Neon Dreams of Organic Toys

Jump by 9anon. Original story by an anon from the Collared thread on 4chan's /trash/ board.

Welcome to the world of Cyberpunk 2077…or at least one closely parallel to it. Many of the same corporations, brands, and even firearm models are present, and it's still a cyberpunk dystopia, but a lot of the stories and characters you may be familiar with aren't present.

The biggest difference is easily that about 97% of the population are anthros, with the remainder of the population being humans. Said humans are massively privileged over their animalistic counterparts, both economically and in terms of support from the systems of society.

The poorest humans are only as low as the middle class, while the majority of the upper class and supermajority of the ultra rich. And anthros don't hate humans for this - no, anthros love humans so much that even the most regular human is almost a minor celebrity in their own right.

This is the kind of world where an unarmed, defenseless human could wander through the worst parts of town completely unscathed, any potential aggressors either not wanting to hurt a beloved human or too fearful of the consequences for doing so. A human man could have his way with some random anthro woman without warning and she'd genuinely thank him for taking the time, any resulting human children being an actual boon to the mother. A human doesn't need to do much of anything to have a gaggle of anthros around them willing to do anything for them. A world where many anthros consider being a literal debt slave to a human preferable to living on their own.

The story this jump is based on follows Chloe, a young fox anthro who pulls a stunt to feed her family that ends up with her as a debt slave to a human she hurt during the stunt, with any future updates looking to show her ascent through the 'Organic Toy' company owned by her new owner. As a note, those organic toys are anthro prostitutes who've been heavily modded and highly trained to play the part of fictional characters and species - with specific examples mentioned in the story being Captain Amelia from Treasure Planet, Isabelle from Animal Crossing, and several pokemon species.

Here's **1000cp** to help you make your way in this shithole of a world.

=Location=

It isn't stated exactly which city Chloe's story takes place in, but it's a cyberpunk megalopolis like any other with massive trash yards teeming with the poor, dirty slums with daily skirmishes between local gangs, and an incredibly clean downtown full of towering skyscrapers where those with means live their lives.

You can freely choose your starting location, whether you want to start in the city where the story takes place or somewhere else entirely.

=Species=

You may freely choose your age and sex.

Human: The upper crust of the setting; a regular human. While you don't have the animalistic capabilities of an anthro, you've got societal privilege and the love of those adorable anthros.

Anthro: Everyone else. You can base your form on any sort of avian, reptile, or terrestrial mammal. While you might not be universally loved like a human, you possess animalistic senses, claws and teeth, and other features common to whichever species you take after.

=Background=

You may choose to have a history befitting your background or to simply drop-in.

Guttersnipe: You are someone among the lower classes, whether you're a ganger, hobo, or a hard-working wagie.

Entrepreneur: You are someone with resources to throw around, likely in the middle class or higher up.

Doctor: You have a background in medicine, and potentially cybertech, making a living off of your knowledge and expertise.

Merc: You're a mercenary, making a living by taking jobs from fixers, and occasionally even direct commissions from clients.

=General Perks=

Anthro Underclass[Free/Optional]: Upon first entering a setting, you can retroactively introduce an anthro underclass to the world. They're full-on furry and make up 97% of the population by default, but you can adjust the details as you desire - like making them kemonomimi, only replacing half the population of the world with them, choosing which species of anthro are present and in what ratios, and so on.
You can also use this to 'anthro-fy' existing intelligent animals and monsters in a setting, like Pokemon, on a selective basis.
By default, the actual culture and attitudes of anthros added by this perk are appropriate to the setting they are added to - basically being normal people unless you've got perks to change that.

Anthro Adjustments[Free/Optional]: Upon first entering a setting with anthros, whether they would normally be there or you've added them with another perk, you can choose the specifics of anthro physiology, like whether they have plantigrade or digitigrade leg structure, what sorts of genitals they have, and so on.
You can also apply such adjustments to kemonomimi and monstergirls, as well as use this to turn anthros into kemonomimi and monstergirls.

Anthro-fy[Free/Optional]: Between jumps, you are able to grant more humanoid alt-forms to any of your animal followers or companions, as well as create more humanoid versions of existing animalistic alt-forms that you or your companions have acquired. These can be kemonomimi, full-on anthro, anything in-between, and all of the above. If they weren't already intelligent, they gain human-level intelligence.

These alt-forms are granted in addition to the subject's base form and you can grant multiple alt-forms as long as each is noticeably different.

Bedroom Guarantee[Free/Optional]: Even if you're a complete virgin, you've got enough innate ability for sex to ensure that any ordinary partner will enjoy their time with you. You are also an okay flirt, able to get anyone who'd potentially be interested into bed with you.

Choice[Free/Optional]: You are capable of toggling your fertility at will. You may also allow any potential sexual partners to be aware of how fertile you are, which they won't find odd.

Clean[Free/Optional]: STDs just never seem to come up in the story, and they don't for you either. Any potential partner you'll encounter will be free of them, at the very least.
You can expand this effect if you want, erasing STDs from any setting upon your first arrival and preventing them from emerging from that point on. This can be a sudden event or a retroactive change, and you can exclude any "fun" STDs of your choice.
If desired, this perk will also ensure that your sexual partners are clean and smell nice, inside and out.

