World Of Incest

v1.0
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Welcome Jumper to a world where the bonds between family members are very “different” than what you may be used to. This doesn't mean that there don't exist families that deeply love each other and are willing to do anything to keep each other safe, nor does this mean that there aren’t families that are only that by name and blood. Instead, these bonds have become a lot more “intimate,” breaking the normally held taboos against seeing those that share your blood as potential partners.

And seeing as you decided to show up here, it can be safe to assume that you are the kind to revel in the breaking of that taboo. So, take these **1000 Choice Points** to fund your hedonistic incest fueled adventures regardless of if your taking the role of the child or the parent.

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Starting Location

While normally most incest related tales and stories tend to take place somewhere in the modern day, whether that be on Earth or some fictional modern world, that isn't always the case. There are plenty of examples of such stories that take place in a wide number of settings which can range from:

- The story of a young noble in your stereotypical sword and sorcery fantasy world that is a part of a proud noble family with a prestigious and highly sought after lineage which soon falls into inbreeding. Either after they were cursed by a witch they snubbed or in an effort to help protect their blood from being polluted by commoners and other inferior nobles.

- The story of a female gun toting merc that roams the a sci-fi space opera galaxy collecting bounties in her dad's old ship who has the unfortunate luck of constantly running into, seducing, and accidently fucking her siblings as she flies across the stars due to said father being a prolific sex tourist who liberally spread his seed among said stars.

- Or the story of tribal youth in a world bordering the Paleolithic and Neolithic eras that has to both take the reins and lead his extended family/village during this transition of eras, due to his father dying in a hunting accident, as well as breeding said extended family to help them propagate and grow due to being the only male left as well.

So, to that end, by default this jump will take place in a modern Earth, or similarly modern generic fictional world, with everything that you'd expect it to have. But, if you so wish, you can choose to substitute such a "boring" world out for any number of other generic worlds based around certain genres. Said generic world can range from absolutely anything whether that be a European/Japanese fantasy world full of adventures that go around slaying dragons with swords and magic, a sci-fi space opera where an ancient galactic hegemony is on the brink of being ripped apart into squabbling factions in a civil war, an urban fantasy world where conspiracy and shadow wars are fought both by squabbling politicians and those that creep in the shadowy dark, etc. This also allows you to use this jump as a **supplement** to any other jump that you so wish just in case you have a particular world or setting you'd like to get your family fucking on for one reason or another.

Origins

When picking an origin you also pick one of the two sub-origins/archetypes.

Younger Sibling [Free] Age Range: 5-12
Seeking an opportunity to relive your time as the youngest in a family? Or do you want to know what it feels like to have older siblings? Either way, taking this origin will allow you to play the role of a **Younger Sibling** that is generally considered "pure" in terms of intimacy and lust.

To that end, you'll have two main archetypes to flavor yourself around, **Innocent Youth (IY)** for those who want to be the stereotypical shy innocent sibling that people can't help, but introduce to the world of sex. Or **Cheeky Brat (CB)** for those who want to jump right into to the incest fueled sex by annoying and teasing the rest of their family.

Older Sibling [Free] Age Range: 12-22
But maybe you don't want to go back and relive having next to no agency. Maybe instead you want to go back to the middle years between being a young child and an adult. And if you do, taking this origin will allow you to be an **Older Sibling** with both new freedoms and increased responsibilities, along with being smack in the middle of puberty.

To that end, you'll have two main archetypes to flavor yourself around, **Slacking Pervert (SP)** for those who want to play the role of a perverted "loser" that wants to bring their incestual fantasies to life. Or **Middle Seducer (MS)** for those who want to use your "middle" status to seduce your family and be the one being chased rather than doing the chasing.

Homemaker [Free] Age Range: 30+
Though reliving life as a kid may not be what you're looking for as not everyone has fond memories of being a kid. Or maybe you'd rather be on the "other side" of the equation when it comes to engaging in incest. If so, taking this origin will allow you to play the role of the loving and oh so caring **Homemaker**, whose role is to nurture and care for your children which is ripe for being "corrupted."

To that end, you'll have two main archetypes to flavor yourself around, **Loving Caretaker (LC)** for those who want to drown your wards in your "love," both inside and out. Or **Lusty Rearer (LR)** for those who want to use your expected responsibilities to mold your children into whatever you want.

Breadwinner [Free] Age Range: 30+
But, just like how not everyone wants to relive their youth, not everyone wants to be "stuck" being a stay at home parent. Maybe, like them, you'd rather be the one who carries the family on your back and supports them through your work. If so, taking this origin will allow you to play the role of the hardworking pillar of the family as a **Breadwinner**, whose stern hand can be used to mold said family to their liking.

To that end, you'll have two main archetypes to flavor yourself around, **Stern Disciplinarian (SD)** for those who want to lay down the law in the house by lying with the troublemakers. Or **Secret Badass (SB)** for those who want to be the "hero" their children grow a crush on.

Perks

Origins get their super-origin, (Gen), and chosen sub-origin's 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

"Jumping" Into A Family [100-400 CP]

Now, as a potential connoisseur of all things incest related your going to need some kind of method to guarantee that you have somekind of family to both love and unleash your passion/lust upon in future worlds. Especially if you'd rather take the path of being the child in a family without needing something like a reincarnation ability or something similar. So, by taking this perk you'll gain the ability to choose and customize your very own family to start a jump with, similar to a very famous life sim game.

At this perk's first **100 CP** tier your customization options are very basic, with you only being able to choose the number of members, whether or not you and them are blood related, their familial relation to you like being your parent or child, their sex, and a basic archetype they fill in terms of their body type and personality. For example, you could add a mother who is a bombshell MILF while behaving like a stern workaholic, a loli little sister who's a shy introvert scared of everything, or a fat assed femboy older brother who hangs with a bit too rough of a crowd. During this process you can also choose to omit certain members who normally would have to be there such as one of your parents or the spouse of your aunts/uncles that have kids, with their absence being explained in a number of different ways. Maybe they had just died somewhat recently, they are a completely evil scumbag that was sent to prison, or maybe they are just simply separated from the family in case you still want to meet them. And in regards to their race/species, said aspect will default to whatever you enter the jump as though it has to be around human level, but you can also choose to make them any race/species that are native to a jump, with you gaining that race as an alt-form if they are your birth family, which also adheres to that around human level limit.

And to better help you acclimate with your new family, and them with you, a random simulated history of you being a part of the family up until the point of your insertion will be randomly generated and put into their minds. You'll also be able to choose whether this history is also seamlessly uploaded to yours as if you always had them, or forgoing it if you plan on entering the jump the second you are born/adopted into the family or your children are. Said history will be able to account for how the various personalities that make up your family, including yourself, would interact and regardless of if you choose to have the simulated history or not, this perk also allows you to spice up how you meet your new family. Specifically, you can customize how you enter a new jump, so long as it is related to or has something to do with your new family. Maybe you enter a jump by snapping into reality in the back of one of your parent's cars heading back home after school, maybe you awake from a supposed endless coma after an accident with the one member watching over you bursting into tears and quick calling the rest who assume you have amnesia, or maybe you enter it while walking across a beach with your soon to be adoptive son/daughter washing ashore nearby.

But, if you'd like to get a bit more out of this, by spending an extra **100 CP** for a total of **200 CP**, the second tier would allow for more customization options. Specifically, you'll be able to decide some of the sexual quirks/fetishes of your family, along with their normal hobbies, fascinations, etc., that can be as plain or as complex as you want. For example, the aforementioned stern MILF could maybe be an alcoholic with a habit of getting near blackout drunk when the stress of work gets to her, turning her into a very "handsy" and physically affectionate drunk that tends to want to sleep in your bed with you and also tends to "forget" about what happened by the morning. Maybe your scaredy loli little sister has a habit of asking to sleep with you to ward away the nightmares, whereupon she tends to get and unconsciously act out very lewd wet dreams. Or maybe your delinquent femboy older brother tends to walk around the house in nothing but a t-shirt and panties that get swallowed by his ass, all the while being very pushy and aggressive about getting in some deep "cuddle time" with you on the couch. This tier also allows you to customize the exact relationship between each of the members and yourself such as making it so your mother/father sees you as a lazy good for nothing, while your younger siblings see you as a "hero" to some degree. As a final boon, you are also given a bit more control of the previously mentioned simulated history. Specifically, you can customize as much or as little of the history as you want along with being able to lay some of the groundwork for having sex with your family members to help give a starting leg up. For example, maybe in the simulated history one of your parents walked in on you masturbating and can't get it out of their heads, or maybe you "accidently" kissed an older sibling after they took you to a secluded spot to drink some beer and shoot the shit.

And finally, if you'd like to be able to influence the "power" of your new family, for an extra **200 CP** for a total of **400 CP** you can modify their powers, skills, and status in whatever setting you're going to. To be a bit more specific, you can grant/specify the various powers/skills each family member has as well as choosing their occupations and the overall "status" of the family as a whole. What you can and can not grant with this is dependent on the setting you're going to and is limited to placing them on the upper side of being powerful, skilled, and high of status but nowhere near the top. For example, in a fantasy setting you could make your family a part of the upper crust of a nation's nobility with their own lands/titles along with one of your parents and some of your siblings being strong mages, or in a sci-fi setting you could make your entire family decorated and highly skilled members of a star nation's military spread across all of its various branches like the navy, army, and spec ops. This also allows you to share your more powerful species/races that you have or choose more powerful ones for them to be, while still obeying the previously mentioned strength limitations. And if you so wish, this tier also allow you to make use of the simulated history and insertion customization to skip all of the tedious work of building things up to the point you can fuck your family. For the former, you can simply choose for the simulated history to do all the work in getting you and your family to the point your all freely fucking each other, and with the latter you could, along with the sexual quirks/fetishes customization from the second tier, design a insertion situation where your soon to be adoptive parent comes across you in a drunken stupor, decides to have sex with you, and due to your skill decides to adopt you into their family of equally sex starved maniacs.

As a final note, this perk can also be used to insert yourself into a canon family, and you can use the omission ability to write out canon members of that family.

Is It So, Wrong [100-300 CP]
Despite being incredibly taboo, incest has its fair share of ardent supporters that pump out massive amounts of incest related media that can sate the thrist one has for a wide variety of different niches. But this popularity doesn't mean that "normal" people don't find a number of things wrong with being into incest, with some displaying vehement hatred for those who show even a passing interest. And such hatred can make your family fucking endeavors difficult or even dangerous, especially since some of your family can be counted among such people. So, to make sure any undue heat doesn't come crashing down on your head due to you tastes, this perk will let you change how incest is viewed in the world.

Specifically, this will allow you to dial in just how taboo incest is in a setting, whether that be how it is normally viewed as something incredibly wrong to something that is popular enough to be considered equal to things like big asses/tits. You can also get very specific with this such as making it so sibling on sibling incest is completely fine, but parental incest is a no go, or make it so that in certain areas of a setting it is considered legal while in others it is simply tolerated at best. And besides this making is so others don't care too much that you fucking your family, along with reducing your family's hesitation in engaging with it depending on how you changed things, this perk also makes it so that for you and your family the eroticism of incest's normally taboo nature will never leave or become completely mundane. For example, you could be fucking your entire family multiple times every single day or deciding to outdo the Hapsburgs by expanding your inbred family tree by fucking your children, grandchildren, great grandchildren, etc., and that special taboo tingle will never go away. In fact, that special little incestual feeling when you fuck your family members will get a boost to its strength making sex with your family feel that much better than with anyone else and with each member having their own unique tingle, with this being shared with your family in turn.

But, if you'd like something a bit more than just making the process of family fucking not an uphill battle, for an extra **100 CP** for a total of **200 CP**, you gain the ability to enforce a series of lewd incest themed porn logic. These bits of porn logic can affect things such as societal norms/actual laws such as making it a custom for a person's first ever sexual experience to be at the hands of a family member, psychology such as making it so parents and their children always seem to become romantically magnetized to each other, biology such as making so that parents are hypersensitive to the scent and taste of their kids' sexual fluids which serves as an aphrodisiac delicacy for them, or a combination of the three. What exactly is entailed in a piece of porn logic is entirely up to you, with you being able to get incredibly specific with what they do and who they affect similarly to the aforementioned incest acceptance, which can be to the point that you can make it so only you and your family are affected while everyone else still sees it as normal. The only real limitations are that this can't be used to grant any real powers or abilities.

And finally, if you want to expand the fetish potential of this perk, by paying **100 CP**, regardless of what tier you picked, you can have the boons of your chosen tier be applied to other fetishes and sex in general.

For the first tier, the special "tingle" you feel when engaging in incest will now go off whenever you indulge with your preferred fetishes, with it increasing in strength based on how much you indulge such as fucking someone with a huge ass compared to someone with a "normal" one, and said fetishes will never lose their appeal or charm. So, if you happen to be a monster fucker, you'll never have to worry about becoming too used to the monstrous appeal of your lovers and vice versa, or if you have a thing for big asses you'll never grow disinterested in those that are "normally" big rather than inhumanly big, even if the bigger ones enhance that special "tingle" more.

And for the second tier, your various instances of porn logic can now incorporate different fetishes or just sex in general with some minor additions to make them work. For example, for societal norms/laws you could make it so being a rapist “hitman” is a legitimate legal career choice or make the dress code more skimpy and lewd while still functioning just as good as their normal versions. For psychology you could make certain sexual personality archetypes and their associated sexual situations more common like lonely, horny MILFs who invite a young stud/bombshell like yourself to stay the night to keep them "company" or make it so most people think way too heavily with their pussy/dick to the point it overrides their better judgment so you could score some easy lays and lure people by flashing yours. For biology you could introduce different types of non-humans or play around with physical traits like sexual assets, height, or body types on a species by species or archetype by archetype basis by making use of percentages and minimums/averages/maximums. And for combinations you could enact "reversed morality" which swaps, exaggerates, and heavily sexualizes the social and physical roles/stereotypes of men and women such as making women incredibly sexually aggressive and forward or make it where non-humans outnumber humans in an incredibly human-centric society with humans being seen as gods amongst men who non-humans are socially bound to serve in one way or another. And similarly to before, you can choose to limit these instances of pornlogic to the point that it only affects you and those that you run into such that with the aforementioned MILFs you’d be the only one to run into them.

Coupled with the second tier, you can also use this ability to eliminate “fetishes, kinks, and sex acts” that you dislike or genuinely loathe, whether it be harmless things like armpits and farts or more extreme things like rape and other sex crimes. Not only will doing this erase your selected “fetishes, kinks, and sex acts” from the general consciousness of every one, causing people to view them as being as ridiculous as seriously claiming that you can fly to the Moon by sprouting wings out of your ass.

Blood And Water [100 CP]
In a perfect world the act of adopting someone would be relegated mainly to tragic occurrences like the death of parents. But, such a world is incredibly rare, as abuse, poor circumstances, and other such things result in a good number of kids needing someone to adopt and take care of them. And in the event you’d like to “help out” in regards to this problem, or your choices led to you yourself being adopted by a family, then this perk will help smooth over the typically awkward transition phase.

Now, in the event you are adopted, you adopt someone else, or you gain some kind of non-blood familial relationship, you can, if you so wish, implement a guarantee that you will come to love them and they will come to love you as deeply as if you were blood

related. The process of this will also happen at a far more rapid pace than normal to the point that within a month of casual interactions you or your adopted child might as well be considered a deeply beloved flesh and blood member of the family. This can and will lead to others believing that you and your family are blood related, with them coming up with some fanciful explanations if very obvious factors contradict this like you and your family being of wildly different species.

Family Bonding [100 CP]
Typically it is assumed that the bonds between family members will be the strongest that a person will have in their entire life. While that unfortunately isn't always true, familial bonds do have the leg up due to you typically interacting and living with those that you share said bonds with day in and day out. And by taking this perk, you'll gain a way to make creating those bonds a lot more fun for all involved.

Specifically, this perk makes it so that incest and any lust you and your family feel for each other never taints or diminishes the familial bond that you all have. In fact having sex with your family will instead enhance and cause it to grow stronger in various unique ways, enforcing the idea that a family that fucks together stays together and making sure that none of you will ever feel like you only love each other due to the sex.

Family Of The Great Sequoia [100-200 CP]
Due to your jumper nature and your habit of hopping from setting to setting, it wouldn't be a rare thing for you to have more than one family. Maybe in a few different settings you were forced to be a kid again with a family foisted upon you, or maybe you're a incest fanatic and got "greedy" trying to experience all the different incest related tropes or archetypical relationships. Regardless of how or why, it's more than likely that if you did have more than one family you bonded with them to the point where you wouldn't want to leave them behind, so taking this perk will allow you to smooth things over between all of your families.

Specifically, this perk makes it so that your heart and mind will be forever open to loving an infinite amount of people, so you could have dozens of mothers/fathers, hundreds of siblings, or thousands of kids, and you'd be able to love all of them just the same. It also allows all of the families you may accumulate across your journey to seamlessly integrate with each other in whatever way you see fit. Maybe your siblings from one family will see the siblings from another as their own blood siblings, or maybe all of your parents decide to marry each other to take care of the combined family as a polycule.

But, if you happen to gather and gain too many families that can lead to different problems, so for an extra **100 CP** for a total of **200 CP** you and your family members are able to bypass the normal problems that would occur with a family whose numbers reach into the hundreds, thousands, or even millions. For example, allowing you or your parents to parent an infinite number of kids at the same time without neglecting any of them, making it so your intra-family relationships don't degrade even if you haven't seen each other in a while so long as you still love each other, and a bit of reality bending that makes it so that even if your family is numerous enough to populate a planet, you'd all be able to run into and interact with each and every member of the family at least once a week basis with this taking no extra time out of the day.

This also makes it trivially easy to plan and execute family get-togethers, regardless of the size of your family, with things like people's schedules oddly lining up perfectly and minor annoyances and difficulties such as coordinating travel being non-existent. Once the get-together is underway everyone tends to have a good time, barring anything major happening like local disaster and the like. They'll engage in thoughtful, good hearted conversations and interactions with each other, with things like grudges or drama being washed away and solved. By the end of it the event will be something that everyone looks back on fondly with everyone's bonds growing deeper.

A Role In The Family [200 CP]
One thing that may pop up during your time here, depending on if you decided to become a child in a new family, and something that is a bane of those who happen to reincarnate into a different world is how you're going to play things off. While **"Jumping" Into A Family** allows you to bypass the problem of having to pretend to be someone you're not, if you decide to come in young enough your normal mannerisms may signal that something is off to your family or others. So, to aid in such situations, as well as when you want to do some sexual roleplay, but fear you'd never be able to get into character, this perk will make you an expert roleplayer.

With this you'll be able to perfectly create and subsume yourself into a wide variety of different roles without breaking character or being held back by anxiety or embarrassment with all the intricacies, habits, mannerisms, speech patterns, etc., coming completely naturally and blending seamlessly even if they contradict each other or your appearance. For example, you could perfectly play the role of a cute innocent child who loves your onee-chan and is embarrassed by all things lewd despite the fact you're over 500 years old, depraved to levels most people couldn't comprehend, and have been through countless hellish horrors that have jaded you a bit. Or pull off a ditzy and clumsy "clueless" MILF routine despite the fact you look, sound, and speak like a grizzled veteran of hundreds of wars. In fact, playing into the contrast of your current appearance, personality traits and actions makes people find you that much more sexy and enticing.

Family Secrets [200 CP]
As was mentioned in **Is It So, Wrong**, incest, despite having a large fanbase, is something that is heavily frowned upon. And being discovered can lead to a whole host of headaches such as you or your parents being arrested and proverbially dragged through hell. So, to make keeping all your family fucking on the down low so no one you don't want finding out finds out, taking this perk will make keeping a secret one of the easiest things you could do.

Specifically, this perk makes it so that so long as you don't blab about any secrets that you want to be kept, no one else who knows of a secret and isn't hostile towards you will directly blab about it either. To better aid in this, you all will never get a compulsion to tell anyone, won't accidentally let something slip about the secret, and can keep a good poker face if people are brushing up against the "truth."

No One Fucks My Sister, But Me [200 CP]
One of the problems that may pop up when your trying to go the incest route, which can apply to any attempt at romancing someone, is the fact that your family members may

have their eyes set on someone else or the other way around. In such instances, not only do you have to compete with someone else for the affections of a particular family member, said other person could have a leg up over you for a wide number of reasons. So, by taking this perk, you'll be provided with a passive means of making sure your family remains open for you and you alone.

As now, this perk will enforce a case of blue balling onto specific family members of your choice, which makes it so that any attempt that is made for them to find partners outside of you, whether it be something like your single parent getting onto a dating app, your siblings classmates starting to flirt with them, or your child developing their first crush, always end in failure one way or another. You can choose to make it so that all attempts are stopped before they even have a chance to start or allow them to continue to a certain point, but no further for whatever reason you may have, such as them never reaching anything like sex or even "first base" if you so wish. This basically means that you never have to worry about your single/divorced dad finding someone to be your new stepmother, any of the jocks at your older sister's school managing to rizz her up, or your son bringing home a "housebreaking" hussy.

But, if you'd like to play an active part in breaking up such relationships, maybe because you get off on cucking those crushing on your family member or because you want to further drive your family "into your arms", you become an expert in knowing how to actively break apart relationships. This includes using subtle methods, such as planting fake or real evidence of your sister's boyfriend cheating on her, or those that are a bit more overt like goading the woman your father brought home into doing something stupid like trying to hit you or cursing you out. Upon doing so, not only will the relationship break up completely with the "offending" party disappearing never to be heard from again, but your family member will be driven further into your "clutches" with you know just how to comfort them if you went the subtle route and them gaining a greater appreciation for you if you went a bit more overt.

And as a slight bonus in case you don't have the heart to completely fuck over the love life of someone who generally hasn't done you any wrong, you can make it so that those that are trying to woo your family members, or anyone your after in general, has one or more things about them that you personally would find bad enough to justify you breaking the whole thing up.

Leia Is My Sister! [200 CP]
A common trope in incest stories, as well as a few normal ones, is the situation where two characters meet, have incredible adventures, and may even fall in love before it is somehow revealed that the two of them are related in someway. In some situations it can be cause for celebration and in others things can be a bit more awkward, especially if both parties had a deep romance before finding out. But such a thing can be chock full of surprise, drama, and suspense that you may want to get in on, so taking this perk will allow you to pull off things similar to what happened in a galaxy far, far away.

First, this perk allows you to choose one person in a setting to become the relative of, with you being able to choose whether they become your parent, sibling, child, aunt/uncle, etc. Upon doing this, reality will be retroactively rewritten to enforce the relationship, including on the genetic level so you'll inherit things from them if you make

them one of your parents and vice versa. It will also invoke some kind of event to reveal the relationship to the other person, which can either be direct or indirect. Indirect events will manifest as them learning about your relation to them via things like a random letter in the mail, deciding to get a DNA test done, or just something where you aren't directly involved, and direct events manifest as things like you and them randomly finding each other and going on an adventure or just generally interacting and bonding with each other, with the revelation being broken to them some time during it.

Once it is broken to them they will become overjoyed at finding out about their relation to you, ignoring things like how you must have abandoned them if you chose to make them your child and how anti-social or evil they may normally be, with them making efforts to seek you out if the way they find out about the relation does not directly involve you. Not only that, but a lusty haze will get put over their mind, which in indirect events manifests as their want to connect and have a relationship with you being tainted and shifted to a desire to have any kind of relationship with you, with sex in their mind being the best way to keep you around, and in the direct events manifests as the revelation flooding them with joy and lust, especially if you started to date or fuck them before the revelation. Also if you'd like the relation to be a surprise to yourself as well, you can choose for the memory of you picking someone to be your new relative to be wiped.

This ability has a cool down of a few months.

Keeping It In The Family [100-600 CP]
Now, with all of your dreams and fantasies about indulging in incest and fucking your family to your heart's content, there is a chance you may have though about the problem of inbreeding. While it isn't something that everyone who want to fuck their family has to worry about, for those that have a certain itch to grow their family with their family, it can be a major problem and incredibly cruel to the resulting children. So, to allow any resulting incest babies to live happy and healthy lives, while also getting something special out of the arrangement, this perk will be a valuable tool.

To start, this perk makes it so that incest will never result in any genetic problems or abnormalities, with you being able to designate a particular non-harmful trait that marks your children as incest babies, like the Hapsburg Jaw or even some kind of specific birthmark, if you want for some reason. This also extends to preventing any problems if you happen to fuck and impregnate, or be impregnated by, yourself if you have a long enough dick and a pussy or managed to make a clone.

But, simply getting rid of any downsides to inbreeding may not be enough for you, so for an extra **100 CP** for a total of **200 CP**, inbreeding becomes a very good thing if you're in the market for "home growing" agents, heirs, or even an army like a certain game where kings go on crusade. This is because inbreeding now not only improves the health and physical capabilities of the resulting children, it grants, enforces, and empowers "mundane" physical traits with each successive inbreeding pregnancy, with it even being able to take normally negative ones that are a result from inbreeding and turn them positive. For example, if having an incest baby resulted in them gaining gigantism, not only would the negative health effects of said gigantism not be as bad, having more children with that child, and so on and so forth, would enhance the strengths and

eliminate the weaknesses of the gigantism. This also would make this brand of gigantism a lot more common in their children, with said children generally being healthier and more physically capable than normal, with these improvements also getting stronger as you sink further into inbreeding.

But, if you want to take things another step forward, then for an extra **200 CP** for a total of **400 CP**, the aforementioned trait enhancement now affects supernatural abilities, species traits, and the like. Besides obviously being able to pass along any powers/abilities you have, you'll also be able to custom design any kids you have down to the genetic level, so long as the traits/abilities that you pick and choose exist either in you, one of your alt-forms, or your partner. This will also allow you to blend and meld any trait or ability that is passed to your child together, even if they are polar opposites or wouldn't blend normally, either leaving the resulting fusion up to chance or specifically choosing how it manifests. For example, if you had a child who inherited your telekinetic ability and you then have a child with them your resulting child/grandchild/sibling-in-law would gain a far stronger base power in their telekinesis and may even develop a special related offshoot ability/technique. Or if you have multiple different alt-forms of differing species, you'd be able to meld them all seamlessly together into a single fusion species that your children will have with all the relevant species abilities/powers being melded together in some way. The only limitation on this, if you can call it that, is that these powers/abilities will start to come in around puberty, sometimes early and sometimes later.

And finally, if you'd like something that almost every jumper would kill to have, then for a final extra **200 CP** for a total of **600 CP** you gain the ability to pass along any and all perks to your children. There is no limitation on CP value in terms of what you can share, but somewhat similarly to the **400 CP** tier the higher the point value the longer it will take for the perk to manifest in your kid with the latest time being around their 18th birthday.

And as a final note, despite the language used, all the inbreeding related abilities of this perk can function when your children are engaging in incest that your aren't involved in meaning that you don't personally have to be the one doing all the inbreeding to improve things. This is because you're able to pass this perk down to your children even if you don't purchase the 600 CP tier.

Children
Discounted for Younger/Older Sibling

What It Means To Grow Up [100 CP]
As a child one of your main responsibilities in life is to not only grow up, but learn as much as you can while doing so. And while this tends to be mainly in regard to knowledge and information such as the various work done in school or things taught by your parents, another aspect of this is growing as a person which can be a bit more difficult. So, by taking this perk, you'll be able to make sure that opportunities to better yourself will constantly fall into your lap.

As with it, you become a sort of magnet for life experiences that allow you develop certain character/personality traits, moral code tenets, or mindsets you'd prefer to have, curb and/or remove those that you feel are holding you back, and overall mold yourself into the person you'd like to be. So, if you'd really like to be a better, more thoughtful listener or you want to get rid of your incredibly messy lifestyle this perk will cause situations and life experiences that will help you in regards to this that are guaranteed to work. This can also function on a need based basis, so if through circumstances during this jump you find yourself needing to step up and lead an entire nation while you're still young situations would pop up that would ease you into becoming a blend of the leader you want and need to be. And, as you may know, not everything learned from life experiences comes from triumph and thus coupled with this you are incredibly good and learning from mistakes or failure such as knowing why you failed and knowing how to take steps to prevent failing in the future in the same way. But despite these experiences and their association with your growing up, you will be able to always remain true to yourself. Not only will you only change in ways your "true self" would really want, such as not becoming drunk with power as your jumper journey rolls onward though you can choose to override this, but you will always keep a child-like sense of wonder, enthusiasm, and excitement for all that you see and do. You'll never grow bored, jaded, or apathetic, and you'll always have the drive and "energy" to fulfill any and all dreams you put your mind to, no matter how "childish" they may be.

And it seems that this drive and energy has other uses, as it serves as a bit of a beacon for those of your choosing who are older than you, even if it's not by much, or are perceived to be, with you knowing how to make yourself seem younger than you are with things like your mannerisms. This "infects" them with a bit of "youth lust" as when you show off your energy, drive, and enthusiasm for what you do, regardless of what it is, you're able to rekindle their youthful spark and give them the drive and energy to live life on their terms which can get them out of things like a stagnant rut. But, for those "older" than you that you may have a lustful eye out for, such as your own parents or older siblings, the aforementioned "youth lust" become a bit more literal as when you show off your youthfulness they'll start to long for their own youth, even if they are barely older than you, which will be modified a bit so they'll start to see you as a tool to recapture it. This manifests as them becoming more sexually drawn to you, somewhat similar to how someone may go after a bad boy/girl to get an injection of excitement back into their lives, which while this won't make them drop everything to fuck you, baring other perks, it can be a potent tool.

Learning The Family Business [200 CP]
As a child of a family, regardless of if you're still new to the world or are on the cusp of adulthood, your main job is to learn things. Whether that be your parents teaching you about certain tips and tricks when it comes to life or learning things like math and history while in school, all of these things serve to make you a better person one way or another. And by taking this perk, you'll gain some boons that any student would give almost anything to have.

