GENERIC EROTIC HORROR
A JUMPCHAIN CYOA BY YJ_ANON

Welcome, Jumper, to a world of dread and depravity. A world that may very well resemble your world on its surface; or perhaps its distant past- or future. Perhaps you have found yourself in the far-off future on an alien planet, or in a realm of ancient antiquity when mankind still huddled together in caves for warmth. Regardless of where or when you find yourself, there is one thing that you should know:

THIS IS A WORLD OF HORROR. BUT IT IS ALSO A WORLD OF EROTICISM.

Strange and alien beings may descend from the heavens to conduct lewd experiments on abducted Earthlings. Pitiless automatons might wander vast nuclear wastelands to capture humans and harvest their sexual fluids. Slavering beasts may lie in wait, waiting to deflower and devour any proud heroines they encounter. The dangers you can face here may be without end.

Corrupting influences can pervert the mind and body, angels and demons may compete with each other to seduce souls to their respective domains, and even death might not be an escape from the endless cycle of fear and fucking. But even if your demise is inevitable, at least you'll find it easy to take solace in the arms of a lover… or several.

The choices you make will help determine what this world is like. Perhaps you have a specific design in mind; or maybe it will end us as a melting pot of every horrifying and erotic idea that catches your fancy? Regardless, take

(+1000 CP)

to help you on your way…

TABLE OF CONTENTS

Generic Erotic Horror 1
Table of Contents 2
Jump Mechanics 4
Setting Ideas 5
Human Origins 11
Monster Origins 12
Generic Perks 13
START OF HUMAN ORIGIN PERKS: Everyman Perks 15
Explorer Perks 16
Heir Perks 17
Hero Perks 18
Keeper Perks 19
Killer Perks 20
Merchant Perks 21
Operative Perks 22
Priest Perks 23
Prey Perks 24
Romantic Perks 25
Scientist Perks 26
Slayer Perks 27
Sleuth Perks 28
Survivor Perks 29
Thief Perks 30
Trooper Perks 31
Virtuoso Perks 32
Witch Perks 33
Zealot Perks 34
START OF MONSTER ORIGIN PERKS: Alien Perks 35
Animal Perks 36
Automaton Perks 37
Beastman Perks 38
Behemoth Perks 39
Boogieman Perks 40
Demihuman Perks 41
Demon Perks 42
Draconic Perks 43
Eldritch Perks 44
Fae Perks 45
Godly Perks 46
Insect Perks 47
Mutant Perks 48
Object Perks 49
Ooze Perks 50
Parasite Perks 51
Spirit Perks 52
Tentacle Perks 53

Undead Perks 54
Generic Items 55
START OF HUMAN ORIGIN ITEMS: Everyman Items 56
Explorer Items 57
Heir Items 58
Hero Items 59
Keeper Items 60
Killer Items 61
Merchant Items 62
Operative Items 63
Priest Items 64
Prey Items 65
Romantic Items 66
Scientist Items 67
Slayer Items 68
Sleuth Items 69
Survivor Items 70
Thief Items 71
Trooper Items 72
Virtuoso Items 73
Witch Items 74
Zealot Items 75
START OF MONSTER ORIGIN ITEMS: Alien Items 76
Animal Items 77
Automaton Items 78
Beastman Items 79
Behemoth Items 80
Boogieman Items 81
Demihuman Items 82
Demon Items 83
Draconic Items 84
Eldritch Items 85
Fae Items 86
Godly Items 87
Insect Items 88
Mutant Items 89
Object Items 90
Ooze Items 91
Parasite Items 92
Spirit Items 93
Tentacle Items 94
Undead Items 95
Companions 96
Drawbacks 100
Ending Options 103
Notes 104

JUMP MECHANICS

There are two groups of Origins in this Jump; Human and Monster. Human Origins can only purchase Perks from other Human Origins, and Monster Origins can only purchase Perks from other Monster Origins. There aren't any restrictions on purchasing Items; a Human may purchase Items that belong to Monster Origins freely and vice-versa.

Any Origin can be a 'Drop-in', forgoing any sort of history or memories of this world. Any Origin may also choose their age and gender/sex/sexual characteristics for free.

All Origins get a free 300 CP Perk, which is called an 'Origin Perk'. Everything else that is tied to their Origin is 1/2 the listed price. This includes 100 CP Perks/Items, which are discounted to 50 CP.

Anything that suggests multiple possibilities for what it might give you can be purchased multiple times, and it is also possible to come up with your own ideas in the same vein. However, you only get a discount (if applicable) on the first purchase, with subsequent ones being full-price. If you decide to have Floating Discounts (described down below) additional purchases may be discounted in accordance to however many discounts you have available to you. However, each individual purchase can only be discounted once.

In addition to the +1000 CP you get to spend on anything, received at the beginning of the Jump, you also get +500 CP to spend ONLY on Items and/or Companions. Companions do not receive this additional stipend themselves.

CHOOSE YOUR OWN ADVENTURE

In addition to simply having a single Origin, there are multiple different options you can take that allow you to have additional discounts or that alter how your Origin works. You may choose only one of the following options: Floating Discounts, Custom Origin, or Secondary Origin.

Floating Discounts give you additional discounts on Perks within your Origin group, as well as on Items. This means that if you picked a Human Origin you can use these Floating Discounts only on Perks from other Human Origins, but can choose to discount Monster Origin Items. These discounts are as follows:

-Two discounts on 100 CP Perks from your Origin group (and two discounts on any 100 CP Items)
-Two discounts on 200 CP Perks from your Origin group (and two discounts on any 200 CP Items)
-Two discounts on 400 CP Perks from your Origin group (and two discounts on any 400 CP Items)

Choosing a **Custom Origin** means that you forgo having a regular Origin and its benefits entirely. In exchange, you can choose Perks and Items freely from both the Human and Monster sections. You get the above Floating Discounts in place of a regular Perk/Item section, and can make your choices for discounted Perks and Items from both the Human and Monster Origin groups. You also gain a free 300 CP Perk from any Origin.

Finally, you can take a **Secondary Origin** by paying 300 CP. This allows you to pick a second Origin in addition to your first one. You get the free 300 CP Perk from your Secondary Origin and discounts on all of their Perks and Items. If you a pick a Human Origin as your Secondary Origin as a Monster (or vice-versa), then you also gain the ability to purchase Perks from both Human and Monster Origins.

Choosing the Floating Discounts signifies that you are committed to playing the role of a Human or Monster, while choosing to take a Custom Origin or a Secondary Origin might signify that you have one foot on either side of the aisle. It could mean that you remember your human life after a transformation; that you're half-human and half-monster; or that you were raised by another species, just to give some examples.

SETTING IDEAS

As the beginning of the Jump mentioned you are free to design a world to go to so long as it fits the genre of 'erotic horror'. But if you want to save time, get some inspiration, or throw caution to the wind by rolling for a random setting, then feel free to consider the options below…

1. **Midnight Shift-** On the surface, this world looks a lot like yours with all its modern conveniences. It's only when the sun goes down that the mask of normalcy shatters and the monsters come out to play. Most are strange and alien to us; others are disarmingly human, until you notice the things that betray their inhuman nature. Some wouldn't look out of place in a horror movie; being reminiscent of vampires, ghouls, shadow people, and other pop-culture creatures. Where do they come from? Where do they go when morning comes? Nobody knows, and the monsters who can communicate with us aren't answering. And while killing one in self-defense is fine, trying to keep one captured has always ended Very Very Badly for the ones attempting it without even a trace of their bodies remaining come morning. So, what do they want?

It's true that some are as monstrous as their appearance would suggest, trying to break into homes or hunting those who are unlucky enough to be out on the streets at night. Police officers, local militias, and vigilantes can have a hell of a time keeping up with those ones. Others seem to follow their own rules, and if you can figure those rules out you can interact with them in a somewhat safe manner. Assuming that you don't accidentally offend them and get raped and eaten first, of course. And there are a few that just want to buy a Slurpee at the local gas-station, grab a drink at a bar, or find someone to go home with at a club. They pay in teeth, treasures, blessings, and favors, and if you're willing to risk a Midnight Shift you may find that they tip well, too. Even romance is not impossible, if you don't mind an empty bed in the morning.

2. **Hell's Heart-** An apocryphal story goes that miners in Russia once drilled so deep into the Earth that, when you lowered a microphone down into the hole, you could hear the screams of sinners in Hell. In this world, that story is true- and now, all the Nine Circles of Hell have been opened up to the world. After the initial shock wore off, Hell is now something like an amusement park and a foreign country rolled into one. You can go to Lust to fulfill your fantasies; eat fine food in Gluttony; gamble and barter for Stygian treasures in Greed! And for those who wish to live and work in Hell full-time, Limbo being opened up to spill out the souls of virtuous pagans and the unbaptized to walk the Earth once more has freed up quite a bit of real-estate in the First Circle.

Demons from all the Circles of Hell walk the Earth now, too- often as tourists, though even the ones that live here full-time still love to tempt people to sin and vice. But for all the first few layers have become an attraction to visit, the layers below are strictly off-limits. Wrath, Heresy, Violence, Fraud… and Treachery, where Satan himself is said to reside. In punishment, allegedly. These are the layers that make up Hell's government. The demons are cagey about what happens down there, and no living person has gone down there and returned.

Oh, and naturally the souls of the damned are still being punished during all this. The screams of the sinners in Lust are largely drowned out by the upbeat music and sounds of fucking, and you're actually encouraged to taunt the souls of those trapped in Gluttony by enjoying your meal to its fullest. A healthy sense of irony is needed to enjoy Hell; or at least, the acceptance of your own probable fate in the afterlife. Angels and the religious do their best to lead people back onto the righteous path, of course. But the number of people who are "just visiting" Hell seems to rise every year…

3. **City Shrouded In Fog-** This 'world'- if you can call it that- seems to be an endless city, shrouded in an ever-present fog. Nondescript office buildings and skyscrapers tower over roads filled with abandoned vehicles in various states of decay and disrepair. Supermarkets, restaurants, and gas stations seem to stock themselves with food and other necessities at random, while the occasional city park or suburb provides a bit of greenery before inevitably transitioning into yet more city. Survivors congregate in fortified hotels, apartment complexes, or painstakingly take over city streets in the rare event that enough of them gather to form a semblance of civilization. Fights over resources often break out, with some communities inevitably splintering into separate groups once they grow too large to sustain themselves with their supplies and land.

Even then, the largest groups might just be making themselves more attractive targets for the creatures that live in the fog- warped, mostly humanoid monstrosities that just seem to appear in the forgotten corners of the city. Their appearances and hunting tactics are disturbingly sexual, and you can never know if one will try to rape, eat, or kill you because even the seemingly non-aggressive ones can turn violent without warning. And oddly enough, the longer someone stays here the more 'appealing' the monsters seem to become; taking on shapes or features that they find pleasing, or demonstrating abilities that would allow them to fulfill even the most surreal and specific kinks. Could this be the monsters somehow adapting to their prey to 'seduce' them? Or are the survivors here influencing them, and maybe even the world itself…?

4. **Penny Dreadful-** This world seems to roughly correspond to the Victorian era of your world. Gothic architecture, horse-drawn carriages, and gas-lit streetlamps coexist with steam ships, railways, and new technologies like the telephone and camera. But although things may appear puritanical on the surface, it won't take you long to find the seedy underbelly of this world- which is really more of an open-secret by now. Hedonism abounds, and although the clergy may act scandalized they surely get up to their fare share of mischief behind closed doors. But what really complicates things is the fact that bloody monsters exist.

Vampires flaunt the wealth of centuries in massive parties; there are rumors about suspected lycanthropes in Parliament hunting working-class men and women for sport; and the Queen herself is commonly portrayed as having the face of some sort of squid-thing, her rare public appearances leaving crowds gibbering with maddened awe. And an increasingly monstrous high-society has resulted in ripples throughout the rest of the Empire, with scientists performing strange experiments on themselves and others- be they alive or dead. Some men and women turn to occultism for power and pleasure, joining covens where profane orgies and rituals are common. Not to mention the rampant prostitution, the sexual predation from lower-class ghouls and other beasts, or the loosening of taboos on everything from incest to showing one's ankles in public.

5. **Deviant Dungeon-** This dimension is comprised of one incredibly vast- possibly endless- dungeon which has been divided into themed 'sections', some of which are still being discovered and explored. This place seems to call people from all sorts of places, and if you find one of the dungeon's settlements you can find men and women in modern clothing rubbing shoulders with people who wouldn't look out of place in a historical drama, along with any number of other species like elves, dwarves, goblins, and even alien races.