Diamond in the Rough[Free/Optional]: You are physically attractive in a manner of your choosing, optionally emphasizing a particular part of your body. This bodily beauty shines through, even when you are not at your best. Doesn't matter if you grew up living in a literal trash heap, are covered in filth, suffering from sustained malnutrition, and are chock full of pollutants - you'll still be a little cutie…or whatever sort of beauty you chose.

=Species Perks=

Human-Anthro Compatibility[-100cp, Free to **Human**]: Humans and non-humans are exceptionally compatible, sexually speaking. To a non-human, sex with a human is on a totally different level when compared to sex with other non-humans.
Non-humans and humans also cannot accidentally harm one another during sex. Doesn't matter how deep or large the penetration is, or if claws were involved, there's either no damage or damage that very quickly heals. Also, stunts like oversized or cervical penetration are pleasurable instead of painful, allowing for safe use of particularly small non-humans or vice versa.

Human Privilege[-200cp, Discounted to **Human**]: If you want, you may add the pseudo-celebrity status that humans have among anthros in this world to future worlds. This applies as a setting-wide modification to local cultures.
In short, non-humans can't help but love humans. Even the most hateful and envious of their number cheer up a little when they see a human, while the devoted practically worship humans as living gods. Even the shlubiest human could have a gaggle of anthros at their beck and call without much effort, if any effort at all.
In addition, you can always count yourself as a human for the purposes of your perks.

Anthro Nip[-400cp, Discounted to **Human**]: You are like catnip for non-humans. The taste and scent of your body are extremely pleasant, the sound of your voice is like music, the feeling of your body is magnificent, your touch is heaven, and your mere presence fills them with warmth and contentment.
On the other hand, the non-humans that you encounter are guaranteed to fit your tastes…at least as best possible for whatever world you are in. Your favored species, body types, personality traits, physical features, and so on and so forth. You also have some control over this, if you want to see something in particular.
The benefits of **Human Privilege** and **Human-Anthro Compatibility** are also enhanced for you. Non-humans find sex with you another step above other humans, and even the most human-hating non-humans have a soft spot for you.

Harem Locus[-600cp, Discounted to **Human**]: While being the center of attention is great for your ego, it isn't great for the pelvis, not to mention what happens when you have so many people and emotions gathered in one place. That's what this perk is for.
You have the sexual stamina and skills to keep a whole harem satisfied, those in your harem are willing to share you with each other, and personal conflicts within your harem are much less likely to crop up…or are dealt with amicably before they ever come to your attention. People outside of your harem also tend to be okay with you having a harem, assuming they wouldn't respect you for it in the first place.

Base Instinct[-100cp, Free to **Anthro**]: Every animal has instincts, honed by extremely long periods of species-wide trial and error. What worked was passed down, while what didn't often died with those who tried. You are blessed with animalistic instincts that kick in whenever shit hits the fan, allowing you to intuitively take the best course of action when you might otherwise be overwhelmed, at least the best way forward you'd be able to come up with under more normal circumstances.
Outside of high stress situations, your instincts provide you an intuitive sense for potentially dangerous situations, giving you plenty of warning before the other aspect might be needed.

Organic Toy[-200cp, Discounted to **Anthro**]: You've elected to become an organic toy, having already gone through the rigorous body modding and training necessary for the position. In fact, you're a natural at it, able to near-effortlessly play whatever role you can think up or be assigned, not just that of the character you've embodied.
This perk also provides you an alt-form that's a sexualized version of a fictional character or species of your choice. Beyond the strain of any abnormally-sized attributes being eliminated, this alt-form doesn't provide any practical benefits.

Just Another Anthro[-400cp, Discounted to **Anthro**]: Being another face in the crowd isn't always the most pleasant experience, but it has its uses. For one, it lets you be beneath the notice of those whose attention you don't want. For another, even if someone does witness you doing something wrong, they'll have a hard time giving more than a vague description of you - you're just another fox, or whatever you are.

So long as you aren't doing anything too attention-grabbing, you're incredibly hard to notice, seeming to be a natural part of the environment. And when you DO do something attention-grabbing, witnesses have a hard time remembering anything other than your apparent sex and race as long as you don't stick around for too long.

Un-Debted[-600cp, Discounted to **Anthro**]: Anthros in this world don't generally have the best lot in life, with the grand majority living in abject poverty off the scraps of those above them. This is a situation that engenders desperation, which breeds all manner of risky endeavors which often have bad outcomes.
Regardless, whenever you encounter a situation where you are all but guaranteed to die or suffer a fate worse than death, things will turn out…*okay*. Your life will still be unpleasant for a time, but you'll find yourself with an opportunity to improve your circumstances. At the very least, you won't be dead or living in a close approximation to hell.

=Background Perks=

Backhand Map[-100cp, Free to **Guttersnipe**]: Your average cyberpunk megalopolis is a vast and complex architectural rat's nest built up over a long period of time, and being among the lower classes means having to deal with the emergent labyrinth of urban development on the regular.
You have an excellent ability for traversing complex environments. This includes actual physical movement through said environments, finding viable routes to your destination, your memory of the environment, keeping track of which areas are safe or dangerous, and so on. You won't be getting lost as long as you aren't dealing with teleportation or spatial warping.