First, this perk gets rid of any and all impediments to your ability to learn that aren't related to any "character flaws" like a lack of patience, such as mental conditions like ADHD. And in their place you will gain a great love for learning, finding it fun to not only admire the end result of your learning experience, but to go through the entire process of learning something from start to finish and seeing yourself improve regardless of what field you are pursuing. And second, you will become the picture perfect example of a model student as you become an expert at taking notes, knowing when something doesn't make sense to you and how to properly phrase your questions to bring this across to a teacher, and gain self studying skills to the point you may as well not need a teacher in most cases, but they will still be a big help, with resources and the like being easy to find assuming what you're trying to learn isn't something that is rare and secretive. Speaking of teachers, this perk also makes anyone that tries to teach you anything do so with an enthusiasm that makes it easier and faster for you to learn, such as them knowing how to properly phrase things, create the perfect visual aid, or adapt to any number of learning styles. Your parents and other members of your family will also readily and happily jump at the smallest opportunity to teach you what they know and practice with you, with such family teaching and practicing make the whole process even more enjoyable for you.

As a bonus, you also get a few more minor benefits such as having a perfect mental calendar that makes entries whenever you're given a task by someone, like your parents telling you to take out the trash, or notice that you need to get something done, like cleaning your room. These entries record a small description of all of the important details on what needs to be done as well as a deadline when applicable, and so as long as they remain unfinished you will get regular mental pings about them. As well as incredible ease at forming good habits of various kinds and a deep understanding of yourself that allow you to know when it would be fine for you to goof off and when you should lock in, knuckle down, and get something done.

Collector Of Bloodlines [400 CP]
In a good number of fantastical families, there tends to be a special genetic ability referred to as a bloodline ability that gets passed from parent to child, with sometimes their very own species being considered as such. Some are relatively minor and wouldn't really be of much note, and others are so world shatteringly powerful that anyone would do anything to get their hands on the ability. And by taking this perk, you will have a guaranteed method of adding such abilities to your own repertoire of power.

As now, when being born into a family, such as via **"Jumping" Into A Family**, you will instantly gain any and all bloodline, genetic, or other related abilities they have at their maximum potential. Even if it's a case where an ability only manifests once every generation and someone already has it, gaining one bloodline ability locks you out of

gaining another, the family has various abilities that are the result of mutations or combinations of a mother's and father's abilities when they are passed down to children, or it's an ability long lost in the family's past. But, in the event you happen to be adopted then this transfer needs to be "consummated" by fucking one of your new adoptive parents. And to top it all off, this also includes their species/race, with this perk making it so you always count as a completely full blooded member, even if you're a hybrid, with all the benefits of both.

What "maximum potential" means is that you are capable of reaching the maximum level of power with a given bloodline/genetic ability and can bypass all requirements with simple hard work and training. The more powerful an ability is and the more demanding the requirements to normally unlock or improve them are, the harder you have to train and work. For example, if you become a part of a family that is made up of a particular species of space faring monkey like humans with various species specific transformations with colorful hairdos, then not only would you have the potential to gain all of those transformations, you'd be able to do so without having to do things like take part of an ancient ritual from the species' past or be pushed to near psychotic rage after seeing your best friend be killed. But, as you climb your way up the ladder of transformations you'll have to continuously put in more and more work/training to unlock the rest.

As a final bonus, you also will rapidly become the designated heir apparent of whatever family you happen to join if you so wish. This effectively means that things like royal titles, ancestral lands, and other things of the sort are guaranteed to be passed along to you and you alone when the time is right, with no one else in the family getting too upset or jealous.

Younger Sibling

(Gen) Forbidden Fruit [100 CP]
As was previously mentioned, in most incest related stories the youngest of the family tends to fall into two major archetypes, the **Innocent Youth** who is a shining beacon of cuteness, and the **Cheeky Brat** who just oozes lust ill-fitting for their age. But despite which one you personally may fall into, you may not have what it takes to pull them off as nonchalantly as you may want. So, to help you be the purposeful or accidentally tempter your family deserves, taking this perk will give you a certain air about yourself.

Specifically, this perk makes it so that you now give off an air of both cuteness and sultriness that bleeds into practically everything you do. From adjusting your clothes, running and playing, even just laying around and watching tv, small little elements about how you do these things will catch people's gaze. This will both fill them with adoration and make their blood run a bit hot, with the juxtaposition of both enhancing your cute factor when you do something lewd and vice versa. You are also aware of when people catch gazes of your cute/lewd actions and nature, with you having the instinct to know how to accentuate the cuteness and/or the lewdness of what you do, and make them wonder if you're doing it purposefully or are oblivious to how you're seen.

(IY) Could Just Eat You Up [100 CP]
In most loving families it can be seen as the norm for there to be a lot of visible affection shown between the members, especially in regards to older members doing so for the younger ones. From aunts and uncles wrapping their nieces and nephews in tight bear hugs at the family Christmas party to parents giving their kids a kiss on the cheek as they head out for school, such displays of affection serve as a very visible way of showing how much you care for a family member. And by taking this perk such displays will have a habit of turning lewd in some way.

Specifically, this perk makes it so that your parents and other members of your family that are considered "older" than you tend to shower you in a lot more physical affection than they may normally. The exact specifics of this affection depends on their relationship with you and their personality, so a loving mother would shower you in hugs and kisses, while a rough and tumble older cousin would rough house and wrestle with you. However, regardless of how they physically show their love, they will gain a tendency to get "caught up in the moment" and will occasionally/accidentally cause things to go a bit far, such as kissing you full on the lips for a minute, pushing your face into their boobs as they hug you, etc. They will always profusely apologize and say that it was an accident or that they just got carried away, but such shows of "affection" will slowly but surely fan the fires of incest inside of them. And as your familial and sexual relationship with them grows such lewd displays of affection will slowly, but surely increase in number, stop being accidental, and will even become a good deal more lewd such as your parents grinding on you as they kiss you, or an older sibling surprising you by fondling you from behind.

(CB) Bratty Tactics [100 CP]
But, instead of taking a more passive route, maybe you want to be a bit more active in the way you show affection for your family. Maybe in a way that is more associated with the stereotype of an annoying, bratty younger sibling such as making use of pranks and

the like. So, if you'd like to be the tiny "terror" of your family, this perk will turn you into such a mischievous little trickster.

This mainly entails granting you a mind that is able to formulate various kinds of pranks, or just insulting/goading words, which are perfectly suited to annoy people, get under their skin, and elicit the best reaction out of them depending on the type of person they are. These can range from the crude and simple, to those complex enough that even when red in the face with anger your victims will give you props on how well put together it was. And while all of this may annoy the hell out of people such as your family, so long as your pranks or misbehavior doesn't end up with anyone being hurt or anything destroyed, people will tend to brush them off as a part of your charm. To better aid in this, you are always aware of how far you can push your annoyances until a person in question snaps, what you can and can't get away with in regards to them, and how long you have to wait before they cool back down.

As a bonus, this perk also allows you to get away with more sexual pranks or misbehavior, letting you pull off things like "accidently" groping your family members, playing with their underwear like a toy, or chasing them around while naked. But in comparison to your normal pranks, these will wear out a person's tolerance a hell of a lot faster, especially in regards to you physically touching them, depending on how they are as a person. So, similarly to your non-lewd pranks, if one of your parents is a complete doormat you could push things a bit further in compassion to a no nonsense delinquent sibling.

(Gen) Small, But Hung [200 CP]
Another trope in incest related stories that tends to fall upon the youngest member of the family more often than not is that they, for one reason or another, are incredibly well endowed. Whether it be a child showing their parent(s) the sudden "growth spurt" they had overnight or an older sibling catching a glimpse at how much more "gifted" their younger sibling is when they share a bath, such events can catch people completely off guard. And by taking this perk you'll not only have such a gifted nature bestowed upon you, you'll be able to make good use of the shock it can inspire.

First, this perk will increase the size of some or all your sexual assets, such as your tits, cock, pussy, thighs, and/or ass, by a good amount so that they fit in the sweet spot of being large enough to be highly impressive for your body size, with what that exactly means being up to you, with this holding true even if you change physical form. You also gain a number of small cosmetic traits that help highlight the sheer size of your sexual assets whether that be the audible throb of your cock/slosh of your tits or the heady musky heat said assets give off. But since lugging such large assets around can be a pain, this perk not only nullifies the weight your feel from said assets, along with other impediments due to their size like trying to keep a massive cock hard, it also comes with the ability to both fit/hide said larger endowments inside of any kind of clothing. This also comes with the ability to both control how much of your true size is shown through said clothing and how they are accentuated through them, which can be to the point where with the former you could hide watermelon sized tits and a massive cock inside a thin bikini with no one being able to tell that you have them, and with the latter you could accentuate so much detail to the point people could see every vein on your dick or a highly detailed camel toe through your jeans.

And second, when you whip out your sexual assets for whatever reason and others manage to see them, said people will get hit with a sense of cock/tit/etc shock. And if they manage to perceive them in any way other than sight, like feeling them through your clothes, the shock won't fully affect them, but a sense of curiosity will take root compelling them to get visual confirmation. Regardless, said shock will always catch them off guard to a certain degree, no matter how used they get to seeing or feeling your sexual assets, which also means that they never get used to your lewdness or sexual prowess, and will cause their brain to "short circuit" a bit along with flushing them with arousal. This includes "searing" the image of your sexual assets into their memory, which they can't seem to get rid of, with the images "haunting" them as they go about their day. These effects increase in potency the larger your sexual assets are in relation to your body and this also makes wardrobe malfunctions for yourself something that you can trigger on command, whether that be your clothes always riding up or being able to burst them off with just a clinch, with the shock making it so no one begrudges you for the malfunctions even if it seems like your doing them on purpose. During these shock moments you can also get away with some lewd acts without the other party resisting that much such as rubbing your tits/cock on the person's face, fondling them, or potentially fucking them. But unless you are already at a point where they'd be willing to have sex expect them to behave as they normally would when they snap out of it. Said person may also be the one to initiate such as absentmindedly reaching out for and feeling you up to try and see if what they are seeing is real, with the extent they will go being based on your relationship.

Though for those who are very forward, aggressive, or just "out there", like an obsessive stalker monster who wants to be your "friend" and doesn't know what sex or genitals are, they may go ahead and take the initiative and skip some steps. For example, if you were pinned down by a bully and they felt you bulge they may tear your pants off in an attempt to humiliate you by exposing the fact that you stuff your pants, but be hit by your cock shock which, when combined with their aggressiveness, may make them do something like start jacking you off.

(IY) Young Golden Compliments [200 CP]
One thing that people say about young kids is the fact they tend to not have a filter and can be brutally honest when they point something out about someone. And due to that people tend to take compliments from kids a lot more seriously, with the idea being that they are just telling it how it is with no ulterior motive. So, if you'd like your compliments that you give out to hit and warm the hearts of others, then this is the perk for you.

As now, any compliment that you give out will be taken completely to heart by anyone you give them to, with you knowing just how to tailor compliments to specific people, such as one person liking you to be direct and blunt or another wanting you to get a bit flowery with it. You also can, just by looking at someone for a second, get an insight to the types of compliments they are weak to, such as your edgy delinquent older sibling being weak to you complementing their beauty or wanting you to find them to be cool. Not only will these compliments improve your relationship with a person, with the more sincere your compliments are the "stronger" they'll be, with the other person being able to tell, but they count as a form of harmless flirting, can be used to "butter" people up to

get things from them, and most importantly cause those you compliment to subconsciously try to enhance the qualities you complimented.

For example, if you were to say something like “you’d look cuter/hotter/more mature if you did x, y, or z”, the person in question would put serious effort in trying to follow said advice, with the better your relationship the more work they’ll put in and the stricter they’ll try to adhere themselves to your advice. In fact, as you repeatedly drown people with your compliments, with them never growing stale or repetitive, a warm fluttery, lovey dovey feeling will blossom in their chest which can make them a bit desperate to hear them from you. This desperation may kick them into high gear in regards to following your advice so they can hear you compliment them again, but you can dial this in so they don’t go overboard.

(CB) Who Taught You That [200 CP]
Due to the age you're more than likely going to be starting as during your time here, most people are going to assume you have little to no interest in anything romantic or even lewd. At most, people like your parents and siblings would expect you to have a crush on someone or be making your first steps towards getting yourself a short lived girl/boyfriend. But, as a libidinous brat you’ll have ample opportunity to both prove them wrong and showcase just how skilled in the art of lust you are, with this perk giving you just the right tools.

The first of which better allows you to endear yourself to your family in a more lustful way by granting you a flirting style highly focused on leveraging your brat nature. This mainly means that, similarly to **Young Golden Compliments**, instead of the intricacies of normal flirting, which wouldn’t work on a “normal” family in most cases, you can instead substitute in your pranks, insults, and other misbehavior. For example, you could bring attention to and go on and on about the “fat wobbly cow tits” your mother or sister have and not only would it work perfectly as hidden flirting, its “insulting” and blunt nature will instill a bit of shame/embarrassment induced arousal that is a bit addicting. You can also boost this by layering some of your lewd pranks, such as groping their tits while you say your line, assuming you have some way of getting away with it. In response to your methods they would at worst try to wave off what you said as nonsense or somewhat angrily tell you to stop it, all the while their a stuttering blushing mess.

But, it is not enough just to be able to talk the talk, so as a bonus you gain a boost to your sexual skill, turning you into a bit of a sex master. So, by just looking at someone you’ll be able to pinpoint all of their erogenous weak points and fetishes, which can give you some more ammo for your flirting insults, and you’ll also gain a level of sexual instinct strong enough to rapidly outpace most people in the bedroom.

(Gen) Little Sandman [400 CP]
As a Younger Sibling, one of the various things your parents may try to drill into you, alongside stuff like eating your vegetables, is the benefits of a good night’s sleep. While a list of the benefits would be a long one, it would mostly consist of mundane things like being well rested to tackle tomorrow's challenges and the like. So, by taking this perk, you’ll gain a method to allow sleep to gain a very lewd benefit, for both you and those you live with.

And this “method” functions by turning you into a master sleep molester, as now when you comes across people who are asleep, or otherwise unconscious, you’re able to molest and/or fuck them with no problem. They won’t wake up unless you choose for them to, no matter how rough you are with them with you being able to put them in a state of sleep paralysis if you so wish which they won’t remember, and you won’t have to worry about drowning/suffocating them if you cum down their throat or sit on their face. Also to make sure you aren’t interrupted, a muffling aura will make sure that only you can hear the sex your having, and people will be compelled to avoid the area the two of you are in whether that be not entering the sleeping person’s bedroom or even causing those who are sleeping in the same room to remain asleep. During this sleep sex, the person in question will be inflicted with vivid lewd dreams about you, with said dreams lingering for a good few nights afterwards and somehow making it where they get incredibly good sleep that invigorates them, which will both make them lust after you and make them more susceptible to your flirting and advances. And once you're done you never have to worry about the aftermath as either the evidence simply disappears after you're done or the person in question, along with those that come across them, finds some kind of excuse, no matter how fanciful or out there, to explain things. And you never have to worry about these explanations resulting in something like your "victim" calling the police because they think someone is breaking in.

But, if you’d like to be the “sleeping beauty” that gets pleasured in your sleep, this can be reversed. Specifically, when you are asleep you become a bit of a magnet for the desires of your family or others that you live with, with you always having perfect lucid dreams, getting good night sleeps with the same aforementioned invigorating effect, and being able to fall asleep on command. This manifests as them occasionally entering your room and, depending on your relationship, doing something lewd. If you haven’t pushed things along the most they may do is stare at your sleeping form and fantasize or masturbate a bit, but if you’ve already started to do things like fondling or fucking them they’ll “return the favor” with you also not waking up if you so wish, but being able to enjoy the pleasure while you sleep. And similarly to **Small, But Hung**, if the person in question is aggressive or a “bit strange” they may skip ahead in this escalation.

(IY) Too Innocent To Be You [400 CP]
One element about families that can be incredibly annoying to outsiders is that some have a tendency to believe that their members can do no wrong. To them any accusation from others that a member of the family had done something wrong is utter nonsense, which can be due to a whole host of reasons. But by taking this perk, you’ll gain a similar sort of consideration, not just from your family, but from almost anyone you meet which is coming from one particular factor.

Said factor is your perceived innocence as now this perk grants you a sort of aura of overwhelming innocence that makes it incredibly hard for people to think of you doing something wrong. This basically makes it so that, unless someone personally sees you doing something bad, people will try to make up a wide number of excuses that shift the blame of the aftermath of your misdeeds from you onto some imagined third party, similar to **Little Sandman**, regardless of how ridiculous it is. Even if all of the evidence seems to be pointing towards you, so long as none of it is concrete like a video or picture catching you in the act no one will believe that it was you. For example, if you happened to sneak some of the pie that your parents left cooling on a window sill they would

assume that some random wild animal got to it or if you happened to make a habit of stealing the underwear of your family to masturbate with and they find the aftermath in your room, they'd somehow come to the conclusion that some intruder who keeps managing to break in is responsible and trying to throw off the "scent" by implicating you. Though as a guarantee just like **Little Sandman**, these fanciful assumptions will never spiral out of control, such as your family deciding to get the cops involved in the aforementioned underwear stealing scenario.

But, if there is one thing people keep seeming to catch you doing is being lewd as, at your discretion, this aura of innocence can serve as a lure to those of your preferred gender or of your choosing if someone specific is nearby. This lure kicks in whenever you happen to be doing something "lewd", whether it be something "bad" like rifling through your older siblings underwear drawer or just being naked while you get ready for a shower. Once activated, those affected will be drawn to wherever you are with them "catching you" in the act. But, instead of being angry if your lewd act is bad, or overly shocked, a sort of lewd caring nature takes root in the minds. This nature, which overrides any hesitation, will compel them to either try and "teach" you a very lewd and not at all standard "sex ed" lesson or come up with some other bizarre reason to have sex with you right then and there in the guise of taking care of your "problem".

(CB) Brat Taming Reversal [400 CP]
As a certified brat your parents, and potentially your older siblings as well, are going to make it their main goal to try and "tame" you to various degrees. For some this may manifest as completely trying to rework your personality from the ground up to turn you into a "productive and good member of society", and for others it may be a bit more lax with them just trying to get you to tone down the brattiness when needed. And while this may come from a place of compassion and familial love in most cases, it would be safe to assume you wouldn't want to go along with such attempts to change you. So, by taking this perk, you'll be able to sort of turn the tables and be the one to tame and train your family rather than the other way around.

Specifically, your various mischievous activities can now be used as a strong tool to train people as you now know the best ways to use things such as pranks, begging, pleading, your "flirting" from **"Who Taught You That"**, or simply bugging someone to train and "program" people via negative reinforcement. Not only does training someone cause them to tolerate more and more of your misbehavior, which includes sexual things so if you could only get away with "accidently" groping your family members via **Bratty Tactics** you could upgrade to slipping your hands inside their clothes, but it becomes easier to get them to do what you want. This is mainly due to them becoming open to "compromises" to get the annoyances to stop, with such compromises shifting to be more in your favor as the training deepens. And this process works even better if your target is trying to "correct" you in some way, like your parent's trying to punish you to fix your attitude or even you being locked up by a prison guard/warden, with this sort of working like a full counter that gets conferred a larger boost the harder your target is trying to fix or punish you.

For example, your training could make it so your mother or older brother would be willing to give you a deep tongue kiss or buy you a game if it meant you'd stop bothering them, with this going faster for your mother if she was trying to punish you for

something like teasing your teacher at school, as well as cause them to tolerate and not care that you're trying to tempt/taunt them by waving your junk in their faces. In fact, in the latter case they may even take the initiative and start sucking you off/eating you out to preempt any bratty behavior from you. And this training isn't just limited to you being the "aggressor" as you can also change how someone reacts when you push them past their breaking point. Specifically, in the event that you accidentally or purposefully push people to snapping your training can make it so that instead of what they normally would do, such as screaming or trying to hit you, they will have a lapse of judgement and do something lewd to "punish" you to give you "a taste of your own medicine", with the degree of the lewdness depending on how much you trained them.

(Gen) Family Protection Squad [600 CP]
As the youngest of the family it's safe to assume that the other members of it are very protective of you, with the assumption that your family is a happy and healthy one. There are a number of reasons why they would be, but in the end it can be very nice to know that those closest to you will always have your back one way or another. And by taking this perk, such aid will not only become a lot more potent, but a bit more "unfair" for those who harm you.

Specifically, this perk makes it so that your family and other loved ones will always leap at opportunities to protect or stick up for you, even in situations where you bear some or most of the fault. For example, if you happen to be getting bullied in school your siblings and even your parents would be ready, willing, and able to drop whatever they are doing and try and kick the shit out of said bully, or at the very least rain metaphorical hellfire upon them. Or if you pulled off some large scale prank on someone your family would try to stick up for you and defend you from whomever you pranked whether that be leveraging their connections or what not. This doesn't mean that your parents won't discipline you if you bare some fault in the situation, but so long as the event wasn't entirely your fault they'll be far more lenient than they should, and you can sort of dial the protection response down so that your family doesn't try to murder everyone who wrongs you in some way.

But the main meat of this perk is that, if a situation leads to a fight or puts you in critical danger like being kidnapped, your family and loved ones will gain a boost not only to all of their capabilities, powers, and skill, but to their teamwork. This boost is proportional to the amount of love they all have for you as a whole, as well as the amount of danger you are in, all of which can turn them into a scarily efficient force that will scour the ends of the multiverse and fight any and everyone to make sure you're safe and sound.

(IY) Pillow Prince/Princess [600 CP]
One common fantasy/daydream that many kids have is being some sort of prince or princess, whether it be in a kingdom in a medieval fantasy world or as a space noble in a space opera setting. Some do this because they want to be/feel important and special, while others do it because their dream is for others to fawn over and serve them. Regardless of which camp you fall into, taking this perk will allow you to fulfill both wishes.

Specifically, this perk makes it so that you have a regal, noble air about yourself, with you subconsciously carrying yourself and behaving like it if you so wish, which in general

causes people to view you in an extremely important light to various degrees. For your family and loved ones, this starts at its strongest with them regarding you as if you were the light of their world while they are simply your humble servants. This makes it so they will always go out of their way to make sure that you are as happy as can be and that you succeed at whatever goal you try to tackle, along with leaping at the any opportunity to do anything you ask of them so long as it isn't suicidal. This means that they will leverage all of their resources, skills, powers, and connections to see your desires done, even if the best way to do so would be illegal, amoral, or underhanded, and they also are able to anticipate anything that you'd want of them so you don't even have to order them around most of the time. And as you would expect, this also includes your sexual desires as well, with your family becoming free-use "toys" for you which also makes it so your sexual antics never seems to distract them from their tasks if you so wish.

For those who aren't your family, they will instead treat you in a similar manner to someone who came across a universally beloved celebrity, or nobleperson in certain places, of incredible fame. This means, similarly to your family, you'll be able to nudge them into doing things for you, but to a lesser degree so you also gain expertise in using various means to convince people such as leveraging your cuteness or lewdness. This also heavily blunts any negative feelings people have for you and while this doesn't mean there won't be anyone who dislikes you or hates you enough to want to kill you, similarly to other widely beloved people they'll have to keep it on the down low if they don't want others to hate their guts. Those outside of your family can be "converted" to behave similarly to your family members by simply interacting with these people, with sex being particularly potent, with your importance in their eyes rising higher and higher, but any ill will or outright hostility will make this a lot harder.

As a bonus, due to your pure and innocent princely/princessly ways you're able to serve as a bit of a redeemer, whether a person is just a simple asshole thief or is in the realm of a serial killer, as quite a few have become better people after the introduction of a young kid into their life. And while you can do things normally via just by interacting with a person, with what exactly "redemption" looks like for them being up to you, the more efficient way to go about doing this is with sex. For example, if your older sibling is starting to develop bad habits and fall in with a gang in order to stick it to your parents you'd be able to sway them into becoming better and reconciling with the family with some deep and intimate sibling skinship. Or if one of your parents has a dark and shady past that left them with oceans of blood on their hands, they'd be able to take comfort both in you and your body which will absolve their conscience and allow them to move on. To help you in cases where you are trying to redeem someone violent, your noble air also makes it so that people are extremely hesitant to harm you. They would still be willing to kidnap and capture you, but truly all that would do is make your job even easier.

(CB) Tiny Tyrant [600 CP]
When it comes to ill behavior exhibited by children most people are of the mind that they should learn from the situation and be forgiven to some degree. This frame of mind however can be stretched to the breaking point when it is carried by some into more serious matters like arson, murder, or even rape, with the exact reasonings being varied.

And by taking this perk, you become a “shining” example of the byproduct of such thinking when it is taken without nuance.

As now, this perk makes it so when it comes to the law and society you are still legally considered a kid with only the benefits of being considered such. While this includes basic stuff like not having to pay taxes and other such things, the main meat of this is the fact that you never seem to get into any real legal or social trouble for any misbehavior. Whereas **Too Innocent To Be You** deals with people not believing you’ve done anything wrong unless you're caught in the act, this makes it so that most people don’t seem to care all that much even if you are caught due to everyone heavily minimizing and downplaying how bad it was due to you being a kid. This is even to the point that, depending on what exactly you did, the person you’ve wronged may end up vilified despite their legitimate grievances. But this doesn’t do anything to prevent those you target from stopping you, so in addition you also gain an aura of childishness that heavily weakens your victims attempts to stop you, though this only partially works if you're trying to hurt/kill them and flat out doesn’t if they are actively hostile and in the process of trying to do the same to you.

For example, you could go around smashing the windows on cars with a baseball bat and the cops that get called would simply tell the owners, who would be hesitant to stop you themselves, that you're “just having some fun”, give you a slap on the wrist at most, and jokingly tell you to not do it again. You could murder the jackass who cruelly shattered the heart of your older sibling, who wouldn’t take you seriously until your “warning” shot hits them in the leg, and not only would people write it off as your “simple” mind and love for your sibling making you not understand the severity of your actions, they may even blame the person you killed as they must have done something horrific if a kid decided to kill them. Or if you managed to surprise your older sibling by jumping on their back you could pin them down and start to rape them, and not only would they oddly be unable to stop you and get you off them despite how big or strong they are, your parents who came to see what was going on would only comment on how “cute” it is to see the two of you playing together.

And in the event you happen to not want someone you’ve done something to hate you, such as your family, this perk also causes them to rationalize what you did to them. It may take some time, but they will be able to fully parse it and in the end will never bear any ill will or resentment, with them coming up with various reasons. For example, with the aforementioned sibling rape they may go with the thought that you were just having a little fun and that they are just overreacting or even thinking that they deserve it for not paying you enough attention. In such cases they will strive to do “better” by you, effectively rewarding you for your misbehavior.

Older Sibling

(Gen) Stop Treating Me Like A Child [100 CP]
As children grow up and experience life, they tend to want to start asserting their independence from their parents. This takes various different forms, but one of the more common and general ways is for a child to want their parents to stay out of their business and to let them do things on their own. And since you're going through life as a child again, you may want to skip all the work needed to gain this independence, which is where this perk comes in.

As with it, direct authority figures like your parents tend to assume that you are a competent and mature individual, regardless of your real or apparent age. This basically means that so long as you stay out of any major trouble and get all the work any authority figure assigns you done, they tend to not look too deeply into what you are doing on a day to day basis, with this also trickling down to others under their authority like your siblings. This also includes them not caring too much about any "habits" that you have so long as they don't harm or disrupt anyone else, so you could stay up all night on a school night so long as you don't disrupt the rest of the family and keep good grades, be an out and proud perverse degenerate so long as your not forcing yourself onto others and don't pester people too much, or slack off in an office so long as you get your daily work done before the end of the work day. In regards to your parents or any other parental figures, at least when you're perceived as being "not old enough" to be independent, you are also given a free license to be outside the house so long as you occasionally check in via something like a phone call and are back before midnight.

This improved trust and independence will also make it so that, over time, you'll be let in on any secrets there might be and be allowed into areas you previously wouldn't be allowed in. For example, your parents would be willing to show you the "secret" lair they make use of in their secret life of a superhero duo or your work boss may give you a copy of the key to the restricted area of the workplace and permission to be in there.

(SP) Shamelessness of A Pervert [100 CP]
While **Stop Treating Me Like A Child** may make it so that your parents or those with power and authority over you don't really care too much about your off habits, especially in regards to you potentially being a massive pervert, it doesn't make them or anyone else actually like it. They may not care that you spend a good chunk of your day masturbating yourself into a coma or that you left your lewd art that you may or may not be the creator of lying in plain sight, but when your perverse nature get aimed at them they'll behave just like you'd expect them to. But by taking this perk, you'll be able to turn your lewd inclinations into something that isn't just tolerated.

As now, your perverseness sort of rolls off you like an aura around you and when you focus on someone like eyeing up your smoking hot mother/father or thinking about the "inherent lewdness" your younger siblings have that no one else but you can see while they're near by, they seem to notice that your doing so, but don't seem to get all that mad. Sure, depending on who they are as a person, they may be put off by it a bit and may tell you off or lightly punish you in the case of your parents, but at worst they'll behave like a tsundere with them finding your hungry gaze and thoughts to be incredibly flattering despite how they may react with your sincerity shining through and

preventing them from thinking your joking or making fun of them. So, if you happen to be lazing around one day and start eye-fucking your mother or father as they work in the kitchen, they may openly scold you about such behavior and may send you to your room, but internally they'd be a bit over the moon that your "validating" that they still got it despite their age. This also works with physical touch, lewd or otherwise, though with just this perk you won't have a means to get away with any that is unwanted.

As a bonus, this perk also practically removes any and all shame that you'd feel about your sexual inclinations or behaviors. So, someone could walk-in on you masturbating and you'd be able to continue while talking to them without a care in the world, or someone could completely pants you while you're giving a speech and you'd be able to make a quick calm and cool witty retort. Though in the event that such shame would prevent you from doing something stupid or something you need to put more thought into, this will deactivate.

(MS) Ripening Fruit [100 CP]
But, as the middle member of the family that's starting to grow and mature in more ways than one your perverseness isn't limited to what's in your mind. Instead, due to you physically maturing you can become something that others, and in particular your family, just can't help but keep their eyes on. And by taking this perk, you'll be able to leverage not only this, but your middle/intermediate nature to lure your family into your clutches.