Such settlements tend to crop up in the dungeon's rare 'safe rooms'; large chambers that feature a fountain in its center, from which an endless amount of water flows- and where, occasionally, a large amount of food will appear. Raw meat, eggs, fruits and vegetables… anything you could find in nature. These settlements are commonly frequented by adventurers- people who venture out into the dungeon in search of treasure, supplies, materials, and for a theoretical exit to the dungeon. As for what else you can find down here…?

The traps and monsters all seem to have a disturbingly sexual bent. Pits lead down into fleshy, tentacle-filled chambers; treasure chests unleash aphrodisiac mist that drives those who inhale it into a maddened sexual frenzy until it wears off. And since most monsters lair in their own 'safe rooms', the ones who hunt do so not to feed, but to satisfy their sexual urges. Tentacle beasts, mimics, people that have been cast out of their settlements, and creatures of every shape and size wander the halls.

Even the treasure tends to be sexualized- solid gold dildos, bikini armor… all of this has contributed to a more relaxed, casual, and sex-positive attitude for those who live here. Just be careful if you decide to explore; although it's much less common than you'd expect, there IS actual danger here. Some traps can leave you stuck until you get rescued, monsters are unpredictable- and your fellow captives are more so.

6. **Twilight of a Golden Age-** Once, this world payed tribute to wise and beneficent gods. Now, those gods are all gone- and whatever force has taken their place has turned this world into a waking nightmare for its inhabitants, who are now the playthings of forces far beyond their ability to comprehend- let alone fight. The days are short and the nights are long; the forests that once teemed with life now seem to be home only to twisted strangers that make a mockery of the laws and courts that once ruled civilization; terrible beasts and demons lurk in the caverns and mountains, and the oceans roil and seethe with tenebrous abominations that force themselves onto shore to abduct and slay those who try to make a meagre living there.

Corruptive influences abound, with undead plagues, mutating magic, and curses adding to the monstrous forces that threaten the scattered towns and cities that remain. No one can agree on why this has happened. Some say that the gods have abandoned them; others say that they are dead. Some say that they are testing our resolve, or that this is the end of days; and the most fearful and scornful whispers say that the gods never existed at all. And some have turned to worshiping the various powers that seem to be at play in this world, throwing themselves on what little mercy can be found in the company of dead kings, aquatic cults, and any number of local tyrants or monsters capable of accepting a tribute of gold or flesh.

Indeed, rape is but another torment that the inhabitants of this world experience, with some being forced to sire the very monsters that threaten the world- again and again, until their bodies give out and they are used as fodder for their own offspring. However, there are still some whispers of hope; that the troubles facing this world can be defeated, one by one, until none remain. It would take a truly courageous hero or even a group of heroes to accomplish such a thing, though… but to do so would be to become a legend.

7. **The D-20 Virus-** On this version of Earth, several decades more advanced than your own, a powerful genetically engineered virus was accidentally unleashed. It worked silently, with no discernible symptoms until weeks after the initial infection- something that allowed the virus to spread to nearly every corner of the globe. The mental faculties of the infected gradually degenerated, making them behave in a more primal manner- concerned only with eating, sleeping, and fucking. Quarantining proved ineffective, and soon entire cities were embroiled in chaos between the uninfected and the infected, who despite the comparisons to zombies (not entirely unwarranted considering the occasional cannibalism) were very much still alive.

But the worst was yet to come; the 'D-20' Virus is the common name for the disease due to its mutagenic effects. Roughly one out of twenty people developed strange traits over the course of their infection, like additional eyes, limbs, altered hair or skin color, or even animal traits. Then one out of every twenty people in that group developed further mutations that more radically altered their body; turning them into half-human hybrids, drastically increasing their size, and sometimes giving them abilities that could be described as biological superpowers. And one out of every twenty people in THAT group… well, you probably get it.

The good news is: there's a cure. After a vaccine was created scientists managed to make a cure by creating an altered version of the virus. The bad news: the cure does not revert the bodily changes. You might be able to chop off an extra limb, but anything more than that is there to stay. This has obviously led to a lot of tension and trauma, in addition to what you'd expect from the survivors of a 'zombie apocalypse', since some people see the mutants as a living reminder of the apocalypse.

Furthermore, the altered version of the virus, much like the initial strain, can only be spread via bodily fluids or other close contact between living carriers. Not all of the infected stayed in the cities or towns, so not only do you have areas that are still inhabited by 'zombies' and mutants, but even the safe parts of the world have the occasional hidden straggler- or unvaxxed asshole. Things are getting better, but it's a slow process- and the threat of a new variant of D-20 appearing is on everyone's minds going into the future…

8. **LotusEater.exe-** There has never been a better time to escape reality. The advent of cheap cybernetics and true AI were but a prelude to humanity's greatest achievement: fully realized virtual reality. With only a headset and a connector chip implanted at the base of your skull, you too can [redacted] frolic in the worlds of your dreams. For a few short hours each day you can indulge in every fantasy imaginable- all without having to worry about [redacted] your job and rent! You can even go online, [redacted] But if you want more time in VR and AREN'T rich enough to afford not to work…? Well, there's a budget option, too. The company that makes this technology can put you on a waiting list to [redacted] live in your virtual reality 24/7! [redacted] Just [redacted] think about how [redacted] life. [redacted] in VR is [redacted] better than [redacted] the real world.

9. **Prison Planet-** Turns out: aliens exist! Humanity has been ushered into a golden age thanks to our new alien friends, free to explore the stars. Sadly, they had to leave Earth behind- by the time the aliens showed up it was so polluted and war-torn from the fighting over resources that it was mostly unfit for habitation. So in exchange for a leg-up on the whole FTL thing, humans sold the Earth to one of the intergalactic governments for use as a prison. Aliens from all over the universe are dropped off here and left to fend for themselves, with only a few robotic guards and the occasional supply drop to help them out. There are pockets of radiation, mutated animals (and humans who unwisely stayed behind), and the entire planet is populated by rapists, murderers, despots and other law-breakers of all sorts of different shapes and sizes.

Escape is impossible; aside from the fact that there aren't any space-ships left on Earth, the ones that do visit the planet to drop off prisoners are heavily guarded and monitored, and any space-craft that aren't allowed in the planet's orbit are shot down on sight and subsequently melted into slag via orbital bombardment. Naturally, anyone who gets stuck here is in for a pretty rough time; if you're lucky you might be able to get the attention of the wardens- if you survive long enough- and if you're very lucky they might decide to investigate. If not… well, lets just say that alien prison culture isn't all that different from what you would have found in an Earth prison, and that the inmates having free-reign has made things pretty bad. It should also be noted that the prisoners are particularly rough with any 'natives' unlucky enough to be sent home.

10. 怖いホテル- Somewhere, possibly in Japan, there is a hotel that no one ever checks out of. It comes and goes, attracting guests of all sorts- tourists, travelers, locals foolishly trying to find a place to elope. The exterior is charming, the view of the lobby from outside inviting; once you step through the door, however, you can look back and see that the outside world has vanished- replaced by an endless black void. The young woman who works at the front desk will give you your room free of charge. You're staying forever, after all, as the hotel has not only ensnared your body- but also your soul as well. Then she'll direct you to one of the elevators or staircases… though the later is recommended even if you're on one of the upper floors, since you probably don't want to box yourself in with one of your new 'neighbors'.

Time works strangely here. Some samurai that call this place home are still followed by an army of retainers and servants. Oni, Yokai, and other creatures of Japanese myth and legend also lurk here; along with more contemporary spirits and urban myths, like slit-mouthed women or inhumanly tall specters that prey on young men. And… there are other oddities as well. Petite women with the ears and tails of animals… and matching predatory hungers and inclinations. The workers of the hotel are also something to consider; they're always helpful, even if they look odd or don't speak. But try to abuse them and there won't be much left for them to clean up. The hotel itself seems alive, too; entire hallways may sprout fleshy growths, lashing tendrils, and sucking orifices to harass guests who get too close; floors shifting and reconfiguring…

Your room is your sanctuary; but the complimentary snacks and drinks can only go so far. There's a continental breakfast each morning, vending machines, and even room service if you don't mind doing a few odd-jobs for the workers. As for entertainment- there are pools, gyms, even game-rooms or gambling dens. Certain suites even seem to be oriented towards love-making, with supplies of condoms, lubrication, sex-toys, and pornography found in abundance. In these areas, even the creatures that would normally kill without a second's hesitation can be found seeking partners… It is very possible to survive here, to the point where boredom may become an issue if you try and be reclusive, so trying to strike up good relationships with the people- and creatures- you call neighbors may be a good idea. You're here forever, after all…

11. **Land of the Lust-** Ships disappearing in the night, planes seemingly vanishing in thin air, people turning a corner only to find themselves… here, in a primordial, fertile jungle. Huge tress, taller than even skyscrapers, tower over the land; there are vast coniferous plants whose shade could contain houses, and thorny bushes with berries the size of watermelons. A verdant paradise… until one of the plants snaps you up, filling you with seeds or simply dropping you into a pitcher filled with acid. Then you see the wreckages of planes and boats that dot the shore, and realize the true scale of the world you have found yourself in…assuming that one of its inhabitants doesn't find you first. For wherever you are, humans are far from the dominant species. In this land, even an ant can be as large as a wolf- and they hunt in packs of hundreds.

In this world the law of the jungle and survival of the fittest are in full effect. Not only that, but the acts of hunting and mating have somehow been commingled to the point that predators will actually fuck their prey before devouring them. Every creature shares this trait, from the lizard beasts that flock the skies and crawl upon the land, to the great primates that hide among vines and grasses, to the snakes in the swamps, to the giant web-spinning spiders… Even including the ones who have built civilizations of stone and blood. There are races of lizard-men, people with the bodies of vast serpents, and even men and women who tower over their modern kin several times over- among a dozen other tribes and civilizations of competing species- each of whom follow this same savage law to varying degrees.

The kindest of them are merely wary of outsiders who have yet to impress them; the others capture them for sex and eventual consumption or as sacrifice to their strange and bloodthirsty gods- gods that may yet exist, as the oldest ruins are so monolithic in size that even the largest races could not inhabit them. If this entire land is the domain of these deities, who likely share the temperament of their followers, then they must be fierce hunters and predators without equal. One can only pray that they remain unseen… And yet, at times the ground shakes with such ferocity that one can only imagine it to be the work of a god. These quakes are the herald of extreme changes in the environment; alterations to the landscape, the changing of seasons, even the emergence of new and terrifying creatures into the ecosystem. If not a god… then what is causing it?

12. **[A]utomata [A]scendant-** There's nothing left. The AI-networks that once protected humanity have gone to war with each other for reasons unknown, destroying entire nations and rendering much of the world uninhabitable. What is left is guarded jealousy by various machine factions who force their former masters to live in these oases under their protection. They use pleasure and pain to police humanity, but also crave our approval and love- a dangerous combination that leads some to seek relationship with those they use and abuse. Even now, AI overlords housed in monolithic chassis plot intrigues to be carried out by Android infiltrators and humanoid war-machines. A war fought over the only resource of value left on this Earth… humanity, whose rare resistance groups are seen as ripe, fresh, and delicious fruit for the robots to pluck.

13. **Sea of Dead Gods-** The gods are dead; and their bodies are the foundation of the world. They fell into the sea, drowning the land as their great size made the oceans swell. The survivors of that cataclysmic event were forced to colonize these immense bodies, living as parasites. And although a great passage of time and the strange relationship of gods to nature may have caused these 'new lands' to resemble soil once more, a bird's eye view is all one needs to see the true nature of the world. Indeed- these events are long in this world's past, and none alive today remember the gods that make up the land beneath their feet. But remembered or not, alive or not, a god is too powerful to not influence the world…

The act of living as, essentially, parasites on the bodies of a god has altered humanity greatly, causing them to take on certain aspects of the gods their forebears live on- something which is further influenced by the area they settled in. Although they're all still technically of the same species, some 'humans' are now wildly different from the original human template. While some resemble paragons of humanity, beautiful and strapping, others resemble animalistic humanoids- and still others have elfin or even alien features. But it is the ones who have dug deep, burrowing into flesh and carving homes for themselves among the bones and viscera who are feared above all others. They have become warped by their homes and diets of god-flesh, and as time has removed their best food source they now come above to seek new meat to consume…

Although technological progress hasn't advanced much past the Age of Sail- aside from a few anachronisms like primitive diving suits- there are still some technological 'artifacts' of the past which are still used and coveted by those who have them. There are even rumors of entire sunken cities in the depths of ocean, with titan spires of glass and metal unable to be crafted by contemporary means. Some rumors even suggest that these ruins are still inhabited… though by what few can say. Some say they're filled with men who are half-fish, others say they're filled with mechanical creatures, and some say they're the last home of 'The Pure'.