Gutter Skills[-200cp, Discounted to **Guttersnipe**]: Living in the lower stratum of society is tough, you've developed a functional level of ability with a wide variety of skills, both legitimate and questionable in nature. Enough knowledge of locks to get through most you'd encounter, enough electrical engineering knowledge to jury rig some amenities for the abandoned cargo container you call home, enough combat skill to scrape by in most brawls and know when you need to run, enough sex skills to make some extra pocket money off of your body, and so on.

Side Gigs[-400cp, Discounted to **Guttersnipe**]: When you're at the bottom of society, employment can be hard to find, and whatever jobs you can scrounge up likely aren't enough to support yourself on their own. But you still have one resource to exploit: your body.
Luckily for you, you've got the skills to pay the bills, and an unusual knack for finding those willing to pay for the privilege. In other words, you're an excellent whore, and you have a much easier time finding clients than normal. You've also got a guarantee that what clients you do encounter will be both attractive to you and pleasant to *escort*.

Cause and Effect[-600cp, Discounted to **Guttersnipe**]: You have an intuitive sense for the patterns occurring in your environment and the ways you can twist them to your benefit. A hungry family, an All Foods vending machine near a road, an expensive car driven by a drunk

golden retriever that passes by regularly, and an empty Slaught-O-Matic you found in the trash? You'll know what to do and when.

Just Good Business[-100cp, Free to **Entrepreneur**]: Wherever there are humans (or equivalent species), there are markets, and that means value to be gained through the exchange of goods. You have a notable knack for navigating the universal elements of trade and running a business, as well as the more bureaucratic and arbitrary obstacles set down by the authority of whatever jurisdiction you're operating in - whether that authority is governmental or more straightforwardly criminal. You know how to market your goods and services, what slips of paper you need to run a business without interference, and who you need to pay off.

Traps and Snares[-200cp, Discounted to **Entrepreneur**]: With resources comes those who want their slice of the pie, which means leverage and people to exploit. You have an exceptional skill for ensnaring those beneath you and indirectly forcing them to do what you want, even when they're distinctly aware of your schemes. You're also quite lucky when it comes to acquiring leverage on desired targets, save for anyone who's you're superior.

Empty Niches[-400cp, Discounted to **Entrepreneur**]: The best way to make money is to find a niche and fill it, though finding said niches and figuring out how to fill them in a cost effective manner can be difficult. Not for you, though. You've got a sense for the 'empty' parts of a market and how you can go about filling them in a way that doesn't break the bank.

Unquestioned Legality[-600cp, Discounted to **Entrepreneur**]: Your usual cyberpunk world is a hellscape of government red tape and megacorps conveniently ignoring said red tape. Even without friends in high places, you share this ability to ignore regulations, particularly when it comes to any business you're running. As long as what you're doing doesn't leave your property, at least as far as any authorities are aware, you are free to do business as you please. Like running a brothel somewhere that prostitution is illegal while also having the whores be physically modded beyond what medical regulations would allow.

Actual Doctor[-100cp, Free to **Doctor**]: Becoming a medical professional usually requires years of education and rigorous examinations. With this, though, you can skip all of that - you have a mastery of modern medicine, as well as a great deal of familiarity with the installation and care of cybernetics and those that have them installed.
People also seem to instinctively recognize your medical skills, never questioning whether you're qualified to practice.

Controlled Care[-200cp, Discounted to **Doctor**]: Just because you're a doctor doesn't necessarily mean you took any sort of oath, and some situations call for not doing *all* that you can to bring a patient to good health. Not only do you have an intuitive sense for how much care a patient needs, you also know how to go about fixing them up *just* enough for the situation.

Rip-Off Doc[-400cp, Discounted to **Doctor**]: In order to 'become' whichever fictional character they've been slated to become, Organic Toys must undergo extreme cosmetic surgery,

cybernetic enhancement, and intense training. And this process needs to be adjusted to best fit whoever the patient is, lest they die and waste all the investment put into finding them or something else going wrong and the end result being subpar.
You are a master of the processes related to creating these 'organic toys'. Finding good candidates for a desired character or figuring out what character would best fit a given candidate, drafting up effective means of altering a candidate's body and behavior to conform to the character, as well as actually performing all that surgery and putting candidates through all that training. You're also more fortunate with the processes - finding better candidates, surgeries going off without a hitch almost every time, candidates taking to their training much quicker than you'd expect, and so on.
All of this applies even when you aren't making Organic Toys, given that you're making use of those skills.

Cybertechnician[-600cp, Discounted to **Doctor**]: In this world and those like it, (almost) everyone has at least a little chrome packed into their flesh…wouldn't it be nice to design a cybernetic of your own that becomes popular, so you could have a piece of yourself in everyone? Well, that's a very real possibility for you.
You have a total familiarity with the technology involved in local cybernetics and an exceptional talent for developing new sorts of cyberware. This talent isn't limited to just mundane technology, but also extends to any other technical fields you have access to that could be used to create bodily enhancements, like working magic or chi into your designs. Though doing so will obviously make the production process more complex and expensive.