Specifically, this perk grants you a good deal of personal beauty, with the exact specifics of which being up to you, which have a base universal appeal such that practically everyone will admit that you're pretty hot, handsome, etc., even if it is begrudgingly like a sibling you're "feuding" with. This beauty is also incredibly hard to tarnish and takes nothing to maintain, with things like mud, blood, and scars only enhancing how you look by giving you a rugged sort of charm and you only at most needing to shower and brush your teeth/hair to make sure things like your hair is healthy and dandruff free, and that your skin is soft and smooth. But alongside this, you gain a special attraction factor that functions both off of how similar and different you are to a person when compared to others around them in terms of things like appearance, personality traits, and hobbies. For example, for your younger siblings your actual or apparent age being closer to theirs than your parents and how you enjoy playing outside or with video games like them would be a boon to them liking you and finding you attractive. This would then be enhanced by how you're different from them, such as being closer to your parent's age then they are and enjoying more "adult" activities/hobbies like coffee, wine, or golf, with this working in "reverse" for your parents.

To better help you take advantage of this latter ability, you are always aware of what qualities you share with someone, assuming it wasn't a closely held secret, and you know how to best modify your behavior or appearance to either make yourself seem more like a person or more different with a sincerity that doesn't make it look like you're faking it.

(Gen) Bridge Between Worlds [200 CP]
While **Ripening Fruit** may make it seem that only "certain" kinds of older siblings can take advantage of their middle nature in their family, there are other ways that such a nature can be used. Particularly, it can be used to help bridge the gap between your younger sibling(s) and your parents as since you stand in the middle of them you can better understand both sides more than they can. So, by taking this perk, you'll be able to become a bit of a mediator for your family and others.

For this role, you gain expertise in being an actual mediator with you knowing how to collect all necessary and exact information about the grievances of all sides, how to properly weigh said grievances against each other with their complexities and nuance, and how to come up with some kind of solution that is as fair as possible. Coupled with this, you know how to easily bring two parties to the discussion table, such as your younger siblings and parents that are arguing over whose preferred movie the family is going to watch, with said parties sometimes seeking you out to mediate any disputes. The ease at which you can serve as a mediator and just how likely all parties are to accept your ruling increases when you share something with one or more of the parties that the others lack, with this being better when the amount of things you share with either party are even. For example, you'd be a much better mediator if you shared two things with your younger siblings that they don't with your parents and vice versa, like being younger than your parents and a love for painting for the former and having a desire to explore the world and try various kinds of coffee for the latter.

But, just because most of this is meant for you to help in finding a fair and balanced resolution doesn't mean you have to do so. As the boost to the acceptance chance of your ruling can be used to make things more biased in one party's favor, with the parties of your choosing also being aware that you're open to being bribed. What the bribe may entail depends on the party involved, but the more important the grievance is to them and the better your relationship with them, either sexual or platonic, the more they are willing to offer, with lewd but minor things being on the table assuming you aren't already fucking one of the parties. For example, if your younger sibling is beefing with your parents about going to the final concert of their favorite band during finals week and you have a pretty good sibling bond with them, they may offer to help provide some wanking material for you if you can get your parents to let them go.

(SP)Step-Bro Help Me [200 CP]
When compared to younger siblings or parents in incest stories, a Older Sibling such as yourself has a number of disadvantages. The main one being that you don't have the deniable plausibility and "innocence" of the former, nor the easily abusable authority of the latter, which makes it harder for you to go forward with your family fucking plans. But, a typical way people like you get around this is via luck causing various lewd shenanigans and "accidents" that you can indulge in, so by taking this perk you'll gain such a heaping dose of lewd luck.

As you would expect, this lewd luck will cause various different kinds of lewd events and happenstance to occur primarily with your family or others you happen to be living with or constantly running into. This primarily manifests as activities you do with these people being hijacked a bit and turned lewd, with this perk also causing them to be more proactive in inviting you to do things or more open to being invited by you to give this

more chances to fire off. In the beginning these events and random happenstance tend to be random in their "fetish theming", though said theming will always be drawn from your own preferred fetishes, not too out there in what can happen, and start out sort of light with their lewdness factor. But, all of these aspects can be improved based on how "close" you are with a given person in terms of your familial/platonic and/or sexual relationship with them.

For example, if your older sibling happened to be a health and fitness nut they may start to occasionally ask if you want to join them during one of their workouts. If you accept and your only at the start of your journey to try and fuck them, along with your relationship being just "good", then the most that would happen would be you catching glimpses of minor wardrobe malfunctions and the like. But as your familial and sexual relationship starts to grow, not only would more, lewder events start to happen such as them accidentally falling ass first on your face as they try to spot you or accidentally and unknowingly hotdogging your dick when you both do some wrestling sparing, but you'll start to gain a bit of control over these events and can make even more unlikely things happen. At its zenith once you've started to fuck your sibling, or are just on the precipice of doing so, you could make something out of a cheesy hentai happen like them somehow slipping during a workout which causes both their and your pants and underwear to rip or fall off, with them falling hole first on your dick or vice versa. And regardless of how nonsensical these accidents become, everyone will treat them as a true accident, though the person you had the accident with will still react somewhat normally, i.e. getting flustered, constantly thinking about the accident and how it affected their feelings for you, etc.

This lewd luck can also work with you as the “target”, with you being able to leave this up to chance or mentally trigger it at will. For example, in the aforementioned work out scenario maybe as you help spot your sibling while they do a bench press you suffer a wardrobe malfunction that makes your cock or boobs flop onto their face. It can also be activated in day to day life which can result in things like your family members being caught in compromising situations such as the famous “help me step/real-bro, I’m stuck” scenario, you being walked in on just as your stepping out the shower, or something like your mother accidentally sitting on your face as you lay on the couch. Though in non-accidental situations, this perk by itself doesn’t give you the means to take advantage of them, such as fucking the aforementioned stuck sibling, unless you’ve already reached the point of fucking the person affected by this or they are freaky enough to tempt you with it.

(MS) Hidden Signals [200 CP]
But, maybe you’d rather not have to rely on a form of luck to start worming your way into the hearts and pants of your family. Maybe you’d like to use what your parents gave you in a way that both let you tease your family to your hearts content while making sure anyone else was none the wiser. If so, by taking this perk you’ll be able to become an enticing minx that your family has to put up with.

As with it, you become a very competent and skilled flirt with you being able to analyze what works best with a particular person. This includes whether someone likes to be complimented on their appearance or what they accomplished, if they prefer physical rather than verbal flirting, if/when you should lay things on thick and “go in for the kill”

or if/when you should take things nice and easy, and if they are the type to respond well to lovey dovey flirting or flirting disguised as insults. Regardless of the specifics, you're good enough to pull any form of flirting off without coming across as awkward or halfhearted unless you intend to, and you can generally work your way into the hearts of most people, whether they be a jerkish ice queen/king that rarely would give anyone the time of day or an overly timid "mouse" who tries to distance themselves from everyone. But, since you're going to be using this on your family, at least while you're here, and similarly to **Step-Bro Help Me** you tend to have to be a bit more discrete or passive due to not having "innocent" deniability or explicit abuseable authority you gain the ability to hide your flirtation.

Specifically, you're able to encode and mask the various forms of flirting your skilled at whether it is physical or verbal into your normal mannerisms and actions, due to your skill in using techniques like double speak, with you knowing just the right way to do things and the right words to say plus how to say them that makes everyone, but your target see what your doing as an accident at worst. This masking also allows said flirting to slip past the romantic "defenses/impediments" someone may have whether that be a family member who is vehemently opposed to incest or someone who hates your guts for one reason or another. You can also choose to flip a mental switch which makes this automatic on a subconscious level if you don't feel like putting conscious thought in it along with picking who activates this automatic version so you don't end up flirting with absolutely everyone. And as a further boon, this encoding can be used for non-flirting means which can allow you to convey information to someone both without others noticing and with them completely understanding you.

(Gen) Failure To Launch [400 CP]
As one of the, if not the, oldest children in a family, your parents are going to be focusing on you a bit more than your siblings in certain ways for a number of different reasons. One of the main ones is that they are attempting to wean you off of their care, if they haven't already, so that you're prepared for living in the "real" adult world. However, not every older sibling is able to make this transition for one reason or another, such as them being a deadbeat that is overly reliant on their parents or some sort of accident rendering them unable to separate from their parent's care. And while you may or may not fall into these categories, taking this perk will allow you to take advantage of the phenomenon of "failing to launch".

Specifically, this perk makes it so that when others help, care for, or provide you with something, they will never stop doing so, even if you don't end up upholding your side of the agreement, with them feeling obligated to continue. However, you can't just go cold turkey on this as you have to slowly wean off your end of the obligations over time. For example, if you work at a job you can start doing less and less work with your boss still continuing to pay you a salary and getting someone else to do it or if your parents cleaned your room on the stipulation that you got home at a reasonable time they will continue to do so no questions asked as you slowly stayed out latter and latter. Though, this can function a bit in the reverse as slowly, but surely these people will also start to increase the amount of help they offer or aid they provide so long as you keep up your end. But, after some of the aforementioned weaning, you can get away with doing the absolute bare minimum in this scenario, if applicable, with "good" behavior also being a tool to get more out of the other party as well as something that the bare minimum can

be done in regard to. For example, with the aforementioned case of your parents cleaning your room, keeping to the curfew or interacting with your siblings with the barest amount of love/civility would cause your parents to go from lightly cleaning your room to giving it a deep clean, or if you have a trade agreement with another nation then doing something like saving their citizens from a terrorist attack on the high end or paying for the medical expenses of one of their vacationing citizens that broke a leg on the relative low end would lead to them increasing the amount, quality, and/or types of goods they send over.

And as a bonus, when it comes to those who are close to you like family, or those with direct authority over you that typically "monitors" you in some way like your direct supervisor, they now decide to take it upon themselves to “aid” you. To be more specific, they for some reason get it in their heads that your lust is something they should help you with for a number of reasons, such as your parents thinking it’s not healthy for you to bottle it up or your boss thinking it is affecting your work performance. This manifests as them somehow being able to sense your levels of lust/arousal and as it gets higher and higher they may start taking matters into their own hands. What exactly they are willing to do depends on your relationship with them, such as deciding to fuck you needing an incredibly good/deep relationship with them, but if your lust happens to be because of them due to you being attracted to them they’ll be able to notice with this helping to grease the wheels so to say.

(SP) Love Is Love [400 CP]
One thing that can stand in the way of seeking out incestual relationships with your family is that relationships in general can have different “tracks”. For some people, the highest they’ll ever reach with someone else is being just friends, for others they may even become BFFs, and others may manage to find their soul mate, with all of this assuming that all relationships can be measured on the same bar like a height chart. And things like family relationships can be thought of as a soft limiter on just how “far” a relationship can go, but by taking this perk you’ll be able to make familial love and “love” love one in the same.

This is because this perk modifies the standard relationship path you have with others from being a hypothetical singular ladder to climb to a pair that you can ascend at the same time. To be more specific, imagine the standard path as being a ladder with the bottom half being platonic/familial relationships which starts at strangers, then goes up to acquaintances, friends, best friends, BFFs, etc., and the top half being romantic/sexual relationships such as crushes, girl/boyfriends, spouses, and then soulmates. While there are probably some more nuanced steps in between, this perk will cut the ladder in half, place both halves side by side, allowing you to ascend them equally. For example, if you're just a stranger to someone platonically you'd also be one to them romantically, but if you bring your relationship up to being acquaintances or friends you'd be considered something equal in regards to your romantic relationship like being their crush for the former or girl/boyfriend for the latter. This will allow you to romance people by just being friendly, with this being even stronger for familial relationships which means you’ll get a higher romantic relationship for a lower platonic one when it comes to your family.

This relationship double track also makes it so shows of affection normally only used by pervert characters in tv shows and the like become a universally accepted way for you to show your own brand of affection, with the better your relationship with someone is the more extreme things you can get away with. For example, if you're someone's acquaintance, and thus their crush, you could probably get away with some extra raunchy flirting and some close skinship barely bordering on groping. But if you push your platonic relationship to the max you could get away with outright fucking the person in question out of no where like face fucking your sibling as they laze on their bed. In fact, these perverted means of showing affection work even better than normal ones as they both take on the major acceptably of normal ones like hugs or kissing, which means no-one finds it weird your doing them even in public, as well as retaining their lewd nature with people you do them to interpreting it as you loving them so much you just can't help yourself. Though you can choose for the targets of your affection to treat these displays as completely normal as well, either with them not being shocked that you're doing what you do or on the higher end them not responding or caring.

As a bonus, when engaging in these lewd shenanigans or just doing any kind of lewd act with someone either overtly or subtly, your lecherous ways seem to infect them which slowly, but surely makes them either just as perverted as you, or maybe even more so depending on who they are. And this perverted infection won't override their personality unless you choose for it to, and instead it will meld with and compliment their already existing one perfectly.

(MS) Inspirer Of Taboo [400 CP]
In most situations, getting to the end goal of having sex with your family is usually something that relies entirely upon you. While your family members may start to pick up the slack part way through the process, you usually still have to push things along till it gets to that point, all the while navigating the minefield that is incestual relationships. So, to take large chunk of the burden off of yourself, this perk will make you the type of person family members just can't help, but want to fuck.

Now, just by living life and simply interacting with certain family members of your choice you tend to inspire amorous incestuous feelings inside of them, with this also working on non-family members and inspiring normal romantic feelings. Specifically, your personality, appearance, sexual traits, skills, and other such things are oddly always what they desire most in a lover, with them gaining a very special unique "sinful" lewdness about them that causes those you focus this on to have any ideas of love, lust, romance, and any lewd thoughts/fantasies be molded to focus on you. For example, maybe the parent you live with starts to see their perfectly idealized partner in you which didn't exist in your other "non-involved" parent, maybe as your younger siblings start to understand more about themselves and about the concept of love their first ever crush maybe centered on you, and if you decide to become a parent yourself your own kids may start to develop severe mommy/daddy issues of the sexual variety.

Regardless of how it manifests, these feelings not only lay down some of the tedious groundwork you'd normally have to do, they will start to build up inside your "targets" and form a "seed of lust". The time it takes to fully form depends on your relationship with a family member or other person in question, and can be helped along via flirting such as from **Hidden Signals** or based on the various taboo aspects of the relationship

such as you being human and your adopted family being a species that hates humans. Once it is fully formed it causes your target to start making their own efforts to grow your romantic relationship and push it into becoming sexual which this turns the incestual sprint to the "finish line" that is mainly on you into either a race to the middle between the two of you or a race your family member has to run with you can just sit back. Though this can more aptly be described as a race down a spiral, as once a seed is formed the person in question will become a bit obsessed with you, rapidly falling into a deep crushed filled love that ramps up over time and borders on that of a loser yandere in the making that has been shown the smallest crumb of affection. Though you can choose to forgo any of the negative traits associated with yanderes.

This makes it so those that are crushing on you like this or just have romantic feelings in general have a heavy tendency to hang onto your every word, which makes it so to them your jokes are the funniest, your insights the most profound, and your flirting the most romantic. This can be to the point that something minor like a head pat or a few nice words will be seen as a super affectionate act that makes them fall deeper in love with you. And coupled with this, these people will also start to mold themselves and how they love you based on your own desires for them that they somehow are able to intuit. For example, if you managed to ensnare your younger sibling and you wanted them to be an obedient submission pet for your domineering ways they would start to behave as such and treat you like their owner as they fall deeper and deeper for you.

(Gen) Start Treating Me Like An Adult [600 CP]
One of the biggest milestones that marks the point where a kid stops being considered a child, at least in most circumstances, is their 18th birthday. Once it is reached, a child becomes an adult, at least in the eyes of the law and general society, and due to the common sentiment of not wanting to be seen as a stupid, dumb kid plenty of children yearn for that day. And if you happen to be waiting for that day, either for the first time or again, taking this perk will grant you the more "fun" perks of being an adult.

As with it, regardless of your "real" or apparent age you will always legally and socially be considered an adult. This means you can do things like become a licensed practical surgeon with your potentially decades of experience or flirt with your next door neighbor MILF/DILF despite looking like a fresh faced teenager. No one will find the fact that you are or look like a kid and are doing what you do as odd, regardless of how far you push this, though you can choose for people to acknowledge it to various degrees, such as them making playful little remarks about it if that is a part of the fun for you. This status can also be shared with anyone who happens to be with you, so you could do something like bring your younger sibling with you into a bar to get both of you a drink or a love hotel so you could have some alone time away from your parents.

Though, another part of being recognized as an adult is having to handle greater responsibilities which is something you can take advantage of, as this perk also makes it so that authority figures like your parents tend to always select you to be in charge of others. When this occurs you will have the same perceived and legal authority that the authority figure had within the scope of what "control" they handed over to you, so you would be legally considered the parents of your siblings if your parents left you in charge with them obeying you to a similar degree, or if a boss put you in charge of a team you could do something like fire members of the team if your boss had the authority to do so.

But not only is this transferred authority permanent, with you being able to make use of the “responsibilities” granted by it such as ordering your siblings around even when your time in charge is up, but the more often that an authority figures hands over control to you like this, the more that you start to supplant their position. As this happens, said authority figures would start to hand over more and more of their “power” when they place you in charge of something. For example, with your siblings your parents may at first only give you the power to go “don’t do this” or “don’t do that” when they misbehave and rely said misbehavior back to them so they can hand out punishments, but as you start to usurp them they may give you the power to dole out punishments in their stead. And, instead of your siblings going to your parents for something they’ll over time start to go to you first and treat your commands as having precedence.

And once you fully supplant an authority figure, the two of you will basically swap positions with you gaining all of the power they held in their role and everyone else, even the authority figure in question, not finding this swap weird. Though you can pick and choose what responsibilities get swapped as well, so if you usurp your parents you can order them around as if they were your children, but you can make it so that they still have the responsibility of providing for the family by going off to work or doing household tasks.

(SP) Just A "Game" [600 CP]
As was mentioned previously, due to being in between your parents and younger siblings in regards to age you tend to straddle the “worlds” the two of them inhabit. You understand what it is like to be dumb and full of energy like your younger siblings in comparison to your parents who haven’t been kids for decades, and you know what it is like to mature and grow like your parents in comparison to your younger siblings who comparatively are new to the world. And because of this, you have a certain leg up over your younger siblings and parents that can be used to get one over on them. So, by taking this perk, you’ll be able to perfectly blend the spontaneous chaotic energy and boldness of youth and the slow methodical calculating wisdom of “adulthood” to become an expert manipulator.

As now, you instinctively know the best ways to go about manipulating someone and formulating the perfect plan on how to do so, such as when to be aggressive and bold or slow and subtle, depending both on what you’d want to try and manipulate them to do and their own personality. With this you can entrap them in lies to mask any lewd or nefarious actions you're doing to them as some kind of “game” or other harmless act, goad them into ridiculous bets they are compelled to “pay out” on, or make use of “logic” and pleading to convince them to “help you out”. And to better help you with this, you also have the know how on how to take advantage of a person’s aspects which can include their weaknesses and “character” flaws such as their gullibility, innocence, anger issues, or superiority complex, or aspects where you have a real or perceived “superiority” over them like being older and more “wise” than your younger siblings, younger and more “hip” than your parents, or more knowledgeable in a given field.

For example, with your younger siblings you could take advantage of their ignorance and innocence to do something like convince them to go grab both you and them a soda after your parents limited you to only one a day by arguing that said limit doesn’t apply to them and that your parents never said they couldn’t share with you, or on the lewder

end preying on their want to be seen as mature by tricking them into believing that you know a special "grown up" game would make them just as mature as your parents. Or in regards to your parents you could use their dismissive attitude about your lustful "hobbies" to goad them into making a bet where they have to buy you a car if you can come off as pure and innocent for a month, or take advantage of your parents' longing to feel young with their ignorance of youth culture to trick them into doing an incredibly lewd form of yoga you just came up with that's "all the rage" with the young folks. And while you can't jump the gun and move straight to tricking someone into straight up sex, as you lie, beg, and goad them into bets it becomes easier and easier to use those three to get them to do more extreme things due to them becoming more and more like a pushover when it comes to you, especially in regards to your family. For example, with the aforementioned lewd yoga you'd have to start out with something low key like tricking them into doing various provocative poses while convincing them it has to be done with a very snug, form fitting "yoga outfit". After making the poses more and more lewd, you could then move on to physically guiding and helping them by saying the advanced forms are more difficult which can start as you groping them and escalate into you basically dry humping them. And finally, when you've pushed this to the max you could get your chosen parent to engage in some sex disguised as the final level of the yoga routine with them 100% believing you.

And even in cases where your lies, bets, or pleading lead them into doing something lewd they never seem to get that angry, and for the first they also never seem to understand or even realize that they have been tricked/manipulated unless you yourself directly tell them. This will lead to them accepting what you have them do via your lies as completely normal, with people in general heavily underestimating your ability to manipulate them and others, especially when it comes to those you consider family. This is mainly based on areas they think or assume they are better than you in, whether that be true or not, with you always knowing what areas they think they are better than you in and how to foster such thoughts. This all will lead to them letting their guards down and falling for the exact same tricks, bets, and pleading again and again, though you will have to step your methods up to get them to do more extreme things.

As a final bonus, you also have a mental radar for those who would be prime targets for this perk without you needing to do any leg work, so you'd know that your younger sibling has a longing to feel cool after an incident at school and other things of the sort.

(MS) Wrapped Around Your Finger [600 CP]
Though, what if you'd rather not have to put so much work into getting people to do what you want. With how things are, you probably will end up with your entire family pining after you and what better way to use that than getting them to do what you want without having to worry about doing too much "heavy lifting". So, by taking this perk, you'll be able to assume the tropey role of the irresistible love interest that people are willing to do anything for.

As with this perk, you are able to make use of people's attraction to you as a potent tool in getting them to do whatever you want as instead of having to do what most people have to do when trying to get someone to do something for them and use things like logic, you can instead appeal to their feelings about you, specifically in regards to how much love they have for you. As the love, both platonic and romantic, and lust a person

has for you can serve as a potent tool to make them follow your commands for fear of losing what they have with you, the more they love/lust after you the stronger this is as it suppresses things like common sense or other loyalties they may have.

But, as a sort of mastermind those you give these commands to can be found out so those that you give commands to are incredibly tight-lipped about the details of what you had them do, especially in regards to the fact that you ordered them to do whatever it was in the first place. At worst, they may mention that they were doing whatever they were doing on their own initiative to make you happy, and instead of this setting off alarm bells that you should be investigated it actually does the opposite. Using the idea that “love conquers all”, depending on how much your "admirer" loves/lusts after you, how close you two are, and your general level of desirability in terms of things like beauty and personality, the people that caught your little worker will completely understand why they did what they did for someone like you with there being little to no punishment.

For example, say you managed to seduce and fuck your father and you “ordered” him to embezzle money from the fortune 500 company he works at. If he ends up being caught in the act he may go off on a tangent about how he is doing all of this to make sure you can live a comfortable life as after the divorce with your mother a deep emotional scar was left in his heart. A scar, that despite its depth and pain, you did your best to heal regardless of if you actually did so or did so with ulterior motives, showing that he was still capable of loving and trusting someone and being loved and trusted in turn. And depending on the other factors, the level of emotion he puts into the speech will convince those that caught him to let him go with the money, with them possibly being moved to tears at such a display of raw emotion and love.

Though this can be countered depending on how cold hearted, evil, etc., the person or group that catches whoever you ordered to do something, along with how antagonistic they already are to you, as well as how extreme or severe the action you ordered someone to do is. In those cases things like murder or trying to usurp a government not only reduce how effective the punishment skirting is, but if they are severe enough whoever you ordered to do said act will be punished in some way with the punishment skirting only being able to reduce how bad said punishment is. Also this punishment evasion can be done repeatedly with the same people/groups, though you will have to let some time pass between your little worker being caught so it can reset.

Parents

Discounted for Homemaker/Breadwinner

What Does It Mean To Be A "Parent" [100 CP]

As evidenced by various horror stories people have when interacting with the kids of others, a good number of parents don't know the first thing about being such. Whether it be allowing their kids to go on hyper active, sugar filled rampages without the barest hint of trying to reign them in, or treating their kids barely better than a pet that so happens to be a person, such parents seem to treat raising their kids as a chore they'd rather not have to deal with. And depending on how your upbringing was, it can be safely assumed you'd want to bring your own kids up as best as you can, which by taking this perk will become a hell of a lot easier.

As with this perk you gain an instinctive mastery on how to properly raise and take care of a child, whether it be from birth to adulthood or if you happen to adopt a teenager. This instinct accounts for all the possible problems, nuances, and differing situations that may come up from parenting a wide variety of different kids such as how to handle tantrums or correct bad behavior. Building off of this, you also gain a deep well of patience to deal with all the bullshit that comes with raising kids along with knowing how to do things like properly apologizing when you're in the wrong and speaking to them in a way that balances their potential lack of knowledge without treating them as stupid. It doesn't matter if a child is a relatively "normal" kid, some kind of eldritch being that just appeared out of nowhere, a deeply traumatized orphan that has lost everything before being adopted by you, or anything else, you'll be able to make sure they grow up happy, healthy, and with plenty of fond memories with you getting a nice fuzzy feeling in your chest when you gaze upon your children being as such. And if you happen to be of the sort who wants to or will end up constantly having new kids then no matter how many times you go through the process of raising them, you'll never become bored or "sick" of the same song and dance of bringing up a baby into a full adult. This is both in regards of to the actual raising of your kids as well as making it so that you are fine with living for a basically infinite amount of time, with all the assumed downsides like losing the ability to connect with people or growing board of repeating your favorite activities/hobbies being a non-issue.

Branching off of this, you also gain a tool when dealing with those that are younger than you, even if it isn't by much, or are perceived to be, with you being able to exude and bring across your true age if your appearance contradicts it and knowing how to make yourself seem older than you are with things like your mannerisms. As when you interact with them your older nature has a soothing effect, so whether it be a crying baby or a young adult who is in a crisis of what to do with their life, you being "older" than them will give them a sense of comfort and stability, soothing any anxiety or other negative feelings as well as giving you an air of wisdom and maturity which makes it perfect for helping to impart any wisdom or advice your life has given you. And if you happen to cast a lustful gaze upon these young "whippersnappers" then your age can also be a tool to help entice them as it grants you an attraction factor that works wonders on those that are or are perceived to be younger than you. To them you are the embodiment of a finely aged wine, with the older you actually are in comparison to them strengthening this effect, but not to the point that they'd instantly fall into a deep love.

Bringing Up The New Gen [200 CP]
Besides being responsible for making sure their children are happy and healthy, another of a parent's responsibilities is that of a teacher. They are typically the ones who teach things like how to walk or talk for babies and it is almost a guarantee that a parent will try to pass along things like their hobbies, family traditions, or other bits of knowledge. And by taking this perk, you'll become good enough at teaching that you might as well get a job in it.

To be a bit more specific, this perk turns you into an incredible teacher that is able to perfectly teach any student you have, such as your own children. You always know just how to phrase things to get people to understand what you're trying to teach them, how to adapt to the differing learning styles of your students such as making perfect diagrams and demonstrations for visual learners, and how to keep even the most inattentive person's attention. This, along with breaking through anything that would hinder a student's ability to learn like learning disabilities and knowing how to perfectly "dumb down" what you're teaching, can even allow you to do things like get a class of kindergarteners to fully understand and comprehend quantum mechanics or how to build a spaceship from scratch given enough time.

As a bonus, you can also greatly aid your teaching ability by sprinkling various lewd elements, such as teaching your child how to better control their telekinesis by having them use it to masturbate, by being scantily dressed as you give the lesson, or by using sex as a reward or post leaning break activity. Also, the more that your students sexually want you the faster and better that they learn from you.

Ties Beyond Blood [400 CP]
A common trope when it comes to fictional parenthood is someone's first time being a parent involving handling the raising of something that isn't human, with a common variation being that they were responsible for its creation. Whether it be a scientist having to parent their attempt at artificial life or some random schmuck happening across a pod from space that steals their DNA and gestates a hybrid alien baby, such situations are another way to show that parenting isn't limited by blood. And if you'd like to partake in such a unique form of parentage, but want the boons your flesh and blood would normally have, then this is the perk for you.

As with it, any sentient or sapient creations you make or have a part in making like robots you build, test tube monsters you grow, elementals you summon, or your godly spawn that you bud off will instinctively see you as their parent, no matter how violent or "alien" you've made them. Along with this, them and any adopted or otherwise non-blood related children you have will be counted as your biological kids for perks that affect your progeny, even if they happen to be something artificial like a robot. This application is retroactive, meaning if you had a perk that would go off at conception or when they were born said perk would be retroactively applied to them as if they had been born or conceived as your child. For example, with **Keeping It In The Family** you'd be able to pass along your powers/abilities to your adopted or created children with said powers and abilities behaving as if said child had them upon birth.

Also any children you have will by default have a high degree of loyalty and natural submissiveness to you, both of the mundane and sexual variety, or will quickly gain such

if they are adopted/created. This doesn't mean that they are completely subservient to you and will do absolutely everything you order them to without question or resistance, with them being able to do things like have their own rebellious phase or come to outright hate you if you abuse them, just that they can in general be considered a model kid that almost any parent would "love" to have.

Homemaker

(Gen) Loving The Caretaker [100 CP]
As you may assume, having someone to take care of you can be a wonderful thing and assuming that you're not an ungrateful jackass, you more than likely have some sense of thankfulness for those who've taken care of you. And since you're taking the role of such a caretaker, along with harboring some deep feelings for your wards, taking this perk will grant you a means of furthering your "depraved" goals.

More specifically, this perk makes it so that the people that you take care of and help, such as your very own children, by doing things such as cooking or cleaning for them tend to develop crushes on you. This is mainly done via them subconsciously interpreting your care, affection, and help as a form of non-offensive flirting, with the more that you care for/help them and the more "above and beyond" you tend to go, the stronger this becomes.

(LC) Spoiled Sweet [100 CP]
One "failing" that some parents can make when trying to treat their children as best as they can is spoiling them. Potentially in an effort to give their child what they felt they were denied growing up, parents may just shower their kids with expensive gifts/toys and be very permissive in regards to their behavior. More often than not this leads to a kid becoming a spoiled brat who raises hell if they aren't given what they want, but a rare few don't become "corrupted" by this, and by taking this perk you'll make sure that the latter option becomes a constant for your kids.