As dangerous as these subterranean horrors and sunken cities might be, there are a few areas that are even more dangerous. They are colloquially known as 'The Minds' for reasons that should be obvious by now. Although rare and otherworldly materials may be found there, unlucky explorers can run afoul of any number of horrific creatures and anomalies, or even alternate realities… the nightmares of long dead gods.

14. **The Dimensional Nexus-** Some say that all the worlds of the multiverse revolve around this one singular point; others speculate that this is merely the dumping ground for things that somehow exit their home reality. Whatever the case may be this endless wasteland seems to have a little bit of everything- except a way to escape, of course. New arrivals appear as if from thin air, dropping down amid the clutter of hundreds of thousands of worlds. Scavenging is the only way to survive, as the only native resource is some sort of fine gray sand and water, which falls scarcely and feeds large basins scattered throughout the desert. There doesn't even seem to be any wind to speak of. Although there's no sun or moon, there does seem to be a day and night cycle. For every twelve hours of day, there is also twelve hours of night.

Few communities are able to grow enough food to feed themselves, let alone farm animals, and while packaged food isn't an uncommon find hunting is the only truly reliable food source. Animals are common enough, though most herbivores die rather quickly without any vegetation to feed off of. Predators are able to survive despite the harshness of the environment, however, though they are often forced to eat each other in the absence of their ordinary prey. The most successful ones are monsters, who also appear in this inhospitable place. The desperate struggle for survival is a universal experience here, and food is often used for bartering. What is considered 'food' wildly differs among communities of course, as does the acceptance of cannibalism and preying upon other sapient beings.

This place is truly a melting pot, and there's no telling what you will find here. Technology both modern, futuristic, and antiquated can be found alongside magical items. The bones of superheroes lie buried in the sand beside the rusted carcasses of war-machines and space-ships. Monsters and races from every corner of the multiverse have ended up here. Heroes, villains, conquerors and more- and yet, none have ever been successful in creating a true civilization. Unless something changes, it seems this world is doomed to forever exist in a state of anarchy; roaming bands of cannibals, raiders, and tribes all doing battle with each other as monsters and worse batter at the walls of the few towns and 'cities' that exist. Sex, like anything else, is something to be traded or taken- unless you can find those rare people who have remained good out here.

15. **Daily Death-toll with Monster Girls-** This is world is rather the same as the one you came from, with one major difference: monster girls (and/or boys) exist! The existence of 'monsters' obviously came as quite a shock to 99% of the people on the planet, but society adapted quickly and accepted these beings with open arms. They come in a variety of shapes and sizes, ranging from towering oni to minuscule fairies. There are aquatic mermaids, flying harpies, serpentine lamia- basically any monster species you can imagine can be found here in some way, shape, or form. As part of their integration into human society some monsters are even being assigned to volunteer households as part of an exchange program, with a few (very eager) humans being sent to live among monster-kind in turn.

Things aren't all sunshine and roses however. In addition to the usual conflicts and culture-clashes you would expect when new peoples and species are meeting for the first time, there are also whispers of strange monsters infiltrating human society. These ones are truly monstrous, and although they have oddly sexual or attractive features those are in addition to bizarre traits like having multiple heads, being a chimerical hybrid of multiple species combined together, having many repeating sexual features, or simply looking strange and eldrtich. These monsters are known to prey on humans and monsters alike; luckily, a task-force has been created to deal with these creatures whenever they appear, with humans and monsters alike working together to combat the menace. Although things look bleak at times, surely humans and monsters can work together!

…or at least, that's what they- and the elites under their thumb- want you to think. The truth is that the vast majority of monsters are just as, well, monstrous as their typical fictional counterpart. They just happen to look like attractive people. It's just that the so-called 'strange monsters' show their ugly side more than others and can't control their instincts at all- although some are actually the result of inhumane science experiments and twisted magical rituals, and are being put down to cover tracks. In any case humans tend to go missing in areas where monsters live, ending up kidnapped, raped, eaten, or all of the above- the same fate that awaited those who entered the exchange program. This place might look like a paradise on the surface- but once you see it for what it really is, it'll be hard not to see the cracks everywhere you look.

HUMAN ORIGINS

Everyman- By all accounts, you're just an average person- a student, a worker, even a layabout. And yet, the supernatural seems drawn to you, for good and ill. Hopefully you'll make more friends than enemies…

Explorer- Whether it's ancient tombs, mysterious uncharted islands, or even hostile alien planets, you boldly go where no others have… and probably find plenty of danger and 'booty' for your troubles.

Heir- You might have been born with a silver spoon in your mouth, or perhaps your fortune was earned. Either way, you're used to the wealth and notoriety of the rich and famous- and their secrets and intrigues.

Hero- This world might not have any superheroes; but maybe you're a hero in the classical sense, or just someone trying to do the right thing. It's possible you even enjoy renown in some form already.

Keeper- Your role is that of a collector- or caretaker- of all things weird. Cursed objects, creatures… even just knowledge of the strange and supernatural. Such are the things that fall under your purview.

Killer- You don't need special powers to be the thing that goes bump in the night. Whether you target the innocent or pursue a twisted sense of justice, your methodology makes you a wolf among sheep.

Merchant- All this talk of rape, monsters, curses- you just want to make some money, for Mammon's sake! You might just be an opportunist looking to make a quick buck; or maybe the owner of your own company?

Operative- Whether you're a part of a secret government agency or act on behalf of the entire world, you're one of the other types of 'spooks' who lurk in the shadows- a spy, a secret agent, or one of the men in black.

Priest- A cleric, nun, or crusader, or perhaps a holy person of another religion. With your faith and righteous fury you lead your flock and beat back the forces of darkness… even if you must use your own lusts to do so.

Prey- Oh for- why would you ever choose something like this? Where there is prey, there must surely be predators- and in a world like this, merely being killed may be one of the kinder fates that awaits you…

Romantic- Are you a sucker for love, or just another sewer-dwelling cryptid fucker? Either way, you're not the type to wait for the monster to come to you for sex or love. I'm sure the monster ladies will appreciate it.

Scientist- From alchemists to roboticists, life-saving medicine to twisted surgical procedures, scientists have used their knowledge to play God. Enriching humanity, yes… but also making monsters of their own.

Slayer- Whether you're the latest in a long line or a solo hunter, you have chosen to fight back against the night. The methods you use- weapon, trick, trap, or dick- are yours to determine.

Sleuth- There's plenty of mysteries afoot in a world like this; secrets to uncover, plots to foil. Whether you're a private dick, a police detective, or even an amateur you're sure to find some sooner or later…

Survivor- You might be a survivor of some disaster or apocalypse or someone prepared for one; either way, you have the grit, determination, and preparedness to make it through the darkest of hours alive.

Thief- The darkness hides many things; treasure among them. Be you a gentleman thief or a knife-wielding thug, your criminal activities may bring you wealth, danger, notoriety, and suspicion alike.

Trooper- A police officer, a soldier- maybe a knight or space marine? Wearing a uniform isn't just a sign of your training; others will look to you in a crisis, and rely on your guidance. Hopefully you're up to snuff…

Virtuoso- Some might say that there's no time for artistry in a world like this. But how else should one express their fear and dark desire than through the paint brush, the written word, the musical instrument?

Witch- Whether through the pursuit of arcane knowledge, a pact, or just a hidden bloodline you have gained the ability to wield magic. You might be a 'Warlock' if male; or maybe another brand of magic user, instead.

Zealot- Somehow, you have come into contact with a powerful being- a god, a great spirit, or merely a powerful and god-like creature. You serve them, now, as a cultist- a willing servant to their cause.

MONSTER ORIGINS

Alien- Extraterrestrial beings from other worlds, or possibly even alternate dimensions. If your new body isn't all that alien, your mind assuredly must be… at least when compared to these primitive apes.

Animal- You are some sort of beast, adorned with scales, fur, or feathers. Perhaps a normal animal blessed with human intellect, a chimera made from multiple animals, or even something unique and alien to Earth?

Automaton- Artificial, and possibly even manufactured. Robots, golems, living dolls- maybe even a heavily modified cyborg? An artificial nature makes you customizable to suit your tastes- or that of your master…

Beastman- More beast than man, more man than beast. You are akin to creatures of myth and superstition, like the Minotaur or Bigfoot. Naturally your mating habits are as bestial as your appearance suggests…

Behemoth- Large sea-creatures, Kaiju, and even actual giants; this category is for monsters who are truly larger than life and who are guaranteed to make a splash whenever they show up… in more ways than one.

Boogieman- Sometimes a person can become so twisted, so evil, that they become… something else. Corrupted, they take on new life as a supernatural entity- preying on the innocent people around them.

Demihuman- A demihuman can describe nearly any humanoid creature, from goblins to orcs to elves and more. Although they may look less monstrous than most, their unassuming forms tend to hide great power…

Demon- Did it hurt when you fell from Heaven? If so, did you enjoy the pain? Succubi, imps, fiery daemons and true fallen angels might call you kin as you subvert mortals with sin and vice aplenty.

Draconic- As a dragon- or at least a distant descendant of one- you're big, scaly, and may or may not have wings. Your hobbies likely include kidnapping princesses, adding to your hoard, and burninating villages.

Eldritch- What you are cannot be rightly described; for humanity lacks the ability to comprehend what you are, let alone articulating it. Perhaps you are the child of an Old One; or at least, a servant of theirs?

Fae- The Fae can vary wildly in terms of shape, size, and temperament. Some are living aspects of natures; others are horrifying monsters, and still others are diminutive sprites- though no less dangerous for it.

Godly- Whether a mere angel or a deity in your own right, your power lies in the heavens- and in the belief of your followers. Worthy of praise and worship, you wield power far beyond that of the average mortal.

Insect- Squirming, crawling, wriggling, writhing- what insects lack in size they make up for in numbers, overwhelming larger beings and leaving them envenomed, cocooned, and infested.

Mutant- Mutants are typically humans that have been transformed and empowered by something, such as a magical curse, virulent disease, radioactive energies, genetic modifications, or even just random chance.

Object- Sometimes a seemingly innocent object is actually host to great power. As well as a living- and malevolent- consciousness. Was it technology, magic, or the twisted desires of your maker that gave you life?

Ooze- This isn't meant for your cute and cuddly mascots. This is meant for your all-consuming, slimy blob monsters who ooze, creep, and slide through the tiniest openings to engulf their prey in their sticky embrace.

Parasite- Invasive and pervasive, parasites might be small- but they make up for it with the sheer insidiousness of their nature, subverting the minds and bodies of their hosts to their own whims.

Spirit- Sometimes the dead remain, even after losing physical form. Ghost, poltergeists, banshees, and more- or perhaps even something that was never anything but a 'spirit', like certain types of demons?

Tentacle- This is less a specific category of monster, and more a catch-all for anything that could be described as being a 'tentacle monster'. Plants, perverted squids, tentacle-filled flesh-pits, etc.

Undead- You were alive, once. Now? Perhaps you're a zombie, a vampire, or even a Frankenstein's monster. You might be able to masquerade as a human; but an appetite for flesh and blood is hard to conceal.

GENERIC PERKS

Generic Perks can be taken by both Humans and Monsters, unless otherwise noted. 100, 200, and 400 CP Generic Perks may be discounted via Floating Discounts/Custom Origin.

Erotic (Free)- Although still horrific and dangerous, the world you are about to enter is also a world filled with carnality. Lust, eroticism, and sexual energy should be in no short supply, and you should be able to enjoy yourself as much as you like- at least, when you're not running or fighting for your life. As such, your body can be altered so that you look the part, fitting whatever aesthetic ideal that you have in mind. This won't provide you too much benefit on its own, at least not to supernatural levels, but it will give you the opportunity to fine-tune your appearance. You can alter your hair, eye, and skin-color, make yourself skinnier or fatter, shorter or taller, and generally alter your body within the limits of your species. Non-humans may add minor physical traits like scales, fur, small tentacles, horns, and so on freely.

Horror (Free, Monster Only)- Monsters come in all sorts of shapes and sizes- but while 'Erotic' allows you to decide your body's aesthetic style, THIS Perk will give you a baseline to work with. It can be roughly the size of a shire horse at the largest (though you can make it much smaller, if you'd like) and can weight up to a ton. It doesn't need to be bipedal- though for now you're limited to up to twelve limbs and a single head (as well as whatever naughty bits you decide to have), as purchasing Monster Perks later on will allow you to further customize your body. By default, most Monsters are probably stronger and more durable than humans- though some types will naturally be stronger or weaker in some areas, or have other trade-offs.