Merc's Honor[-100cp, Free to **Merc**]: A merc lives and dies on their reputation - a good reputation will get you jobs out the ass and a much better commission, while a bad reputation will have you stuck with the shit jobs no one wants…or taking highly risky jobs that'll just end up making your reputation worse.
Thankfully, you'll find that you have an excellent reputation as a merc wherever you go. Even when you literally appear out of nowhere, people will just have a good feeling about your competence. This also happens to make people tracking you down for jobs much more likely, when you want, and it gives you an accurate sense for where you can find jobs when you're wanting to take the initiative yourself - whether that's the local bar where all the fixers hang out or the nearest Adventurer's Guild branch.
You also have the skills to back up this reputation: You're competent and calm in combat, you've got an idea of how to find and follow up leads, and those discreet deliveries seem to go way smoother than they should.

Fringe Benefits[-200cp, Discounted to **Merc**]: Being a merc isn't all fun and games, but that doesn't stop you from finding ways to have some fun. Opportunities to have sex without strings attached come up fairly often as you go about your business, usually involving your business. Maybe you did well on a job and the client or fixer wants to give you a "bonus". Maybe the notes on the job indicate that the client doesn't care what state the "package" arrives in. Maybe you just outright get a job to sexually assault someone.

Runner[-400cp, Discounted to **Merc**]: In a world with so many wirelessly interconnected systems, where almost everyone is connected at almost all times, being able to surf and manipulate those connections is exceptionally valuable.
You are an incredibly skilled netrunner, able to almost effortlessly surf through computer networks, work your way through digital security systems, and play merry havoc with any devices you can get access to. Your only real weakness is when you aren't dealing with computers.
Additionally, your hacking skills are agnostic of the devices you are using, meaning you are just as effective with a cyberdeck directly wired to your brain as you are with a desktop computer. The only caveat is that it takes you some time to familiarize yourself with new sorts of computer systems.

Tracker[-600cp, Discounted to **Merc**]: Almost any job you'll get will involve finding someone or something, even if the requested end result differs. Retrieve an item or hostage, destroy something, kill someone, bring an item to a person, and so on.
You have an uncanny sense for where to find a given creature, object or location, as well as for if something can actually be found. You'll know the direction and distance, the best path to get to it, and what sort of security measures you can expect - even shortcuts will be highlighted. However, you can only have 1 thing targeted at a time, and this won't register anything that's been deliberately hidden through supernatural means. The thing also needs to exist in a location you can physically reach, so things in different timelines or dimensions won't register unless there's a stable gate you can physically traverse. You can at least switch out the target of this perk at will, and you'll be aware of if the path is excessively long or convoluted.

=Items=

Everyone receives a **+400cp** stipend to spend in this section.
All of the items you purchase here resupply, respawn, return, and repair each week.
You can freely fuse, combine, and attach your existing items with items you purchase here, and vice versa.

Chrome[Free/Optional]: All but the poorest slum rats have at least some chrome shoved into their meat, at least a man-machine interface that works like a mentally controlled cell phone and foundation for more egregious cybertech.

You can use this to acquire 'civilian' cybertech, like the aforementioned cell phone in your skull. Other options include cyber eyes, genital mods, and various forms of cyberware that are mostly aesthetic in nature. This level includes everything you'd need to become an organic toy, if you're so inclined.

Any cybernetics you pick up with this are guaranteed to be at least minimally compatible with the devices and public networks of future worlds - so your brain-phone will still fulfill its intended function even in modern worlds, but you'll need to physically jack in to access stuff that doesn't allow for wireless connections.

Of course, you could also do without. It would make you quite hard to track and not subject to most shit netrunners can throw at you.

Or you could spend **-100cp** to have access to the cyberware featured in the game, though with the same slot restrictions. You at least won't go cyberpsycho from filling yourself with so much chrome.

For an extra **-100cp**, the cyberware you get through this item aren't vulnerable to hostile mundane interference - like hacking, viruses, and EMP - and are highly resistant to hostile supernatural interference.

Broken Vending Machine[-100cp, Free to **Guttersnipe**]: A futuristic vending machine that's constantly stocked with a wide variety of delicious, highly processed, pre-packaged food and drink. It doesn't need power to function and all the prices are 'zero', so you could probably feed a whole neighborhood indefinitely without having to spend a single eddie.
The machine can provide both cold and hot comestibles, so you can have a cool soda with your hot burrito. Also, the comestibles it provides somehow don't negatively affect the health of those who consume them, even if they provide 1000% your daily recommended amount of sodium and microplastics.

Honest Work[-200cp, Discounted to **Guttersnipe**]: A dirty job that needs doing, and the employer doesn't much care who does it. It provides enough money to live off of, though not enough to lift yourself up by your bootstraps, and the actual labor is consistent if not intellectually fulfilling. The real value is that your coworkers and superiors tend to be open to paying you for 'side jobs'...meaning prostitution. Said coworkers and superiors are at least guaranteed to be attractive to you and pleasant to have sex with.
You'll be able to find similar employment whenever you move to a new area or enter a new jump.

Sweet Home[-400cp, Discounted to **Guttersnipe**]: Your own little home made from an abandoned cargo container. While the amount of space available is rather limited, it actually feels rather cozy, being furnished and decorated according to your tastes and needs. For some reason, it also has power and running water that works no matter where it is and which you don't need to pay a dime for. The place is even self-cleaning, so you don't need to worry about cleaning up every time you step in from the trash heap.
This container automatically relocates whenever you decide to pick up and move or transition to a new setting, appearing in a relatively secluded location where no one will bother it unless you bring trouble to it.