As now, with this perk being overly doting on those you take care of, such as your children, never results in them becoming a spoiled brat or asshole. For example, if your house happened to be big enough that you could give each of your kids their own master bedrooms along with the latest in high end tech like computers they'd never become arrogant, elitist, or anything of the sort. Instead, not only will they and anyone you help always genuinely appreciate all that you do for them and never take you for granted, but for your kids or anyone else you raise they seem to become better people. What that exactly means is up to you, so if you want them to be arrogant little shits you can push that part harder, but this can't replace normal parenting or attempts to influence them, only supplement it.

(LR) Let Me Do It For You [100 CP]
But, maybe you'd like for all the care that you provide people to aid you in a more "insidious" manner. Maybe instead of just wanting your wards to develop into "better people" you want to be able to start worming your controlling fingers into their lives and make them "degrade". And if so, then taking this perk will allow you to become a pillar for people to naively rest upon.

As now, those you take care of and do helpful things for will come to depend on you more and more. This dependence manifests as them handing off tasks they'd normally do themselves to you, with the amount of tasks and their level of importance increasing as a person depends on you more and more. This also tends to lead to them not checking said tasks or anything else you do for them as thoroughly as they may normally for any "alterations" or other hidden things you've done. This isn't going to make them brain

dead idiots so you're going to have to hide what you do well depending on how normally observant they are, but it does make it easier.

(Gen) Chore Champion [200 CP]
As a Homemaker, one of your main and most recognizable tasks is the maintenance of the home. The three biggest parts of this are cleaning, laundry, and cooking, though smaller tasks do exist depending on what type of house you have or where you happen to live. And for most Homemakers, such tasks can be monotonous after a while, and depending on your family size you may end up having to both dedicate a lot of time to them or do them on an incredibly frequent basis. So, to help lessen the burden a bit, this perk will make you an untold master of doing various chores around the house.

Specifically, whenever you do a household chore or task, such as sweeping the floors, doing the laundry, getting dinner ready, and other such things, you seem to do and complete them at a frankly impossible speed. Regardless of how much work you actually have to do or how big of a house/property you have to manage, you're able to complete said tasks in around a fifth of the time it would actually take you, with things like laundry machines running faster and food cooking faster though not in a way that would result in you accidentally burning it. Also, when it comes to you cleaning things like mopping the floors or doing laundry, not only will they become heavily resistant to becoming dirty again if you so wish, any scents or things like floor polish that you use will last a lot longer. With this it wouldn't be a stretch for you to start your own one person deep cleaning, cooking, and laundry service. And to help "show" yourself off a bit while you work, when people observe you doing things like chores or other physical work their eyes become a bit magnetized to you, specifically your sexual assets, which leaves them in a bit of a lewd hypnotized daydreaming stupor, which can lead to them unconsciously acting on any desires if they happen to be particularly enamored with you.

As a side benefit if you happen to have someone or something else do good deeds, acts of kindness, or measures made to help/take care of someone for you or on your orders it would count as you personally doing it. For example, if you made use of a maid to cook meals or a nanny to handle child rearing your children would give equal thanks to the maid/nanny as well as to you and they would be affected by **Loving The Caretaker** and **Let Me Do It For You** with said perks being focused on you rather than the maid or nanny.

(LC) Putting Love Into It [200 CP]
One common thing that a lot of people with loving parents can attest to is that few can cook better than them. Even if they were to hand you the exact recipe to their home cooking, it's a common sentiment that it won't taste the same. And the most common explanation for why, which while cheesy is very sweet, is that the use of love is what made it so good. So, if you'd like to recreate such a trope on things more than just cooking this perk is the one for you.

Now, whenever you make anything for those you love, said love for them will get infused into whatever you're making. Said love infusion will be highly noticeable to whoever you're making something for, with it even enhancing the sense related aspects of the item. For example, making a lunch of a sandwich, cookie, and juice for your youngest child to take to school would have it taste even better and make it grant that special kind

of fullness or knitting a blanket for your eldest who's gone to college would have it be that much more comfy and warm, and in both cases they would be able to feel and be comforted by the love you poured into the sandwich/blanket, especially if they are feeling down. Besides all of those benefits this also makes it so "gift" giving, even if it is just making dinner for someone, serves as a potent relationship booster with the more you match/customize the gift to a person's wants and likes the bigger of a boost there will be as it shows just how much you care about and understand them.

As a bonus, this also allows you to infuse your actions with your love for someone which can do things like make your hugs extremely comforting and comfortable, your kisses almost sweet, and sex unloading the depths of your love for someone. Basically making it so the love you have for someone and vice versa serves as a powerful comfort, pleasure, and lust enhancer for all involved.

(LR) Free Will Is The Benignest Of Prisons [200 CP]
Though while showering those you care for in as much love as possible is all well and good, for people such as yourself such showering may be a sign of you being possessive. Such possessiveness can even manifest as the rare archetype of a yandere MILF/DILF, a parent who craves the affection and attention of their children so much that, like any other yandere, will do their damnedest to ward others away. And while you may not be as hardcore in that regard, you may still want to keep your children's eyes on you, preferably with a sense of lust behind them. So, by taking this perk you'll be able to become the object of their future lust filled obsession despite what you're robbing them of.

As with this perk, those that you take care of and start taking tasks away from, such as with **Let Me Do It For You**, will now start to become more and more incapable as time goes on. Things that they normally are good at will over time become things they are bad at, with their normal skills and talents seemingly atrophying with this being faster if it is related to any tasks they have handed off to you. This also applies to other things like their mental state as a string of bad luck also causes them to become more irritable, anxiety ridden, and other such things. And as you would expect, this state of affairs will heavily distress the person affected by this with them scrambling for any solution to solve this sudden downturn in their lives. Which is something you can provide, as by offering to take more control away from the person affected by this, with their desperation to find a fix for this making them more willing to hear you out, said person will find that their level of skill and talent will stabilize and problems like a spike in their anxiety fading away.

And this is where your "trap" is sprung as the stabilization of their skill level and mental state will cause a certain mindset to take root in them based on the principle of negative reinforcement. That being relinquishing control of their life over to you makes good things happen, with them getting a jolt of sexual thrill at the thought of being taken care of by you and relinquishing more and more control over to you. And this will continue to be true even if you give some of the control you took back, with the idea being that you aren't relinquishing control back to them and instead are merely temporarily allowing them the privilege like how one would let someone else rent a book from them. While this can work on large groups, such as a city you happen to be running, it is a bit less effective in such situations due to needing a majority to agree to relinquish control.

(Gen) Love Made "Sauce" [400 CP]
As was mentioned in **Chore Champion**, cooking is one of the biggest and most important tasks that any Homemaker can handle. Not only just because people need food to survive, but a good hardy meal with the family can be just the thing to make all of the day's stresses and worries melt away. And by taking this perk, not only will your cooking skill increase, you'll also gain a way to really "slather" and "infuse" your cooking with your warm, drippy "love".

To be a bit more clear, this perk at its core turns all of your various sexual fluids into an incredibly delicious treat. Their flavors, as well as their consistency/color/smell, can be chosen on an individual basis and changed at will, and can either be something specific like hot chocolate or bubble gum with said flavors being exact one to ones, or a special flavor that adapts to the preferred flavors of whomever consumes it. Regardless of which you pick, your sexual fluids are highly nutritious, to the point it could entirely replace a person's diet, your production of them becomes fully under your control with you not having to worry about making your balls or breasts bigger if you don't want, and they basically become the super foods to beat all others. This entails them being capable of almost everything common mundane "real world" super foods are purported to do, with you being able to freely pick and choose what effects they have. For example, they can promote good health such as in hair, teeth, and skin, increase muscle/bone growth and density, accelerate healthy weight loss/gain, and other such things. And as further boon, your sexual fluids also have a highly addictive nature, though in the "nice" way instead of the hard drug way so you don't have to worry about withdrawal effects and the like, with those that consume it coming to desire it and by extension you more. This can be to the point that if you feed them enough of it and then reveal where the "special" ingredient comes from, they would readily leap at the chance to drink it from the tap rather than be disgusted.

Moving on to your cooking skills, you become an incredible cook that any Michelin star restaurant would kill to have with you being able to masterfully wield almost any cooking tool, do various cooking prep, and cook perfectly such as dicing an onion into perfect cubes or breaking down an entire whole chicken. You can also with a glance tell what someone's favorite foods and flavors are and have an incredibly innovative mind when it comes to thinking up new dishes or modifying any that you already know. Such is your skill that you even know the secret of making any and all food you create completely healthy, despite the unhealthy ingredients or cooking methods you make use of, and how to combine together various different flavors, aromas, and textures even if they conflict with each other.

And as a slight bonus to help you be able to feed your liquid love to your growing children, you also know how to incorporate your sexual fluids and other secret ingredients seamlessly and secretly into any of your cooking/baking. When you do so, the effects of any secret or normal ingredients will be preserved, supernatural or otherwise, with a guarantee that any extra ingredients won't inadvertently ruin the food like adding semen to homemade ice cream, and with your sexual fluids in particular heavily enhancing and complimenting the flavors of anything you make such as making a ham glaze made entirely of a blend of your semen and breast milk.

(LC) Repaying Your Kindness [400 CP]
Being a parent can be thought of as an incredibly demanding job, but one that shouldn't be "rewarded" in the traditional way. This is mainly because it's the bare minimum to take good care of a child that you decided to bring into the world, with your "reward" in the big picture being to see them grow up into the person they want to be with plenty of fond memories. But, be that as it may, it isn't a bad thing to want your hard work to be appreciated by those you take care of beyond just words. So, by taking this perk you'll be able to leverage all the care you provide to others to make them "care" for you as well.

Specifically, this perk that makes it so every good deed, act of kindness, or measure made to help/take care of someone, no matter how small or inconsequential, builds up a special bank of points. These points are unique to each person, with the more major or heartfelt the act or help is the more points that are gained, so giving a customized gift to someone or letting one of your kids pick what the family is having for dinner on their birthday would give more points than simply cleaning someone's room. With these points you can cash them in to sort of force/compel a person to do something for you, and similarly to how a child doesn't need to ask their parents to feed them, this "transaction" can occur purely mentally with what you want a person to do being beamed into their head. And this isn't limited to mundane things as you can get sexual favors out of it, but the more drastic or sexual of a thing you want someone to do, the more points you'll need. Though how close you are with a person can impose a discount, so if your child loves you deeply as a parent it would be cheaper to get them to eat your out or suck you off then if you tried to do so with a coworker you occasionally help. Even more so if you've already made some headway into getting inside someone's pants such as you tempting your children via wearing ultra skimpy outfits while around the house.

(LR) Moldable Minds [400 CP]
As was showcased in **Free Will Is The Benignest Of Prisons**, you are the type of parent who wants to have a high level of control over your kids, either for your own wants or for their "betterment". But, unlike a shitty parent who does so with threats of violence and the like, you may want to take a more kind and nurturing route that achieves the same goal. So, by taking this perk, you'll become someone that many a cult or similar group would covet, a molder of supple young minds.

Or to be a bit more precise, this perk turns you into an expert at brainwashing, allowing you to take the minds of others and impart/change a person's morality, personality traits, what they consider normal, and other such things. This also includes "bodywashing" as you can modify things like how sensitive someone's body is, what does and doesn't give them pleasure, sensations they can/can't feel, etc. And while many think that strapping someone into a chair and frying their eyes with subliminal videos is how it's done, your methods are of a much more subtle and insidious nature. Instead of all of that overt stuff, you can instead subtly layer your brainwashing into almost everything that you do which includes, but isn't limited to, what you choose to include in a meal you cooked for someone and how you plate it, how you arrange someone's bed you've just made and the assumed reason why you choose to do so, and other mundane things.

However, due to this subtle and low key nature this not only takes longer than normal brainwashing, but its intricate nature can only really be used on those you are taking care of or helping in one way or another such as your kids. Though in return, not only is it incredibly hard to notice for all, but the most paranoid, with it also not being able to be detected via supernatural means, its steady build up will entrench it into your targets mind which means that it will become harder and harder to undo until it is nearly impossible to subvert or fully get rid of it.

(Gen) The Power Of Love [600 CP]
As has been shown in plenty of stories time and time again, love is an incredibly powerful force. On the low end of it, someone having a deep love for another may grant that person a second wind that lets them continue the fight against a big bad that completely thrashed them a minute ago. And on the higher ends, such love can actually grant someone increased power, whether that be boosting the strength of a spell or ability or supplementing someone's supernatural energy supply. So, by taking this perk, love will become something that lifts both you and your loved ones to further heights.

At its basis, this perk simply makes it so that the love you feel for others will empower them and make them stronger. This includes boosting all of their physical and mental capabilities along with increasing the strength of any powers, abilities, or magic they have access to, granting a resistance to mental or supernatural effects, and providing a source of supernatural energy. For the most part this exists as a relatively small passive booster that only takes into consideration a fraction of the love you have for someone, but you can at will focus on someone to let this perk access more of your love, with you gaining a sort of mental alarm when someone you love would be helped by you doing this. The amount of time you can hold this "focus" and the number of loved ones you can focus on increases based on your own personal power. Though, those that you love can also call upon your love whenever they want, but only for "mundane" things with said love helping them to feel comforted, through mental problems, and they can even use it as an aphrodisiac and pleasure enhancer if they happen to want to masturbate to the thought of you .And if you happen to have a method of imparting your love into something, such as **Putting Love Into It**, said love can provide mechanical boosts such as an love infused armor set made for your child who is an adventurer being far tougher than what its material construction may indicate. But be aware that these boosts will never be enough for those you love to become something like gods amongst men, so don't think that you little precious "hero" will be able to defeat something like a demon king with just this alone and no other odds stacked in their favor.

As a bonus, this perk also makes love and lust interchangeable and makes it so sex and all things lewd serve as the purest way to show your love and affection for someone. This effectively means that not only can you substitute the love you have for someone for lust or have both work together to better improve things, in the case of things like a perk or magical ritual like **Putting Love Into It**, but it means that having sex with someone will not only increase the love they have for you, but vice versa if you so wish.

(LC) Liquid Healing [600 CP]
While most of the roles of a common **Housemaker** were brought up in **Chore Champion**, like being a cook and cleaner, there is one that, while not brought up, is something that one may still fulfil. This role is that of a healer, one that makes sure that

their family, primarily their children, are as healthy as can be. And while for the most part the role will only directly handle minor health issues, like simple illnesses such as the cold or flu, taking this perk will turn you into an at home surgeon that will make sure neither illness or major injury will befall your family for long.

As with this perk, sex and your own sexual fluids become a powerful cure-all for almost anything from minor aches and illnesses to life threatening injuries, plagues, and even supernatural afflictions like curses. The more drastic or "powerful" an affliction is, the more sex you have to have with a "patient" or the more of your sexual fluids they have to "take in". While having such an "unconventional" method of healing others is all nice and dandy for you, it wouldn't be a stretch to say that others would be heavily resistant to receiving your "aid", so you also gain a bit of a normalization aura when you offer to heal, or otherwise help someone, via sex. It effectively makes it so when offering such lewd aid to someone they and others will treat it no different than you offering to help through normal methods, though you can choose for them to behave normally while still accepting it such as them getting all embarrassed and flustered when you offer. For example, if one of your adult kids wanted to bulk up a bit to compete in a weight lifting competition and you happened to have **Love Made "Sauce"**, then they would treat your offer to let them "nurse" from you like the good old days to help them build up muscle and bone density the same way as if you offered a special protein shake blend you invented.

Plus, similarly to how parents can sometimes take matters into their own hands to help their children, you can be a bit more proactive with any aid you hand out. To be a bit more specific, you can get away with doing practically anything to someone so long as it either as a direct consequence or as a side effect ends up helping the person in question or solving a problem they may or may not have known they had no matter how insignificant or small. For example, if one of your kids was feeling under the weather and had to stay in bed and sleep it off you could face fuck them or jam your tits in their mouths while they slept to heal them and no one would see you doing this forceful help as wrong. And to help make sure you always have something to use this one, you gain a sixth sense that just tells you when someone is having a problem, both in terms of health problems or more general ones.

(LR) Threatening Blindspot [600 CP]
One of the many reasons why someone who "loves" their children a bit too much, such as yourself, can be a big problem is the fact that said children may not see their parents as a threat. In most cases, assuming a parent isn't a colossal asshole, kids are going to have a bit of a blind spot for them, especially for the one that is expected to be the most outwardly loving and caring, with the idea being that why should they have anything to fear from those that brought them into the world and that said parents would have the best of intentions for them. And by taking this perk, you can take advantage of this by becoming a massive "blind spot" for those you take care of.

As now, those you take care of or help will become more and more susceptible to your plots and machinations as they come to depend on and/or love you more and more, such as via **Let Me Do It For You** or **Free Will Is The Benignest Of Prisons**. This can be to the point that they practically become blind and deaf, brain dead gullible idiots who are trusting to the point of lunacy when it comes to you. This will lead them to not question

whatever you ask of them and to outright ignore anything that may point to you not having their best interests in mind even if the evidence of your nefarious purpose is screaming in their face, which includes brushing off any attempts by others to warn them about you. For example, at the highest level of this if you happened to have an incredibly stressful day you could walk up to your kid, drop your pants, and ask them to eat you out or suck you off and they would do so without hesitation or question, with the possible assumption that their helping you similarly to if you had asked them to fetch you a cold drink.

And to top it off, they will also become highly susceptible and weak to your powers, magic, or items despite any resistances or immunities they may have, with this being exceptionally potent if you happen to have put said resistances or immunities in place. For example, if one of the kids you adopted happened to be of a species that is normally highly resistant to “poisons”, as they come to depend on you they would not only be affected by the lust toxins you spike their food with, they would gain a weakness to them and other such "poisons" you use on them. Or if you passed along a perk that would make your children immune to mind control or other mental effects, not only would you have “backdoor access" which would allow your mental abilities to ignore it, but even your “weak” mental abilities would affect them near instantly.

As a bonus, the gullibility and unquestioned trust of those you take care of can serve as a bit of a lure as when people see how much those you take care of trusts you compared to how much control they have given up to you, others will start to become jealous and gain a longing to be taken care of by you. This is especially potent if they are close to a person you’re “taking care of”, such as the siblings or friends of the first of your children you targeted, or are bombarded by just how many people you’ve put into such a state which makes it easier to start putting them under your sway as well.

Breadwinner

(Gen) Do It For Her [100 CP]
As the **Breadwinner** of the family, your main job is to support and carry said family on your shoulders with whatever job you happen to have. Without you, your family may be doomed as their supply of money, and resources in more rural or "savage" locations, would slow, depending on how able they are to cope without you. And having this hanging over your head while you head off to work can get very stressful, especially if unforeseen events happen. So, by taking this perk, you'll gain a method to help keep the stress down with a little reflection.

Now, any stress or other negative feelings that come from doing work, or any other hard/monotonous tasks, will easily be washed away when you think and/or interact with those that you support or who otherwise rely on you. Whether it be just thinking about seeing the smiling faces of your children and spouse when you make it home from work, or making a simple collage of images of your children to put in your cubical, such things will make the stresses of work that much more bearable.

And as a bonus, when doing these reflections you will also gain a small, but noticeable boost to willpower, motivation, and work speed. The more important your work is to those that rely on you, the larger this boost is, so for example, if one of your kids is in need of medical attention your work drive and the like, whether your working to make enough money to pay for treatment or gathering ingredients to make the treatment yourself, will see larger boost than if they were happy and healthy.

(SD) Voice of Authority [100 CP]
One of the main roles of a **Breadwinner**, besides being the main source of money and/or resources for the family, is to serve as the main discipliner in regards to any children. While any good family would have both parents play into that role, most stereotypical ones heap all of the responsibility onto the **Breadwinner**. And to make sure that you're ready to fulfill such a role to the best of your abilities, this perk will grant you some great potential.

As with it, you gain various different tweaks that make you that much more effective in regards to "laying down the law" in your household or other situations. To that end, you gain a strong commanding voice along with a body language that radiates authority and a demeanor that lets you to coldly dress someone down even when you're awash with anger, surprise, or any other emotion that would be at odds with a commanding personality. The first makes you loud enough to be heard over almost any chaos, and when combined with the latter two, can pacify most common troublemakers in their tracks whether that be your child trying to sneak cookies or a two bit thief trying to break into your car. This pacifying effect gets stronger depending on how much authority you have in the current situation, along with your own intimidation factor, and as it does those that you are laying into verbally, whether it be in a "gentle" manner or one that is a bit more harsh, can't help, but to become a bit enthralled if you so wish. They'll get a tingly pleasurable feeling as you take control of the situation and "talk down" to them which makes it easier to get them to listen, but it and your normal pacification ability can be countered depending on how belligerent or violent those you try to pacify are and how much they outnumber you.

(SB) Back In My Day [100 CP]
As a jumper, it wouldn't be a stretch to say that you must have a plethora of stories to tell about your adventures. From stories of how you lead a daring rescue of a princess guarded by a terrible monster to how you single handedly cured an eldritch world eater plague, such tales make for great fodder to tell others such as your children. And such stories will tend to get you labeled as some sort of " hero" so by taking this perk you'll be able to take good advantage of that.

More specifically, this perk makes it so that people, especially those you hold authority over or who are/are perceived to be younger than you, will always be awed in some way by the strength and skill you have along with any heroic deeds you've done. This will lead to people like your children or subordinates to look up to you in some way, with the exact reason why varying wildly such as them seeing you as the pinnacle of being cool or as someone who just gets them unlike others. Regardless of the exact reason, this admiration will cause them to try and emulate anything that you do or show them, and to give you a bit of control over this you always know how to subtly or overtly highlight the aspects about yourself you'd want them to emulate. One way you can do this is via story telling as this perk also makes you an expert storyteller, with you being able to immerse those you are telling a story to in so much detail their imagination is able to vividly picture whatever you're telling, such as about any past adventures you've gone on. And another is via a "monkey see, monkey do" system that causes people like your children or subordinates to be able to learn by observing you with a slight "luck" boost to make it where they constantly get opportunities to see you in action, but only in regards to things you'd like them to and them never seeming to blab incriminating things to others. With this you could impart things and lessons such as going to bed on time, being an eloquent speaker, or being a bit of a pervert, with the person in question hanging on to your every word and developing a bit of a crush due to your larger than life nature which goes double for those under you like your kids, similarly to how one would for a comic book hero or other role model. And if said emulation leads to them picking up some of your bad and/or lewd habits, you can rest assured that others never seem to make the connection back to you unless they see concrete evidence.

But, as someone with a secret life, your deeds aren't always going to be "heroic" enough to work the storytelling aspect of this in one way or another. So, not only can you substitute in suitable epic deeds that are more "neutral" than anything near heroic, for both this and anything else that rely on heroics. But, when telling stories about them you always know what to leave out and how to do so to keep things ambiguous enough with no one seeming to care about your vagueness unless you contradict yourself. For example, you could regale your kids about the time you snuck into a secret lab, killed some guards, and stole their latest invention, with clever wording making them assume you did so to thwart evil when in actuality you simply wanted to get one over on a rival.

(Gen) Lending An Ear And A Shoulder [200 CP]
As was mentioned in **Do It For Her**, your stereotypical role in your family is to serve as the central pillar that supports everyone. While this tends to normally be attributed to your duty to provide things like money to keep the family afloat, another way this can be expressed is by you serving as an emotional pillar. And by taking this perk you'll not only become a pillar strong enough to allow your family to weather almost anything, but one that can invert said relationship.

As now, this perk allows you to “share the happiness” with your family and other loved ones you spend a good deal of time around. This effectively means that so long as you're generally doing fine during day to day life, so will your family and loved ones, with things like sadness, disappointment, anger, and any other negative emotions/feelings being felt, but quickly and healthy being washed away. This will slowly, but surely improve their quality of life and help them through minor issues, without you even needing to step in.

However, if a serious enough situation comes up that can’t be nullified with this passive protection, with you always knowing when someone you care about is going through a rough patch, you always know the perfect way to help your loved ones through their situations. With this, along with an expertise in therapy, you always know whether you should stage an intervention with the rest of the family, talk to them one on one, or if they should be given space before they are ready to open up. And when you get to the actual talking, you also know just what to say and how to say it in order to get through to them, along with various things you can do to help. This includes stuff like taking them out to see their favorite movie, an all day cuddle session, and the like. And regardless of what form your help takes, it will be guaranteed to always help someone through their problems as well as get rid of any lingering difficulties or doubt that said problem has been solved.

But being a pillar for a family and an unknown number of other people, can leave you with your own stress induced “cracks”, and so if you're ever suffering from problems this perk will automatically be shared with your family and loved ones to allow them to repay the favor and help you. And as a “bonus”, this therapy can be applied via lewd or sexual means like fucking the sadness out of someone, but this perk alone doesn’t give you the means of using this freely without already being in a sexual relationship with someone.

(SD) What is Expected [200 CP]
If there is one thing that those who have people underneath them that they have to manage, like a school teacher or a project team lead, would love more than anything it is for said “underlings” to do the “right” things without being told. The aforementioned teacher would love it if their students didn’t have to be told to quit goofing off during a lesson and the project team lead would love it if their team members didn’t have to be constantly reminded about the upcoming deadline. And as someone who has the major task of managing your own family, such a guarantee would be a nice thing to have. So, by taking this perk you’ll be able to get your kids to be model children without even having to ask.

This guarantee functions by making those you hold authority over instinctively know what actions or traits you’d approve or disapprove of, and rules you’d like them to follow. So, long as they have enough love, respect, and/or fear for you, with you knowing the best ways to foster the second and the last along with using them to enhance the first, they will be compelled to align with them, with the more of the three they have the more strictly that they will try to mold themselves to these standards. This also includes lewd actions, traits, or rules, but these require them to have a lot of love, respect, and/or fear for you and/or already be sexually involved with you to various degrees.

Along with this, those you hold authority over will have some level of a drive to try and chase after your approval one way or another, even if they are something like a completely rebellious teenager, with any affirmation that they have made you proud or that they did a good job filling them with joy and making their heart flutter. The strength of this is also dependent on their love, respect, and/or fear for you, which can make this whole package a positive feedback loop, and as it gets stronger it can end up giving them a bit of a praise kink that can be cultivated to the point that they may orgasm with suitable enough praise without there being a worry of them growing desensitized to normal amounts of praise.

(SB) Living Two Lives [200 CP]
As a person living a double life, there are plenty of reasons why you would want to keep your family away from the one you keep secret. Maybe you have a job full of enemies like being a super spy, and if any of your foes finds out about your family they'd stop at nothing to hit you where it hurts, or maybe your doing something that isn't morally on the up and up like being a bloody serial killer and if your family found out they'd run for the hills to get as far away from you as possible. Regardless of which, by taking this perk you'll be able to keep any and all secret lives a secret, along with anything else you'd like others to not know about.

First, you're able to develop a scarily accurate mental map of the everyday schedules of those you happen to live with or spend a lot of time around. With it you will always know where they are at a given time, with this also constantly letting you know how long you have down to the second before any of them gets to specific locations such as back home. Along with this, you always know if they deviate from their schedule in any way, such as your children getting out of school early due to a gas leak or your spouse lengthening their shopping trip after finding a boatload of deals, with them sometimes going out of their way to let you know in advance. When this is done your mental map is automatically updated, though large enough disturbances or those that you sense rather than are told of will throw it off. This can also be used as a tool to know when something has gone "wrong" such as getting a nasty feeling in your gut when your child deviates from their schedule of going over their friends house, which would mean that they got kidnapped on their way over.

And second, you are extremely good at hiding things, both in terms of your actions taken to mask things and making excuses for things you can't hide. For the former, you are highly skilled in quickly cleaning up and/or hiding evidence of activities you don't want people to know about at lighting speed. This can include things such as expertly wrapping up and hiding the bullet wounds you got after a shoot out during a super spy mission, quickly stowing away your extra raunchy porn comics when you hear your kids walk into the room, or quickly cleaning up your bed room and yourself after you just got done fucking the hell out of your daughter/son and heard your spouse come in through the front door. And for the latter, when trying to explain things or make excuses you are incredibly skilled in improvisation and knowing what the best words, tone of voice, and body language you would need to get what you want, with you always being able to carefully pick and choose your words as if you had a few minutes to think things through. For example, if you happened to come home extra late after a day of being a hitman you'd know the best story to spin that your family is the most likely to believe, such as saying that your boss kept you working late on a super secret research project.

Or if your spouse happened to almost walk in on you fucking your daughter/son you'd be able to explain away the sweaty mess you two were in by saying you were working out with your child, or anyone else in the situation, playing along with you and gaining a temporary boost to their acting and improvisation skills to make them equal you.

And as a bonus, since keeping secrets from people forever can be hard and you may eventually want to bring people in on them, revealing secrets you have can serve as a potent tool. Specifically, when you decided to let someone in on a secret, such as if you happen to be caught by one of your children as you suit up for your night out as a hitman, not only will they not blab about it to others they gain a massive relationship boost due to the trust your seemingly putting in them.

(Gen) You'll Have To Work For It [400 CP]
A common story beat in a good number of family oriented slice of life shows is that of a child wanting to either get something or go out and do something, and thus they try to ask their parents. And typically the most common response is for said parents to make their child do something to earn the right to whatever it is they are asking for. What needs to be done can range from keeping up good grades for a month or taking on the responsibility of being the family dishwasher, but by taking this perk you'll be able to make things a bit more lewd if your children happen to want something from you.

More specifically, this perk makes it so that sex and other lewd favors become a legitimate way for those you have authority over, or just anyone who wants something from you, to "earn" things from you such as a larger allowance or being allowed to go to a concert on the weekend. In fact, such people are always aware of this fact which means that they may be the ones to offer such lewdness in exchange for whatever they are asking for rather than you always having to be the one to bring it up. But, just because it becomes as visible of a thing to ask as something like mowing the lawn for a month doesn't mean someone is guaranteed to go along with it, baring them being the ones to bring it up. So, to help in this, you also become an expert at bargaining and deal making to the point where when making a "deal", like your child wanting a new PC, you'd always know just what kind of conditions or stipulations you can add to the deal and still have the other person/people accept, or be open to being convinced, and what exactly you can offer in return to reel them back into accepting. Though, the level of authority you have over the person in question and how much they "obey" you does serve as a bit of "deal making lube" that allows you to ask for a lot more from them for less in return.

