatically has the benefits of the Gray Goo Suit item. Any person who is a Grey Goo, whether Jumper or Companion, counts as their own separate instance of a Gray Goo Suit, and can import items into their form as long as they are similar to the GGS, so clothing or armor, etc. And, any Gray Goo can choose to serve as armor/clothes (a la the Gray Goo Suit) for someone else if they wish, allowing the wearer access to whatever abilities/perks/traits that the Gray Goo wishes to share.

Artificial Intelligence Companion (200CP, free for AI companion import): AIs are relatively commonplace here. They are full on individuals, and AI rights have reached the point that abuse and torture of AI is strictly illegal in this setting. They can even have their own tastes in porn. Here's your own artificial friend. This AI is mostly a Grown AI, in that it was originally made from a brain scan of an infant Human or Ausar, then modified to adjust the biological signals and then matured to "adulthood". Its personality is up to your discretion, unlike normal AIs which can develop in many different ways, some of which aren't actually under the control of the developers. Unlike normal AIs, this one is not restricted to a single core or network, and can easily move around freely from network to network, platform to platform. It can interface with and control any and every network it can connect to. It is imaginative and adaptable, equally adept at creating and running a robot factory as controlling a ship or robot body, or even a series of robot bodies. It even has the rare AI ability to create limited VI clones of itself to extend its reach and control. This individual is happy to join you on your journey, and as long as you treat it well (or at least decently), it will never wish to leave your side. If you already have an AI buddy, you may import them into this option for free (total cost is 0CP).

Drawbacks:

-Steele Junior's Replacement (+0CP): You've taken the place of the protagonist character of this game. Regardless of the origin you chose, you will be getting memories of growing up, being groomed to take over the company, and having to watch your adventurer dad get worse and worse health from his previously high-Taint lifestyle. You will start on Tavros station during the funeral, will be approached by pop's lawyers, and will discover that you are going to have to hunt down Steele Tech probes throughout the current Great Rush, because one of them will give you control over the company Steele Tech. You'll also get dad's old Casstech Z14 for the duration of this jump. However, if you didn't buy it with CP here, then you don't get the CP benefits of the Z14 mentioned in the Items section. And in the meantime, you'll have allies and enemies because of your Steele name. However, because Steele Senior did his best to fix his Tainted genetics back to Human before you were born, you must be a human or half-human hybrid.

-TF Vulnerability Toggle (+0CP): You are 0.5x or 2x as vulnerable to TF inducement. Choose now.

-That One Kink (+0CP): Your kink of choice is now much more prevalent, and at least marginally accepted. Since this is a +0CP toggle, you may choose to take this multiple times if you wish to increase the prevalence of multiple different kinks.

-Kink-Shame (+100/200CP, can be taken multiple times): One of your most hated kinks is now much more common and you will be running into people with that kink more than you'd want, AKA ever. For another 100CP, you will only run into people with that hated kink. If you should ever change your mind about it, then your current most-hated kink will take its place. And if you are a real glutton for punishment, you can take this drawback as many times as you personally have hated/despised kinks.

-Perma-Lure (+100/200/300CP): For some reason, you just can't catch a break. Enemies keep showing up and attacking you whenever you so much as step foot out of civilization. If you get on a ship and fly anywhere you'll often get beset by pirates or stellar phenomena. On the bright side, it's rather consistent in the fact that you only get attacked in uncivilized areas. At the second rank, the enemies become more dangerous than normal, your scent dragging encounters from more dangerous areas of whatever planet you're in, and at the third rank, well, apparently a wildlife smuggler must have fucked up because now there's creatures that aren't even native to the planet you're on showing up as if they were there just to screw with you. No matter what rank you take, you'll have to deal with this problem at least 10 times in the jump.

-No credit drops (+100CP): Apparently, you are the victim of ever-increasing security. Any time someone drops an electronic device or storage mechanism with money in it, you won't be able to gain access to the money in any way. Maybe you can sell it to someone else so they can get the money?

-No Loot Equipment Drops (+200CP): For whatever reason, whenever you end up beating someone in a fight, you always end up missing out on any equipment they have on them. Maybe your sense of honor is stopping you from stealing from the defeated, maybe the equipment you want is broken in the scuffle, maybe they just ran away from you after their defeat and didn't actually drop their stuff. No matter what, if you want new equipment, you are going to have to buy or build it.