Capital Gains[-100cp, Free to **Entrepreneur**]: You can't make money if you don't have the money to invest in the first place. So here's a steady trickle of the local currency, coming in on a weekly basis. It's enough to sustain an indulgent middle class lifestyle, with a little extra leftover to sink into investments for a steadily increasing flow of cash. No one questions this income, even the taxman.

Enterprise[-200cp, Discounted to **Entrepreneur**]: A relatively small establishment under your ownership. You are free to define the nature of what business takes place here, and the place is guaranteed to turn a profit as long as it's possible for it to do so. You can insert this

establishment into any reasonably accessible location of your choice upon first entering a setting, as well as redefine what the focus of the business is between jumps.

Platinum Insurance[-400cp, Discounted to **Entrepreneur**]: No matter how rich you may be, things aren't always going to go your way. Accidents happen, and so do attempts on your life, which is what this is for.
You basically have perfect medical insurance. Not only will you always get the best care possible, but you won't have to actually pay anything for it - everyone involved will automatically be properly compensated for the materials and labor spent getting you back to perfect health. This also makes you much more likely to survive an incident and make it to the hands of a medical professional in any situation where you become incapacitated.

Actual Medicine[-100cp, Free to **Doctor**]: A doctor's bag which always has the right medicines and tools to diagnose and treat whatever injuries or ailments you come across…provided you've got the skills and knowledge necessary to put them to use.

Practice Space[-200cp, Discounted to **Doctor**]: Your own clinic, a perfect place to put your medical skills to work. Includes a sterile operating theater, a small recovery area that can hold a handful of patients, a waiting room and reception desk, as well as a cozy apartment with enough space for you and a handful of *toys*. The specifics and other details are up to your tastes and desires.
This place inserts into a location of your choice whenever you enter a new setting, and it benefits from unlimited power and water. You can change up how things are arranged and so on when inserting your clinic into a new setting.

Medical Fabricator[-400cp, Discounted to **Doctor**]: A 3D printer the size of a vending machine which is capable of producing all manner of medical tools and supplies. You don't need to supply any mundane materials and it doesn't need power to operate, but you still need to give it schematics and formulae and you'll need to supply any unusual or supernatural materials yourself. It at least comes with schematics and formulae for medical tools and supplies you'd find in the world of Neon Dreams, including a variety of local cyberware.

Second Amendment[-100cp, Free to **Merc**]: Defense of one's self, property, and associates is a natural right for every living being. So here's a gun to help you in that endeavor. Pick a model of firearm present in Cyberpunk 2077. You receive that gun, along with a full kit of attachments and a steady supply of ammo for it. The attachments are things like scopes, sights, stocks, silencers, and so on - not the 'mods' from the game. The ammo supply is enough that you'll practically never run out.
Alternatively, you can pick up an unbreakable version of a melee weapon present in Cyberpunk 2077.

Pax[-200cp, Discounted to **Merc**]: A little device that, when attached to a firearm, somehow renders all projectiles fired from the gun mostly non-lethal. I say 'mostly' because subsequent hits on targets that have already been subdued will likely be lethal, and this mod doesn't stop

high power shots from still throwing people around. Attaching and removing this device is stupidly easy, and you can toggle its effect with a thought.
In addition to the Pax mod, you also have a variety of other weapon mods at your disposal which are just as easy to install, use, and remove.

A Preem Ride[-400cp, Discounted to **Merc**]: Well, maybe not *that* preem, but it is still a nice ride. Driving it is smooth and responsive, it doesn't need fuel or maintenance, it never seems to get stolen or vandalized, and it's tough enough to functionally ignore stray small arms fire and survive use as a battering ram. The interior is also self-cleaning, to make those messier jobs less of a pain. The exact sort of vehicle you get is up to you, so long as it's something a civilian would have access to.

=Companions and Followers=

Any companions you gain through these options may instead be taken as followers, waiving any fiat benefits from this jump in exchange for counting as "items" - and thus benefiting from the weekly repair/return feature detailed at the start of the item section. They lose the benefit of counting as an item if they are imported in a later jump as a companion.
Options in this section may be purchased multiple times.
You can use multiple options on the same character - like using 1 purchase of Import on your free Groupies and 3 purchases of Exported character to give each an origin and stipend. Or integrating individual companions/followers into the group companions on offer.

Create[-50cp]: You receive up to 4 companions of your design who each get your choice of Species and Background, an 800cp to spend on perks and items, as well as the item stipend listed at the top of the item section.

Import;

[Free]: You may freely import all of your companions alongside you at no cost, but they don't gain any benefits beyond maintaining access to their existing powers and so on - assuming you run with such rules.

[-50cp]: You may import up to 4 companions, granting them their choice of Species and Background, 800cp to spend on perks and items, as well as the item stipend listed at the top of the item section.

Export[Free]: At the end of your time here, you may export anyone you've convinced to come with you. You can choose if they're a follower or companion on a case-by-case basis.

Groupies[-200cp/Discounted to **Humans**]: As mentioned previously, any given human in this world is a minor celebrity in their own right, and with celebrity comes groupies. This is a gaggle of anthros who practically worship you as an incarnate divinity, possessing an unbreakable devotion to you. Their demographics are up to you, as is whether they're capable of being a decent group of advisors or if they're only good for sex and an ego boost. You get up to 10 of them, all taking up the same companion slot.