(SD) Hard Rod Of Discipline [400 CP]
Like it was mentioned in **Voice of Authority**, one of the major stereotypical roles of the **Breadwinner** is to serve as the family disciplinarian. But one of the major problems with such a role is figuring out the proper way to punish your kids as if you go too hard they more than likely are going to resent the hell out of you and going too soft may lead to them being spoiled brats, not to mention your more than likely going to need to figure out when and where to strike a balance. So, to make such a job even easier for you, taking this perk will allow you to go about the whole carrot and the stick analogy in a way that is not only "fun" for you, but incredibly effective to boot.

As now, this perk allows for you to make use sex, rape, and other lewd things as a potent punishment system for those you have authority over, with it being able to manifest in

one of two ways. The first has it where a metaphorical switch can get flipped between sex for pleasure and sex for punishment, with the latter making it so that those you are trying to punish will see sex and the pleasure you're giving them as a legitimate form of punishment rather than them getting rewarded for misbehaving. And the second way functions as a sort of pleasure "overflow" as you can shackle them with an invisible chastity belt that both inflicts a burning lust that steadily gets worse over time and prevents them from finding sexual relief from sex or masturbation, with those things instead causing the "burning" to get worse, until you allow them to find release.

Regardless of which form of this you make use of, not only will everyone who sees or hears about it, including those you are punishing, think of it as something completely legitimate, but it functions as the "perfect" punishment. This efficiently means that it will always perfectly correct the behavior of the person in question that you are punishing, without fear of them growing addicted to being punished, and satisfy everyone "involved". What this means is that the one who was punished, and those on their side, will always see your punishments as fair and those who oppose the one being punished will always see them as suitably punishing for whatever the punished person did. For example, if your daughter keeps trying to see a boy or girl you forbid them from seeing, then knocking her up yourself would be a punishment all parties could agree is suitable, though you can always choose to keep the more fear-inducing aspects of using sex as a punishment on a case by case basis.

But where there is punishment there should also be reward, so you also gain the ability to offer sex with yourself, and other lewd favors, as rewards for good behavior or for the completion of a job/goal. Not only will this serve as a potent motivator for a person to behave or get the task done, it can also push them to go above and beyond, making them work a lot harder and increasing their capabilities with the amount scaling on how lewd the reward is, which also takes into account their fetishes, plus how important or dangerous the task is. For example, offering sex would boost a person more than simply offering to make out with them, unless the person had a major mouth/kissing fetish, and offering either when the job you want done involves fighting dragons would grant a bigger boost than if you asked them to mow your lawn. Though this won't make whoever you're trying to motivate into a god or make them capable of anything too far past what they already can do, just allow them to "lock in", focus, and push themselves harder.

As a bonus, you also are an expert in various kinds of normal punishments and rewards, in case you want to go the normal route, with these having the same guarantees as your more lewd options. Though these more mundane means will never be considered "perfect" like their lewd counterparts, at least in regard to being universally accepted, so to offset this you'll always know what would be a fair punishment for a particular offence in terms of local laws, all affected parties, and according to your own sensibilities, plus what would be a fair reward for a given task.

(SB) Defender Of The Home [400 CP]
When it comes to villains, one common way to try and humanize them or garner sympathy from an audience is to give them loved ones they deeply care about such as a family. Not only can this show a softer side of a villain, along with potentially exploring how their family deals with their villainy if they know about it, it can be very entertaining to see a family oriented villain pull off the Papa Wolf/Mama Bear trope that

tends to be reserved for more heroic parents. So, whether your secret life entails you being the big hero, villain, or something in between, taking this perk will grant you the tools to make sure that if someone from it brings harm to those you love you'll be able to bring hell upon them.

To start, this perk makes it so when fighting in the defense of your loved ones or those under your authority, you gain a boost to your fighting capabilities such as your strength, speed, magical power, etc. While this boost, in a manner similar to **The Power Of Love**, is partially based on the love you have for those you are defending, it mainly draws power from the level of danger they are in with two additions that make defending people a lot easier. The first of them transforms you into a focus point for the aggression of those who are attacking, making it so they will focus the entirety of their efforts on you and will never lash out at those you're defending or try to make off with them unless they beat you. This also makes it so if your loved ones happen to have been kidnapped they will never be overly mistreated, such as being tortured or raped, and even if those who captured them wants to kill them they always seem to put some major stipulation on it such as giving you a generous deadline they always stick to. And the second makes it so that so long as whoever you're defending is in danger, you are incredibly difficult to put down, independent of the boost to your fighting capabilities. This will allow you to power through attacks that would normally cripple or kill you and continue to fight well past your normal limits. But once the battle is over all the damage and fatigue you accumulated will come rushing back, potentially knocking you out or killing you.

And once you prove victorious, taking revenge becomes that much sweeter as any retaliation you take against those who have harmed or wronged your loved ones or those under your authority is always seen as justified. This even applies in disproportionate circumstances such as raping the bully whose been tormenting your child at school, with said retaliation making everyone under your authority love, respect, and/or fear you more, with the amount depending on how much they personally were "harmed" by the offending party and how "grand" the harm was. So, your family would love, respect, and/or fear you more if you personally executed the members of a gang that held them all at gun point than if you simply kicked the teeth in of the person egging your house. And to better facilitate this revenge you gain something that plenty of hardboiled detectives bank on, that being a supreme amount of luck as when trying to track down those that have kidnapped or harmed your family clues and leads of various levels of helpfulness just start falling into your lap out of no where, especially if you happen to reach a dead in your efforts.

As a final bonus, to go along with the previously mentioned villain talk, regardless of how evil your actions or secret life may be, so long as you don't directly bring any undue harm to your family, or others you have authority over, they never seem to care about such actions. For example, you could be a bloodthirsty death cultist that ritualistically sacrifices people in your basement and at worst your family may ask you to keep it down when you're doing your sacrifices or would bark your ear off if you got blood all over the basement laundry room. Or with **Back In My Day** you could regale you kids with a story about how you ripped and teared your way through a gang's compound before raping their boss and they would be just as enraptured as if you told a story about you saving a falling plane.

(Gen) Nepotistic Endeavors [600 CP]
One common thought when it comes to parenting is that you should do everything in your power to make sure that your children have as good a life as possible. While this tends to be associated with parents doing their best to make sure their kids grow up healthy and supporting them in things they try, another way that depending on who you ask can be a bit frowned upon is engaging in nepotism. While just giving your child a job in a group or company you run because they are your child tends to be a bad thing, due to a good number of kids this is done for being incompetent idiots, by taking this perk you'll be able to harness nepotism for your own means.

More specifically, this perk makes it so when placing your family members such as your own children into positions of power, whatever business, organization, or team they have control over will both run incredibly smoothly and see a sizable boost to almost every single aspect far past what you may expect. The main and most obvious boons are boosts to the overall productivity of the organization along with the quality of their "outputs", whether it be a product that is produced or a service that is done. But other things will also be improved such as worker happiness, competency, and work speed, with said boosts even veering into the supernatural. For example, if you appointed your daughter/son as the manager of a farm and ranch combo they'd be able to do things such getting it to produce a lot more crops and meat than should be possible while using a lot less water, fertilizer, and feed, somehow ward away all but the most dogged pests and diseases without using pesticides or antibiotics, and drastically reduce how long things take to get done like making crops and livestock somehow grow and mature faster in shorter spans of time.

The more competent and skilled your child is in whatever field you assign them to be a manager in, and the more that they enjoy or want to be in the field, the bigger and more potent those boosts become, giving you a good reason to make sure they are up to snuff before giving them any responsibilities. And to better help in making them the most suited for whatever role you want to give them, you know how to perfectly "groom" your kids to make them the best they can be. For example, if you want your child to be an officer in your army then you'd know how to perfectly raise them to be such by doing things like giving them military themed toys to get them interested when their young, help enhance the breadth of their skillset such as leadership by having situations fall into your or their lap like maybe them stepping up to lead their class during an emergency, and fostering good mental traits like level headedness or a sense of duty through everyday interactions. Another way these boosts can be enhanced is by replacing the subordinates of your nepotistic appointment with more of your own family, such as making the staff of the aforementioned farm/ranch combo be entirely made of your other children. Along with this, the more of your own family you have working across different organizations, so long as they are connected in some way, the more a synergistic effect there will be that enhances the boosts even further. For example, if you have a massive company you run with various different departments and you assign some of your children to head them along with filling their ranks with more of your other kids, each department and the business as a whole would get a synergy boost, with this boost also applying to any other business or groups run directly by you or your other children that interact with this one.

(SD) King Of Your Own Castle [600 CP]
As the **Breadwinner** it is typically assumed that you are the main leader of the entire family and the one in charge, mainly due to the fact that you are the main money maker, and thus without you your family would be in dire straits. And when it comes to acting on this idea some treat it as a vague notion of the past and "rule equally" with their spouse, while others take it a bit more seriously/literally and make themselves a tyrant to their family. While the former is normally seen as the better option, you may be of the sort to want the latter, even if you have purely good intentions for your family, so by taking this perk you'll be able to claim undisputed control over not just your family, but everyone under you.

As now, this perk makes it so that those you have actual or symbolic authority over, such as your immediate family which includes your spouse, can effectively and legally be considered your property that you have complete and utter control over. This even applies to anyone those you have authority over has authority over such as any grandchildren you happen to have. Any and everyone outside of this categorization never seems to care all that much about what you do to those under your authority, and instead of your family and others affected by this vehemently trying to buck against this, they seem to find comfort in your total control. This doesn't mean that some of them won't try to challenge your authority, like a rebellious teenager or riotous prisoner in a jail you run, but whether you go with overbearing control based on true kindness or decide to treat those under you like toys for your own pleasure with an iron fist, they will over time become grateful and even a bit worshipful.

This process gets sped up whenever you "assert" your authority over them, which basically means whenever you punish them for rule breaking, reward them for good behavior, and give them commands that they follow. Besides becoming happier with your overwhelming control over time, this also means that those under your authority will submit themselves to your every whim, even if your orders and rules are contradictory or hypocritical, and will generally defer to you for the rest of their life, though you can choose to what degree so they don't become useless without you. And to top it off this control also grants you full ownership over their bodies, powers, and any items/properties they have, letting you count them as something you directly own.

As a bonus, to help play into the title, this perk also makes it so that any and all properties you have will be recognized as sovereign territory, even if it is something "small" like a piece of farmland or a building complex with those still being able to make use of outside utilities like power or plumbing. What this sovereignty means is that anyone who visits or trespasses onto your properties is fully subjected to any rules or laws you happen to have in place, no matter how weird or convoluted they are, with their home countries not lifting much of a finger to help them assuming they aren't hostile to you. This also works in reverse a bit as those under your authority, including yourself, are only bound by your laws and rules and similarly to others being bound by your rules while on your properties, the only ones that will try to contest this or even care are those who are hostile to you. This means that if someone else tries to punish your family not only would you have the fully recognized right to break them out of any imprisonment, but to also bust the heads of those who did so whether it was just the cops of a particular station or the government of an entire nation your family were vacationing at.

(SB) An Actual Badass [600 CP]
As a secretive person who is doing their best to keep their "work" life away from their family one, what you actually do on the side can matter a lot. While the most important things that it can affect are how much danger your family would actually be if they found out about what you do or how easy it would be to hide it from them, for someone like you the true thing of importance is the benefits you gain. As obviously, whatever your secret life is centered around, you must be incredibly important and competent in it if it would be such a danger for those close to you to find out. So, by taking this perk you'll be able to choose just what kind of "badass" you actually are.

And you aren't even limited to being a "badass" in just a single field, as with this perk you gain two different stereotypical "badass" or cool occupations to gain the skill sets from. These can range from the "mundane" like a career soldier, mob boss, or mad scientist, to the more "exotic" such as a super spy, or cult leader. Regardless of which occupation you pick, you are considered among the 1% in that field in regards to skill which means you have a near unrivaled mastery in the various skill sets that make up your chosen occupations, with said skill sets being very expansive. For example, choosing to be a career soldier would not only grant you access to firefighting and hand to hand skills potent enough to ensure that you could clear an entire heavily fortified compound by yourself without even a scratch, but you'd also gain an equal level of expertise in the commanding/leading of soldiers regardless of the scale of engagement or other factors such as terrain. Or choosing to be a mad scientist would not only make you a true omni-disciplinary researcher that is capable of cracking and understanding even the most esoteric fields of science, but would grant you the knowledge, mental skill, and "spark" needed to push fields far past what is currently capable. These occupations and the skill sets they grant will also be themed around whatever setting you happen to have this jump take place in where applicable, but, this won't give you any supernatural powers like magic or psionics. So, if you choose to be something like a mage in a fantasy setting, you would be granted a high amount of knowledge and understanding of the fundamental principles of things like magic, so that you're able to innovate within the field, but with no actual casting ability or skill.

And as every master of a particular field usually has some kind of title, you also gain some form of title and epithet for both occupations with you having a penchant for gathering more. Said titles serve as a calling card for yourself with them rapidly accruing a lot of fame based on your actions, with the starting two already having an incredible amount attached to them to the point that practically everyone in a setting knows of it. Said fame carries over from jump to jump and if you happen to introduce yourself with them, with everyone always believing you unless you choose otherwise, people will have an incredible amount of respect, admiration, and/or fear for you, especially if they happen to be within your chosen fields, depending on the amount of fame a title has. This can be to the point that , if the fame attached to a title is suitably overbearing, someone else even mentioning your title and that they personally know you in some way is enough to get others to respect or fear them. Though if the fame ever gets too much, you also have the ability to enter "retirement" with one or more of your titles, which when done makes it so any and all enemies you've made in relation to a title and the field it is famous in will either respectfully cease all hostilities or will be incredibly hard pressed to purposefully find you or your family. This "retirement" will effectively last

forever, but this hinges on you staying out of whatever field the title you choose to retire was related to. But in the event you ever need to come out of retirement, such as needing to deal with a mob family you used to work or feud with that is threatening your spouse and kids, then you can do so with great shock from your former enemies that leaves them struggling to respond to you.

And as a final bonus, you gain something that plenty of more evil badasses would kill for and is something that may be the reason behind why they decided to have a family in the first place. That being a special ritual that allows you to pass along your own powers/abilities and skills in the form of talent to any of your children, which is perfect for powering up those kids you had very early on in your journey before you amassed a lot of power to pass along via something like **Keeping It In The Family**. The exact specifics of the ritual are entirely up to you, which means you could make the ritual entail you fucking the hell out of your chosen child, with there also being one extra special one. This extra special one allows you to pull off what some evil parents do and siphon and copy back any abilities you may have passed along to your kids, and while this may not seem that useful it is if said powers/abilities were improved in some way. For example, if you happen to have **Keeping It In The Family** and you have a child with someone with your ice and their fire powers merging in your child in the form of a "Burning Ice" ability, you'd be able to use a ritual on said child to copy the ability for yourself.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

A Tree That Scratches The Sky [100 CP]
A common project that plenty of kids had to do in their early school life was the creation of a family tree for some kind of activity. They'd be tasked with investigating their family's past and creating a chain, or tree, of its relationships, starting with them and going back as far as they can. And while such a thing is a good exercise in connecting oneself with their family's past, maybe you'd want something a bit more befitting the odd family lines a jumper may end up having. So, by taking this item, you'll be granted an actual tree on which to connect every single member of your family.

Said tree, with its exact species being up to you, will start out as nothing more than a small little sapling, though as your family, whether blood related or not, grows and grows so will the tree with no real limit, with each member getting their own branch. But, as you are no doubt are going to engage in a whole host of incest, which may result in incest babies, and the very nature of a jumper tends to lead to incredibly weird familial relationships, the branches of the tree can and will bend to showcase these unique relations. This can lead to the branches and the tree as a whole becoming incredibly weird looking as branches stretch, twist, and even go into themselves, but regardless of how alien or weird the tree ends up looking you and all of your family members will feel a profound sense of comfort, happiness, and togetherness when you gaze upon or are simple in the presence of it. This makes it perfect as the center piece to something like a family commune separate from the rest of society.

Home Sweet Home [Free-200 CP]
There are plenty of phrases, such as "Home is where the heart is", that in general push across and put a lot of importance into the idea that a person's home should be where they are loved and appreciated, rather than just a simple physical location. And while this is all well and good, actually having a nice place to sleep, enjoy life, and forge plenty of family memories is just as important. So, by taking this item you'll be able to gain a family home that will make sure you, your current family members, and any future ones you gain have a nice and cozy place to live life.

At its first free tier, this item provides a home that can best be described as cramped with it taking the form of something like a small apartment, single floor suburban home, or a hut/cabin in the wilderness. It comes with what you'd expect in almost any home, though with its furnishing being basic, such as a kitchen, living room, bathroom, and a few bedrooms. Despite this, the house is incredibly cozy, with it imparting a powerful sense of hominess and comfort for any that live in it which makes everyone's day and life that much brighter and can help throw off the weight of the day from the shoulders when its inhabitants step through the front door.

But if you'd like something a bit bigger and more ready to accommodate your growing family, then by paying **100 CP** your home gets a major upgrade. Instead of being small and cramped, your home now is befitting that of an upper middle class or equivalent family with it being able to take the form of things like a spacious apartment the size of two or three, a large two story suburban home with attic and basement space, or a sizable cabin with a few side shacks. Besides an increase to living space, your home now also gets an increase to its furnishings with things like high quality beds or various appliances depending on your setting. Along with this you gain access to a special management tool that takes the form of a special software that can be installed on anything, and/or be taken as a magical spell, that allows you to manage your home and any other properties you have. Similarly to a popular family sim game, this would allow you to do things like move furniture around instantly and even remove things like paint or wallpaper. And while with just this you won't be able to purchase/spawn furniture and the like out of thin air, it can be used as a quick set up tool allowing you to instantly put together furniture sets you buy or paint the entirety of your home with paint you provide.

Though, if you want to take a further step up so your family can live in the lap of luxury, by paying an extra **100 CP** for a total of **200 CP** your home gains one last upgrade in terms of opulence. This makes it so your home is now the pinnacle of what money can normally buy with it able to take the form of things like a large penthouse that takes up two entire floors, a sprawling multi-floor suburban mansion, or a large "woodland mansion" with a few extra attached buildings. This size allows for members of a "normal" family to each get their own room, walk-in closet, and attached bathroom if you so wish, along with there being a few empty rooms free for you to customize, and all of the furnishings are the best that money can buy. And alongside this opulence, your home gains two more boons.

The first grants you ownership of a multi-residency building/area that your home is located in. For example, picking something like a penthouse would gain you the entire large apartment complex that it is in, picking something like a suburban mansion would gain you the moderately sized surrounding neighborhood, and picking something like a secluded "woodland" mansion would gain you a rustic village and ownership of some of the surrounding wilderness. This is all perfect for housing your extended family, along with any new family members that are born or join, and keeping your incestuous antics more easily out of prying eyes, with these extra dwellings all sharing the same level of furnishings your main "house" has.

And the second boon is an upgrade to the management tool in the second tier. Now, alongside the ability to shuffle furniture around you can make use of it to do major additions and structural changes to your home and other properties such as building walls, floors, and roofing to add new rooms or even shuffle rooms around, modifying and adding things like plumbing, electrical, and HVAC systems, and even instantly adding things like furniture or paint. All of this can be done via spending money, with you gaining a catalog that absorbs things like common furniture/appliances and common house building materials from jumps you go to along with allowing you to upload your own blueprints for things. But if you want to avoid the monetary costs then you can also make use of raw materials you yourself have.

And while, the previous examples are all modern day dwellings, depending on your setting they can take other forms with their various furnishings following suit. So, if your family fucking has taken you to a world of sword and sorcery your mansion could instead be a castle, or if your in a cyberpunk dystopia your apartment complex could be more akin to a small arcology.

A Home For The Lost [200-400 CP]
As was mentioned in **Blood And Water**, in an ideal world adoptions would be something few and far between. Something relegated to only extreme tragic circumstances as well as something that will do its damnedest to plug the gaping hole left in the heart of the orphaned child. And by taking this item, not only will you gain a tool in helping to make sure there are fewer helpless orphans, but you'll have another avenue with which to fulfill the niche subset of non blood related incest.

Taking the form of a large orphanage organization, this item comes with everything needed to make it among the very best at its role. This includes a series of orphanages spread throughout your "local" area in various cities and towns which are all stocked with the necessary facilities like bedrooms, kitchens, and even school classrooms, along with a dedicated, motivated, and skilled staff that are deeply loyal to you and are just kind people all around. Among this staff is a legal department that not only has a sharp ear out for situations they should intervene in within your "jurisdiction", like a homeless kid living on the street or a kid in an abusive household, but they have the skill needed to take said kids and put them under the custody of the organization and by extinction yourself via court cases. And from there, your staff are guaranteed to find the perfect home for any and every orphan that enters one of the orphanages with there being no chance of abuse, neglect, or anything else of the sort. But moving away from the good this can do, this entire system can be used as a way to sate your own lusts as not only do you have free reign to adopt any orphan that makes their way into your orphanages, with them always having a great deal of love and adoration for you from the get go due to saving them, but if you happen to be taking the form of a kid you can enroll yourself into the system. This allows for you to be adopted by a family of your specifications, though they have to be somewhat reasonable and not too specific due to the organization's limited range, such as a lone widow who wasn't able to have kids or a large family that all happen to be women.

But if you'd like for this organization to be something out of a noblebright fairytale, then for an extra **200 CP** for a total of **400 CP** the organization becomes almost all encompassing. Specifically, it now has an orphanage, with their internal space being massively increased and them all being interconnected via a series of doors, almost everywhere in every single setting you go to, with the only places that won't have one being incredibly small villages or remote towns. But this doesn't mean such places are outside of your organization's reach as alongside a heavily increased staff, your legal department becomes an abusers worse nightmare as they sort of just always know when a child is in a perilous position, which is due to a combination of incredible detective skills and being able to hear the thoughts and dreams of kids in such situations. Coupled with this, they all can side step any legal hurdles when taking and putting kids under the groups custody, like court cases, so long as actual abuse is present or a kid is in a dangerous position like being homeless with no guardians. And to help in situations like a kid being stuck in a slavery ring, the various staff can make use of teleportation to

reach and remove them, with this also including their parents if they are stuck alongside them, though this only works when trying to recover a kid and can't be used as an offensive or utility tool. This expansion also means that when it comes to your personal fantasies not only does this allow for you to adopt a wider variety of kids with a number of different situations and conditions, but when getting yourself adopted you can get very specific with your specifications like being adopted by an alien family on a different planet or even nudging things to get adopted by the family of an important character.

And as an extra bonus, regardless of what tier of this item you picked, whenever you leave a setting a copy of this organization will be left behind which is ready, willing, and able to continue their mission statement to the end of time. This is guaranteed by the group gaining an extra potent luck boost that ensures they can continue operations and prevents them from being shut down whether it be from natural disaster or governmental interference. Perfect for making sure a permanent bright spot is left wherever you happen to go.

Children
(Gen) is Discounted For Both Younger/Older Sibling

(Gen) Snuggle Comfort [100 CP]
One common toy that is associated with childhood are stuffed animals of all sorts, whether they be based on real world animals in a modern setting or on the plethora of different species found in fantasy or sci-fi ones. These not only serve as something a child can play with, but they can also be a companion, a confidant, and/or a source of security and comfort, and despite what some may say a beloved stuffed animal can continue to serve this role even when their owner has grown into a "big boy/girl". So, by taking this item you'll gain a stuffed buddy that not only fulfills its intended role, but has something a bit extra for those dealing with the dirtier side of growing up.

This stuffed animal can be based off of any creature you so desire, whether they be a real-world animal, something more at home with magic slinging adventurers, or something you'd find scattered across the stars with its exact size, design, and even material being entirely up to you. Whenever you interact with your cuddly buddy, with it always being supernaturally comfortable to hug or cuddle with, it not only grants you incredible comfort, but gives you a sense of security and stability as well which can help the stresses and worries of the day just drain out of you. And speaking of "draining", your buddy also doubles as a sex toy, either as a result of you sneakily DIYing it, somehow getting it custom ordered, or it being a joke/serious "gift" from your more out there family members. In this role, it comes with near life-like features like a dildo, fleshlight holes, and even breasts if you so wish, with these features perfectly hiding themselves when not in use. Regardless of which, it comes with various other features as well such as a never ending supply of faux sexual fluids, a multi-option vibration mode, the ability to at will resize its "assets" with its fleshlight becoming bigger on the inside and able to take a monstrous about of fluids, and it is completely self cleaning. And while, interacting with it normally can take the edge off, dumping a load in it or vice versa bumps that up by a good amount.

And as a bonus, it turns out that your snuggly buddy is actually quite lively as it seems to be inhabited by an imaginary friend you thought up into existence. Their personality is entirely up to you, and when they enter their active mode they are able to control the stuffed animal like a normal body with it even becoming more lifelike.

(YS) The Matching Sets [100 CP]
Being the **Younger Sibling** of a family will more often than not lead to you being referred to as cute by a good number of people, especially by your family, unless you happen to be a little bastard. From the way that you walk, talk, do things, and even what you chose to or are forced to wear, you better get used to hearing people compliment you using that word until you get a bit older and even then it may still pop up depending on how you physically develop. So, if you'd like to take advantage of this, taking this item will grant you a wardrobe that uses cuteness as a masking factor.

More specifically, this item grants you an infinite amount of clothing with an equally infinite amount of designs and types. From shirts, pants, skirts, jackets, dresses, and underwear, you will never be wanting for something to wear with everything fitting you perfectly and never being uncomfortable for you to wear, no matter how much you grow

or change, with it absorbing common fashion from jumps you go to. Moving on to the masking aspect of this, all of the pieces of this wardrobe carry both an aspect of lewdness and cuteness with the latter making sure the former is never seen as out of place. To be more precise, the lewdness aspect of the wardrobe manifests in via skimpiness, accentuations, and “branding/design”, with the first two being self explanatory with there being lewd clothing that runs the gamut of being just slightly skimpy to being outright lingerie and every piece of clothing complimenting your body, either lightly or heavily, such as your ass, thighs, boobs, and/or cock/pussy.

But, in terms of “branding”, it manifests in a way that lets you rope your family into the fun as where applicable pieces of clothing will carry some design that insinuates an incestual relationship with your family, with these ones coming in a matching sets so you and your family members can wear them. For example, there could be a pair of matching graphic shirts that reads "This is what a cool parent looks like" and “This is what a cool son/daughter/etc looks like” with vague implications of something like fellatio/cunnilingus or hand-jobs/fingering woven into the designs. And while the “cuteness” factor does mask this and make people not notice the implications, while out and about with these clothes on people will speak about how you and your family members that are with you would be cute as a couple, either in a joking manner or them being a bit more serious and assuming that you are a couple. Regardless of which occurs, your family member(s) that are with you would be flushed with arousal at the idea of engaging in a romantic relationship with you, which would become more palatable in their mind somewhat similarly to the trope where a tsundere gets mistaken as the protag's girl/boyfriend with them getting flustered, but not hating the idea.

(OS) Vices of Age [100 CP]
As was said a few times before, as the **Older Sibling** in a family a common thing you’ll get up to is trying to assert your independence from your parents and get them to see you as “grown up” in some manner. And one of the ways to try and do so is to indulge in stereotypical “grown up” activities, with the most “fun” being getting into certain vices like drinking or smoking. So, by taking this item you’ll get your hands on two different vices that while not actually making you seem like a “grown up”, can serve as a tool to make you be taken a bit more seriously.

These two vices in question manifest as an endless pack of flavor changing cigarettes or cigars and a bottomless bottle of type and flavor changing alcohol, both of which will never cause negative side effects. When offered to someone they will tend to always accept, with any authority figures not questioning where you got them or caring that you're using them, and doing this will deepen the bond you have with them. This is strengthened if the person in question is either actually “older” or “younger” than you or are perceived to be, such as your parents or younger cousin, with the cigarettes/cigars and alcohol being laced with a low level aphrodisiac. This not only stokes their lust and yours, but also makes them more freely speak their mind as you shoot the shit and pepper them with questions, though this by itself won’t make them deluge truly deep secrets unless you happen to get them really drunk or, in the cases of romantic secrets, are near the end of their proverbial romance route.

(Both) Nepotistic Aid [200 CP]
As a child grows and ages they'll more than likely want to take advantage of as many opportunities in life as possible. Whether that be for fun, such as joining a kung-fu school or adventurer's guild, for success in life, such as getting into a good college or apprenticeship, or a combo of both, such things have an element of luck to them. Or at least it did for you in particular, as by taking this item you will gain a potent tool in making sure you always have a leg up when you want to take advantage of opportunities by making sure your family is always in your corner, even if you've never seen or heard of some of them before.

Taking the form of a cell phone, but one that can shapeshift to take the form of the most common mode of communication in a setting like a handwritten letter in a fantasy world, this item activates whenever you are trying to take advantage of an opportunity or are doing certain things in general. This includes, but isn't limited to, things like trying to get into a prestigious magical school or signing up to participate in some kind of world tournament. Once this happens you'll get a random call on the cell phone, or in the case of something like a letter you'll find one in your mailbox or on top of your desk, with the caller/sender being a previously unknown older relative such as an aunt/uncle, grandparent, or older sibling/cousin. These new family members, whose sudden existence will never be seen as weird by the rest of your family, will in some way, whether through their skills, powers, or connections, be able to provide a good deal of help, but the exact specifics of the help they can provide and how helpful it is will be completely random, but tending towards the middle of the road. For example, if you are in a fantasy world and want to join a high ranking adventurer guild, the nepotistic help on the low end could be something like a grandparent who was well respected by the guild's higher ups and thus getting you at least get a major foot in the door, and on the higher end it could be something like an older sibling who left home before you were "born" that just so happens to be a high ranking and skilled member of the guild whose standing lets you bypass the induction process, potentially even letting you skip a rank or two.