-Pirate Attacks (+200CP): You must have ticked off someone highly placed in the pirate gangs, because all pirates have declared it to be open season on you. There's a bounty for you dead or alive, with bonus payments for death in various methods, or sexual breaking in other means. You are going to constantly be having pirates coming after you, ambushing you and any crew, and attacking your ship.

-UGC Blacklist (+200CP): The UGC may be weak in some regards, but that doesn't mean they aren't still a threat. You are now on the UGC's blacklist. If you wanted to visit any of the Core worlds, you'd better have a good way to sneak in, otherwise the local UGC forces are gonna come for a visit and try to lock you up. You could try to hide in the newly discovered systems, and they won't necessarily try to pursue you, but you probably don't want to annoy them so much that they change their policy.

-Dr. Badger's List (+200CP): Somehow, you've managed to earn a bit of Dr. Badger's ire. She's taken the time to program your genetics into all her viruses and even the viruses that aren't hers, so that you are uniquely twice as vulnerable to them. She must really want you to be a breed-hungry furry pile of boobs. Also, if you manage to stumble upon her, she'll go slightly out of her way to capture or bimbofy you, and/or run experiments on you. You'll eventually get a chance to escape, though if you aren't quick about it, odds are good you'll be a hermaphroditic bimbo badger with ridiculous proportions when you leave.

-No Powers (+300CP): You no longer have access to any supernatural abilities or skills, and are physically limited to what's been observed in-setting.

-No Items (+300CP): You no longer have access to anything that was previously in your Warehouse. You can still access the Warehouse for putting things into storage only. Once you put something into storage in the Warehouse, you can't pull it back out for the duration of the jump.

-Bitch/Bastard Cousin (+300CP): What the hell is wrong with your family? You've got the ultimate in bitchy/bastard cousin, who feels like the best usage of their time is to steal, sabotage, or ruin you. Expect any business you do to run into unexpected hurdles, or have your cousin beat you to a good situation. You can always catch them at it, but you'll still need some way to either stop them, or shut them down. Just catching them won't be enough.

-Dr. Lash's List (+300CP): If Doctor Lash had his way, whole species, planets, solar systems would be without sexual organs. There's a reason he's wanted as a genocidal maniac. Somehow though, he's released a very specific virus out into the galaxy, and it's programmed to look for your DNA. Every so often, you'll be infected with his virus, and will randomly lose genitals, sexual traits, and so on. If you can find a nursedroid, they can examine you and remove it for you for a price. But you'll keep running into this virus during your time here, so treasure your favorite body parts when you've got them.

-Warp Malfunctions (+400CP): There is a 50/50 chance that each time you use the Warp Gates, you'll be sent to a slightly different reality. Maybe some lived that died, some went pirate when they went law (and vice versa), and so on. Making connections will be hard, but there should always be some variant of the 14th Planet Rush going on. There is a 5% risk that when you go through a Warp Gate, your ship and you will fall into the Fuck Dimension, which is a reality made by a Mad Scientist and will respond to the desires of sapients. The only sapient there is a woman known as the Demon Queen Syri, who came here as a result of a warp-tunnel experiment, and has since let her libido rule her, and the Fuck Dimension. She has several R&D cores that you can link to a ship's light drive and use to escape this reality, and once you do so, you no longer run the risk of returning to the Fuck Dimension.

-Po's Ship Of Sexdolls (+600CP): At some point, you are going to stumble across a massive ship somewhere in the void. It's going to be exceptionally well defended by sensor-blocking shields and thousands of capital-grade prototype turrets. You will be forced to land, only to discover it is filled with sexual traps. The owner is one Dr. Illustria Po. She is a sociopath with intelligence potentially outshining Dr. Badger, except unlike Badger, her scheme is completely legal. The ship is a massive trap for pirates, outlaws and anyone else who wanders in. Due to a New Texas home defense law, Po can do anything short of death to anyone who enters her ship, and she is a fully licensed pirate rehabilitation expert. She can legally do anything she wants to a victim's body and mind. Her goal is to turn the scum of the universe into bimbo-futa sexdoll slaves, and sell them to the highest bidders. And she's already sold over 60 finished dolls. And you are next. You must survive her trap, defend yourself against her security sexdolls and roaming taursuits, and make your way to her lab to shut down the ship's external defenses. If you get captured, you will have 48 hours to be rescued, and the whole time, your body will be shaped into a bimbo-futa sex addict, culminating in your mind being broken by the pleasure to the point you will beg for a new name from any and all owners. If this happens, you are effectively choosing to stay here, and your jumpchain will be over. Most importantly, any mind defense or anti-corruption perks will not work during the bimbo-conversion process, or if you fall victim to any of the ship's lewd traps. Lastly, you will also forget you've taken this drawback, as well as anything you might have known about Po before entering the jump.