Kith and Kin[-200cp/Discounted to **Anthros**]: Family. Friends. Maybe fellow gangsters or groupies. Whatever the case, this is a group of anthros you share a close bond with. They'd follow you to hell and back if you asked, and you can trust them to back you up even if you do something incredibly stupid - like harming a human. The specifics of your little group are up to you, and you get up to 10, all taking up the same companion slot.

Exported Character[-50cp]: A local who *very* closely resembles a character of your choice from another setting, though obviously changed to be a native to this setting. Your expy could be an Organic Toy who's been trained and modified to play the role of your desired character, a local version of the character, or something else. Beyond that, you're free to define the character as you please.

OC Companions[-50cp]: Each purchase provides you up to 2 of the following characters. You can adjust the species and sex of an OC to fit your preferences, as well as decide any aspects of their characters that fall outside what's detailed here. **Your first purchase of this option is Free**.

Best Friend: Your own adoring canine, always ready and eager to serve you however she can. Her main area of competence is as a personal assistant, handling the niggling details so you can handle the big picture, all while still finding the time to be available whenever you need some relief.

Though it doesn't really matter what role you give her, she'll be ecstatic so long as she gets to be around you on a regular basis. Intimacy just makes it better, even simple headpats now and then.

Caramel Cop: In spite of being highly competent at her job as a relatively high ranking law enforcement agent, this fox has a hard time getting taken seriously due to her exaggerated proportions and a strong resemblance to a certain video game character from the past. Those two traits together make people tend to think that she's a superfan or a stray organic toy, much to her chagrin.

Anyone who takes her seriously in spite of her appearance will find themselves with an easy ally in the local law enforcement, and potentially a dedicated lover.s

Corpo Rat: As it says on the tin, this man is both a corpo and a rat - in the literal sense. Ambitious to a fault, he's desperate to claw his way up the corporate ladder to get a taste of the good life…and feed his chrome addiction. In combination with a suppressed kink for being reshaped into whatever others want him to be, this rat is wound up incredibly tight - liable to go postal if he has a particularly bad day or crumple at the promise of becoming someone's customizable toy.

For all his stress over his job, he's actually really good at it, and really any sort of white collar work. Just put him behind a desk and he'll quickly get to grips with whatever paper needs pushing.

Lambchop: A sweet sheep girl, kind in a way that doesn't usually last long in a cyberpunk shithole, who's firmly loyal to you after you helped her out at some point in the past. She's an excellent RipperDoc, her natural talent compensating for her youth, though she prefers to stay natural herself - taking great pride in her wool's softness.

When it comes to her work, she finds her sense of ethics coming into conflict with her desires. On one hand, she wants to do good by her patients. On the other hand, she feels drawn to turning her patients into the best pets they can be for a strong human master.

If you want, her devotion to you can take on a darker character - like keeping a shrine to you, her favorite person in the world, complete with whatever parts of yourself that you've swapped out for chrome.

Mighty Lioness: A lioness favored by fate, possessed of incredible willpower and potential. She has a soft spot for you and nothing else while she's on her way to becoming an apex predator of the city. In other circumstances, she could be the protagonist of her own story…likely a tragic one.

But she isn't quite there yet, essentially being at the start of her journey. How exactly she develops depends on you and your relationship with her. She might drag the results of her 'hunts' back to you, spoiling you with the spoils of her exploits, or she could be your submissive pet murder machine. Or maybe something else entirely.

Motherly Merchant: A deceptively youthful wolf woman who speaks in an archaic manner and acts with a wisdom beyond her apparent age. In addition to that wisdom, she has a razor-sharp business sense with surprisingly broad application - she's just as comfortable playing the stock market or building up businesses in a cyberpunk world as she would be as a traveling peddler in a pre-modern society.

While not ultrarich, this wolf has a decent income from her economic activities, but no one to share it with - which she'd love to do if she could find a younger person to lovingly coddle.

Racoon Gangoons: A small gang of racoons who call themselves the 'Garbagemen'. Bottom feeders in a literal sense, this gaggle of trash pandas have a knack for salvaging anything of value - be it information, blackmail, scrap, or the not-quite-gone undesirables who fall through the cracks. Dirty laundry or dirty business, they can procure anything you'd like…so long as you don't mind where they find it.

This little gang has a way of insinuating itself into the local criminal sphere whenever you enter a new jump or move shop, the locals being oddly fine with the gang's presence. Even in the absence of a criminal underworld, they at least make an excellent recon force.

Rat King: A local rodent who's the leader of his own little gang. For better or worse, you've caught his attention, and he wants you to a frankly ridiculous degree. Expect some rather overt overtures and disruptive advances in his efforts to get your eyes on him and win your affection.

One small mercy is that he isn't the jealous type - This short king is more than willing to share you with others, whether you're in his harem or he's in yours.

Slum Tourist: A human in the slums - a rather rare sight, since most prefer their ivory towers. Yet this young megacorp prince is down in the rough, partying and living it up with the animals he wouldn't normally even be able to see from the suites in the cleaner parts of the city.

A handsome and naive boy out of his element, loving the feeling of danger without regard for the actual danger itself, he's not without a chaperone: You. One way or another, you've found yourself roped into looking after him, likely keeping him quartered in your own quarters. Regardless, he's quite taken with you and will likely drag you into all kinds of trouble on his tourist trip through the slums.