You may also refluff Perks when it comes to determining how they interact with your body. For instance, if you choose to buy 'Natural Weapons' from the Beastman section as an Automaton then you might have cybernetic blades or some other melee weapons instead of being limited to fangs or claws.

Not Quite Human (Free, Human Only)- Although humans are naturally the 'default' option when it comes to the Human Origins, certain settings- like fantasy worlds or sci-fi worlds- might be home to races that are rather similar to them, aside from having pointed ears, being shorter on average, or having tentacles for hair. This option allows you to become a 'near-human' race like that. Specific examples might include elves, halflings, or dwarves; or humanoid aliens whose main differences from humanity can be summarized as having technicolor skin or a few extra protrusions here or there. This won't give you anything too supernatural on its own, though; only cosmetic things like glowing eyes or physical traits like being stronger or more dexterous, or living longer on average. Anything beyond that is the purview of Monsters, instead.

PP BIG (50 CP)- Some people, and even some creatures, or notable due to possessing certain 'traits'. An especially long and luscious head of hair, or vibrant plumage… or a really big penis. By purchasing this you can select a single 'trait' of yours, such as your face, your tits, or your abs, and make it look both exceptional and attractive- perfect for attracting mates, in other words.

Enhanced Production (50 CP)- Blood isn't the only liquid found in abundance here. By purchasing this, you'll find that your body's production of a certain type of 'liquid' has been enhanced. It could be cum, making it so that every shot of cum you shoot out is a big one, or it could even be breast milk if you'd like to start your morning with a fresh mug every day. You can even choose blood. It'll mean you bleed like a stuck pig when cut, but it'll actually take longer for you to bleed out in spite of how it might look.

STD Immunity (50 CP)- This is a scary place; but the true horror you might be worried about is the doubtlessly innumerable number of STDs and STIs one can catch here. You need not worry; purchase this, and not only will those diseases fail to affect you, but even parasites, lice and the like will fail to be transferred over from your sexual partners. The only 'sexually transmitted' thing you'll need to worry about now are babies!

Baby Immunity (50 CP)- …Maybe you're not ready to be a parent yet. Understandable. Purchase this, and so long as you're not looking to have kids- you won't! No matter how wildly you breed your partner, if you're not fixing to have children then you won't have any- even if their insides are painted white. This also works on stranger forms of conception, like if something tries to lay eggs in you (or vice-versa).

Fertility Control (50 CP, requires Baby Immunity)- This is essentially a more advanced version of the previous Perk; only this allows you to dial your fertility up or down. You can set it to normal, turn it off, have it so the odds are literally 50/50 in regards to impregnation, or go all the way to 'definitely having twins'. Of course, you need to actually be COMPATIBLE with your partner for that to happen, first.

Compatible Genes (100 CP)- …oh, god. Well, 'compatibility' isn't really an issue for you anymore. Simply put- you can fuck anything, and so long as you or it has the ability to have children then a baby is going to pop out eventually. Somehow, your weird mutant hybrid babies won't even have any health problems, no matter how fucked up they look from being half-human- or half-whatever the hell you are. Or even if your kid is half you and half your cousin, for that matter.

No Uglies Allowed (100 CP)- In a world as dark and dangerous as this one is you're liable to encounter plenty of unwanted advances from less than desirable people… and fauna, flora, and other naturally occurring things, as well as unnaturally occurring things. And while this perk won't shield you from getting raped, it WILL ensure that your potential rapist(s) are at least the sort of person, animal, vegetable, etc. that you WOULD want to fuck, even if they weren't grabbing you and making you fuck them. Of course, this doesn't mean you won't encounter those undesirables at all; it just means they won't try to rape you. They can still menace you non-sexually though, so keep that in mind.

Beauty and the Beast (200 CP)- Stockholm-Syndrome… a tale as old as time. Somehow, the people you take captive have a strange habit of falling in love with you. It might be that you're just human enough to be alluring to them, or maybe it's just the close proximity. Or perhaps the beast you've captured has been tamed by your love and care? Either way, not only will they slowly come around to the idea of being around you- and possibly even being your lover- but this will also smooth out any niggling details about their captivity. Forcing a person to survive on a diet of raw fish in your oceanic lair won't cause them any health problems, and there won't even be any hard feelings about the whole 'kidnapped and caged' thing.

Intricate Backstory (200 CP)- Okay, so let me get this straight. You're a half-demon, half-werewolf billionaire private investigator who was trained by the government as a psychic assassin- and you're also a multiversal traveler who started your adventures by engaging in super-powered cock-fights? It's more likely than you think, though you have to admit- it can be tough to come up a good explanation for how you can do all the crap you do. Especially one that leaves out the whole 'Jumpchain' thing. Now, you don't have to worry: before you enter a new world you can decide how much of that stuff is a part of your 'backstory'. You can even 'adapt' your myriad skills, powers, and even items and property to the setting you're visiting. All on a case-by-case basis, just in case you wanted to keep something secret or up your sleeves for later.

You could pull out a family tree that explains exactly how you got your weird mixture of genetics, any number of prior jobs to explain your varied skill-sets, the deeds and records to all the houses and companies you own, and whatever supernatural powers you possess can even be adapted to be a product of any local systems if you'd like. It should be noted that this won't give you access to anything new on its own, though, and that anything beyond providing an explanation for your existing stuff is something you'll have to either buy or pick up while you're there. At most, your convoluted backstory might give you a bunch of extra friends and contacts- or enemies, for that matter- but nothing in the way of additional powers or assets.

Superpower (400 CP)- This world probably isn't the type of place where you would find many superheroes flying around… nonetheless, its inhabitants- both Monsters AND Humans- are sometimes known for having powers beyond the norm for their kind. Although Monsters in particular might be better served by purchasing Perks from their section, this allows Humans to gain powers like intangibility, telekinesis, pyrokinesis, super-strength, and so on without compromising their humanity. While that may be of dubious importance in the end, it can certainly be a good idea to do such a thing in a world like this. Purchasing this gives you one moderately powerful ability. While you can apply a single power in multiple ways, having multiple powers (such as having flight and super-strength) requires multiple purchases.

EVERYMAN PERKS

Boy Meets Ghoul (300 CP, free Everyman)- You've got ghosts haunting your house, cultists in the apartment next to yours, and you're pretty sure one of your co-workers is hiding her horns beneath a hat. Somehow, you just seem to attract supernatural beings into your orbit. Depending on how your world works this could be interesting, or it could be bad- though either way, your strange 'attraction' has given you an idea of how you can interact with some of them in a somewhat safe or even normal manner. Scold your cultist neighbors for making too much racket and they'll apologize rather than making you the next sacrifice, and you might figure out that your horned co-workers like rare steak just as much as fresh human. You might still attract danger at times, so you can toggle this. But… maybe your new friends can help you out?

Everyman (100 CP)- Vampires and other people with (very) old money might be able to get away with the NEET life, but you probably have to work for a living. Not only do you have the skills and people skills required to successfully perform a mundane job- such as being a pharmacist, masseuse, or plumber- but any place you work at will be incredibly understanding of any 'oddities' that manage to follow you into work, or if you need to take time to recover from a broken pelvis, so long as you do your job at least some of the time.

Cardio (100 CP)- Staying fit is important, but it's not always easy- even if your lifestyle means you get a lot of 'cardio'. But somehow your body seems to just return to whatever your idea of 'fit' or 'attractive' is without too much effort needed on your part. A morning walk, staying on your feet, and- yes, sex or masturbation- will all help immensely more than they should. Those things won't exactly make you an athlete by themselves; you'll need to put in a bit more effort for that. Alternatively, if you're the type of person that prizes fat you'll be capable of putting on pounds even with a meagre diet and a highly active life-style, and you'll even be just as capable as a fit person- unless you don't want to be for whatever reason.

The Way to a Monster's Heart… (200 CP)- …is hopefully NOT through their stomach, at least not in THAT way. But somehow, your mundane activities- cooking, cleaning, maybe something like giving massages or even being a doctor- seems to endear you to those of a more monstrous sort. Even they can appreciate good cooking, a clean home, a massage, or 'good bedside manner' it seems. Furthermore, you're somehow capable of adapting your skills to suit their tastes or anatomies- figuring out how to incorporate blood into meals, or how to give massages to a skeleton, for example- to further endear yourself to them. At least, hopefully they're smart enough to not bite off the hand that feeds them delicious home-cooking…

Not Another Bystander (200 CP)- Like it or not, but by now you've probably accepted your frequent encounters with the supernatural. An average human has no hope of keeping up with these superhuman beings… but you can. Somehow, you're capable of intervening in matters involving the supernatural and finding a way to come out (mostly) unscathed when all is said and done. Mediating a conflict between a vampire and werewolf, helping ghosts find peace… not only that, but if the conflict does kick off you'll never be collateral damage- not unless you throw yourself in the way or make yourself a target first.

Everyday Life With Horror (400 CP)- Yeah, sure; you live in a world where the restless spirits of the dead wander the earth and you can't seem to go five feet without encountering a monster or murderer. But somehow, things just seem to work out when you're involved- so much so that your various encounters with the supernatural tend to be amusing or lewd rather than something to worry about. Even the scarier ones can often be resolved with no need for bloodshed on either side, so long as the horror you're interacting with isn't truly malicious. Furthermore, so long as you don't go looking for trouble you'll never have to worry about a situation that you can't somehow find a way to survive. If you go picking fights or decide to go on an adventure, all bets are off- otherwise, you'll always be able to find a way to go back to your everyday life.

Harem of the Damned (400 CP)- So, your girlfriend's a ghost, your devil co-worker is flirting with you, and there's an unspeakable (girl-shaped) horror living in your walls… but somehow, you've managed to make them all play nice with each other? Maybe you're just THAT good, or maybe they've somehow become friends of each other through you; either way, you have a knack for making your friends (and girl/boyfriends) play nice. Even if they'd normally be at each other's throats, or violently possessive of you, the worst that'll happen is they'll become rivals or have the occasional verbal spar. If you're a little more 'monogamous' than that you'll also find it much easier to engineer threesomes, orgies, etc. with your lover.

EXPLORER PERKS

Boldly Going (300 CP, free Explorer)- Or should that be 'Boldly Coming'? Nevermind; the point is, you're very good at exploring uncharted locations. Not just the hard work of actually charting out hostile territories while evading new and exciting dangers, but also the logistical side of things that occurs before and during your expedition. You won't ever forget to pack an essential supply, and you'll easily be able to identify and discover uses for any new resources you encounter on your travels. Furthermore, you're also pretty good at colonizing these same exotic locations- creating settlements and civilization where once there was only jungle and unclaimed land. As for how you'll deal with the attractive and nubile locals… tally ho?

Adventure Archaeologist (100 CP)- The greatest explorers do not merely venture into the new and unknown, but also the old and forgotten- exploring ancient ruins in search of gold, artifacts, and knowledge. As a skilled archeologist, you certainly have all the skills required to uncover and preserve such relics. Your studies have also given you a knack for solving ancient puzzles, unraveling long buried mysteries, and extrapolating information from ancient sources. Bizarrely, you also seem to find a great deal of ancient sex-toys, lewd writings, and so on- though perhaps that's just the nature of this world.

First Contact (100 CP)- So, you've discovered a tribe or some other civilization in the course of your travels. They're nothing like you- and they might not even be human! This isn't the issue you might think it is, however, as you're actually quite the ambassador- and even without speaking their language, can usually charm yourself and your companions out of a cannibal tribe's stew pot. Furthermore, once you've managed to ingratiate yourself with these people you'll find it much easier to teach them your ways- whether it's using your technology, educating them about your religion, or showing them how a civilized person makes love. As a bonus, you'll find that your own 'exotic' nature will make you more attractive to those who haven't encountered your kind before- letting you turn 'first contact' into 'first base' in record time!

Acclimated to Nature (200 CP)- Most of the time, you'd think it wise to bring along appropriate attire for exploring. Well, that's much less of a concern for you- as your body seems to be incredibly well-insulated against the elements. You could walk through the jungle in little more than a fur bikini and won't get eaten alive by insects; take a dip in freezing water for several minutes and come out shivering instead of frozen; and venture naked through the desert and come out the other side with a sick tan rather than a horrific sun-burn. Because why bother exploring new places if you don't look great while doing so?

Beast Tamer (200 CP)- It seems like you just know how to tame animals skillfully- and not just the ones that have already been domesticated by humanity, no. Somehow, even wild jungle beasts and non-sapient monsters can be turned into loyal companions by your firm hand. All you have to do is earn their trust and interact with them for a while, and before you know it that tiger or winged reptile will be eating out of your hand- rather than eating the hand itself. Teaching your new bestial allies commands will be shockingly easy for you, and even if you should become separated they won't become feral in your absence.