As a slight bonus, it seems that these new family members are far more willing to fuck you if you so wish without you having to jump through the hoops you have to for your "normal" family, either seeing it a "proper" payment for the help they provide you or them being the embodiment of a "cool" aunt/uncle out of a raunchy porn comic.

(YS) Spying Mini-Me [200 CP]
While **Snuggle Comfort** showcases how stuffed animals can be a source of comfort for someone, even if they in the eyes of others have outgrown them, there exists another aspect of stuffed animals. That being their sort of ubiquitous nature, as no matter the setting a stuffed animal wouldn't look too out of place whether it be a sword and sorcery fantasy world, a futuristic sci-fi setting, or a more fantastical/ahistorical neolithic setting. And by taking this item, you'll be able to take advantage of this nature to do a bit of spying on your family for various different reasons.

Similarly to **Snuggle Comfort**, this item takes the form of a stuffed animal, but unlike it this one is modeled after you with it being of your favorite animal, real or fake, or one that embodies you in some way. Along with various other traits themed on you, this stuffed animal carries your "essence", such that anyone who knows you and interacts

with it whether by looking at it, touching it, or even smelling it will know that it is based on you and will feel your presence. And again similarly to **Snuggle Comfort**, it comes with a suite of sex toys and features, though what it has is perfectly modeled after yourself with it also hiding these features from others until the time is right.

Speaking of which, the main meat of this item comes from the various spying tools embedded into the stuffed animal, potentially as a naive gift from a distant relative in order to better record "precious" moments. These mainly take the form of both sophisticated and powerful cameras in its eyes along with a highly precise microphone, or their magical equivalents if you're in a fantasy world. Along with this, it also has a special aura that causes people to ignore it, even if it would be out of place, such as putting it in your older sibling's room when they don't have any other kinds of stuffed animals, or just view it as nothing special with any trace of its surveillance capabilities being hidden outside of someone cutting it open. And to better help gather information or blackmail, the stuffed animal's aura also causes people to be a bit more honest and open with their thoughts when they are alone around it. While this may lead to them talking to it about more "mundane" secrets and the like, it primarily focuses on them venting in regards to their feelings about you to the stuffed animal due to it carrying your "essence". Depending on the level of their relationship with you they'll start talking about things like what they like and don't like about you, how their own feelings about you are making them feel, etc., which can lead them into talking themselves into falling in love with you more. And when they start to harbor some form of sexual feelings for you, that is when the hidden sex toy nature will be revealed, and such an opportunity to indulge in a simulacrum of you can be a tempting treat can be oh so irresistible.

(OS) Perverted Honeypot [200 CP]
One coming of age tale that a number of people have experienced is the discovery of porn, either because they came across the stash of a parent or older sibling, made a wrong "turn" when exploring the internet or a non-restricted library, or was shown it by a close friend. This delving into the world of porn and lewdness at a young age can leave a mark on those in their childhood, for better or for worse, but as a potential seasoned pervert maybe you want to inflict something onto others with your own porn stash. So, by taking this item you'll gain a proverbial Garden of Eden for all things lewd.

This "Garden of Eden" is a website dedicated to all different kinds of porn related media such as various kinds of magazines and comics, images and videos, and even games and mods for non-lewd ones, with the genres and fetishes these are based around all being custom tailored to your preferences. Alongside this, you also gain the direct contact info for various artists and fellow perverts which updates in new settings in case you want to do commissions for something a bit more specific or you find yourself in a fantasy world without internet. But besides these various bits of media being custom tailored to your tastes, the various characters in them also have traits you would want in a partner as well as special lures attached to them.

These lures will attract members of your family, or anyone else you happen to be living with, towards these various pieces of media with the lure manipulating things to goad them into viewing the media. For example, maybe your computer somehow turns on by itself with a porn game already open which catches the eye of a younger sibling as they pass by the door to your room that opened by itself, or one of your parents comes across

some physical lewd art you ordered from the site as they clean your room with it happening to catch their eye as it mysteriously fell from your bookshelf. And upon reading, watching, or playing the piece of media said family members will become enthralled and heavily influenced by them and will subconsciously start to mold themselves around the pieces of media. Since this would normally be a bit random, you can pick what particular character traits you'd want to "infect" a family member with, with the lure making use of any media that fits them. And besides making your family a bit more perverted, these pieces of media can be used as a "tool" by them depending on your relationship.

Specifically, so long as they are harboring some sort of romantic/sexual feelings for you the media will "speak" to them, convincing them that the best way to win your affection would be to further embody the traits found in them and even use them as a "guide" on how to do so like a naive teenager using their favorite doujin to win over their crush. For example, if your mother got enthralled by a game about the player character's own mother trying to seduce them she may start to follow the steps of that mother such as dressing more provocatively and on the higher end, as your romantic/sexual relationship bloomed, hiding herself under your desk to wait for you to masturbate so she can be up close and personal, maybe even stretching her tongue out to lick you.

(Gen) Allowance Card [400 CP]
An allowance, depending on what your family life and situation was like, is either something you look fondly back on in the world of paying bills or is something you wish you had so you could indulge in childish wishes. It can be a tool to help parents teach their children about fiscal responsibilities, a way for the ultra rich to flex on others, or just something nice to give a kid similarly to other kinds of gifts, albeit on a more regular basis. But, regardless of why one would give a kid an allowance, it should be easy to see why having a supply of money you don't have to work hard for, or work at all in some cases, is pretty nice, so by taking this item you'll gain not only an allowance, but something a bit extra.

Taking the form of a special all black debit card with gold lettering, though you can pick and choose any design elements to override this default design, this card is linked to a bank account that effectively has infinite money in it. No matter how much you spend or take out, with you being able to withdraw money from the account out of thin air in any denomination if you happen to not be near an ATM or are in something like a gold coin using fantasy world, there will always be more with a guarantee that you won't completely destroy the economy of wherever your spending money at. The only limitation for this spending is that this money can only be used for "luxury" goods, so you could use your money to do things like get designer clothing, treat your family to some fine restaurant dining, buy your dream car, take your younger sibling to their favorite theme park, etc, but not something like buying land or stocks.

But, besides giving you access to infinite money, this card also doubles as a special type of VIP card that grants you the max level of VIP membership at any and all businesses, even if they normally don't have one. What that membership entails for places that don't normally have one is dependent of what the businesses is, like a restaurant giving you priority seating and access to the "good stuff" like finely aged wine, and among the benefits your membership would grant you there always seems to be some kind of

addition and special set of staff whose only purpose seems to get you to fuck your family if you happen to bring them along. For example, if you were to bring your mother or father to a restaurant and flash the card then maybe you two get "mistaken" as a couple and thus get offered a special secluded booth and special desert that unknown to your parent is a potent aphrodisiac. Or if you were to bring along your younger/older sibling to a character themed pizzeria then maybe you two get signed up for a special public or private incredibly lewd "game show" with the prize being a pair of animatronic sex dolls. In these situations your family for one reason or another always seems to just go with the flow of things with a "well that just happened" attitude and never seems to be adverse to you making further use of the card.

(YS) World Of Make Believe [400 CP]
Imagination tends to be considered a child's strongest or most unique ability that gets "weaker" as they get older. To most people the things and ideas that can come out of a child's head is something most people wouldn't even think to consider let alone use in something like a drawing or other creative medium. And maybe having to go through childhood again from almost the very start has caused your imagination to grow to a similar high level and you need something suitable enough to express it. So, by taking this item, you will be granted a gateway into a world of make believe where all of your wildest dreams can come true.

Said gateway takes the form of a small diorama made of some kind of "arts and craft" material of your choice whether that be plastic building blocks that snap together, popsicle sticks and glue, or various materials that make it look incredibly realistic. By simply standing in front of the gateway you will be able to transport yourself and other willing people into a small pocket dimension that is completely shapeable by your imagination. This includes things like spawning in people and creatures you know/seen or creating them from scratch down to the smallest detail such as their age or personality, forming societies and unquestioned societal rules they adhere to, creating terrain like sweeping forests or fanciful things like floating islands, and implementing your own laws of reality like putting in a gamer system. To better aid you in case you don't want to do all the creating yourself, this palace also comes with its own ranks of A.I/spirits that you can hand the reins of spawning stuff in and creating things if you don't want to think about it in-depth, with them being able to play the role as a "game master" in case you want to go on an adventure while your in the dimension. These abilities can also be used to overwrite different aspects about yourself or those that you bring in such as giving yourself the body of an oversexualized fertility god or messing with the mind of your sibling that wanted to play with you to turn them into an obedient pet.

The main limitation of this pocket dimension is that anything that is done/created inside of the dimension via its warping ability can't be brought out, so if you spawned in a super death laser while you were playing "War of The Stars" with your siblings you couldn't bring it with you when you left or if you brainwashed your mother into becoming a ditsy dairy cow she'd return to normal upon leaving. The only exception to this are things done with your own power alone or with items you yourself bring into the dimension, but a boon to this non-permanent nature is that upon someone leaving you can choose to make them forget what happened in the dimension or just heavily mask it. For example, with the aforementioned dairy cow mother you could have an

"adventure" where you need to milk/breed her and once you've have your fun you can choose to either make her forget all that happened, with the memories being replaced by you two generically playing together, allow certain modified memories remain such as her remembering the two of you were doing something related to farms, or if your feeling bold you can leave all of their memories intact. Also as a neat side bonus, in this dimension time flows a lot quicker such that a few hours in it only equals a minute or two of real time.

(OS) Toys For All Ages [400 CP]
As was mentioned in **Snuggle Comfort**, as you grow older people tend to assume you're going to lose interest in the toys you've been playing with when you were younger. While this may be generally true, it can be "flipped on its head" a bit depending on what types of "toys" you were given. This is because plenty of parents try to get their kids interested in something that will lead into a career and so may give them "Build-A-Robot" kits or a computer to code on, or if it is in a fantasy world something like an alchemy kit or low level magical book, with the intent of fostering this interest early. And while stuff like this may be boring or soul crushing for some kids, by taking this item you'll gain something that can make this all the sweeter.

Which is by incorporating a heavy lewd element to it as this item manifests as a website, and a physical catalog in case that is more your style or your in a world where the internet doesn't exist, where you can order a wide number of various lewd "devices". These "devices" can serve as a bit of a cheat code in regards to getting into people's pants such as your own family, and they run the gamut of being based on technology, chemicals/biology, or magic, such as a chemical compound that makes someone more suggestible when ingested or a magical tome that allows you to enter a state where people can't perceive you, but you can still touch them. The main limitation of this is that these devices start out in a restricted state which makes it harder to use them such as the aforementioned chemical either needing a lot to affect someone with it having a noticeable taste to make it harder to mask, or the magical tome having a time limit on the non-perceivable state and only making you non-perceivable via sight. But, they can be improved in two main ways, with the first relying on you and the second being more game-like.

For the first, if you have the relevant skills such as being a chemist with the aforementioned chemical compound, you're able to improve these "devices" through research, trial and error, and/or constant use depending on what they are. For the chemical compound you could find a way to nullify the taste and make stronger, more versatile variants through research, and for the aforementioned tome if you happen to have your own magic constantly using it would make the non-perceivable state last longer and affect more senses. And for the second, if you don't have the relevant skills or are just a bit lazy, the process to improve these "devices" becomes a sort of game as by fulfilling certain tasks with them you'll be able to "level" them up which either improves them or in cases such as the chemical compound gives you new recipes. These tasks are tracked by the websites/catalog and range from just using the "device" a certain number of times to doing certain specific things like using the magical tome to make someone believe they are actually being haunted by a lewd ghost. While the tasks can get harder or more complex the stronger a "device" becomes they'll never make you do something you wouldn't be comfortable with.

Parents
(Gen) is Discounted For Both Homemaker/Breadwinner

(Gen) "World's Best Parent" Mug [100 CP]
It is typically agreed upon that parents shouldn't be rewarded for being a "good" parent as it is something that should be expected of them. Clothing, feeding, housing, and making sure their kid is as happy as can be are things every parent should strive to do, but as was previously mentioned a few times, such things aren't true unfortunately. And so, by taking this item you'll gain an award that grows as you continue to be a "good" parent.

Specifically, this item takes the form of a special "cup", either an open top coffee mug or something more akin to a thermos, which is self-heating, cooling, and stirring, along with being completely indestructible and capable of holding far more liquid than what it looks like it can. Somewhere on the cup it read's "World's Best Parent", with the rest of it being of any design of your choice, but a sizable part of its design will be based on and themed around your first child or will become so when you have them. When drunk out of, the cup enhances all the "cosmetic" aspects of any beverage you put inside of it such as the flavor or aroma, with this boost being dependent on just how "good" of a parent you are to your kids.

Though, in this context "good" is a measure of how little discord your family is full of, meaning that a lovey dovey above and beyond parent would be just as "good" as a parent who has molded all of their children to fit their desired image through brainwashing. Another aspect of being a "good" parent that gets factored into this is how sexual active you are with your kids, and when combined with other factors can boost beverages to the point that they are transformed into ambrosial versions of themselves, thankfully without any worry of addiction or other drinks/foods becoming bland to your tongue in comparison. And as you have more and more kids, you gain more copies of this special cup, each of which will have design theming based on what kid it is tied to. These personalized designs on the copies and the original will also have some subtle references to your sexual history with the kid in question hidden in them. And as a bonus, whenever someone sees you with one of these cups, the idea that you are a good parent gets implanted in their mind with the strength of this idea growing based on how "good" of a parent you are.

(HM) Tools Of A Homemaker [100 CP]
As the parent that is more than likely going to be the one who spends the most time at home, most of the at home tasks and chores are going to fall upon you. And to make sure everything is done correctly and to a good level of quality, you're going to need the proper tools for the job. So, by taking this item you'll gain said tools necessary to make sure such tasks are done and done well.

Said tools take the form of three sets of rooms with supplies for cleaning, cooking, and washing clothes. The cleaning room comes with an infinite amount of various low level cleaning supplies and tools like mops/brooms and various cleaning solutions, along with a high powered incinerator that can burn things cleanly without letting off noxious fumes and a composter that produces high quality compost from any biological waste like food scraps. The kitchen is a combo of the homey design/feeling of a normal at home

kitchen and the size of an industrial one with it coming with an infinite amount of things like cutlery/utensils and cookware along with stoves, blenders, fridges, and other kitchen devices. And finally the laundry room contains multiple high speed washers and dryers, irons and ironing boards, and an infinite amount of various clothing supplies in various different scents like detergent, washing powers, spray starch, etc. The various supplies and tools in these rooms will be updated in new setting to include "mundane" versions of what can be found there, so your kitchen may get a blender like device from a sci-fi setting that can instantly and perfectly peel any fruit or your cleaning room may get a few pieces of magitech that functions like an automatic floor cleaning robot. And as a bonus, all three rooms come with special aphrodisiac supplies that you can use to "spike" the various things you do in them.

For example, special washing powers and laundry pods that leave a faint aphrodisiac residue in clothing or blankets that leaches into the skin, air fresheners that leave a faint aphrodisiac scent when used, and special tasteless and scentless aphrodisiac laced cooking oil that can go into anything. All of these aphrodisiacs are of low strength and are more intended to be used to get people to unknowingly become addicted to what you do for them, similar to a girl who stuck nicotine patches on her sleeping boyfriend.

(BW) Hobbies Of A Breadwinner [100 CP]
As the parent who is expected to be spending most of your time at work, it can be very taxing to keep this routine up. Depending on what your job entails you may have to make a constant daily commute to your workplace, which when coupled with your working hours, the return trip, and interacting with your family may not leave too much time for yourself. So, by taking this item you'll gain a place where you can enjoy what little free time you may have in peace, as well as handle aspects of your "true job" away from prying eyes.

This place takes the form of a sort of mancave-esq room located in your home that holds various different leisure stations like a tv and sitting area, a pool table, a bar, and other such things. But besides the basic areas for winding down after a day of hard work, your "man"cave also contains various work stations themed on two different hobbies and/or occupations, whether that be something for fun like tabletop wargaming or something for your under the table work like being a hitman. For example, if one of your chosen occupations/hobbies is being a hitman then you may get stations and machinery needed to craft your own bullets and guns as well as body armor, or if you picked being a mad scientist you'd instead have various lab stations suited for different kinds of scientific disciplines in an enclosed lab space. Similarly to **Tools Of A Homemaker**, the various stations, and the tools within them in the case of the hobby/occupation ones, will update to include new things as your move from setting to setting so your wargaming table may get a futuristic upgrade in a sci-fi setting so that it can replicate pieces with holographs and hardlight, which can allow you to better implement hidden units, or your lab stations would gain new or improved equipment that is considered average or mundane.

And as a final bonus, you gain some extra workstations dedicated solely to the production of sex toys, which are all of such high quality independent of your own skill that you could easily make a business out of it, and an infinite amount of various kinds of lewd paraphernalia you'd ever want.

(Gen) Gotta Adopt Them All [200 CP]
As it has been hammered into you over and over again, adoptions are something that in a better world would only be on the table in the cases of tragedy. And while **A Home For The Lost** can serve as a tool to make sure such adoptions have the best possible outcome, it may be a bit too broad or cumbersome for your needs. So, by taking this item you'll gain something that can serve the role of a dagger in your back pocket compared to the sword and shield of **A Home For The Lost**.

This "something" takes the form of a set of adoption papers attached to a clipboard, though it can take an electronic form such as a tablet with the same documentation, with the papers allowing you to legally adopt anyone that signs them. This includes those who already have a parent/guardian or are already an adult so long as they both sign the papers on their own "free will" and understand that you are trying to adopt them. As a further add-on, you also gain a special folder or phone app that will generate a report on all of your children, just in case you happen to go a bit overboard with popping them out. These reports will list things like what they are good or bad at with a grading scale of your choice, any talents they have including any hidden ones, an in-depth of their physical traits like height and the size of their sexual assets with there being a interactable 3D model, mental traits including fetishes, and a break down of how well they are doing at their "job", whether that be them working under you or them being at school, with a letter grade system. These reports can also gauge progress of various things, such as your progress in romancing them or molding them into your desired image, as well as other miscellaneous things like their level of trust in you.

(HM) At Home Grocery [200 CP]
Out of all of the tasks a keeper of the home like yourself does on a daily basis, one of the most important is cooking for your family. Besides the obvious need of making sure your family is well fed, a nice fulfilling dinner after a long day at work or school is just the thing to raise everyone's spirits. And so, by taking this item you'll gain the means of being able to go grocery shopping from the comfort and convenience of your own home.

Specifically, this item grants you a special pocket dimension that takes the form of an infinite grocery store. Besides its infinite size, the special nature of this place comes from how it will absorb any and all food items found in every setting you go to, which ranges from raw foods like fruits, vegetables, and various cuts of meat/whole animals, to "processed" foods like wine, potato chips, and instant meals. It will stock an infinite amount of said items, with it by default already having the food items of a 21th century Earth along with those of the setting you enter this jump in just in case your incest adventures take you somewhere other than "modern day" earth. Due to this store's infinite nature making finding just want your want more difficult, if you happen to be wondering its aisles all you need to do is just move with an idea of what you want to find, either specifically or as a vague category like meat, which will have the store shift around you to bring you to what you want. Though, you can also choose to have the store link itself to the various forms of food storage in your home or other properties such as pantries, refrigerators, and freezers with you being able to treat them like rotating carousels with a search option that shows off all the things the store has absorbed.

As a bonus, this store also comes with two further additions. The first is a special cookbook which absorbs and stores any and all food recipes, similarly to how the store

does so with food, regardless of if they are a minor variation of a popular one that is only used by a single family in the middle of nowhere or a closely guarded secret of a beverage megacorp. And the second grants your home grocery a supply of various kinds of supernatural “super foods” that are of the lewd variety that can induce moderate changes in people. For example, there maybe a special fruit whose seeds massively increase the production of sexual fluids when consumed or a spice/herb that serves as a perfect feminizing agent to turn men into femboys, all of which are perfect for enacting changes that are in the “best interest” of your oh so precious children like any loving parent would.

(BW) To Protect And Punish [200 CP]
Besides having the main goal of making sure their family is well supplied with money in order to facilitate the buying of groceries and other such essentials, **Breadwinners** are also associated with being “defenders” of their family and home. While in more modern settings this may not be as true, it can never hurt to be prepared in such cases, especially if you have a secret double life that may lead to your family being put into someone’s crosshairs. So, by taking this item, you’ll gain the tools needed to both protect your family from those who may harm them, as well as "discipline" them as is fitting for your role as the head of the household.

These tools manifest as a security system that is spread throughout not only your own home, but all of your properties as well, perfect both for monitoring and keeping unwanted people out as well as a tool for monitoring those who live/exist within. This system comes with an extensive camera network that covers practically every square inch of your properties both inside and out, with them all being incredibly well hidden with multiple overlapping fields of view for redundancy. Remote control door access that can be used to open or lock all of them at will, with this including things like cabinets or fridge doors, along with defensive shutters to help keep violent intruders out or in some cases in. And an automatic hacking system that will attempt to gain access and control over lightly or unprotected technology/magitech, granting you stealthy remote access.

Though if such an aforementioned “home invasion” is to occur, especially if it is related to your secret life, you may not want to get the authorities involved. So, this entire security system also comes with a series of secret rooms whose total area/volume is around half of the property they are found in with passages linking them to various equally secret and hidden entrances. The main star of these rooms is a sex dungeon that fulfills both parts of its name, that being that it is designed as an actual well designed prison that is hard to escape from for normal people and its various fixtures for holding and pacifying prisoners are sexual in nature such as wall-mounted bindings with fucking machines. And as a slight bonus to help you if you decide to use this dungeon as a part of your role as a disciplinarian, being in it causes people to become self reflective in a way that favors you which, while not making them instantly apologize or repent to your control, makes it a bit easier.

(Gen) Public Homeschooling [400 CP]
When it comes to a child’s education a number of parents would rather go the route of homeschooling their children rather than deal with public or private schooling. While there are some aspects that can be argued to be beneficial to a child, there are also some determinants with one of the bigger ones being that it may lead to a parent filling their

kid's head with nonsense. Either because the parent doesn't know a thing about what they are trying to teach, or they're trying to mold their children into their desired image by being a "bit" biased when it comes to what they teach them and how they go about doing so. So, if you'd like to get the best of both worlds, while still hanging on a bit to the "bias", taking this perk will grant you your own personal school.

To be more specific, this item takes the form of an "Escalator School" that spans the area of a massive college campus that you are the principal of, which is one that isn't split into a category like elementary, middle, or high school. Instead, it is an all-in-one package, which in the case of yours will allow a student to go from PreK all the way to a Doctorate Degree, with it also being a boarding school. And one special thing about the school itself is that if you decide to open it to the public, with it having all the paperwork and accreditation to do so that is universally accepted, all of the student body can be counted as your children. This both applies to any perks/items that only work on your children as well as in a general sense as the student body the school tends to attract seems to come from homes that are incredibly poor in one way or another to the point that they'll see you as a true parental figure and it requiring next to no work for you to adopt them.

Moving on to the actual purpose of the school, it comes with a curriculum that absorbs the "common" curriculum found in the schools of the various settings you go to, with this even including magical curriculum, as well as a highly skilled staff whose number seems to grow in proportion to the courses that are on offer. This means that it will include anything that can be reasonably taught in some form of school and isn't something like a well guarded secret unique to a single person or group. For example, your school curriculum could include things and topics like "Starship Maintenance and Repair", "The Art Of MMA", "The Fundamental Principles Of Pyromancy", and "How To Wage War Among The Stars", among more general classes like science, math, and the like. Along with this there will be a series of extra curricular groups that can further hone these skills, like a martial arts club and the like. Anything outside of this can be taken from your own knowledge, or that of your companions/followers, and added to the curriculum automatically if you so wish. Said curriculum is of such quality that any and everyone can easily learn from them, even if they only make use of self study though learning from one of the teachers would still be better, and bringing in that "bias" factor, it also has some subtly woven propaganda that promotes your chosen ideals, beliefs, etc.

This is so subtle that students and outsiders won't notice it unless they are incredibly paranoid and comb through everything with an unreal level of scrutiny, and even if they do it would be akin to a raving madman who's telling an incredibly ridiculous truth. But in return for this, the process to leach your propaganda into your student's minds will take a good deal of time, relatively speaking, with students needing at least four years of schooling for it to truly set in, but good things come to those who wait and any time after the four years spent in the school just reinforces it. And despite the sinister connotations, this can just as easily be used for good such as raising and educating your own force to help better society.

(HM) Maid Force [400 CP]
While debates may rage on which parent in the stereotypical "**Breadwinner** and **Homemaker**" setup has the hardest job or does the most work, there is one aspect that can put the conversation "in favor" of the Homemaker. That being that they tend to have

the larger volume of work due to both having to take care and do things around the house as well as being the primary one to take care of any children, both of which can get more expansive and harder the larger the house and the more kids one has. So, by taking this item, you'll gain a sort of "taskforce" that can greatly aid you in the event you've made something like the universe's largest castle be your home or you decide that pumping out or adopting a metric shit-ton of kids was a good idea.

Said "taskforce" takes the form of ten robot or magical golem maids that are all designed to be sexualized copies of yourself with things like hyper realistic skin, various features to simulate a living being like internal heating, and the sex toy elements from **Snuggle Comfort**. Though you can tweak things about them such as the size of their sexual assets and minor appearance elements like hair style or if they have human colored skin, or you can swap them into taking the form of one of your alt-forms. Regardless of what cosmetic changes you make, all of them are considered masters of every skill needed to take care of a house or any other building, with them both copying your skill level in such tasks if you're better in those skills as well as any perks related to said skills. This would include things like cooking, cleaning, repair work, garden work, etc., with some perks they may absorb being **"Chore Champion"** and the cooking section of **"Love Made 'Sauce'"**.

But, besides helping around the house you can choose to also assign them to be the personal caretaker/assistant to others such as your children meaning that others can order them around, though you can also apply rules to this such as certain things the other person can't order them to do. And as a "bonus", due to sharing your appearance these maids have a field around them that will compel those that you take care of and are also taken care of by the maids, like your children, to use them to sate their lusts. This will mainly come from the field putting the idea in their head that they found a "loophole" in your rules that would allow them to do so and that you'd never find out. However, that would be a false notion to use as at will you can share senses with one or more maids, with you getting a mental notification if someone is fucking one of them, and the maids count as you for the purposes of any sex related perks such as **"Putting Love Into It"** or **"The Power Of Love"**. To further this, you can choose for anyone having sex with these maids to not be fully "satisfied" by them, which will cause them to gain an urge for what pleasure the "real deal" could give them which gets stronger the more they try to use the maids to sate themselves and as they see and compare you to them.

And finally, to make sure you always have enough maids for whatever you need them for you gain a relatively small and compact machine/magitech device that can pump out one maid a week without any resource investment, with all the maids being highly modifiable.

(BW) The "Family" Business [400 CP]
But on the other side of the "**Breadwinner** and **Homemaker**" difficulty debate, **Breadwinners** have to contend with a degree of unpredictability when it comes to their role as being the main money maker. They could be the best worker a company has ever had, but that level of good work won't prevent things like being skipped over for promotion, the company going bankrupt, or the economy going to shit from happening, with this even applying to more secretive lines of work like being a hitman or

government spy. And while the latter event can be outside of your control in most cases, taking this item will grant you the means to almost completely ignore the former two.

This manifests as a very profitable mini megacorp for you to be the owner/CEO of which, despite any internal complexity or how large it grows, requires little to no oversight from you. It starts out with three businesses, one being a large "boring" shell business that serves to hide and fund the existence of two smaller and more secretive/exciting "businesses", with the two by default being themed around the two occupations you picked from **An Actual Badass** if you took it. For example, your megacorp could have something like a profitable roofing and flooring company be the shell for a PMC and a cult, with all the expenses for both being hidden in the finance reports for the roofing and flooring company to such a degree that it would take someone pouring over the records for the barest hint of their existence. And as you would expect, each of these starting "businesses" the megacorp has comes with all the necessary facilities and staff, so the aforementioned roofing and flooring company would come with skilled roofers and floorers with vans to transport them and the tools/facilities they need, the PMC would come with a moderate amount of highly skilled soldiers armed in what would be normal for the setting this jump is in as well as rooms for barracks, armories, and training rooms, and the cult would have a number of truly devout disciples along with having various ritual rooms and living space. The two secret businesses will have their facilities and space be hidden in the megacorp building in some way, like having an extensive underground complex or have certain floors dedicated to them that can't be accessed through normal means like the stairs, which similarly to their expenses are incredibly hard to find and locate.

And as a bonus, since plenty of parents would love for their children to take up the same line of work as them, any children you have will have a strong compulsion to work here, either on the shell front or the more exciting businesses. This is mainly to try and make you proud, which can be to the point you could easily get them to partake in some lewd things so they can "prove their worth" and this compulsion will spread to any other businesses or groups you happen to run which even includes governments.

Companions
Origin OC companions are free for their first purchase.

You can change your familial relation with any OC companions such as purchasing what would be the child of the Homemaker/Breadwinner origins and making them your sibling.

General [Undiscounted]
Companion Import [50-300 CP]
While the majority of what has been said heavily imply that this may be your first go around with a family, that may not be the case. Maybe you already have a family that came with you here, either with them being there from the very beginning of your journey or them being a relatively new addition from a "short while" ago. Regardless, you may be of the sort that doesn't want to pick up a new one, at least not yet, and would like for them to be able to join in on the "fun" with you.

So, you may either import/create a Companion for **50 CP** or do eight for **300 CP**. Each gains an origin and a budget of **600 CP** to spend on anything other than companions.

Family To Go [Free]
One major problem that you may run into in regards to your family is if you happen to get new ones. This can happen for a number of different reasons, such as making use of **"Jumping" Into A Family**, and can be a problem if you don't want to leave them behind. So, by taking this companion option, you'll gain something to help with this.

That being a group companion option that will automatically include and absorb any family members you gain in the future that aren't already companions. This can include any family members generated by **"Jumping" Into A Family** as well as any children that come from you or other family members.