Ursine Huscle: A hulking mountain of a bear, featuring a foreign accent of some description (probably slavic) and a stone-cold demeanor that rarely breaks, if ever. He knows how to use his bulk and tough exterior to his advantage, easily intimidating anyone who hasn't seen horrors most are spared from without having to get outright threatening.

Aside from that, he's a consummate professional with a rock-solid reputation that only aids his intimidating aura further. He isn't the sort to welch on a job without warning just because someone offered him more money, at least not without squaring things with his current employer at an appropriate time.

Yeen Delinquent: A young hyena girl who really ought to be in school right now. Instead she's on the streets, being a general nuisance without even taking off her uniform. Sure, she may not be going to the *best* school, but someone's gonna *complain*…or something.

Despite her age, this girl has an impressively intimidating presence and domineering personality, especially when she's been pissed off. This doesn't mean she's incapable of having a good time - in fact, she's downright pleasant when she isn't being hassled to do this, that, or the other thing. On the other hand, her interests and concerns are actually totally normal for her age - having fun, finding love, and so on. And you've caught her eye.

=Drawbacks=

There is no limit to how many drawbacks you can take.

Supplement Mode[Toggle]: You may combine this jump with another of your choice. All points from each document remain separate.

Canon Adjustments[Toggle]: Given the narrow focus and short length of the source fiction, there are scant details regarding the setting at large...hell, even exactly which city the story takes place in. Using this toggle, you can decide how much of Cyberpunk 2077 actually makes it into the setting and how much is just generic-cyberpunk-shithole-with-anthros.

Blissful[+100cp]: Cyberpunk worlds are, to put it bluntly, utter shitholes. People are assholes, systems of governance are webs of entrenched elites, and the air itself is toxic. With this drawback, you'll be entering this world without that knowledge, a naive child who's blissful in their ignorance. This won't matter much as a human, but it could be lethal as an anthro.

Bullseye[+100cp]: This is a world where pretty much everyone but the gutter rats have access to easy contraception…to bad none of it works for you. Whether you're shooting your shot or taking said shots, those shots always hit, even if they shouldn't. Engaging in regular sexual activity during your stay here will practically guarantee a sizable brood of offspring, and all the problems that can create.

When you leave, you can retain this drawback as a perk that gives you 100% fertility, even when fucking someone that's infertile. This won't let you impregnate a toaster, but menopause and condoms mean nothing to you.

Full 'ganic[+100cp]: While not necessarily whole, your body is fully organic - no cybertech at all. By taking this, you lock yourself out of the benefits of any artificial enhancements or

replacements for the duration of your stay here. No cybernetics, nanotech, artificial alt-forms, none of that. This doesn't prevent you from taking the **Chrome** option from earlier, you just don't get the cybertech from it until you are on your way out of this world.

Clever Girl[+200cp]: You aren't stupid. You know this. Unfortunately, you're not the *wisest* individual to walk this world. So while you may be able to think up all manner of clever solutions you may face, you have a tendency of not thinking them through all the way or brushing off any problems that do occur to you. This will cause you problems.

Full of Junk[+200cp]: Remember all the pollution I mentioned? Well, you're full of it, like you've spent your whole life living in a trash heap. This means your personal health will be less than stellar. Expect coming down with illnesses more often than usual, and generally always feeling like shit. And this bypasses any immunities or resistances to diseases and toxins, though you are at least guaranteed to not die from any of this, just suffer.

Inconsiderate[+200cp]: For whatever reason, your sexual partners don't really care about your pleasure or well-being. They focus almost entirely on their own pleasure, often at your expense. Alternatively, your care for your partners is stripped, such that you'll gladly use and abuse anyone you get into bed.
Either way, sex is guaranteed to be unpleasant for either you or your partner(s), even when it should be great.

Debt Slave[+300cp]: For reasons, you are in an utterly unpayable amount of debt. Worse, the person you owe all this money to has called on that debt and has you working menial labor at the very bottom rung of their holdings. You'll be stuck there for the duration of your stay here, barely scraping by.

Hospitalized[+300cp]: By taking this option, you'll be spending at least half your time here stuck in medical care. Could be a chronic illness, could be that you are a major klutz, or you just have really bad luck and end up taking a lot of collateral damage from any violence that happens in your vicinity. Beyond the sheer boredom of being stuck in a hospital bed, you'll also wrack up quite a bit of medical debt, but nothing unmanageable.

Reality[+300cp]: Taking this drawback prevents you from applying any porn logic or physics to the setting for the duration of your stay here, even through perks you pick up from this jump. STDs and unwanted pregnancies are rampant, knots and other exotic genitalia are as uncomfortable as they realistically would be, and the only reason humans are popular is purely material concerns.

Popular: Good news! You're a celebrity! Bad news: your primary claim to fame is an embarrassing porn BD that you happen to star in.

[+100cp]: Thankfully, your fame isn't that great, and the small 'fanbase' that video has grown is nice and quiet.

[+200cp]: Enough people are aware of that BD that you'll occasionally have people approaching you in public, and not always with the best intentions in mind.

[+300cp]: The BD is common knowledge and you're a household name. Your "fanbase" is large and obsessive enough that you can expect multiple kidnapping attempts, even as a human.

No Perks[+200cp]: By taking this drawback, you lose access to all of the perks you've previously acquired for the duration of your stay here, with the exception of your body mod.