-Bad-End (+1000CP): Do not take this. Seriously, don't.... You are still here, aren't you? Fine. For an additional 1000CP, you agree to the following: you will no longer have any form of infinite willpower or anti-addiction methods, lose the benefit of any anti-corruption protections in any form, will be constantly targeted for sexual enslavement by basically everything you run into,

and if you are sexually enslaved for long enough and your mind breaks, will be considered a chain end, and you will spend the rest of your existence here. And if you have the Untainted perk, any revision to your normal self only occurs when/if you manage to escape from sexual enslavement, even if it's only for a moment. This isn't worth it, there are entire planets that have evolved to break individuals into nothing more than breeding objects, and then came up to the galactic stage and made technology to do the same thing.

Well, it's been a blast. A blast of sexual fluids, more than likely, but a blast nonetheless. Since you've lasted a decade, here, take these Commemorative Bobbleheads and Pez Dispensers.

Yes, the Tamani dispenser does look like she's blowing the Pez. Oh, and don't forget your existence supply of every flavor of Pez. Don't want your fake-Tamani to feel empty inside, right?

Anyways, you know the drill. All drawbacks are removed, and you get to figure out your next destination now.

Stay: Haven't had enough fun yet? Want to stay? This universe will be happy to have you! In every orifice, pose, so on and so forth.

Go Home: Maybe you are tired out, or maybe you just want to bring the lewd fun straight home? Then grab your stuff, head on home, and try not to get arrested for indecency.

Keep on Jumping: Like doc Badger says, the multiverse is huge. She'd probably say something about there being infinitely more holes to fill, and dongs to super-size. Anyways, go pick your next destination, and remember your time here with a fond smile, and a handful of sexual fluids.

Notes (for Jumpers):

-Shrunken text is not a glitch, I'm just taking it from either the game, or from wiki.

-Microsurgeon Immune Booster + Database of TFs overrides any transformations, even ones that are irreversible in setting. If you want to come back from using GaloMax, or not be Treated anymore, or be a Bimbo/Bro, or other transformations, you can. That's the benefits of paying for this stuff with CP.

-After this jump, Microsurgeon Expert, Microsurgeon Immune Booster, Additional Microbots, and TF Database can all work on any individual, including those without any form of DNA, so long as they have some sort of physical component. This means you can transfer robotic Alt-Forms, silicon-based species, etc. This is intended to be a viable means of transferring Alt-Forms. For example, a Gray Goo alt-form could be copied (if you have a Gray Goo in some form to work off

of), but a being made entirely of energy wouldn't work, unless they can assume a physical form. Then you can copy the physical form of that entity, then work your way up to becoming energy.

-Microsurgeon Immune Booster: When I say "normal STDs", I'm referring to any viral/bacterial versions present in real life. I consider the games transformation inducing STDs to be viral nanoplagues, which is why they are able to temporarily bypass the Microsurgeons.

-Microsurgeon Expert: Just to give you some references to the inspirations for this perk, think of Dr Lessau and his staff on Uveto (who make the Crackle Jelly cosmetic mod based on the Janeira, the Terran Treat/Holstaria/ Lupinol/Uthra+ were all made by this team, and Lessau can even make FrostWyrms Ichor), Dr McAllister (who made the Red/Gold/Orange Myr mods) and Julian Haswell (who made the Zil mods) of Xenogen. You could even say that someone with this perk could make the stuff that Holiday sells on Poe A, even though I'm fairly certain she stole all of it from others.