Going Native (400 CP)- You're likely to encounter many strange civilizations and peoples on your journey; their ways are most assuredly to be as foreign to you as you are to them. And yet, you seem to have very little trouble integrating into these groups as an equal, somehow smoothing over any difficulties even as you flaunt their social norms and customs with your own. But this is the least of what you are capable of, as you'll also absorb even their most obscure and esoteric knowledge- including their language- like a sponge. If you apply yourself you could easily become just as skilled and wise as their greatest warriors and shamans- if not more so, when you factor in your existing capabilities. And even if you're inherently lacking in some ways compared to them, your tenacity and willingness to learn is still sure to endear you to some.

I Want To Believe (400 CP)- It's a blessing that you can live in a world like this, so ripe with the arcane and unexplored. Mundane settings must look dreadfully boring by comparison… but then again, who knows what's out there? Perhaps you do- for now, wherever you go, should you seek it out, you will be able to find things that defy belief and rational explanation. Cryptozoological creatures or even entire supernatural communities may be hidden within plain sight, and ancient civilizations and 'lost worlds' once thought to be mere myth may turn out to be real after all. What you do with these discoveries afterwards is up to you; keeping these secrets may be best- but revealing them is sure to turn a profit…

HEIR PERKS

Blue Blood (300 CP, free Heir)- In the past you might have been royalty; in the present, a celebrity, or someone from a very rich family. It may be that you've inherited a large fortune from some distant family member, or maybe you've always been among the rich and famous. In any case: your good fortune and pedigree has set you apart from the faceless masses. Fame- or infamy if you'd prefer- which is so fleeting for others seems to cling to you like glue. Unless you decide to fly under the radar you'll quickly acquire a notable reputation. Naturally the rewards of your notoriety are quick to find you as well; invitations to high-society gatherings, gifts from admirers, even offers of courtship and marriage, and more!

Guest of Honor (100 CP)- Oh, you just HAD to be there. Whether you enjoy hobnobbing with other rich snobs or not, you're bound to find yourself invited to plenty of parties and events during your time here. And if that's the case- you should definitely be the life of the party, no? You have a knack for attracting attention to yourself, which will surely make you the talk of the ball- for better or for worse, depending on how you decide to present yourself. Making conversation with others- no matter how vapid and meaningless the words are- is simple. Furthermore, you find it easy to have a good time- enjoying food, drink, drugs and other libations to their fullest extent. With or without others around, if you wish to throw a one-person party.

Royal Treatment (100 CP)- As someone of wealth and status your wants and desires are naturally of greater importance than those of the peons surrounding you. Because of this, you will find that people desire to stay on your good side until you give them a good reason not to be. This means that you can generally expect preferential, VIP treatment without really having to ask for it. Skipping lines, having your hotel room upgraded for free, being waited on hand and foot at a fancy restaurant- even if you're incognito, it will almost be like they can sense your importance. Needless to say, but this goes double for your actual servants.

Scandal-Proof (200 CP)- If you're wealthy enough you can get away with pretty much anything short of actually hunting the poor for sport. Even then there's probably a private island out there where you can do just that. For you, using your status and/or wealth to get away with crime is absurdly easy. You can abuse your staff, rape them, grope random strangers- and even if you have a reputation as a sex-pest you'll STILL manage to avoid any legal troubles. You could even get away with murder unless there was irrefutable evidence that you did it, and even then any punishment would only come after a lengthy legal battle. With lesser crimes they might not even bother with fines! It'd be absurd, if it weren't so sadly common.

Hiring Help (200 CP)- With money, you can pay other people to do stuff for you. What a concept, eh? Sadly, true talent like yours is in short supply- but somehow, you're able to find all the experts, servants, and specialists you could ever need. And who match your exacting fetishes- er, specifications- to boot. Hiring them might be expensive- especially if they know how rich they are when you offer them the job- but despite their possibly mercenary mindsets they'll still be loyal towards you. So much so that you might even be able to get away with adding a few other 'services' onto their job description later on…

Empire Building (400 CP)- Alright, enough fucking around; it's time to put your wealth and fame to work. Your very essence is that of a monarch; a leader of men and women. A king, or queen, or even an emperor- or perhaps just a politician or president in the modern era. What this means is that you have the utmost skill at ruling over your domain, and all people within it. Whether you're managing a small estate or an entire empire you'll find that you're more than capable of making things go smoothly on a day-to-day basis, handling any unforeseen problems as they come skillfully and decisively. Importantly, you're also skilled at EXPANDING your domain- whether through diplomacy, natural growth, or good old fashioned conquering.

I Have A Scheme (400 CP)- Plots are your bread and butter. Your Machiavellian scheming abilities would allow you to run circles around your competition, deflecting their own plans with the deftness and ease of a cat catching a mouse. Part of it is your understanding of the human condition; knowing how people think and act allows you to pull off personal intrigues and seductions, large-scale advertisement campaigns, and even heists to give a few examples. While incompetence on the part of your hired help or unexpected complications may cause even the most well-laid plans to fail, you're also quite good at avoiding the fallout. Even if your entire organization were to go down in flames, you'd find a way to escape. From there, rebuilding from the ashes is only a matter of time and effort…

HERO PERKS

Inner Strength (300 CP, free Hero)- The one thing that all heroes have in common is this: the will to do the right thing as they see it. Perhaps some heroes aren't paragons of virtue, but even these people will take action when they deem it necessary. Whether it means fighting the good fight and battling criminals or having the will to hold the line against an entire army if that's what's required of you, you have that same strength of spirit. This not only allows you to power through excruciating pain and mental anguish; it even allows you to overcome things like werewolf bites, vampiric hunger, or other forms of supernatural corruption and mind-altering effects that you might encounter in a world like this.

A Job Well Done (100 CP)- Ideally, you're the type of person that wants to help and save people. If it's not your 'job', then you at realize it's the right thing to do. That being said, it's often a thankless task- 'a good deed is its own reward' and all that. You seem to be lucky though, and find that you're usually rewarded even for tasks that would ordinarily be thankless- even if it's something small, like a meal or a place to rest for the night. Though, oftentimes you'll also be offered rewards that are lewd and sexual in nature- like being offered a blowjob from the pretty girl you rescued from a burning building, for example.

Virtuous (100 CP)- Even if you're actually a huge fucking degenerate, somehow, your more noble traits tend to shine through to others. In other words- the better the person you are, the more tolerable your otherwise perverted actions become. On an individual basis, this might mean that people don't mind if you peak in on them while they're changing so long as you've helped them out. On the other hand, you could get away with raping a known villain in the middle of the street and be cheered on by the crowd of civilians nearby for 'putting them in their place'. You can also do good things to act as a smoke-screen. Although, this doesn't prevent your victims from fighting back or trying to reveal your true nature to others.

Hope for the Hopeless (200 CP)- Some heroes inspire others through their actions; and some do so through their words. You are capable of doing both; inspiring other people to follow in your actions through tales of your good deeds is not uncommon for you. But your words are also capable of reaching the most down and dejected of people, giving them the strength to fight back against their oppressors and throw off their own mental shackles. Your inspiring presence encourages your allies and those who admire you to fight even harder; and this admiration can easily be turned into lust or hero worship under the right circumstances.

Defender of the Weak (200 CP)- You can stand up for the weak in more ways than one- but sometimes, you just gotta put yourself in the path of danger to keep people safe. When you choose to do this, you'll find that the danger is limited to you and you alone. Shield an explosive with your body and you'll completely contain the blast; use yourself as bait for werewolves, and most of the time they'll go after you instead of the helpless people behind you. This also allows you to redirect harmful lewd actions as well; putting your body (and holes) on the line in one of the noblest ways possible. Or maybe you just want to get snu-snu'd. As a bonus you'll also find it easy to pull your punches; making it easier to avoid unintentional lethal damage.

The Chosen One (400 CP)- Not everyone has what it takes to be a hero; but sometimes, a hero can be made not through their own actions, but as a result of fate itself declaring it to be so. Perhaps you just happen to fit the profile of a hero of prophecy; or maybe the legends really ARE about you. It's up to you to decide- but either way, your legend is already well-known. And while that might prove to be a problem if you're unable to live up to the hype, until that point you can expect a great deal of awe and respect from those who put two and two together. After all, who WOULDN'T want to hop in bed with a hero of prophecy? More importantly, you can also expect a great deal of support from those who wish to see your destiny realized. Usually this will take the form of money or other gifts, but occasionally you'll get even greater help.

Groovy (400 CP)- Would-be heroes are a dime-a-dozen. Most of 'em probably get chomped for their trouble. But even if you're not quite a hero yet, you've still got something that they lack: style, and luck. Even if you're not a complete badass by this point, you're the bumbling sort of hero that manages to trip face first into a problem or a pair of tits and manages to turn it into a win through sheer ballsy bravado- as if the universe itself wants to see you succeed despite the odds stacked against you. And if you ARE a total badass who doesn't even need luck? Your cool smirk and groovin' style will give you the sort of effortless appeal that drops panties and leaves you walking off with a lover on each arm. Hail to the king, baby.

KEEPER PERKS

Collection of Curiosities (300 CP, free Keeper)- It's odd how often you seem to come across… curiosities. Relics, curios, and knickknacks with an air of the supernatural. Behold the enchanted coffee maker, which makes any coffee brewed with it into a potent aphrodisiac! A tome that drags the reader into its lewd tales! This antique dildo, still haunted by the ghost of the noblewoman that owned it! Ahem. The things you find are often cursed- but usually in a lewd or fun way- and are of dubious use beyond their oddly specific functions. But occasionally you might find a real gem that almost anyone would want. Whether you keep these oddities or pass them along is up to you- but upon meeting someone, you'll know if something in your collection is the perfect match for them… even if the reason isn't apparent to either of you quite yet.

Spooky is Sexy (100 CP)- There is a type of beauty in the monstrous. Even the most horrifying creature can be considered attractive to some; others are simply aesthetically pleasing. People can admire monsters, and people tend to emulate the things that they admire. Thus, you are capable of two things: the first is identifying the appealing traits of a creature. The things that make them look cool, or even sexy. Second: you can cultivate a spooky, scary- but strangely sexy- appearance for yourself. It might be based off of the things you've seen, or it might be a unique look that's all your own; either way, it'll certainly catch the eye.

Bedtime Stories Mother Never Told You (100 CP)- Stories are important. They can teach lessons and impart knowledge. They can be informative, anecdotal… and downright lewd. You seem to have a habit of finding stories that would be of great interest to you. It might be a story overheard in a bar that leads you towards something you've been seeking, or a book of folklore that tells you about the latest relic you've picked up- even a confession scrawled on a wall! The stories you find tend to have their macabre and bawdy elements, too, in case you need something to take the edge off… or to put yourself on the edge of your seat.

Submitted for Your Approval (200 CP)- Imagine if you will: a sexy voice. Dulcet tones; a smooth cadence that makes every word interesting, no matter how gruesome or morbid the sentence it creates. A voice that makes you WANT to hear it; a voice that makes every grunt and groan sound like a song- and every song, worthy of lights and fame. An iconic voice capable of narrating and reading even the purplest of prose with great skill, of telling fascinating stories with the strangest premise. That voice… is yours.

On the Level (200 CP)- Some would argue that you're pretty close to being monstrous in your own right. And it might be that's true. Or maybe it's just an intrinsic quality of yours. Either way, when you interact with a supernatural being- even a god-like entity or something that would ordinarily snuff you out without a second thought- you'll find that they're surprisingly willing to just… have a chat. Talk things out, as if you were an equal and NOT just another mortal they shouldn't pay heed to. This is a small opening, but it could be all you need if you're charming enough- or can back your words up.

Mistress of the Dark (400 CP)- It's rare that you find a human with as much sheer pluck as you. Is it because you had a fling with the Devil? No; rather, you have the sheer gumption, the gall even, to wrap supernatural creatures around your little finger with personality alone… well, being hot helps too. With only a little interaction and training you can treat the non-sapient ones like pets, having them roll over for treats and belly scratches. And for the monster people? The same- with less dignity. For them. Of course, the stronger-willed ones that can't be bowled over by your outrageous personality might be a problem; but even then, you'd be surprised at how many 'strong' people turn out to be big subs in the end. Naturally, this has also made you nearly unflappable in the face of anything scary or horrifying, as a bonus.