No Items[+200cp]: By taking this drawback, you lose access to all items you've previously acquired for the duration of your stay here, including your warehouse or equivalent things. This also prevents you from combining and importing said items with those you purchase here at the start of the jump, though you'll receive another opportunity to do so on your way out of this world.

No Companions[+200cp]: By taking this drawback, you lose access to all companions you've previously acquired for the duration of your stay here, with the exception of those you create here or have paid to import. That does mean that taking this drawback disables the option to import companions for free.

=Ending=

Return Home / Stay Here / Move On

If you choose to end your journey here, you receive an extra **+1000cp** to spend on this document as a farewell gift.

=Notes=

Original Story
Archived Version of Story

The local variety of anthros are naturally occurring and able to reproduce with humans.
Only mammal, reptilian, and avian anthros have been shown in the story, though domesticated species do seem to be present. The snakegirl presented in the story seemed to be a draconcopode, AKA having a snake-like lower half rather than legs.

The Human perkline can apply to pretty much all non-humans that are sexually compatible with humans. You decide where the line between non-human and human lies for species like elves, dwarves, halflings, and other near humans.

While a lot of options are listed as Free/Optional, you can actually opt out of any option you'd receive for free. You can also opt out of specific benefits of options you do decide to take, though any restrictions or drawbacks relevant to the benefits that you do decide to receive remain.

Cyberware/**Chrome**;
>The Chrome item only cares about slots, not the new capacity system added in the 2.0 update.
>You don't need to worry about cyberpsychosis when you bring the Chrome item forward in your chain and combine it with other cyberware.
>The Chrome upgrade that lets you pick up cyberware from the game also gives you your choice of non-unique mods for that cyberware, like Quickhacks for a cyberdeck or the mods that switch up damage types.
>The cyberware from Chrome benefits from the weekly auto-repair that all the other items from this jump do.
>Melee cyberware weapons are unbreakable, and ranged cyberware weapons automatically reload after a couple of seconds.

Neuroport: AKA the cellphone in your head. On-board computer. Wireless capable, but also has auxiliary slots and an extensible cable for physical connections, both of which are universally adaptive. At least minimally compatible with local wireless networks. Essentially acts as the central framework for your cyberware, by default anyway.

Cyberware and Alt-Forms: An absolute clusterfuck of a topic due to how alt-form rules can vary between chains. The following are ideas on how to handle things, which you may take as fiat if desired.
>Fiat-backed cyberware comes installed and automatically adapts to the alt-form it is installed on. It can be swapped out between jumps.
>Said cyberware retains manual upgrades.
>Said cyberware applies to all over your alt-forms, with each having its own fitting set of the same cyberware.
>Or it only applies to one alt-form, allowing you to have different alt-forms with different sets of cyberware, and/or some fully organic alt-forms.
>Or you have a 'cyberized' version of each of your alt-forms, featuring the fiat-backed cyberware you have installed.
>For all-encompassing cyberware items like **Chrome**, non-fiat cyberware that gets installed can be counted as a manual upgrade.
>You can import and combine cyberware, whether adding a couple of similar pieces together to create a greater whole or adding a bunch of smaller pieces to an all-encompassing item in order to share all of their benefits.

Second Amendment;

>Overtures are the best variety of revolver. I miss being able to stick a silencer on one and blow chunks out of people with a quiet click. This may be my opinion, but I'm obviously objectively correct.

Chloe and her family;
A family of fox anthros that is 5 strong, made up of 1 mother and her 4 children. They are so poor that they live in a literal trashheap and aren't even registered within the government's bureaucracy.
Noelle is the mother, a hardworking and surprisingly well-educated woman thanks to the efforts of her own predecessors. Physically, she's showing her age and is rather short from chronic malnourishment, but could still be easily mistaken for being the eldest sibling of the family. She's pregnant at the start and has so many children due to letting her male coworkers have their way with her in order to get whatever extra cash she can get.
Zara is the eldest sibling, much like her mother, though obviously younger. She's not working quite yet, instead helping take care of her younger siblings.
Chloe is the middle child, clever and prone to trouble.
Mace and Kita are the youngest, a pair of twins. Old enough to be capable of speech, but still young enough to need being looked after.

=Changelog=

v1r8 - Replaced 'Organic Toy' companion option with 'Exported Character'. Added OC companions based on suggestions from anons.
v1r7 - Updated limits on what species an Anthro can be. There was a snek.
v1r6 - Darkened background color a little to reduce eye strain.
v1r5 - Added to notes regarding Chrome item.
v1r4 - Altered the Fabricator item to make its function more clear. Fixed description of Human-Anthro Compatibility. Reordered general perks.
v1r3 - Added option for getting a melee weapon from Second Amendment. Expanded Clean perk a touch.
v1r2 - Added note regarding Chloe and her family, plus some minor fixes for wording and grammar across the document.
v1r1 - Added note clarifying that Chrome only cares about slots, not capacity.
v1r0 - Initial Version.

=Live Version=

https://docs.google.com/document/d/1IdD9NcaCUZnBfEoqICiqxxZEcfvgMBjKluQKcgDbWWQ/edit?usp=sharing

=My Stuff=

https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link


SHE LOOKS LIKE SHE FUCKS HUMAN MEN.
AGREED.