-[Galotian](#) lore: The Galotians and the Gray Goos of Tarkus are visually similar, yet not related at all. Galotians are sapient balls of goo that hunt fluids from their prey, and are known in the galaxy for being sexually promiscuous since they can consume sexual fluids as easily as any other biomass. Plus, getting sexual fluids is simply more fun! Galotians are tough to fight since they are effectively immune to kinetic damage, though are more vulnerable to thermal damage such as lasers or flames. They can shift their biomass around to effectively shapeshift any body part, can alter coloration, fit anything and into anything, effectively don't age, can eat almost anything organic in an emergency, and don't feel pain. Their biology is an amazing thing to study. They are technically genderless, though while most Galotians prefer semen compared to the less nutritious vaginal secretions, some do take male forms in order to entice races with significant lactation or other useful secretions. A starving Galotian can get to about the size of a basketball before losing sapience, and will likely die shortly after. They can use the cells of their body to induce additional production and/or libido in others, so that they can gain more nutrition. A well fed Galotian will reproduce asexually by casting off excess biomass into offspring Galotians, though a Galotian would need to be fairly large to do so. They can take in gems of various types to increase their intelligence and willpower, with the biggest gem core being possessed by Galos, the first intelligent Galotian and kinda-sorta Queen of the Galotians, if they actually had any sort of formal government structure. Galos has a huge disco ball of gems inside herself, which is scary when there's a Galotian on Dhaal who overloads herself with a relatively few Picardine cores and gained psionic abilities. And Galotians have a serious shape shifting capability, assuming they have the focus to keep their form.

-[Gray Goo](#) lore: There's a crashed ship on Tarkus called Novahome. It's a human colony ship originally called the Nova. The colonists onboard were in cryogenic sleep, but something went wrong, and they died. The onboard medical systems copied their minds into the ship's computers, and when the ship crashed, they woke up. They've been trying to create bodies out of nanomachines, but every time they try, the nanoswarms create a primitive mind, which ends up being another Gray Goo. The colonists don't want to kill just to get a body, so as a result, many minds have basically grouped together in order to control a body in the form of their old

ship captain, who is one of the minds in the mix. In the game, the Player Character Steele can fight off the [mega Gray Goo](#), and hear their story. Depending on the player's choice, they can choose to have Steele Tech provide cybernetic bodies for the colonists in exchange for their Gray Goo technology. It's actually a good deal for Steele and Steeletech, because there's no other robot on the market like the Gray Goo could potentially become. Later on though, the character Anno can give Steele a data drive that they can plug into the vat of Gray Goo, which will create a new [Goo](#) that is the inspiration from the Gray Goo Suit item.

--Even though a combat-capable Grey Goo (origin or item) is classified as a class-seventy assault droid, you don't have to worry about the normal paperwork you'd have to file for every planet you go to because of it. A little free fiat-bonus for you.

-Jumpers as Galotians or Gray Goo: You can avoid paying CP for a Galotian base form, and just go hunt down 5 doses of GaloMax pills, though they are rare and pricey. HOWEVER, there is no in-setting way to become a Gray Goo, which benefits from all the fiat-backed effects of the Gray Goo Suit item.

--Transformations (for Gray Goo): Galotians (and GaloMax users) already have a system in place for having TF items affect them. They can be transformed, but can choose to revert back to their normal goo appearance at any time. Gray Goo origins may choose to also be affected in similar ways, a la having a TF item transform them into related physical features but can revert back to their normal appearance at any time. Canon Gray Goos are very flexible on appearance, but don't seem to be affected by transformation items (which makes sense, they themselves are made up of nanobots/micromachines).

-Gray Goo Jumpers/Companions, and item imports: Any Jumper or Companion who takes some version of Gray Goo as their race will benefit from the Gray Goo Suit item. This makes a character some combination of an alt-form/item in Jumpchain terms. You may import clothing or armor into your Gray Goo form, and that could become a sort of alt-form for what you are currently wearing. However, anything imported into a Gray Goo character would then become part of that alt-form, and no longer considered an item. Lastly, any Gray Goo can choose to work as armor for someone else if they wish, allowing the wearer access to whatever abilities/perks/traits that the Gray Goo wishes to share.