Family Pet [50-100 CP]
Despite the fact that most of the talk about family has so far been about the human/human-like members, some families do have members that don't fall under this category. Said members are usually some form of pet, and while a loveable hyperactive dog or a cozy laidback cat are among the most common, other places and settings allow for much more variety. So, by taking this companion option, you'll be able to gain yourself a family pet that will fill your and your family's life with some extra joy.

The exact species of your new family pet is dependent on the setting this is all taking place in, so for a modern-ish setting you could get the aforementioned dog or cat while in a fantasy setting you could get a dire wolf or some sort of mashup animal like a fairy cat bird. For the **50 CP** price tag, the family pet will be relatively mundane baring any minor supernatural elements like the aforementioned fairy cat bird being able to fly with its little fairy wings. But for an extra **50 CP** for a total of **100 CP**, your family pet becomes a bit more capable with them being able to be more exotic and/or have moderate supernatural abilities like a tiger, baby dragon, or a knock off xenomorph. And regardless of the exact form they take, your family pet will be perfectly tempered and trained, with this including training in regards to protecting your family and home, and just like a loveable dog they deeply love and care for your family, no matter how big it gets. And as

a bonus, your family pet also has their life span grow to match yours so you don't have to worry about them leaving you too early.

The "Loving" Grandparent [50-100 CP]
One aspect of family building that plenty of people wish to enjoy for themselves is becoming a grandparent, as it can be seen as a measure of how well you raised your own child. Specifically, how your various teachings and wisdom you attempted to pass on allowed them to not only survive on their own, but thrive enough that they were able to start their own family. And it seems that you and your siblings happen to be this little treasure to someone, as by taking this companion option you'll gain a grandparent with some extra "benefits".

Said grandparent is a bombshell of a GILF who despite their extreme age, especially if you happen to be a **Homemaker/Breadwinner**, are still as spry as when they were younger. Age has only ripened their beauty, with them basically being immortal, and besides being a fine piece of eye candy, they are as capable as any other stereotypical grandparent. So, they are well versed in cooking and baking, are loveable and charismatic with a seemingly endless wealth of experience to share with their grandkids, and have a number of hobbies to keep themselves busy with some being stereotypical like knitting and others being a bit out there like snowboarding. And to top it all off, you happen to be their favorite grandchild, assuming that you aren't their only one, due to one big reason, your incestual desires.

Seemingly, back in "their day" incest wasn't seen as something to be reviled and instead was something to be celebrated as the ultimate form of familial love. But, as time marched on this was moved away from which greatly disappointed them. So, to help bring about its resurgence they'll serve as the perfect incestual wingman for you, as they'll do everything in their power to ease your family fucking endeavors. This will mainly manifest as them using their charm and their authority as a grandparent to start sowing the seeds of incest into the rest of your family, as well as using their quant kindly nature to help cover for you when needed with almost everyone never suspecting them of anything nefarious and ignoring any weird behavior as the eccentricities of an old person. And besides this they are more than happy to have sex with and spoil you, with them having their own unnaturally cozy home you can visit for privacy along with a suitable amount of wealth so they can live a nice life alone, and them making constant visits to see you and your family.

But, if you'd like a bit more help in your endeavor to fuck your family then for an extra **50 CP** for a total of **100 CP**, your grandparent becomes a bit more "magical". This manifests in two main ways with the fist just giving them some minor abilities and skills to make their role as your incestual wingman a bit easier such as skill is crafting disguises and the weave subtle glamorous to disguise things. And the second allows them to be your incestual wingman in more than just your family here, as in future jumps you can choose for them to be inserted as your grandparent for any other family you become a part of, with them overriding dead ones or just "existing" if all four are still alive. No one will find this weird, with this insertion both rewriting memories if they replaced a dead grandparent and allowing them to shapeshift to match the race/species of one of your parents, so if a future jump has you be raised by a family of orcs they upon inserting as your grandparent for that family they would become an orc.

Children

The Cool Biker [50 CP]

In a good number of family related stories, even those that doesn't have anything to do with incest, there are a number of different archetypes that your aunts and uncles can take. One of the most common is the "Cool Aunt/Uncle", a person that typically embodies everything a young kid will think is cool and different from their stuffy, by the book parents. And by taking this companion option you'll gain such an aunt/uncle that can be seen as sort of the black sheep of the family.

This is partly because they not only are a part of a biker gang, with their own tricked out motorcycle they sunk a lot of money into, but one that doubles as a traveling rock/metal band. And the other part of this comes from the fact that they also aren't too fond of authority or "the man", with them having run afoul of the law throughout their life, but this has been tempered by age so they aren't some sort of rampaging criminal and more like a law breaking delinquent that grew up and matured a bit. All of this combines to make it so other people tend to view them as a wild loose cannon, which may or may not include your own parents, which is a reputation they aren't in a hurry to dispute. And due to their lifestyle having them travel around a lot to make it to gigs and their personality preventing them from settling down, they don't have kids of their own and so they've decided to focus their affection that would have potentially been spent on them onto you.

This means they will constantly be making pitstops to your town/city to pay you a visit while they are on tour, potentially even offering to take you with them to their next gig or biker related event. As you hang around them you'll notice that they not only have an incredible musical talent, they have their own vices that "bind" them such as drinking, smoking, or doing drugs in general, which somehow never affects their health in the long term. Coupled with that, their moderate disregard for authority along with you filling the hole their lack of children has made will lead to them disregarding the normally taboo nature of incest or even the fact that your underage as to them those are just more chains that hold down and restrict true love. So, expect your trips with them to involve a number of somewhat seedy motels with a room all to the both of you, but at the same time don't expect them to go full hog in the beginning with them wanting to ease into things in order to see if you're interested and to not hurt you.

And while them being a biker and part of a rock/metal band puts them in the modern-ish day, these can change depending on what setting you are in, so in a fantasy world they'll instead be some sort of bard traveling in a moving "guild" with others with a well bred horse as their ride, or in a sci-fi world they'll still be in a normal band, but one that has their own heavily customized star ship along with some hover bikes.

The Wine Lover [50 CP]

Another common archetype for aunts and uncles happens to be one with a heavy association with wine and "freedom". The eponymous "Wine Aunt" can be seen as something that is both similar to the "Cool Aunt/Uncle", but at the same time having their own differences. So, by taking this companion option, you'll gain an aunt/uncle to whom wine and other alcohol unlocks a different side.

Similarly, to **The Cool Biker** they don't have a spouse or children of their own as rather being "tied down" with the responsibility of such, they'd much rather enjoy the finer things in life. And enjoy them they do, as due to their high ranking and low effort job they have quite a bit of money and free time on their hands meaning they could afford things like a nice big house, frequent luxury vacations, and other such things. They are also incredibly well read, with a preference towards trashy romance novels and just romance in general, with them running deep in multiple social circles and being an unofficial gossip queen/king. But, while they may say that they are perfectly fine with not having a family and that their frequent outings with their friends fulfills their need for company, seeing how you interact with your immediate family during family get-togethers has made an aching start up in their heart.

And so to try and soothe said aching, while still sticking to their desire to not start a family, they've decided to start hanging out with the rest of the family and in particular with you. This will mainly manifest as them inviting you to a number of different outings as unlike some stereotypical "wine aunts/uncles" they have a diverse spread of hobbies they enjoy with their bound to be something you enjoy as well. They also have their love of wine and could talk your ear off not only about it, with their sharp eye, nose, and tongue meaning they can truly go in depth about it, but other alcohols as well and despite what their love of a "delicate" drink like wine may imply they can drink with the best of them with high strength alcohol barely being an impediment. And when they do get drunk a different more lusty and somewhat "feral" side comes out with them getting a bit handy and overly affectionate with you, sometimes even referring to you as their lover. It's hard to tell if this is purely the alcohol speaking, them using their drunkenness as a cover to indulge in their true feelings for you, or a bit of both. And to top it all off they happen to be a bit of a nudist, mainly due to some of the social circles they run in being best described as free love hippies, so as they warm up to you expect them to be walking around naked when they invite you over and they will make some effort to turn you into one as well.

Younger Sibling

The Second Half [50 CP]

One situation that a number of people will never understand in regards to having a sibling is having a twin. While for the most part you can assume that it is just like having a normal sibling, just one that happens to share your exact age, people do tend to make assumptions about there being some sort of mystical connection between twins. And by taking this companion option, you'll be able to know what such a connection would feel like with your very own twin.

Due to being twins, either identical or fraternal, the two of you have done almost everything together from playing with toys, to being in the same classes at school, to even bathing. And while you two may not agree on every single thing and have differing personality traits, your likes, wants, and traits tend to align more often than not, and even when they don't, whatever they are tends to compliment each other. So, if you like to sing and make lyrics to songs they would enjoy making instrumentals that compliment you perfectly, or if you like to be the big, lumbering sword and shield wielding tank, either in a real fantasy world or in a game, then they would enjoy being something like a support/healing mage that keeps you in the fight. This bond can be considered so close that the two of you have a form of "twin telepathy" with the two of you not only just "getting" and implicitly understanding each other, but you sort of always vaguely know what the other is thinking or feeling at a given moment regardless of distance. But it seems recently they've noticed something "off" about you which makes them think that the two of you are drifting apart, whether or not that is actually true.

Fearing losing your connection, they've decided to do anything it takes to rekindle and fix it, which ranges from them effectively becoming an extra limb for as much time as they now spend around you and even trying to be more like you by giving up the things that make the two of you different. Though, "luckily" for you through a combination of sarcastic advice they found and others assuming they were talking about a crush when they brought up the problem they feel they have with you, they've decided the best way to regain your connection is to romance you and become your "lover".

The Bad Influence [50 CP]

Though, something that a good number of people will have experienced is that situation of having an older sibling in their life. Particularly one of the "bad" variety that always seem to make it a life's mission to pester and beat down on their younger siblings, sometimes literally and other times figuratively. So, by taking this companion option, you'll be gaining such an older sibling that while being the stereotypical rough and tumble sort, they do have some nuance.

As befitting their "role" they tend to hang out with a rough crowd, potentially running their own flavor of "gang", and constantly get in trouble with school officials and/or law enforcement depending on their age. They generally act like a jerkish bully with something to prove to most people, though at the very least their "antics" are very low key so there is never a worry they are going to do something big or extreme like commit an armed robbery or murder someone and go to jail. To that end they can be seen as a younger, more hotheaded version of **The Cool Biker**, and when things reach a tipping point like them being threatened with expulsion or arrest they tend to cool down. On the

homefront, and with their little "gang", they also tend to act more reserved, so they won't do something like outright disobey your parents or talk shit to their face, but that doesn't mean you all are spared being a target for their bullying, poking and prodding. Just that it instead will be more in the realm of playful teasing that may accidentally go a bit far on occasion rather than anything harmful.

And recently this seems to have become doubly so for you, as while they do still bully you to an extent, it will be common for you to catch them when their personality softens a bit. They'll be uncharacteristically kind to you, such as asking if you want them to pick you up something from the store or even offering to be your personal trainer as they've gotten into working out to vent excess energy/anger. Though if you happen to catch them when they think they are alone or when you aren't around and they're talking to someone else you'll find that they tend to talk about you. Specifically discussing things about you and worrying that you may hate them for how they treat you and from this you'll come to understand that your words and opinions mean a lot to them and they've started having feelings about you that they can't seem to understand.

The Ineffectual Pushover [50 CP]
As was mentioned a few times before, there is a lot that goes into being a good parent no matter the situation. While most people tend to focus on things like not being an asshole to your kid and listening to their wants and needs, they tend to neglect what happens when you go too far in the other direction. And so by taking this companion option, you'll be able to take advantage of such a situation with one of your own parents.

As the housemaker of your family they are, true to their role, a pretty good cook and cleaner, with them being fully capable of taking care of your family home by themselves with only a minor bit of help from you and/or your siblings. Though in terms of their personality, they also in general are like any stereotypical homemaker with them being "soft", warm, and affectionate to you and your potential siblings, having their own hobbies they get up to when they have free time that uncharacteristically trends towards the more extreme and exciting side of things, and other things of that nature. But, something that you may notice if you ever were to get in trouble or have some kind of outburst is that they are an incredibly meek person, with them tending to shy away from any direct confrontation and being very timid when handing out any reprimands and punishment in cases involving you and your siblings. The exact reason for this can be varied from them trying to do better by their children than what their parents did for them or this just being a part of their normal personality.

Regardless, it seems that they are extra weak in this regard when it comes to you as they'll become even more of a pushover, letting you take a mile whenever they give you an inch. This doesn't mean you can outright disobey or disrespect them at a whim as even they have a boiling point that can be reached, but you can start pushing boundaries with them pretty easily. And an odd thing about this is that when you push, prod, and poke them, they seem oddly "happy" or content which shines through their timidness, with the sort of gaze that hides a bit of lusty anticipation.

The Doting Provider [50 CP]
In the world of being a child, getting a good parent to watch over and take care of you is a gamble, let alone a "perfect" one. This is mainly because few, if anyone in the world, can

be considered perfect, with everyone having their own biases and experiences that flavor how they do things. But, by taking this companion option you'll gain a parent that is damn near perfect and is someone that people all over would kill to have had.

As the breadwinner of your family they see you all as the sparkling one of a kind treasure that makes their life worth living. To that end they've made it their life's mission to spoil all of you beyond measure, with them doing things like constantly bringing home snacks after work, lending an ear to listen to your woes and frustrations while giving advice when needed, and making sure you all "make it rich" whenever a gift giving holiday like a birthday rolls around. And when it comes to you and your siblings in particular, they are always able to thread the needle with them being neither too harsh or too soft on you all. To help fuel this lifestyle, they have a pretty cushy job similarly to **The Wine Lover** which not only means they have enough money to both provide for your family and to spoil you all, but they also have pretty good hours and plenty of PTO which means they can spend a lot more time at home and take you all on vacations.

Though, for all that they try to evenly spread their affection amongst your family they still have a favorite, which just so happens to be you. This favoritism manifests both in your "gifts" and the like being a bit better than the rest of your family's and them being less harsh when it comes to disciplining you. And this favoritism also makes them a bit desperate to please you and retain the good graces of their "little angel", so if they ever believe that you are unhappy or you happen to get upset with them when they mess something up, their go to response is to increase the level of their gifts and favoritism. And this can reach weird and lewd places if it is allowed to continue on and on. Though be aware that they aren't a total pushover like **The Ineffectual Pushover** so they will actually punish you and nip things in the bud early if you misbehave too much.

Older Sibling

The Timid Shadow [50 CP]

As an older sibling it tends to be expected that you will in some way, shape, or form be a bit of an annoyance for your younger siblings. Either because of an unwritten social contract or just because it is a common part of human nature, such relationships between siblings may be something you're looking forward to. Though, taking this companion option will give you a sibling that may make you rethink that enthusiasm.

As your younger sibling, they can be seen as the embodiment of a scaredy cat. They are incredibly afraid of almost everything, from thunderstorms to an over friendly dog, and this has led to them dreading having to do anything outside of your home like going to school and the like. But, even when they are home they aren't fully "safe" as they have a nasty habit of being plagued by nightmares which leads to them getting little sleep and being low on energy for most of the day. This leads to them having to contend with being a prime bullying victim when they are at school, with them only having an occasional friend amongst the "losers". All of this coupled together leads to them being incredibly miserable and jumpy, with them trying to savor any joyful moments and spots in their life, both in their memories as well as by gathering trinkets and other collectables.

However, there is one shining beacon of light in their life that brings them comfort, and that beacon would be yourself. This is mainly because whenever you are around them your presence has a calming effect on them, especially when making physical contact such as hugging them, which soothes their anxiety and can even ward away their nightmares. Because of this they see you as their emotional rock and source of comfort, with them always wanting you to be around them and doing things like going into your room at night to ask to sleep with you to keep the nightmares away or even just sneaking into your bed. Not only will this serve to "cure" them of their problems over time, as well as fully showing off their adorable nature that was hidden by their misery, but you being the one of the few things that makes their life better has caused a fluttering crush for you to develop in their heart.

The Sibling Rival [50 CP]

While most of the conflicts with your siblings as an older one tends to be centered on those that are younger than you this isn't always the case. Sometimes the sibling that you're beefing with is almost the exact same age as you, which can mean that your "rivalry" could have started back when you two were naught, but toddlers. And by taking this companion option, you'll gain such a sibling with the both of you serving as whetstones for each other.

Similarly to **The Second Half**, this sibling is either your identical or fraternal twin, but, unlike **The Second Half** the two of you don't get along at all, at least outwardly. In day to day life the two of you constantly butt heads with each other, mainly due to them always seeming to take the opposite view point and being contrarian more often than not, doing things like getting into shouting matches, prank wars, or sometimes outright brawls when things reach a tipping point. Though, as was mentioned, this is only outwardly as in truth the two of you are pretty close and cordial despite the fact you get on each other's nerves, with the two of you best being described as rivals out of an anime or something similar. And just like those rival characters, the two of you are constantly pushing each other further in almost everything you do, with them always ready to pick

up whatever it is that catches your own interest. For example, if you decided to devote your time to playing the guitar then they'll also pick it up in order to try and surpass you, or if you decide to focus on something like mastering fire magic then they may either also pick up fire magic to one up you or they may pick an opposing one like water or ice magic to counter you.

Though, while this rivalry tends to be more often than not something that is evenly held up by the both of you, on occasion you may notice that it does become a bit more one-sided on their part. And when this happens and you manage to sneakily catch them alone or when they are talking to someone else like your parents or other siblings, you can overhear them mention the reason for all this. Specifically, that they are trying to be some sort of rival for you is because they both see something great in you and want to help you nourish it, as well as because they do have a bit of an inferiority complex in regards to you. And, lucky for you, both of these feelings combine to form what is "totally not a crush" in their eyes, and does make them easy to goad into certain actions or bets by insinuating that they aren't up to snuff.

The Loving Smother [50 CP]
In most cases most people are grateful for the love that their parents had given them, or wished they had as such in case they felt little to none. But, in a rare few, some people wish their parents showed less love than they did for one reason or another. And by taking this companion option, you may find yourself in a similar situation depending on who you are as you gain a parent that fits that description.

As the housemaker of your family, similarly to **The Ineffectual Pushover**, they are well equipped to make sure everything in the home is well taken care of such as cooking and cleaning. Though besides that, they can be considered the textbook definition of overly affectionate with you and your siblings. Everyday they'll want a good morning/night kiss and a hug if you all or they happen to be leaving the house, both of which they will try to drag out a bit as if they'll never be seeing you guys again. They'll also constantly be checking in on you all to see if any of you need anything, mainly by walking into your rooms, or whatever other part of the house you're in, along with also contacting you remotely via a phone or other means if they're available. And if nothing else, they'd very much love to just spend the rest of their life just hanging around you all, whether that be doing something together or them just existing in your presence.

And it seems that most of this smothering affection has been centered on you as, regardless of if you've accepted this with open arms or pushed back against it. So, expect them to be far more "up in your business" compared to you siblings, with them seeming to want the two of you to be attached at the hip when possible. Though, the one "upside" to this is that their efforts to focus on you also seem to have caused a switch in their mind to flip that has caused all their efforts to take on lewd undertones, with it being incredibly difficult to tell if this is subconsciously happening or if they are fully aware and trying to seduce you.

The Expecting Dynast [50 CP]
A common sentiment when growing up is that your parents can expect a lot from you depending on who they are. While most parents can be said to want their children to succeed in life, some want far more than that and want their children to succeed them.

And by taking this companion option, you gain just that sort of parent that sees their children as people that can grow well beyond themselves.

As the breadwinner of your family they, like any expecting parent, wants you and your siblings to succeed in life which takes the form of them wanting you all to “take up the family business” or anything else that would involve succeeding them. To that end they tend to be very strict with all of you, monitoring you all to make sure you're staying out of trouble, are doing good in school if applicable, and that you aren’t bringing shame to the family. And that last part is both because they want your family to be seen as the best among the best and the fact that as the owner and founder of their own highly successful business, which is where your family’s income comes from, the prestige your family name gets directly helps the business. Though, while they may come off as overbearing and strict in what they demand and expect of you and your siblings, it truly does come from a place of love and affection and not from them seeing you all as tools to make themselves and their business look better. And while they can be overly serious, they do have a “fun” side such as having some hobbies that their work allows them to heavily splurge on.

Though, while they want all of their children to succeed in life, for one reason or another they seem to have decided to focus their attention on you, maybe because they think you're a bit of a slacker or because they see some hidden potential in you that can be brought out. To that end expect them to try and get you into various practicing and training regimens to bring out said potential, with them being a bit disappointed, but still supportive if your potential and wants don’t align with the business they run. So, you don’t have to worry about them disapproving of your passion for the arts if they run something like a software engineering company or for magic if they run a blacksmithing guild. And to try and incentivize you to work hard, they’ll have a habit of working out “agreements” with you which are mainly centered around rewarding you for your hard work or good behavior. Though you may come to notice that some of the rewards they offer will take on lewd undertones, both because they got the idea in their head from somewhere that that is the best way to motivate someone like you to do well, as well as a bit of “proud jealousy” at the passion you have for what you do which they believe they personally have lost due to the dedication to their job.

Parent

The Shut-In [50 CP]

As was said with **The Expecting Dynast**, it isn't odd for a parent to want their children to succeed in life, and thus do anything to help them in that. The problem arises when they either try to heap too much onto their kids, or are doing so more for themselves rather than said kids. And by taking this companion option, you'll gain a chance to save such a child.

Taking the form of a niece or nephew, it would be an understatement to say that they are a bit reclusive. Due to your brother or sister wanting to raise the next greatest mind that ever existed, whether that be in a science related field or something more creative like art/music ,they've put a lot of pressure on your niece/nephew. From constantly signing them up for workshops or clubs, making them practice whatever it is your sibling is trying to make them good in, and giving very little free time to themselves that isn't eating, sleeping, or bathing, your sibling has turned their child into a timid mess. This results in them following every demanding whim of their parent and working themselves to the bone, with their only "friends" being other kids in a similar situation whose only purpose is to serve as whetstones for your niece/nephew to sharpen themselves on.

And while they may have resigned themselves to living such a life, that all changed when your sibling dropped them off by your house to watch after them while they do something important. Either because you let them slack off a bit and ignore some or all the "homework" your sibling had left them, or because you treated them with a semblance of kindness such as asking what they really wanted to do, they instantly grew attached to you, seeing you as a serene island that they can relax around. And this relaxation showcases how they don't have much of a personality or any real likes or wants, though this is something you can help through. Because of all of this, they'll do their best to get your sibling to let them hang out with you more, which is relatively easy as their time with you had improved their focus and motivation which implanted the idea in their parent's head that makes them see you as a "reward" to help motivate your niece/nephew. This also has led to your niece/nephew to develop a crush on you as they sort of see you as a knight in shining armor that is there to save them from the drudgery of their life, though they still retain the "act first, think about it later" quality when it comes to any orders you happen to give.

The Rambunctious Explorer [50 CP]

While people like **The Shut-In** showcase situations where the parents are the one to overwhelm their children with things, there does exist the opposite. Cases where a child is overwhelming their parents in a number of different ways and for a number of different reasons. So, by taking this companion option, you'll be able to experience such a case from the "safety" of being an aunt/uncle.

Taking the form of a niece or nephew, they can best be described as the spirit of an "old age explorer" stuck in a child's/teenager's body. From as soon as they could walk on their own they seemed to have made it their life's mission to explore every nook and cranny of their surroundings. From the various rooms and cupboards of their home, to almost every square inch of their neighborhood, their curiosity and energy levels can be said to have no bounds. And this attitude is driving your sibling a bit insane as your

niece/nephew constantly peppers them with requests to go outside to somewhere new as well as with a never ending deluge of questions about things.

So, to get a vacation away from them, your sibling decided one day to drop them off at your house to make them your problem. But, a problem they didn't become, as either due to you indulging their desire to explore, their question asking, or both, you've become their newest favorite person. While you can expect them to also pester you with questions or requests to go to new places, they seem more easily sated by what you hand out and despite their outdoorsy demeanor they aren't opposed to discovering new things via books and the like so setting them loose in your personal library is also something you can do. And just as much as they like to pester you with questions, they equally love to talk you ear off about what they have discovered or learned and if you decided to also share the things you know that they may not it will make their day that much better. Though, through these conversations you may come to find that their previous "explorations" has led to them discovering what sex is, or at least the beginning steps of it like kissing and the like, but not all the surrounding biases like how it should only be done between grown ups and how romantic love is different from familial love. So, coupled with their very blunt attitude and the fact that you indulged them, you can expect for them to offer various lewd acts as "payment" for letting them explore.

Homemaker

The Adorable Prince/Princess [50 CP]

Like with most people, parents can often have a nickname that they refer to their children by. While the variety of these nicknames is endless, some of the most common and generic have a child be referred to as a prince or princess, even if fantasy is relegated to just story books. And so by taking this companion option, you'll gain a kid that fits that nickname to a tee.

Said kid, who is on the younger side of things, is a picture perfect model of a child that almost every parent would want. They are well mannered and behaved, meaning you rarely if ever have to punish them and any rewards you give them never seem to turn them into a little shit as it were. They are also incredibly kind, polite, charismatic, and well spoken despite their age, not only with other people, but with animals as well with very few people having anything bad to say about them. All of this, when coupled with their habit of speaking like an olden prince/princess due to them having a love of story books, makes them out to be a near 1 to 1 to a fantastical prince/princess with them having a regal air about them. So, expect them to be a big fan of things like tea parties, referring to the rest of your family using chivalrous/fairytale terms, and making requests for things like a horse drawn carriage, but this never seems to take the step into being annoying. Though, something they share with said princes and princesses is that they act a bit sheltered, even if your parenting style wouldn't normally lead to that, which makes them behave in a highly innocent and gullible manner. Because of this, they tend to take others' word about things without much question, though you at least never have to worry about this leading to too bad of a problem when they interact with strangers.

However, when it comes to you they ask even fewer questions when you tell them something, similar to a sheltered prince/princess believing every word a commoner tells them about the outside world. So, they'll believe anything that you tell them implicitly, and even if you contradict yourself or tell them the opposite later they'll take it as a harmless joke or prank, meaning you can start leading them down a lewd path veiled with "lies".

The Struggling Independent [50 CP]

As was said with **The Loving Smother**, plenty of people are happy with the love that their parents showed them or wouldn't be opposed to them having shown more than they did. But, there are some people who really wish their parents dialed back on the whole affection thing for one reason or another. And by taking this companion option, you'll gain a kid who wants to behave just like this, but secretly can't.

Said kid, who is on the older side of things, has always been trying to assert their independence from you. Even when they were a baby, they never seemed too keen about any "excess" love and care you wanted to give, as if they were somehow worried how it would make them look as they got older. This continued as they grew up, with them trying to dodge things like goodbye hugs and kisses or you dropping them off at school with a sort of "too cool for school" sort of attitude and reputation that they seemed to want to build up. Despite that, they always made sure to let you know with sincerity that it isn't because they dislike you or don't love you. But as they inched closer to adulthood, a sort of switch was flipped in their mind and they started to subconsciously long for you

to take care of and baby them, as if what they should have been feeling throughout their life came back and hit them all at once.

This has basically turned them into a rowdy tsundere when it comes to you, with them subconsciously adopting all the mannerisms of one. Attempts to “give them what they want” and take care of/baby them will be met with “anger” from them, but it will be pretty obvious that they don’t mean it and appreciate that you're fulfilling something that they may not realize their craving just yet. Though, all of their previous aversion to being showered with love has left them a bit unsure what constitutes parental love, meaning you can easily start to push boundaries.

The Slacker [50 CP]
As the parent that tends to be the most associated with love, care, and affection, such traits may have been present when you were younger. And similarly to some sibling relationships, said traits may have been taken advantage of by your siblings and in turn your parents. So, by taking this companion option, you gain a sibling who is guilty of this and whom you can get a measure of revenge on.

This is because your older, younger, or same age sibling hasn't really gone anywhere in their life. When the two of you were kids they were your stereotypical slacker, with them being more interested in leisure activities like video games or being a part of the “hustle lifestyle” and putting little to no effort into school or things like keeping their room tidy. They at the very least kept up the bare minimum such as not flunking out of school entirely and making sure they were mostly on top of their personal hygiene and that their room was at most messy rather than dirty. Because of this they never really pulled their weight around the house which led to your parents heaping things like chores onto you, though your sibling did try to pay you back for this and while said payments were rarely up to snuff, it was less out of a desire to insult you and more because they didn’t have much to work with. Though as the two of you entered adulthood and they continued to flounder, your parents decided to continue to support them as they attempted, but failed, to get something off the ground like making their own video game or getting into something like potion making. And after a certain amount of time this patience ran out with your parents kicking them out and them coming crawling to you, willing to do anything if you supported them.

And do anything they will, as your relationship morphs to be that of you being their caretaker, making sure they are clothed, fed, etc. But, in return due to them vehemently not wanting to be put out on the street and not having the stomach for anything crime related, they will practically do anything you ask of them, the more you take care of them the more they’ll do, but like most good things you’ll have to ease them into this. Though something that the both of you will realize as they relinquish more and more control over to you is that such as a life seems to actually help them, as the more control they hand over to you the better their head space becomes, meaning they lose the negative traits that led them to be a slacker and they find more success in their work. This will result in them managing to get whatever business idea that previously had off the ground.

The Life Exciter [50 CP]
During childhood plenty of people have wished that they could have gone on adventures similar to the ones they've read about or seen in movies/tv shows. Whether it be wielding swords and sorcery to go rescue a prince/princess or gallivanting across the stars as a bounty hunter, such dreams were overall harmless. But, by taking this companion option, you encounter the few cases where it wasn't via a sibling.

Said sibling, who is either older, younger, or the same age, sees you as their proverbial partner in crime. As the two of you grew up they, one way or another, managed to get themselves entangled in some sort of secret life whether that be them being inducted as a super spy due to someone seeing they had the talent for it or their groundbreaking research being picked up by an unsavory underworld that came knocking. Fearing what could happen to you and your parents they tried to keep all of this on the down low, but you managed to find out about and helped them to shoulder the burden of this secret life as well as cover for them when necessary. As time went on and they grew up they sunk deeper and deeper into this secret life, becoming more familiar with it and adapting to it, but still remaining themselves at their core. Though despite what this may sound like, their abilities from this aren't too impressive or powerful so while they are a bit badass, don't expect them to be too amazing. But, in recompense they do gain a fat paycheck from this one way or another.