Welcome to the Twilight Zone (400 CP)- People should get what they deserve; bad people should have bad things happen to them, and good people should be rewarded- or at least left the hell alone. Somehow, when you're involved, people DO tend to 'get what they deserve'- usually in ironic and suitably horrific or lewd ways. A serial rapist that you kill-off might find himself getting raped by demons when he dies; a woman that murdered their spouse might be haunted by them in turn. By the same token someone that decides to help you out might win the lottery- or hook up with a sugar momma. It's all up to fate, which now seems to be watching the people around you. With an evil eye, perhaps- but also an eye of providence.

KILLER PERKS

Brutality (300 CP, free Predator)- You're a killer; someone with the unrelenting savagery and cruel creativity that only the worst of mankind can draw up. Something as petty as 'remorse' isn't a factor for you anymore, not unless you let it become one. In your hands everything is a potential weapon. A knife, a fire poker, even something as crude as a gun? You wield them all with brutal efficiency. But don't stop there; you could figure out how to kill someone with a waffle iron, a blanket, or a pen- and in such a way that their death would be extremely painful and horrific to behold. You bring this same brutality with you into the bedroom; pounding the insides of those you fuck, or slamming down on their pelvis hard enough that it feels like it'll break. And if you don't hold yourself back, it just might because you're THAT strong.

Blood-Splattered Beauty (100 CP)- Ah, the blood sprays ever so nicely if you sever the right artery. When you're at work blood… and/or other bodily fluids... seems to cover you, your victims, and anyone else that happens to be nearby with a healthy, pleasing sheen that just looks fucking great. It'll be like you stepped off of a movie set, and only the smell of iron or sex will say otherwise. Your crime scenes, too, are like a work of twisted art; as you also have the aesthetic sense for how to pose bodies (or body parts) for maximum effect. It's an acquired taste, perhaps, but you certainly can't complain if you're into that kind of stuff.

Humanitarian (100 CP)- To Serve Man is one of life's noblest pursuits, wouldn't you agree? Being able to create a tasty meal is what sets us apart from the animals, after all; and let it never be suggested that you aren't a good chef. Making good food is old hat for you, and with enough time you can make exquisite delicacies out of even the most unusual of ingredients. You specialize in meat, of course; you can't have a good meal without meat in it. In fact, you're so good at preparing meat that you could turn a fresh carcass into a supply of steaks, fillets, loins, and breast meats right there in the kitchen, like in the good old days.

Man in the Mask (200 CP)- The identities of killers like Jack the Ripper have tantalized us for generations; now, your alias might do the same, for you have become frighteningly good at concealing your own identity while on the hunt. In fact, you can make yourself appear so normal that your neighbors might interpret the screams coming from your home as a lover's quarrel or a scary movie instead of murder. And the best part? Once you start making a name for yourself you'll have all sorts of sick puppies hanging around your favorite hunting grounds. People who think they can catch you, or who think they can 'change' you, or even just edgy fans. Striking the right balance between infamy and obscurity may be hard, but soooo worth it.

Kidnapper (200 CP)- While luring someone into your domain can be frightfully easy at times, there are also times where you may have to make do with a kidnapping. Somehow, you manage to make it work- spiriting your chosen victims away without a trace. Drugging them, knocking them out, even just tying them up and gagging them- whatever method you use, once you've got your mitts on them they'll have a hard time escaping. Most bystanders won't seem to give a shit unless they're kicking and screaming like their life depends on it. Furthermore, you're also very capable of holding your victims captive; not only keeping them from escaping, but even ensuring that they stay healthy… at least until you're done with them.

Implacable (400 CP)- Somehow, you always seem to be in the right place at the right time. This strange luck manifests in two very particular ways, the first being that you seem to survive things than an ordinary person should not. Someone that shoots you in the head might be surprised to find that you simply stood up and walked away after they left because they shot you in a non-vital area; and if they threw you down a cliff, you'd hit every leafy branch on the way down to break your fall. You'll still medical attention and time to recover- but you'll be alive. And, secondly, once you've decided on a victim you'll just seem to keep running into them, especially once they know your intentions- as if fate itself wants you to slay them.

Horror Movie Logic (400 CP)- Your victims seem to be prone to making the most puzzling mistakes while you're around. Running upstairs when you show up, waiting until AFTER you cut the line to try and call the police, hiding when they know full well that you can see them- and they just keep tripping! And before you start the hunt, they all seem to get horny, too- as if they're anticipating it as much as you are. Groups of friends going off in pairs or even groups to have sex out in remote cabins, tents, or in abandoned buildings. You could be a voyeur, or… you could interrupt their fun to have some of your own. Join in, so to speak.

MERCHANT PERKS

CEO (300 CP, free Merchant)- It's hard work to run a business of your own- at least, if it isn't large enough that the people below you are doing most of the actual work. But no matter what business you decide to run- be it a small shop, a massive conglomerate, or even a lemonade stand- you'll have the expertise required to run it well enough to stay afloat and make a profit. Hiring skilled employees, making good business decisions, and managing your assets skillfully are just some of the things you do well, and making a profit should be easy… assuming that no zombie outbreaks happen on your watch.

Mystery Monetization (100 CP)- All you really need to hit the big-time is an equally big break, and in this world there can be no bigger break than finding something new, interesting, and supernatural and subsequently exploiting the hell out of it. You have a gift for taking things like that- be they alien monsters from another world, eldritch flesh-pits, viruses, or even Hell itself- and then bundling it up into something you can sell, if not to consumers as a whole then to whoever the highest bidders are. To put it another way- you could monetize damn near anything and skillfully advertise it to the right people. It might take a bit of R&D to get it to that point, mind- but that's only really necessary if you want to keep your customers alive.

Black Market (100 CP)- Running a business is far from easy. That goes double for any business that isn't, strictly speaking, operating legally… whether because you're cutting corners with the regulations or outright trafficking in drugs, weapons, slaves, sex, or fucking MONSTERS. Thankfully you know how to operate in the shadows, where such rules and regulations no longer apply. Transporting illegal goods, finding buyers or distributors for them, all while evading the authorities is something you have a great deal of experience with- and even if your business is legal, you can use these principals to get away with skirting regulations or find legal loopholes to make even MORE money by avoiding taxes and other costs of doing business.

Neutral Ground (200 CP)- Selling to tough customers isn't as hard as it sounds; but selling to multiple tough customers who want to kill each other is another issue. You wouldn't want to be caught in the middle of a vampire/werewolf blood-feud, now would you? Luckily, so long as you don't favor one side TOO much you'll find that it's shockingly easy to get away with such things. Supply the kooky cult leader with guns and trade with the agent trying to take him down all you like- neither will give you problems. This even extends to the bedroom, if you should happen to coax two mortal enemies into your bed at once… As a bonus, you'll also find it easy to set up shop in dangerous (or baffling) locations.

Haggling Pro (200 CP)- The age old issue of supply and demand. How much can you get away with charging? How much can you afford to pay someone? It's a question for the ages, and one you'll have to ask yourself frequently- thankfully, you get the answer right more often than not. Whether you're buying and selling personally or merely setting the standards for your company, you'll make record profits and cut down on all possible expenses in the meantime. Furthermore, you'll also find it much easier to convince people to use, how shall we say… 'alternative methods of payment'. This cuts both ways, so you'll be able to both give and accept sex in return for goods and other services. Your performance still matters, of course.

Corruption Incorporated (400 CP)- They say that money makes the world go round. This is shockingly accurate for you, as your palm grease goes much further than it should. Bribe guards to access exclusive areas; bribe the police to ignore your crimes; bribe politicians to kill an inconvenient law in its cradle; bribe people for sex. The allure of your money seems to erode morals, and in most cases someone refusing to bend the knee just means you need to sweeten the pot… Or you could offer them a stick instead of a carrot, as your threats seem to hold just as much weight- assuming that you can find someone's weak-point. Even those who could never be bribed might succumb once their family or reputation is threatened, after all…

Deal Hunter (400 CP)- Money, it is said, can't buy everything. While that may be true in theory, you seem to find incredible deals wherever you go. Discounts, two-for-one specials- the works! …more importantly, you have a knack for tracking down sellers of the most bizarre and esoteric things imaginable. Want to buy rare, historical, possibly magical artifacts? You'll be able to find a broker who deals in things like that. How about your own monsters? Hell; you can find people selling 'experiences' for nearly anything imaginable. And in a world like this, those 'experiences' may truly only be limited by your imagination… and your bank account. Although finding something truly unique or specific might require you to seek it out yourself.

OPERATIVE PERKS

Man in Black (300 CP, free Spook)- Whoever you work for, they gave you the best training you could ever hope for in your line of work- focusing, of course, on clandestine operations. Whether you're a spy, a member of a special forces team, or some other shadowy agent- you're one of the elites, the best of the best. That might not be saying much in a world like this; but when it comes to stealth, infiltration, and assassinations you'd be hard pressed to find someone who's better than you. Whether it's creating a new identity for foreign operations, leaving false trails for your pursuers, decoding secret messages, or anything else you might need in your line of work, you're at the very least capable of doing it competently. Not to say that nothing will go wrong, as they often do- but at least it won't be your fault for lack of training.

Undercovers Operation (100 CP)- Sometimes you have to go undercover- deep undercover. Seduction is just another tool in a spy's arsenal after all- or were you thinking of something else? In any case: you know what turns people on and can take advantage of that by changing your own looks and demeanour. This might not be the romance you're looking for, but convincing others that you want to fuck and seducing them into your bed- even if you'd really rather not- is easy enough. And even in the weird edge-cases where unnatural fetishes get brought into the mix you're pretty good at faking your enjoyment for their benefit.

Supernatural Diplomacy (100 CP)- Despite what it might seem like, not every creature of the night is something that has to be blown away with excessive firepower. Sometimes, it helps to take a gentler approach. You have a knack for getting into the good graces of supernatural beings; or at least, the ones willing to have a talk with you. The ones that are mindless, bestial, or just overly hostile might still need to be put down. But aside from them, you're just strangely likable to the creatures who get the chance to know you, and can easily strike up friendships (or perhaps something more given time) with the ones you meet. You also find it easier to get used to any strange 'quirks' your new friends might have.

Weirdness Censor (200 CP)- You may find that you have to work closely with certain supernatural elements; sadly, it's often hard to conceal these thing from prying eyes. That might be a problem- if you didn't have the uncanny ability to convince others that the supernatural has a logical explanation. The dead bodies weren't because of a ghost; it was a gas-leak. Your red-skinned friend is just wearing makeup. Move along, please. Although this works best BEFORE journalists get the chance to report on it, given the right resources it's possible that you could discredit any major leaks that happen, too. Although it might get you weird looks, even things like public nudity or sex can be explained away without too much incident.

Sexual Capture Procedures (200 CP)- Alright, so you've somehow managed to wrangle that big bad monster or evil artifact into a cell. Now what? It's not like they won't just break right back out the second they come to. Thankfully, you have the expertise required to create and/or implement the security measures needed to put these things away for good. It's… just a coincidence that so many of them happen to involve, er, bondage or other sexual activities. Or maybe it's a coincidence that you're so capable of finding those lewd 'containment methods' to begin with? Either way, you'll find that the majority of things you encounter can somehow be 'neutralized' with enough sexual intercourse- or the right TYPE of sexual intercourse- or the right TYPE of sexual intercourse in the right ORDER. Look… just don't think about it too hard.

Behind the Masquerade (400 CP)- There are some things that mankind is better off not knowing. The sort of things that wouldn't just keep them up at night, but would cause mass panic if they were ever found out. To that end, you have the experience and leadership skills required to run a vast conspiracy- something that involves not just yourself and your agents, but that might involve every single government on Earth. And, perhaps, governments BEYOND Earth as well. In any case, with you at the helm any secret organization would have no problems operating in the shadows, keeping the world at large safe and ignorant.

Mind Over Matter (400 CP)- They say the mind is the most powerful weapon we have. Turns out- it's also your strongest defense. Somehow, you've learned a variety of mental and spiritual techniques that allow you to fight back against a variety of exotic effects like mind-control, unwanted transformations, and even reality warping. This isn't an unbreakable defense, though. If someone has a stronger will, or simply keeps trying to break you down, then they'll probably be able to do it eventually. But it IS 'body-armor' against everything from mind-reading to outright reality warping- and they don't make vests that can guard against that yet.

PRIEST PERKS

Thy Kingdom Come (300 CP, free Priest)- …on Earth, as it is in Heaven. Whether you are a warrior nun or merely a humble man of the cloth, your religious order has given you the training and holy power to do the duties of a priest. You may consecrate buildings and graveyards to help ward them from the undead, demons, and other unholy creatures, and you can bless water to make it holy- making it highly harmful to such beings as well. Symbols of faith are powerful weapons in your hands, and may drive out vampires and demons when wielded by you. You are also ordained in less esoteric practices. You can speak the lessons of your religion skillfully, and you are allowed to marry, baptize, and perform similar religious ceremonies.