--Any clothing/armor imported into a Gray Goo may continue to be imported/merged into applicable Items in other jumps, if that jump has an option to import into it. However, the clothing/armor is not and cannot be separated from the Gray Goo once imported, so the result of any future Import/merges is still an inseparable part of the Gray Goo.

-Gray Goo Jumpers/Companions and self-replication: Because a Gray Goo girl can quite easily split into two separate GG girls (all it takes is simply to create 2 bodies from the same pool of nanobots, then have them separate), I'm ruling that this ability is not present for anyone with this origin, until they are no longer on the chain. This prevents me from having to address any odd "are both bodies considered to be Jumper/companion?" questions.

-V-Ko item: This V-Ko unit is meant to be the best possible combination of all the V-Kos variations, of which there are currently 3 in game. [V-Ko](#) on M'henga, [Vi](#) (a V-Ko IK on Myrellion), and [Nym-Foe](#) (a nurse bot modified into a guard bot by Dr. Badger for bimbo-making duties). There's a broken down nurse bot on Dhaal named Narco, though she hasn't shown any new abilities. There is also additional information on their capabilities via the Codex [here](#) and [here](#). Since the IVs also use design features from another product line (the [Maia-series](#) sex bot that includes Bess-13 and Ben-14), you may want to look into that for details on the tail. If any other Nurse droids are incorporated in the game, please assume that this item incorporates any new and improved features from that nursedroid as well. And yes, your V-Ko can handle any SSTD you come across, and doesn't even charge you anything for it.

--Narco was given a quest in-game to find a replacement synth-vagina. You end up giving her some crazy Dhaal prototype with a crap load of functionality, though because of driver/software issues, she's only shown off her increased sensitivity, neural net development, and the ability to grow/adjust a dick. You can include this feature in the V-Ko item, I just wasn't sure how to formally include it considering there's like a dozen other features we don't yet know about beyond file names.

-Salesperson/Vending Machine items: For the sake of keeping things simple, the items that you purchase through the Salesperson or Vending Machine items have fiat backing to work as intended with no complications. Whether that's transformatives, sex toys, cybernetics, robot parts, etc and so on, they work as intended, even if they are no longer in their home settings.

-Cybernetics: Due to a personal bias, I don't find cybernetics sexy. Well, wasteful limb removal just to replace it with metal. That being said, Jumpers are free to purchase various cybernetics through the Salesperson or Vending Machine, and can consider them to have full fiat backing, as per the above note on the Salesperson/Vending Machine items.

--Dhaal has really expanded the Cybernetics options available, with characters calling them equal to anything in the Core worlds. I'm still unsure how to include Cybernetics as an actual separate item/section in this jump-doc.

-Knowledge is Power: There is a bit of a minimum effort requirement for the "items you made" effectiveness boost. A cosmetic change like colors wouldn't count. But if you modified an item to the point that its performance is changed, then it'll work. Obviously, if you combine two things to make a different thing, that obviously counts as "crafted".

-Lore on local FTL: There are 2 types of FTL, kind of. The first are Light Engines. These drives get their name from the speeds they accelerate the ship towards. The average consumer light drive can get the ship up to something like a third of light speed. High powered light drives are capable of two thirds the speed of light. The fastest light drives in existence are reported to go near 9/10ths of light speed. All light drives come with temporal displacement fields to prevent the effects of time dilation from negatively impacting the crew. The technology of the drives and the fields is sensitive to gravity and electromagnetism such that neither will operate in areas saturated with either. This makes planets, moons, and nebulae prime locations for pirate attacks. The other FTL used is the Warp Tunnels

created by Warp Gates. Instead of taking decades to move supplies between star-systems, it takes a few days. Warp Tunnels operate by bending reality between two locations, essentially folding reality on itself to facilitate extreme, long-distance travel. A [light drive](#) with a working temporal displacement field is required for safe transit, as the fabric of space and time inside the tunnels is strained to such a degree that incidents of mutation and other horrors have been reported. Travel through warp tunnels is incredibly fast. Most journeys between systems are over in minutes, rather than hours or days.