And something that has carried over from then to now as you two became adults, with them continuing to "work" within this secret life for a number of different reasons, is that they see you as their rock. More specifically, they see you as their tether to the "normal" world outside of their "secret life" since you're someone they can just be "normal" around and talk about things like the weather or hobbies rather than what the next upcoming infiltration mission is. And because of this, when coupled with how their "secret life" has changed them, they over the years have started to see you more like a romantic partner and even a potential spouse that just "gets" them on top of being their sibling.

Breadwinner

The "Correction" Hungry Brat [50 CP]

From your times as a kid you more than likely may have run into the type of kid that is best described as oozing trouble. For some reason they can't seem to help themselves and will always be up to something like pranks or class clownage. And by taking this companion option, you'll gain a kid who does this for more than one kind of "pleasure".

Said kid takes the form of one of your youngest, with their entire deal being all about being a mischievous little shit. Similarly to **The Bad Influence**, saying that they are a bit of a trouble maker is an understatement, but where **The Bad Influence** is akin to a muscular angry gorilla, **The "Correction" Hungry Brat** is more like a mischievous monkey. To that end they'll play a wide number of pranks and various other subtle misbehaviors on both your family and others to get a rise out of people. And truth be told, they can be quite creative when coming up with them and figuring out what gets underneath someone's skin, to the point that you have to at least give them some amount of props for their ingenuity. But, despite this they are always cognizant of how far is too far, so there never is a worry of them overstepping bounds or pushing someone to their breaking point with constant pranks. The only expectation to this is when they truly believe a person deserves it as they have a strong, but slightly warped sense of fairness and justice.

Though, when it comes to you this limitation doesn't seem to be in place as, seemingly due to you being the disciplinarian of the family, they've made it their mission to push your buttons. So, expect your life to become a cavalcade of various different types of pranks hitting you, but as was said before they aren't going to push them into becoming deleterious and they will have their calm periods. But, while it is true that they are doing this all in order to provoke you into punishing them, they are fishing for a particular kind of "punishment". So, to try and get what they want, expect them to act very provocatively when around you such as being lewd in a way no-one else seems to notice, dressing in skimpy clothing they keep somehow getting, trying to corner you when either one of your are in a compromising position, and just generally acting like a mischievous tempting slut.

The Unconfident Heir [50 CP]

As it has been mentioned a few times before, any good parent would love for their children to be more successful than them. And an equally good number will throw their all into trying to make this so, sometimes directly or indirectly at the cost of said child. So, by taking this companion option, you'll gain a kid that will grant you the chance to be the parent that threads the needle in regards to this.

Said kid, who takes the form of one of your eldest, is your heir apparent. And upon being given this news when they were younger, they had dedicated their life to making you proud and making sure they are ready for this responsibility. So, they threw themselves into studying and practice, trying to figure out what skills or traits would make them the most worthy to succeed you in whatever role or skillset you deem the most important or that you enjoy the most. This had led them to adopt a sort of "superhero fanboy" attitude to this, and as such they would always try to glean info about you by talking to you and asking indirect questions or investigating how you do things and the various things you personally own. However, over time this had caused them to put a lot of undue pressure

on themselves and made them see themself as “weak” and unworthy of being considered your heir due to formulating a highly exaggerated idea what to strive for. At their wits end, and to try and counteract these feelings, they have decided to completely submit themselves to you in order for you to mold them into a “perfect” heir.

And mold them you shall as they are ready, willing, and able to do almost anything for you to acknowledge their worthiness. This basically gives you free reign to start moving them down your desired “path”, though with how they are you’re going to have to ease them into your “training” so they don’t think you're trying to pity them by getting it out of the way. But something that will become apparent as they submit themselves more and more to your “training” is that said submission will actually make them happier as things like their anxiety and fear about not living up to you will just melt away.

The Second In Command [50 CP]
As kids grow older their parents, and other adults, will sometimes try to guess how they will turn out in the future. Some will try and guess what sort of career a kid will go into while others try to guess more intimate things like what type of person they are going to end up marrying. And by taking this companion option you’ll gain a sibling that has been the target of the latter kind of thinking.

Because of this, said sibling, who is either older, younger, or the same age as you, has been constantly described as the perfect stay at home spouse. From a young age they’ve always had an interest in stereotypical homemaker activities such as cooking, cleaning, laundry, etc., but instead of having an interest in them in order to prepare for a future spouse, they just enjoyed doing them. This, coupled with the fact that they are an overall cheery and caring person, has led to all of this talk from your parents and others. But, the fact that your sibling just simply enjoys those activities flew right over the head of almost everyone else, as from childhood up until now they have been bombarded with talk about how they would be just the perfectly little spouse to hold to fort down while their partner heads off to work. After hearing this time and time again, your sibling became soured on the idea of settling down with someone and even started to dislike their previously mentioned hobbies.

But, your existence served as a means to rekindle their love for them as you either tried to focus their attention on their hobbies and their love for them, or you outright ignored anything relating to marriage when interacting with them. Whenever talk about settling down became too much for them to bear, they’d always hit you up so the two of you could go do something and so they could have someone to vent to. This all led to them seeing you as a source of comfort to help get away from the pestering of others about finding someone to settle down with, which paradoxically led to them starting to fall for you and seeing you as the perfect spouse to be a homemaker for.

The One A Step Ahead [50 CP]
As was showcased in **The Sibling Rival**, competition and rivalry between siblings isn’t anything special. In fact, it can be something that helps said siblings propel themselves forward and better learn things about themselves. Though, by taking this companion option, you’ll gain a sibling who fulfills some of these qualities and resents a bit that you don’t.

Said sibling, who is either older, younger, or the same age as you, always seemed to be one step ahead of you in life. Again, similarly to **The Sibling Rival**, they had posited themselves as a sort of “rival” to you, but whereas **The Sibling Rival** is more of an equal rivalry, **The One A Step Ahead** is more imbalanced. This is because they are focused on being a “rival” in only one field, particularly the one that you may want to make a living out of even if it is a part of a “secret life” you may have, and their behavior towards you is more akin to a snobby rich kid or noble when facing off against a “commoner”. This is somewhat earned as they are damn good at what they do, with them having thrown themselves wholeheartedly into everything they do which stretches back to when the two of you were kids. This led to them being dismissive of any free time you spent doing leisure activities as they basically worked themselves to the bone and never gave themselves grace, treating any personal failure harshly. And while that has brought them great success, fame, and recognition as they grew up, it never made them feel satisfied with themselves and filled them with stress.

One major reason why happens to be related to you, as they can’t seem to understand how you're so content with yourself and carefree despite not being as "successful" or “hard working” in their eyes. To try and understand why, as well as to try and soothe their stress which has reached a breaking point, they poured over various self-help resources and used their wealth to try and observe you from a distance to see if they could glean anything. After agonizing about this for a time they begrudgingly decided to come directly to you for help and to submit themselves as a student to try and learn your stress free ways. And something you’ll notice during this is that they carry some deep feeling for you, somewhat similar to the trope of a rich heir/heiress falling in love with a “total loser”.

Drawbacks

Tantrum Tyrant[+100 CP| Restricted To Younger Sibling]
One of the more frustrating aspects of dealing with younger kids, regardless of if you're their parent or not, is their tendency to throw tantrums. While some can be understandable, such as them experiencing their first loss of something, and thus aren't as frustrating, others aren't so and it can seem like they spiraled because of nothing. So, by taking this drawback, you'll end up being this latter type more often than not as your emotions tend to run rampant.

Specifically, this drawback makes it so you have really poor control of your negative emotions like anger, jealousy, and even sadness. This causes flow far more strongly than normal, and occasionally they may just flare up out of nowhere with no probable cause. For example, what would have barely made you feel a twinge of anger before now makes you want to rage against the gods and destroy what has wronged you, and what would have made you only feel a little bit down now makes you want to curse the world for its cruelty and its mocking laughter of you. And because of this, these enhanced emotions also make it a lot more likely that you will slip into throwing a tantrum, which can range from you becoming a ball of dead weight on the floor or screaming/crying while you stand in place to, in more extreme cases, becoming a "mini monster" as you try to destroy your surroundings. Though, luckily for you it is possible, but a bit difficult, for you to suppress these outbursts.

Never Good Enough [+100 CP| Restricted To Older Sibling]
If there is one thing that can make someone feel like they're burning out in regards to their work or hobbies, is making them feel unappreciated or that their work is meaningless. And when growing up some times you may feel like this meaningless comes from how others don't value what you do. So, by taking this drawback, you'll be able to see what happens when this isn't a potential feeling and it is more of a reality.

As this drawback makes it so that no one ever seems to acknowledge any of the hard work or good that you do. For example, if you managed to get a high score on a test you thought you were going to flunk your family would barely give it any notice or if you decided to do something nice and deep clean the kitchen on your break your stay at home parent wouldn't even acknowledge that anything was different. In fact, everyone seems to believe that you only work so hard or do good things to get things from people, making them believe you're nothing but a sleazy "con-person" and causing them to snub or actively mess with your work. So, in regards to the aforementioned test your family may bite back about how you only did so well because you were expecting a reward or praise from them, and with the kitchen your stay at home parent may complain about how you messed up the controlled chaos they had such as how you rearranged their spice rack. On the other hand if you are not putting in 110% into everything you do, with everyone being able to tell when you're not, they'll disparage you even harder with them also talking down on any leisure time you take.

And even if you normally have thick enough skin to ignore this, their words and dismissive actions will always get under your skin, tanking your motivation.

Days Of Boredom [+100 CP| Restricted To Homemaker]
When it comes to discussion on the pros and cons of being a stay at home parent, one the major avenues of discussion revolves around boredom one way or another. Specifically, these talks are about what ways a stay at home parent could keep themselves entertained when their kids are off at school, their spouse is at work, and all the chores are done. And by taking this drawback, you'll get the chance to experience the dark side of this "conversation".

This is because this drawback makes it so that you are cursed with a bane that plenty of stay at home spouses dread to have. That being extreme difficulty in finding any enjoyment in your life as no matter what you do, a pervasive all consuming sense of boredom will constantly be in the back of your mind. It will make it so all the hobbies and normally entertaining things you do to amuse yourself like reading or watching tv quickly lose their luster, and even "boring" things you could extract a modicum of amusement from like cooking or cleaning will become that much more soul sucking. And all of this will lead to you becoming a bit stir crazy and depressed, somewhat similarly to a prisoner trapped in solitary confinement, which may lead to you seeking out extreme forms of ways to keep yourself entertained.

Never Around [+100 CP| Restricted To Breadwinner]
One of the downsides about being the Breadwinner of a family is the fact that, depending on your job, you may not spend as much time with your family as you may want. This is because due to your importance to your family as its main or only source of income, anything that pops up at your job takes precedence. So, by taking this drawback, such a downside will be magnified to a cartoonish manner.

As now, whatever job you happen to have, even if you're not doing it to provide for your family, will start to have work related events pop up at the most inopportune times. This ranges from being called into the office to deal with stuff that "only you" can, whether that is true or not, to sudden unexpected events cropping up that requires all hands on deck. While these events aren't really difficult to solve or deal with, the main problem comes from the fact that most of them always seem to overlap with any free time you may have or events you've already planned with your family. This also goes in reverse a bit as when you do finally have some free time to yourself that you could use to hang around your family, they always end up having stuff to do like a major test your kids have to study for or your spouse going on a weekend trip with their friend group. This all results in you and your family feeling very disconnected from each other, and while they may be understanding for the most part, they do resent this arrangement which sort of bleeds over into resenting you a bit because of this.

What's The Point?[+100-200 CP]
Now, it wouldn't be considered a stretch to assume that the main reason you're here is so that you can indulge in some good old fashioned family fucking. You probably had a number of lewd scenarios running around in your head that you just couldn't wait to play out. However, by taking this drawback, such dreams will have to be dashed across the rocks of reality.

As with this drawback, you are now completely unable to engage in anything incestual during your time here. You can't do any veiled flirting with your siblings, nor could you peep on your parents while they shower to have some on demand wank material, with the only thing actually working for you is your imagination.

But, if your want, or in extreme cases need, to fuck your family is great enough while you still want to make bank with this drawback, then for an extra +100 CP for a total of 200 you can get that wish. As with the second tier of this drawback, you are now able to engage in as much incestual shenanigans as you want, though with a particular cost. That cost being that when engaging in physical incestual acts you will be put into an extreme amount of pain, as if your very body is trying to reject what you're doing. And you are no longer safe in your mind as well, as you'll also get a deep sense of revulsion inside your head strong enough to almost make you puke in most circumstances, with this mental effect also triggering even when you doing something like flirting with your family or just daydreaming about fucking them.

Impulsiveness Of Youth[+200 CP| Restricted To Younger Sibling]
One common trait that plenty of older people tend to associate with the youth is a sense of impatience. It is typical for them to describe young folk as dashing off to the next thing they're doing or doing things without fully thinking them through. And by taking this drawback, you become a prime example of what they are talking about.

As with it, similarly to **Tantrum Tyrant**, you start to have incredibly poor control over yourself. But, instead of being unable to control your emotions and the like which can lead you to spiral into a tantrum, you lack impulse control and patience. Whenever a stray or intrusive thought happens to cross your mind you find it incredibly hard to control yourself and not act on it. Though this difficulty has less to do with restraining yourself and more to do with you even realizing that you are currently acting on the thoughts. For example, if you came across a diorama based school project your older sibling worked on just sitting on the table in the living room, the quick thought of "what would happen if I broke it" would cause you to subconsciously start walking towards it as if in a trance, ready to push it off the table or slam something down on it like your fists or a heavy textbook.

Heaped Responsibilities[+200 CP| Restricted To Older Sibling]
If you happened to have been an older sibling in a previous life, you may have run into a particular situation with your parents and younger sibling(s). Specifically, the situation where your parents basically use you as a second set of hands for any tasks around the house. While these tend to be in the form of chores and are normally normal, taking this drawback will turn them into something draining.

As this drawback makes it seem like the only reason your parents had or adopted you was so that you could be the chore slave of the house. Now, all of the family chores and other important activities that need to be done will more often than not get heaped onto you such as washing clothes, cleaning the car, and even cooking meals for breakfast, lunch, and dinner. This also includes dealing with your younger siblings, so also expect to be in charge of making sure they brush their teeth, get to bed on time, and even being the one to drop them off and pick them up from school. And if you slip up on anything whether it be your fault or not, as your parents don't seem to give a damn about your

other obligations like school and as such you may be given time sensitive tasks with little time to complete both, expect your parents to come down on you hard and not in the fun way.

Neverending Battle With Filth [+200 CP| Restricted To Homemaker]
When taking care of a house, or any other property for that matter, one of the major hassles and draining parts of it is cleaning. Not only is it something that you have to do relatively frequently, no matter how on top of things you try to be, but if you're not and slip up in any way it usually results in messes that are harder to clean up. So, by taking this drawback, you'll become embroiled in a sort of cleaning war.

As with this drawback, your house and all of your other properties will become the battlefields of a "never-ending war". Said "war" is being fought by you and a never ending tide of filth, as the aforementioned house and properties now have an endemic filth problem with things getting incredibly dirty and hard to clean unnaturally quickly, even if you keep to a daily cleaning regimen, with unlucky filth based events striking at random. For example, one day you could give the floors of your house a good mopping, sweeping, and vacuuming, and within an hour or two they would already look as if you had half-assed your earlier cleaning with them rapidly deteriorating from there. Or just randomly one day, one or more of the toilets in your house will become clogged and start overflowing with backed up sewage. And when you try to clean this up, you'll find that you need to expend more effort and resources, either needing to put some more elbow grease into your swipes and plunger pushes, or you needing more and/or stronger cleaning solutions.

Not helping matters is that everyone that lives or even visits your home and properties somehow become the world's biggest slobs, so expect things like them leaving plates or bowls of half eaten food laying around, walking around your carpets with shoes/boots drenched in mud and other unmentionable gunk, and other such bullshit with them fully expecting you to clean up after them. And if you even "dare" to let your guard down and someone sees a mess you haven't gotten to yet, expect them to verbally chew you out as it "must" have been your fault while they plainly ignore the pigs that have replaced your family as they eat their dinner so messily that less than half makes it into their mouths.

Making Quota [+200 CP| Restricted To Breadwinner]
Besides work related events causing you to miss spending quality time with your family, jobs have another element that makes being the Breadwinner hard. That being the difficulty of whatever job you're working as if you want to make sure your family isn't left wanting for much, you're going to need a high paying job and such jobs tend to be more difficult and stress inducing. So, by taking this drawback, you'll get to experience this, but magnified a bit.

As this drawback, similarly to **Never Around**, targets whatever type of job you happen to be working at. But, instead of preventing you from spending time with your family, at least directly, it causes an avalanche of work that demands more and more of your time. The main way this manifests is that your bosses keep mentioning that you have to make a quota of some kind, with you realizing this yourself if you happen to be self-employed, with there always being another quota popping up just after you finish one. And coupled with this, the work needed to fulfill each quota keeps expanding and getting harder and

harder. This can get to the point where you may have to end up living at work, assuming you don't work from home, and the long hours are going to make you a stress filled mess which both negatively affects your health and makes you just one tiny annoyance away from snapping.

Making Assumptions [+200-400 CP]
One major worry that tends to rear its ugly head in when one is trying to recreate their favorite incest doujin is other people outside your family finding out about it. And if they do, you can assume hell is going to rain upon your family such as you or your parents getting arrested and you or your siblings being put in foster care. So, by taking this drawback, you'll be making your endeavors a lot hard as everyone else becomes a bit paranoid.

And this paranoia manifests as everyone outside your family always assuming that you and your family are rampantly incestuous, with this also making incest just as hated as it normally would be. This will lead to them jumping to incredibly wild and scatterbrained conclusions and assuming the worst even if you and your family are on the up and up, at least outwardly. For example, if you happen to mention to some people that you had fun playing with your siblings or children before you headed out for the day, they would assume that that was a code that you tricked them into having sex with you. Or if your parents or older sibling rolled around to pick you up to go to the beach and showed you the swimsuit they bought you, people would assume that it was actually a form of lingerie and that the beach was some kind of secret sex one. Though how they react to their potential delusions depends on the tier of this drawback.

At the first tier this is simply an annoyance, with everyone outside your family at worst keeping things non-physical. This can manifest as people treating you and your family poorly such as refusing you service for being incestuous freaks that are an affront to god or spreading slander about your family, but at the very least you don't have to worry about them getting too much into your business. Or at least you normally wouldn't have, but for an extra 200 CP for a total of 400 this gets kicked up a notch. Instead of being content to bad mouth you and your family or treat you poorly, people will now go out of their way to prove you all are incestuous and bring it to light. This can manifest as them doing everything possible to expose your family such as staking out your home, cornering the more "vulnerable" members of your family to interrogate them for info, and even trying to get the authorities involved if they gather enough "evidence" or you and your family "slip up". Though in some cases they may take things into their own hands to handle your family and will form mobs to try and personally snuff your family out, and potentially "save" the younger members. The only saving grace to this is that so long as concrete evidence of your family's incestuous ways doesn't get out the law will begrudgingly be on your side when you handle these people.

Unwanted Realism [+400 CP]
Now when it comes to sexual fantasies, most people are aware that most of them throw realism out of the window. From impossible proportions to scenarios that would normally have a one in a million chance of actually happening, such problems are usually ignored. But, by taking this drawback, the "realism" of incest and its consequences will hit you like a train.

This is because this drawback injects the normally sexy and consequence free incestual antics you'd normally be able to get up to with a form of realism that makes them incredibly toxic. In fact, it kicks said consequences up a notch more than what they normally would be, as if you were living in a anti-incest PSA that really wanted to hammer things home. So, if you happen to be a Younger/Older Sibling expect your parents to start doing things like making everything you want or need gated behind having sex with them, with them heavily punishing you if you refuse. Or if you incestual antic would lead to you fucking the younger members of your family, expect this to royally fuck them up mentally and inflict a number of mental illnesses and conditions upon them. And don't even think about trying to engage in some incestual breeding as the resulting children would look more akin to a mutant that you dropping in a vat of every radioactive and carcinogenic substance known to man, and that is assuming that they survive the birth.

Parents From Hell [+200-600 CP| Restricted To Younger/Older Sibling]
One of the aspects of parenting that tends to be hotly debated is how much "control" a parent should have over their kid. While most people aren't in favor of parents letting their children have absolute freedom to do anything they want, the exact level is hard to say. Though, by taking this drawback it seems that your parents are on the minimum freedom side of the argument.

As now, this drawback makes it so your parents will start to enforce more and more of their control over you, with the assertion that it is for your own good. At the first tier, this is relatively low key with your parents treating you like a tiny little baby that can't do anything and who should be constantly protected from the "dangers" of things like too much tv or junk food. So, expect them to restrict things that they believe are going to harm you in the long run like staying up too late or even using certain types of magic. And coupled with this is a compulsion to obey your parents which while not absolute, makes it harder for you to think about disobeying them and acting upon said thoughts.

But, if you think this isn't extreme enough, for an extra 200 CP for a total of 400 the control your parents have over you has become tighter. Now at this second tier, you are effectively considered the property of your parents like how a number of people wish they could treat their children. So, expect almost everything about your life to be tightly controlled by them and any punishments to be greater and in excess of what they really should be. And don't think that you'll be able to get help from those outside the family as since you're considered property, most people aren't going to care what your parents do to you so long as there is a suitable level of probable cause. For example, this can be to the point that your parents could thrash you with an iron rod for outright disobeying them and no one would give a damn.

And finally, if you happen to be a glutton for punishment and think you can handle more, for an extra 200 CP for a final total of 600 your parents now become something out of a cartoon. More specifically, they now behave with a cartoonish level of abuse leveled at you, as if the only reason you were born/adopted was to serve as an outlet for their sadistic frustrations, that would make them right at home in a tv show or book about a child heavily exaggerating their life. So, expect them to lay upon you various different cruelties depending on the type of people they are, with you now also being completely unable to disobey them. But, you still do have an out as this disobey condition doesn't

account for any loopholes in any orders they give or rules they lay down, so as long as you're clever enough you can, though some incredible hard work, come out on top.

Kids From Hell [+200-600 CP| Restricted To Homemaker/Breadwinner]
One of the major roadblocks that some people believe prevent them from ever wanting kids is their unpredictable nature. More specifically, the fact that when they are young and unable to properly communicate with people it can seem like they do things for no reason, with some having an unexplainable mean/psychotic streak. And so by taking this drawback, you'll get to live the life that such people fear.

As with this drawback that makes it so any children you have, whether they are adopted or are your own flesh and blood, will have some sort of switch flipped in their head. Said switch turns them into mischievous problem children seemingly bent on making your life difficult. At the first tier this isn't too bad, as while your children do act like little hyper active psychos, it is in a way that is manageable and just barely ekes its way into being considered "quirky" as they never mean any ill will in what they do. So, expect them to do things like run a motor mouth and say the most vile, tone deaf thing they could say at a given moment and just do random shit like steal an old person's cane they need to be at all mobile or see a crumbling section of a bridge and try to knock it down. And despite how hard you may try, this behavior can only be mitigated rather than "cured" and expect people to not buy any of your excuses of why they are like this.

But, if you believe that parenting a child like that is a bit too easy for someone of your skill, then for an extra **200 CP** for a total of **400 CP** any children you gain becomes much more of a problem. As now with this second tier all of your children seem to have been possessed by a demon at some point as they now will try and commit actions that only make sense for a psychopathic serial killer in the making. Expect them to try and sneak any weapons or harmful substances you happen to own, or otherwise acquire some from outside your house, and then make scary use of them. They may start out doing "light" things like capturing animals to torture or beating the hell out of someone, but sooner or latter they will try to kill, with their potential targets being anyone from random strangers, people they befriended to make the betrayal that much sweeter, or even you if they think they can get away with it. But, the crazy thing is no one will believe that your children are a danger to anyone, and if you attempt to punish them for any actions they do, even if they are proportional or heavily lenient, people will look at you as if your the bad guy beating down on such a "sweet and innocent" child. And when your children inevitably kill someone, said people will still take their side by claiming something like how you let this happen with the authorities getting involved to press charges on you for both the murder and supposed child neglect.

And, if you think that not even this is enough for an amazing parent such as yourself, for another extra **200 CP** for a final total of **600 CP** the previous demon-like analogy becomes more of a reality. As now with this third tier, your children always end up becoming the next antichrist, regardless of if you have more than one, with them all sharing the seven common characteristics and markers of one. For example, barring any skills you pass onto them, they all are supernaturally charismatic, with some moderate glamor abilities, and highly competent in matters of politics, meaning that it would be trivial for them to land government positions and to start rocketing their way up. From there they'll start to accrue more and more power for themselves, subverting any checks

and balances and bringing more and more people under their sway. And the parts that make them even more dangerous is that they are highly skilled in hiding their nefarious intentions, to the point that it will be incredibly hard for you to find out about it let alone anyone else, and the second they suspect you've found them out and are going to do something about them they'll just up and disappear and try to get themselves adopted by a high ranking family to make their work that much easier.

Disfunction Junction [+200-600 CP]
Typically, families are supposed to be groupings where love is supposed to flow freely between all of the members. While this regrettably isn't always the case, there usually is at least a tiny amount of love that can be felt in those types of families, even though it isn't enough. But, by taking this drawback you'll be in a situation where the expected love isn't present.

As this drawback makes it so your family becomes one of constant conflict and hatred rather than one of love and understanding, which can best be visualized with a seesaw with one side being love and the other hatred. With the first tier this is very low key with there being a lot of tension and antagonism between all of its members, but there will still be an amount of love among you all. In terms of the seesaw, it can best be described as tending to be tilted towards the love side more often than not, but various weights of hatred will more commonly come down to tilt it towards the other side. For example, expect there to be more shouting matches between members of your family as perceived slights are blown up into major problems which also may lead to members snubbing each other, with this all building up into one climatic event that heavily weakens your bonds such as one of your parents blowing up at everyone else and saying some pretty hateful things. This will tip the seesaw well into the hatred side of things, and while this isn't permanent, it will take a good deal of time for things to cool down and for apologies to be made. And as you would expect this does negatively affect your quality of life and mental wellness.

But, maybe this level of dysfunction is nothing new for you and you think you can handle a bit more. So, for an extra **200 CP** for a total of **400 CP**, the bonds with your family become even more cold as if everything was a part of a business deal you all were forced into. As now, this second tier makes things outright dysfunctional with shouting matches between you all being extremely common, where the most vile hate filled words are slung and insecurities/secrets are ripped from your chests and laid bare, with every single decision or action a member makes being seen as a personal insult by the rest. Included with this, the various members of your "family" will always be doing the "bare minimum" for each other, so expect your siblings to act like contrarian assholes that are always obstinate towards you unless you do them a favor and for your parents to give you and your siblings the absolute bare minimum in terms of things food and clothing. And occasionally things may escalate into "physical altercations" between you all, not really fist fights, but more in the realm of non-friendly wrestling with the aim of throwing each other around or down into the dirt. And as you may already assume, don't expect any familial love from this at all, besides an occasional gift that is indeed to purchase a latter favor, with this constant level of toxicity turning you into a bitter short tempered jerk to others and making you even more miserable.

And, if you'd like to know what the final endpoint of this is, which unfortunately isn't always relegated to fiction, for an extra **200 CP** for a total of **600 CP** this hatred and dysfunction gets kicked up to a whole 'nother level. As at this third tier it seems like you all are actively trying to kill each other, as your family seems to operate more like a villainous group that is constantly looking for opportunities to backstab each other and come out on top. This results in every member of your family doing their best to fuck with each other, whether that be siblings stealing or destroying each others things like school projects or personal possessions, or your parents extorting you and your siblings for favors or money in order for you all to get fed. Along with this, expect things to get more violent as well such as your parents backhanding you and your siblings or straight up beating you for any disrespect, your siblings getting into hair pulling fistfights at the drop of a hat, and things escalating to a point where murder and rape aren't off the table. And the effect this has on you is profound as now you are equal as black hearted and evil as the rest of your family, which is something you'll gladly inflict onto others outside of it.

Life Filled With Tragedy [+400-600 CP]
It is a certain fact of life that it isn't full of happiness, sunshine, and rainbows all the time. There will come times where things are bad for one reason or another, and certain tragedies are almost always guaranteed to happen over the course of one's life. And by taking this drawback, this becomes an unavoidable reality for you and your family.

As with this drawback, you and your family will suffer from a constant string of misfortune and tragedy that makes life incredibly difficult for you all. At this first tier it is at least bearable, with things like the main breadwinner constantly getting fired and thus making money incredibly tight, or your children constantly getting struck with debilitating illnesses that bring them nothing but suffering being common. These hard times will have little rhyme or reason in when/how they strike so it is nearly impossible for you to predict and try to prepare for them, and they have to be suffered through in their entirety. The only bright spots are that after each you and your family will be given a bit of a grace period to recover, and they will never directly result in death, but you will be ignorant to both and thus be stuck in a state of always fearing what is around the bend.

Though, if for whatever reason you'd like to have a taste of true misery, then for an extra **200 CP** for a total of **600 CP** the specter of death shall haunt your family. As now circumstances will always happen that will result in the deaths of each and every one of your family members. Sometimes it is quick and sudden, like your spouse suddenly being stuck and killed by a car right in front of you while your family is out and about, and other times is slow, like one of your children being struck with a ultra rare terminal illness with you being forced to just watch them waste away. You'll never get used to this, as every death is completely random in who is taken and each tears a brand new painful hole in your heart that never seems to heal. Though, the "funny" thing about this is that once your family has been snuffed out entirely something in your mind will compel, no, force you to find another family to try and fill the void so you can enjoy this cycle again and again.

Luckily, these deaths aren't permanent if your family is made up of companions, but this is something you'll be ignorant of, so in your mind they are permanently gone.

Decisions

You have three choices …

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12/22/25: Doc is fully finished