Purity of Spirit (100 CP)- Did He who made the Lamb make thee? Your spirit is like a lamb; innocent, virginal even. So much so that others will think this is the case even if you are very much not a virgin, or even if they're outright aware of just how much sex you're having! If there was a theoretical 'virginity detector', you would ping as being one even if you were in the middle of a sex sandwich at that very moment. As a consequence creatures that prey on virgins may be attracted to you, but ones that hold virgins in regard- such as unicorns- will also be friendlier, and so on.

Missionary Position (100 CP)- The Son went among beggars, thieves, and prostitutes to deliver his message; and as a good disciple, you should do the same. But, you have to admit… delivering your unique message to such individuals might be a bit hard. But there's no need to worry; all you need to do is be willing to lower yourself down to their level for a bit. To put it plainly, having sex with someone is now a good way for you to spread whatever message you're trying to sell them.

I'm Sorry Daddy, I've Been Naughty (200 CP)- No, no, no! It's "Forgive me Father, for I have sinned!" Ugh… well, they'll get it right eventually if you have anything to say about it. For when you are involved, a romp beneath the sheets is as good for the soul as a confessional- your lover squealing their sins into a pillow, begging for you to absolve them of their sins HARDER, DADDY- er. If they've been especially bad then you may have to think of some additional punishments for them; spanking, maybe? But by the end of it, their soul will be as clean of sin as if they had said a hundred Hail Marys and Our Fathers. And as the one who administers penance, so to will your soul become cleaner by doing so. A clean spirit is easily tarnished, though, so it may be important to schedule multiple sessions in advance…

Reverse Corruption (200 CP)- It's one thing to clean a dirtied spirit; it's quite another to take a soul that is utterly depraved and bring it back to the light- or into the light at all, if it was never there to begin with. But somehow, having a relationship with you has a way of doing just that. Going on dates, interacting with someone romantically, and (naturally) having sex with them will slowly but surely make them a better person, helping them cope with whatever traumas and troubles they've taken up. Drug addiction, mental illness, villainy and any number of other sins and vices can all be dicked away with enough effort on your part. Chances are they'll be very grateful to you for doing it, too.

Holy Avenger (400 CP)- You aren't just a priest; you are a Crusader, a Paladin, a defender of all the faithful. Your status has afforded you additional holy powers, the least of which is the ability to detect evil and other foul unholiness wherever it may be found. You'll identify it on sight, and if such things gather in numbers you'll be able to detect them from an even further distance away. Second, you may serve as a holy beacon to others; rallying them and striking fear into your enemies. Last but not least is your 'smite'. Your weapons may be blessed with your holy power, making them much stronger against evil beings- and you can do the same thing to your other 'sword' (or 'sheathe'). This will make your 'weapon' especially pleasurable to the unholy creatures and sinners you are smiting, and might make for a convincing argument to join your side.

Ezekiel 23:20 (400 CP)- What you are about to do has not been approved by the Vatican. And yet all religions would recognize your genitals for what they are- a holy relic, on par with the Holy Grail itself! Your cum is something akin to powerful holy water; exorcising spirits and demons, and even turning fallen angels back into holy servants of their deity. This holy substance purifies corruption of all sorts nigh instantaneously, expelling it from the bodies of those you fuck and even the environment should you allow it to spill on the ground. Naturally such things will fail to find purchase in your holy flesh as well, as ghosts, demons, and corrupting magics all find themselves unable to find purchase in a body as holy as yours.

PREY PERKS

Prime Fuckmeat (300 CP, free Prey)- There's a certain charm about you that transcends species, or even sapience. It's not attractiveness in a conventional sense, so much as an inherent feeling that you would make a good sexual partner. Even people who wouldn't normally date outside of their species or gender will feel it, and even non-sapient monsters and beasts will feel the urge to copulate with you- even if they'd ordinarily lack any sort of sex-drive to begin with! Not only that, but your body is somehow capable of satisfying them all, even if your anatomy is wildly different from what they're used to… or if you won't necessarily survive the experience. However, this can't be directed selectively. You'll be an attractive potential lover or mate to everyone… and everything… you meet. Good luck with that. This Perk can be toggled off, if you'd like.

Run and Hide (100 CP)- What is someone like you going to do against a monster? Nothing. Your feeble attempts to fight back won't do anything, so the best thing you can really do is… run. Hide. Try to escape, or at least delay the inevitable. At least you're good at doing those things; you can run a mile pretty easily, and small obstacles like roots, stones, or ditches are something you can spot and jump over with ease. You can spot good hiding spots pretty easily, too- closets, beds, anything you can fit in, under, or behind without giving yourself away. It's too bad that some people and creatures actually relish the hunt…

Defeated by Dick (100 CP)- Maybe you're not a helpless little thing. Maybe you're a big strong heroine, ready to take on any monsters you come across? Well, you might still be doing that in one way, because this makes it so that the more strong or beautiful you are, the more pleasurable it feels when you get fucked by someone weaker or uglier than you. If a group of goblins somehow managed to get one over on you then you'd be in utter ecstasy; perhaps you'll even wish to seek out such encounters on your own... In addition, this perk has two toggleable effects. The first makes it far more likely that you'll somehow lose to weaker opponents, even if it's contrived- like getting pinned under something heavy or being overwhelmed. The second makes you far more likely to attract 'weak' and/or 'ugly' rapists to take advantage of you.

Love Bite (200 CP)- There's something about you that monsters- and maybe even other people- just seem to find absolutely… delicious. Is it your cum? Your blood? Your tears? Your flesh and bones? All of the above? Whatever it is those that get a taste can't seem to get enough. Just a little taste and they'll be hooked. If you're lucky and they're rational they might decide it's better to keep you around rather than draining you dry. If not… well, it does feel strangely good when people 'feed' from you, so maybe it won't be so bad… In addition, this perk has a toggleable effect of attracting vampires, cannibals, and other man-eaters to you.

Masochism (200 CP)- You clearly like pain if you're thinking about taking something like this. Now at least you're guaranteed to get some additional enjoyment out of it, because whenever you feel pain you're going to feel at least some pleasure at the same time. Getting slapped, punched in the stomach, even bitten? It's all going to feel great. Even emotional abuse will feel good; getting humiliated, tortured, or forced to do degrading things providing no small amount of satisfaction during and after the fact. It won't dull those unpleasant feelings entirely; but it can definitely take away some of the edge. This can be toggled on and off.

Too Sweet to Eat (400 CP)- Once you've satisfied one hunger, what's stopping the monster that fucked you silly from satisfying another, more literal hunger? Sex is hard work after all, and prime fuckmeat is still meat at the end of the day. But you, you're too sweet to eat… maybe it's just that they want to keep you around to pump out children, or maybe they just want to keep using you. But either way, once you've been captured and toyed with your abductors and rapists tend to want to keep you around instead of just killing you and being done with it. It might give you the chance to escape; or maybe it just means your bad-end is one of indefinite amounts of rape instead of one of murder or predation. Just pray that dead isn't better.

Will to Live (400 CP)- Some people are just made of sterner stuff. You're one of them, though that doesn't mean you're necessarily strong or anything. It's just that you can take a ludicrous amount of abuse and keep on ticking. It'd be one thing if you just got the shit kicked out of ya; but I'm talking about massive trauma, blood-loss, even something like having all your limbs sawn-off so that some sick fuck can turn you into a living onahole. You'll still need medical attention, but you won't have to worry about bleeding out nearly as much. Hopefully someone will manage to save you before that becomes a problem.

ROMANTIC PERKS

Romance for the Ages (300 CP, free Romantic)- In a world where most people seem to look out for themselves and horrors lie around every corner, you… are just genuinely a romantic at heart. Someone blessed with the ability to intuit exactly what their girlfriend/boyfriend wants for dinner; what gifts they'd appreciate; what movies they'd like to see… and what they'd like to do in the bedroom, once you reach that stage in your relationship with each other. You're also skilled at making love- not just the wild, clumsy fornicating that so many others engage in, but the tender, sensual sort of sex that makes toes curl in ecstasy. It wouldn't be an exaggeration to say that you could probably successfully romance a god, if you ever reach the point where you're on speaking terms with one, such is your skill in the art of seduction.

First Impressions (100 CP)- It's one thing to approach a pretty girl you're talking to for her phone number. It's another thing entirely to try and do that with someone who isn't even human. That first meeting with someone can already make or break the possibility of a relationship. Luckily, when it comes to the people you're interested in you always seem to find a way to make a good first impression- if not making yourself seem like a potential romantic partner, then at least making yourself seem like someone they could tolerate. From there it might be up to you to take things further, but that first step is often the hardest anyways.

Harkness Test (100 CP)- It's usually pretty easy to tell if a person is capable of giving consent. But when the category of 'people' potentially includes alien worms, slimes, and all sorts of things that don't look remotely human and can't communicate with us it's a lot harder to tell. Is it flirting when that tentacle touches your leg, or is it an animal wanting to be petted in a non-sexual sense? But somehow- you just know. You can tell when even the strangest of creatures is 'of age' for their species, as well as if they're even sapient or not- all on sight. Communicating might still be an issue afterwards, but- well, 'body language' is sometimes easier to read anyways, and the language of love is pretty universal.

I Should Not Stick My Dick In There (200 CP)- HOWEVER. You still want to do it. And by God, you're not going to let the fact that you're basically fucking a vagina with teeth stop you! Somehow, you can find a way to have 'safe sex' even when the anatomies involved are completely alien to each other- or even outright hostile. It might take a bit of creativity, of course, to fuck a monster whose orifices are basically blenders in a way that doesn't end with your cock getting mangled- but where there's a will, there's a way.

The Monster's Bride (200 CP)- You've done it; you've accomplished the dream of every man on the internet and gotten yourself a monster girl waifu. Sadly, you were later kidnapped, raped, and eaten by a different one later that same month. No, wait, scratch that- your waifu managed to save you in the nick of time. With this, your girlfriends, husbandos, lovers, or whatever your have seem to have a 'sense' for when you're in danger or about to be in danger. Not only that, but they'll even get a boost to their supernatural powers when it comes to trying to save you; letting them push themselves past their limits when you're in peril. It's no guarantee that they'll manage to reach you in time if you're apart- but it'll certainly help.

Star-Blessed Lovers (400 CP)- So you've got this person you like. Maybe she's the girl next door; maybe she's a squid-faced Outer God from beyond space and time. In any case, once you find that one person that you're genuinely attracted to it'll almost be like the universe itself is rooting for the two of you to get together, smoothing over any issues the two of you might have as they come up. She's alien royalty and you're a peasant? A loop-hole might be discovered that allows you two to marry anyways. Your partner isn't even capable of what humans call 'love'? You'll find a way to make their heart go Doki Doki anyways. As an added bonus, you'll also be 'forced' to interact with each other for various reasons- be they serious or seriously contrived- giving you many more opportunities to work your magic.

True Love (400 CP)- It's an unfortunate fact of life that so many marriages end in divorce, or inevitably deteriorate to the point where both partners bicker more than they even hug each other. When your partner is an immortal deity, you have to wonder: how long will it take before they just get bored of you? But you don't have to worry any longer. So long as the love between the two of you was genuine, at any point- it will persist, even unto eternity, without diminishing from your best days. This isn't mind-control; it's just that the problems and arguments you have will be secondary to the love you feel for each other, so unless a truly serious issue or betrayal occurs you'll be able to find a way to reconcile and move on before too long.

SCIENTIST PERKS

Mad Science (300 CP, free Scientist)- You are a scientist, but not of any field that we would recognize today. You might be an alchemist, transmuting matter and creating new life in your laboratory; or you might be a master of steampunk technology, building automatons and lightning guns with gears and Tesla coils. A more modern example might be cybernetics, only your cybernetics would go far beyond what we are capable of- replicating sensation, or outright granting superhuman strength! A virologist could potentially do all sorts of fun things with viruses, especially if they're the sort that turns people into zombies and mutants… But in any case, you are free to choose anything suitably 'down to Earth'- in the sense that hyper-advanced technology like laser guns or FTL space-ships are out of your reach… at least, for now.