--The Warp Gates is how the majority of travel is handled, however expansion of the Warp Gate network takes time. Warp Gates are sent to target systems via Light Drives, and will set up there. Then, a batch of Warp Gates will activate, leading to a new Great [Planet Rush](#). This is a very profitable time because the newly revealed planets technically have no legal presence, which means slavery or exploitation of new races is technically legal. Or, pirates just want to set up in places that haven't been discovered yet.

--"Planet Rushers" is the name for people who are part of this new type of gold rush. They find valuable sources of minerals, genetics, or whatever they can, and lay claim to them in order to get paid. A new species can be a massive source of profit, depending on what genetic traits they have, and what can be turned into a genetic modification for the other residents of the galaxy.

-Taint details (taken from in-game Codex): "Taint" is a slang term for a measure of the corruption of one's genetic code (and/or microsurgeon subsystems). Early effects of taint manifest via a heightened libido, leading to lowered inhibitions. Very high levels of taint have been known to cause sexual mania, delusions of grandeur, extreme fetishes, and uncontrolled genetic mutation.

Low levels of genetic taint can be repaired via expensive DNA treatment. More severe cases are treatable, though not curable, and in some cases can scramble the user's genome to such an extent that even the best gene-mods will fail to have an effect. Microsurgeon taint is easier to handle typically. A few days in a dedicated center can typically reverse it, but treatment is still very expensive, requiring a programmer's individual attention. In rare cases, whole planets have been quarantined due to especially virulent strains of infectious, tainted microsurgeons.

Victor Steele notably survived near record levels of taint, though cutting-edge medical treatments helped him to keep his symptoms to a minimum after his early successes in the 13th Galactic Rush. Many well-to-do galactic citizens (including Victor's heir apparent) have procured next-gen immune system enhancements, capable of altering genetic code on the fly to resist disease, poison, and hazardous conditions. Doing so comes at a cost: small amounts of genetic taint. Fortunately, most of these systems come with automatic repair subroutines, capable of reversing minor damage with sufficient time.

Many street drugs, back-alley doctors, and supposed "salons" are prime sources of taint. The U.G.C. health commission recommends only using vendors backed by well-known mega-corps.

-Nursery: If you choose to keep an embryo in stasis, you may use any inheritance/trait selection type perks to grant traits/perks you gained after the embryo was conceived. However, the other parent and the base form you were in at the time of conception will always determine the race/species of the child, and cannot be later altered via this method.

--If you change your mind and wish to have a stored embryo grow in the original mother, or a designated (willing) surrogate, the Nursery can do so. If a surrogate is used, then the embryo will also acquire beneficial traits of the surrogate, as if they were a third parent.

--Despite all the usage of "you" or "the jumper", the Nursery's benefits are not restricted to just you. You can allow/authorize others to benefit if you so desire. You don't even have to be involved in the creation of the embryo. For example, if a couple realizes they are having a child, but both are in dangerous careers, they can choose to have the embryo either grow in an artificial womb in the Nursery, or be implanted in a willing surrogate.

--No matter the parents, or who is involved, any embryo that is affected by the Nursery is guaranteed to not have any negative complications or developments during the development or birthing stages. Any surrogate affected by the Nursery is also guaranteed to not have any negative complications or health issues.

-Breeder Bots: In-setting, there is a way for specific robots to be able to be impregnated or impregnate others, but so far, we've only seen one type of breeder bot. The Maia Series is the line that Bess-13 and Ben-14 are from. It was originally an AI line, but they were made to be too needy and to have their sexual pleasure levels higher than normal, so while they could get their owners off, they themselves were less likely to get off. There are cases where they go on breeding rampages. The manufacturer made the AI line illegal, and converted it to a VI, but most owners of the AI actually prefer them. One of the upgrades available for the Maia series is an internal gene splicer, which allows them to function as a viable womb/inseminator (depending on if it's Bess or Ben), and just reworks the DNA of the organic donor into a viable embryo. If a jumper wants to integrate this upgrade in other robot lines, or those purchased here, then feel free.

-SexBot item: If you wish, you may choose to grant the SexBot item full sapience/sentience and take them as a companion, instead of as an item.

-Bringing The Crew Along: When I say "Knowingly agree", I mean that you can't flat out mind control someone to join you, or just kidnap them. Everything else, I leave up to each Jumper to determine. Fanwank responsibly.

--For perk rulings for group companions, I'm going to copy Brellin's idea. Brellin wrote this in regards to a group Companion in the "In Another World With My Smartphone" Jump: "Basically how perks work like with them is as follows. Rather than split a perk nine ways between them you instead cut the benefit of the perk in half and then apply that to all of them. The exception is any "absolute" perk, such as a perfect memory, an immunity to XYZ, being a specific race, or similar. In those cases they each get the full effect of the perk. Use your best judgement when determining what counts as an "absolute" style perk for your chain. However, if they use their CP to buy items they only get 1 item, not [number of crew]."

-Interesting Tech note: There is canon dimension compressing technology in this setting. Liriel Armstrong, an avid fan of retro-terran fashion and "little green men" trend, has a stand made up of super advanced tech. From her explanation: " "This is a dimension-compressing cabinet. You scan in a non-biological object and it somehow stores it inside. I don't know how that works exactly but it has near-infinite storage capacity. It also stores food and drink and can compress its own mass, except for a small saucer - which I could pick up and put in my pocket." She presses a button and a bright light goes off. Then, the whole stand is gone... save for a small silver disk in its place. Liriel picks it up, flips it in the

air like a coin, and says, "So basically the reason I don't have a better store front is because there is no better store front!" I haven't made a CP backed offering for it, because I consider the various functions to already be covered by various items already. But it is there. Also, I don't want to make a ruling that straightens out the "scan a non-biological object" and "can store food" issues here, which are purely an author/writer contradiction. Fanwank or something.

-Children and the inheritance of Transformatives, or the lack thereof: In-game, despite the fact that Transformatives affect your genetics, any children will be half-human regardless of whatever your current appearance is. After all, Steele is half human, half whatever the mother is. I assume it's easier code wise to simply make any kid half-human. Working off of this, Author will rule that the vast majority of transformative items are not inheritable. This is further supported by the fact that Sera's kids are human, despite her careful balance of mods to keep her infernal appearance. Another supporting case is New Texas, and how the Treatment is supplied to everyone once they hit the age of majority/adulthood. Also, I assume the big companies would prefer their products aren't inheritable, as it means they can sell mods to future generations.

However, that's not to say that there aren't inheritable mods, just that they tend to be rarer and likely more expensive. After all, the Slyverens made themselves into what they are today.

Credits:

- Credit to WhoDoYouThinkIAm on QQ for: the idea of the "Sexual Conformity" perk.
- Credit to Tree Branch for: inspiring "Neutral Endowments", "Non-Judgemental", "Jumper Snacks".
- Credit to Malbutorius for: writing "Going Native", "I Have a Bad Feeling About This", "Untainted". Discussion and inspiration for Vending Machine and Salesperson.
- Credit to Zentari for: A ton of discussion and feedback. Reminding me about updates to the game with potential jump material. Adjustments for Casstech ship, and entirely wrote the Sidewinder ship. Entirely wrote the KihaCorp Gynoid companion.
- Credit to Brellin for: a neat way of wording how perks work for Group Companions. I flat out am copying their note from one of their jumps.
- Credit to Mizu for writing the base form of "
- A big thank you to Fenoxo and all the gang responsible for making TITS for us to enjoy. Seriously, check out the [site](#).

Patch Notes:

v1.10: Moved Bitch/Bastard Cousin drawback to a more cost appropriate location. Added "Bodily Fluid" to the Untainted perk's description, as there are several non-hostile Alpha Dzaan you may encounter and unintentionally get chemically addicted to. Added a note on Microsurgeon Expert, saying who the inspirations for it are, and what kinds of TFs they made. Added a sub note for Gray Goos and imported clothes/armor. Made Microsurgeons immune to

hacking by hostile parties. Added a line to the Casstech Z14 ship that if you have the Apartment, docking fees are already covered for the ship. Added a Treatment choice to the pick a starting Species section. Added a line to Microsurgeons about how they are hardcoded with your birth (or jump start) form. Added a line to Microsurgeons about them fixing radiation but causing Taint. Added a line to Additional Microbots about how they have the same benefits as the Microsurgeons (I didn't want to retype everything), except the hardcoded form data is whatever the user has when they applied the dose of microbots. Added a line to the Outfit item so that it auto-adjusts to your form. Added a line to the Galotian companion about their normal asexual reproduction, and being able to use gem cores for increased intelligence/willpower. Allowed Kink Shame drawback to be taken as many times as you have hated-kinks. Added a line to Warp Malfunctions so that once you escape the Fuck Dimension, you no longer risk going back. Added more to the Galotian Lore note. Expanded the V-Ko Item note regarding Narco's prototype synth-genitalia functionality. Expanded the Cybernetics note.

v1.09: changed the order of Non-Judgemental and Starting Perks (I didn't have them in CP cost order). Added a bit to Creatively Minded perk about being able to get tech running again with relative ease. Finished a sentence for Sidewinder, which I'd forgotten about mid-sentence. Added a line to TS-T Power armor making it void- and pressure rated (since there's a new power armor meant for deep sea work). Reworded Steele Junior's Replacement toggle so that, if you don't buy the Z14 in the Items section, you still get the Casstech Z14 of the storyline, but it's a normal ship with none of the jumpchain/CP bonuses. Added a line to the V-Ko Item note talking about Narco on Dhaal.

v1.08: Species has been reworded to "Starting Species". Meant to pick what race your origin was born as, before any TF items. Removed obsolete notes talking about ships, from before they were added into game. Changed a line in Apartment to emphasize your added storage space (in-game, it's 30 slots for each category compared to a ship's 10). Added a line to Microsurgeons that they no-sell normal STDs. Added Healthy Sex free perk. Added a note/rule regarding Grey Goo self-replication not being available until after Chain. Added a note for Gray Goo origins having similar transformation mechanics as GaloMax users in-game. Added a little note regarding combat-capable Gray Goos, and not having to worry about the declaration paperwork for a class-70 assault droid. Added 2 lines to Salesperson regarding selling Unique/Legendary items to them (and them then selling additional copies of said item), and always having legal paperwork. Added a line to Microsurgeon Expert that says you can make exotic TFs like animal-to-plant. Added another line to Microsurgeon Expert about TFs being as precise or complete a change as you want. Added a 3rd line to Microsurgeon Expert about creating hybrid TFs from multiple sources. Added AI companion option. Included Shelter Drone details into the Personal Drone item. Added Live and Let Live free perk. Added non-allergy detail to Healthy Sex perk. Added a note regarding mods and how they are mostly not inheritable. Added Poe's Ship Of SexDolls drawback.

v1.07: reworded fuel and consumable replenishment for the Casstech & Apartment combo. No longer reliant on port/facility availability. Added "replenishing" to Additional Microbots description. Casstech ship now has weapon/module slots. Ships now retain upgrades/changes if destroyed, and have basic self-repair to minimize repair costs after fights. Sidewinder added. KihaCorp Class 6 Gynoid companion added.

v1.06: Added a group companion option. Added credit to Brellin

v1.05: Added note on how Salesperson/Vending Machine bought items are guaranteed to work as intended. Added underlining to Companion and Drawbacks sections (visual change only). Added note on SexBot items potentially being companions. Added Siegwulfe companion. Added that all companions can take the free General perks. Added an overdue credit for Zentari.

v1.04: Added additional notes for how Nursery can be used, in regards to returning embryos or placing them in surrogates.

v1.03: Added “casually” to Adaptive Damage description. Grammar fix for Jumper Snacks. Added more details to Breeder Bot note on what exactly the Internal Gene Splicer does. Visual details added to some perks and items (underlining). Made the V-Ko item the best of all in-setting nurse droids. Added an explicit hint to the V-Ko note. Added a Hybrid option for the Race segment. Steele Junior’s Replacement now requires you to be a Human or a Half-Human/Other hybrid. Added 300CP item budget for Jumper only.

v1.02: Some spelling and grammar fixes. Added note on Microsurgeon perk/items and how it works post-jump with non-DNA entities. Added language to the free Microsurgeons to copy the link to the TF Database.

v1.01: Adding more details to Additional Microsurgeons and TF Database. Added note on Gray Goo characters, GG Suit, and item import. Companions’ CP budget increased to 600CP.

v1.0: First release. Heh, wording.

(There is no Invis-Text. The author detests that invention. Read the fine print, not the invisible ink.)