Volunteers, Anyone? (100 CP)- You'd be surprised at how quickly you can find willing test-subjects for even the most sketchy, obviously amoral, or downright sexual experiments. Or maybe not, because you never seem to have that problem. Sure, you might have to pay well (or accept that people who are desperate enough to get strapped into your scary machines for a couple bucks probably aren't the highest quality of guinea pigs one could hope for) but at the end of the day all that matters is you have someone willing to take your pills and take your surveys. Assuming that they don't turn into something that can't hold a pen.

Perverted Experiments (100 CP)- There's nothing wrong with experimenting in the bedroom; but you take it to a whole new level. The creativity of your sex acts is well-matched by your perversion, and you always seem to have some way of 'spicing things up' in a way that you and your partner appreciates. In particular, you're a savant when it comes to making sex-toys. It might be as simple as creating something smooth and wet to fuck with the ingredients found in a kitchen, or as complicated as building a rideable dildo machine in your lab; either way, they're good enough that they'll probably see a lot of use in this world. Other sexual inventions will also be easily imagined up and invented by you in accordance to your specializations.

GONE SEXUAL?!? (200 CP)- Experiments go wrong sometimes. If you have the proper safety procedures they probably shouldn't get too out of hand- but you never know what'll happen if you're in unknown territory. Luckily, when YOUR experiments go horribly wrong- or horribly RIGHT- they do so in sexual ways rather than fatal ones. A monster you're studying breaking loose would result in a lot of rape rather than being torn apart, a failed gender-changing potion might make you the best of both worlds for a while, and an attempt at giving someone super-powers might turn them into a bimbo instead. You might still have a mess to clean up or a new problem to figure out, but it's probably easier than cleaning up bodies…

Turning On Their Master (200 CP)- It's every scientist's fear that the thing they create will be the herald of their own destruction. You are fortunate enough to know that this will never be a problem for you. So long as you treat your 'living' creations with the barest modicum of respect they will be loyal to you, and to you alone. Even loving you, should you be kind to them- and certainly willing to express that love in carnal ways, if you're willing to ignore the pseudo-incest. You SHOULD be wary about how your creations express affection, though, especially if they're the tentacular sort of monster that's popular nowadays…

Omnidisciplinary (400 CP)- Ah; it appears that you're something of a Renaissance man. Or a Renaissance woman. Or… well, you get the idea. In any case, your mastery of the sciences has allowed you to make your disparate areas of study work together. Perhaps you've learned how engineer viruses that transform people into robots; or perhaps you've even learned how to combine magic and science to create magi-tech? In any case, you'll find yourself capable of combining your different areas of study in new and exciting ways. Cooking up a legion of half-vampire, half-werewolf hybrids should be a cakewalk now!

Sufficiently Advanced (400 CP)- It's one thing to create something new from scratch. It's another matter entirely to take something and change it until it's indistinguishable from what it was. But you've learned how to do just that, and now you can replicate supernatural phenomenon with enough time and study. Creating technology that replicates the abilities of ghosts or reverse-engineering alien tech that should be literal light-years ahead of what humanity won't necessarily be easy- but you will be capable of doing it. Of course, you'll need samples and test-subjects to get everything working just right…

SLAYER PERKS

Monster Hunter (300 CP, free Slayer)- There are things out there in the darkness; things that most people couldn't ever hope to fight. But you? You can- if not head on, then with the right tactics, traps, and knowing what your target is vulnerable to. You've gained a hunter's instinct for such things, and know how to recognize and track even the most human-like of prey. You're capable of devising traps and ambushes that should allow you to get a heads up on your target, as well as how to identify their weaknesses- be it something like garlic, silver, or some weakness in their anatomy. Taken all together, your expertise would give you a fair shot at killing or capturing even supernatural creatures.

Fearless (100 CP)- It takes grit to be able to stare into a monster's face without flinching, whether you're fighting it or… about to do something else with it. You might not be entirely fearless, but THAT is something you can do. The unnerving appearances of other people, monsters, and so on alone are no longer enough to cause you fear. Wariness, sure; you can still be very aware of how dangerous something is. It just won't make you feel that unconscious fear that can make you slip up, or hurt your partner's feelings if you bump into her in a dark hallway. Your fear also does less to hinder you in other situations, too, like combat.

Kama Sutra (100 CP)- A body's limitations are not defined by its strength alone, but also how it is able to adapt to the pressures placed upon it. Your body is quite good at that, being about as flexible and dexterous as any human could reasonably expect. Your dexterity could allow you to accomplish impressive feats of parkour, and doing advanced aerobics or yoga would be a cinch for you. Somehow, you can also take longer or larger insertions than should be strictly possible, too- not to ludicrous levels, but a fat foot-long cock is more liable to leave you with a tummy bulge rather than tearing anything. If you have a cock yourself you'll find it's easier to squeeze it into tight spaces without any fear that you'll break anything, too.

Martial Artist (200 CP)- If you're planning on actually fighting monsters, then you're going to need more than a rocking bod to do so. You need discipline, and training- or at least a fighting-style you can fall back on. You've learned something like that; it could be what most people think of when they hear about martial arts, like Karate or Judo. Or it could be that you've picked up some skill at swordplay, or even learned how to use firearms like an expert marksman- it's all martial arts if you do it with enough artistry, after all. Whatever it is, you're skilled enough at it that you could conceivably fight monsters and people with powers using it, which is… pretty crazy, when you think about it.

The Family Business (200 CP)- You're not just a kick-ass monster-slayer; you're a kick-ass monster-slayer who happens to come from a long line of kick-ass monster slayers. Your family's training has doubtlessly left you prepared for almost everything you could encounter in this world, even if it's just knowing when you should throw in the towel and call the army- or the Vatican. The exact nature of your training is yours to decide, and may or may not include handling whips… but applying the same principals to other creatures should be easy enough. Whether it's designing specialized weapons (or sex-toys) or actually fighting (fucking) them, your talent will ensure your family tree has plenty of time and opportunity to grow.

Peerless Slayer (400 CP)- At the end of the night, if there's one thing that could be said about you for certain… it's that you do your job very, very well. Your preternatural reflexes and incredible intuition for combat allows you to topple giants, slay dragons, and go man-to-monster with legendary beings who, by all rights, should be capable of swatting you like a bug. Instead they'll find themselves cut down with masterful strokes, or by a death of a thousand cuts if it comes down to it- all while you dance between their blows, unharmed. Your skill will serve you well in the bedroom as well, with the results being no less impressive thanks to your seemingly endless stamina.

The Legendary Demon Layer (400 CP)- Ho-boy, if there aren't already legends about you then you're about to make some with something like this. When it comes to handling monsters, there's no one better. Demons tremble in your wake, and even eldritch gods give pause when you're around. In short: your cock and/or pussy is super-effective against monsters. Even the biggest and baddest ones will be reduced to quivering wrecks in the face of your prowess. Bizarrely, this tends to have the side-effect of mellowing them out a lot as well. The really evil ones might still be on the black side of the morality scale- but around you, they'll only be naughty in the bedroom. It makes for a fine alternative to killin', to say the least.

SLEUTH PERKS

Bloodhound (300 CP, free Seeker)- The tell-tale signs of a struggle; the discarded cigarettes of a kidnapper lying in wait; the weapon used in a murder- it's as if you have a sixth-sense for where these 'clues' might be hidden, including potential witnesses. But there's nothing supernatural about that. No; you're very aware of the supernatural, and how it can influence an investigation. So much so that you have an intuitive sense for when it's involved. Reconciling what you know of the arcane with the evidence available to you- and determining if certain elements of a crime or intrigue are possible only because of the influence of otherworldly powers- is simple. And it would take an outlandish amount of effort to fool you when you've done your due diligence in going over the clues, talking to witnesses, and eliminating other possibilities.

Mystery to Solve (100 CP)- You have a strange habit of coming across 'mysteries' that need to be solved. It might be because you seek them out; or it might be that these enigmas are seeking YOU out. Although these conundrums do not always revolve around sexual elements, you've also noted a pattern for what sorts of… 'payment' is offered for solving them. Find out who's been strangling prostitutes and the madam herself might have a go with you under the sheets; find evidence of an unfaithful husband, and his wife might fuck you as part of her own revenge. Of course there's nothing stopping you from asking for an actual fee, too- though you should be tactful in asking for it if you don't want to lose out on the 'bonus'.

Enhanced Interrogation Techniques (100 CP)- People say all sorts of outlandish things during sex. In your case: your partners tend to have sudden moments of clarity when you're intimate with them; moments that tend to reveal the pertinent details of crimes they've witnessed. And if they happen to be the guilty party? Chances are they'll let slip some detail that gives them away . The trick, then, is getting them to be intimate with you in the first place… Hopefully it won't be too hard for a person of your talents, as simply raping someone is far too crude to work. Unless, of course, your suspect is into that sort of thing.

Sympathy for the Devil (200 CP)- Although normally it would be a poor thing to profile someone based off of their appearance… in this case, it's probably safe to judge the tome bound in human-skin by its cover. But to be on the safe side: you seem to have a knack for determining whether a creature is truly evil, merely misunderstood, or even harmless- based solely on observation alone. Although this might not let you determine if they're innocent of a crime, it will let you know how 'innocent' their intentions are- even if they lack human morality to begin with! Whether they're a suitable partner or not is another matter entirely… but then, you ARE an investigator, aren't you?

Foes to Fuckbuddies (200 CP)- It's odd how you develop these strange, playful relationships with your nemeses. One moment you're foiling their evil scheme, the next you're battling it out on top of a rooftop while trying not to fall to the rain-slicked cobbles below- and the next morning you're waking up in their bed to the smell of breakfast cooking downstairs. How do you do it? You might not be able to explain it yourself, but all you need to know is that your enemies will tend to find you rather attractive. So much so that they'll be willing to ignore all that nasty business from earlier in your relationship. Whether this new twist in your relationship will make them recant their ways is another matter- but it's still very enjoyable.

Sixth-Sense (400 CP)- Somehow, one of your senses has evolved far beyond what should be humanly possible- reaching the realm of the supernatural and esoteric. Perhaps the presence of magic burns in your gaze, illusions and the invisible things failing to escape your sight. Maybe you can hear and see the dead and other spiritual beings. Perhaps you can even taste guilt and lies in the air? Whatever your senses tell you, it should certainly be useful in an investigation, as well as in your daily life. Just be careful; for if you can see things that no one else can, then chances are they can see YOU as well.

Privates Investigator (400 CP)- The rapist was approximately 6'3", enjoyed brandy, and had the head of some sort of horrific spider. How do you know all this? Why, it's elementary, my dear. To summarize- you have a wide and eclectic assortment of knowledge, trivia, and so on as well as a brilliantly analytical mind, suited for deduction. A mind that you can easily put to use in the bedroom, should you wish, locating your partner's sensitive regions and being so in-tune with them that you know what they want before they do. To a lesser man it might even seem like magic- but even if a wizard were the culprit, you would be able to discern his motive, the method he used, and probably the type of tobacco he smokes in his pipe, as well.

SURVIVOR PERKS

Innawoods (300 CP, free Survivor)- You can survive anywhere. In the woods, in the desert, on the fucking streets if that's what it comes to. Finding food, water, and shelter in a wide range of environments is only the beginning of your expertise, though. You also know how to create snares and other basic traps for catching animals, and you have basic knowledge of just about every type of firearm there is. When it comes down to it you could probably build your own shelters, too- starting out with a lean-to made out of sticks and gradually working your way up to sipping root tea in a cabin you built with your own hands. Needless to say, but you also know how to cover your tracks and minimize your presence in case of pursuers… or predators. You'll never know what you'll find out there, and this is a scary-fucking world. Literally.

Solo Survivor (100 CP)- Isolation and loneliness can be brutal on your psyche. Anyone who's been in solitary confinement can tell you that. But you don't seem to mind it all that much- for you, it's as if only the beneficial side-effects of being alone are a thing. You could spend years away from civilization without a problem, and if you ever need to feel another human's touch- well, your hand works just as well. And if you do happen to run into someone? You'll find that your social skills haven't degraded at all, even if they haven't necessarily improved either.

Unkempt Hunk (100 CP)- It's dirty living, but it's a living. Heck, it can be a benefit to you at times- it helps hide your scent, for one! And the dirt and blood has a way of accenting your appearance, too, rather than detracting from it. But you gotta admit that it's not ideal if you plan on having sex. Thankfully, that's not a problem for you anymore. Any dirt, mud, blood, or other 'dirty' things covering you seems to slide right off with a little bit of attention, leaving your body (and fun bits) miraculously clean… Or, if you feel like that sort of thing 'adds to the experience' than you just won't have to worry about things like diseases or infections. Either way this applies not only to yourself, but to your partners as well.

Booby Trap (200 CP)- A man's home is his castle, and you know how to defend yours: with pots of boiling oil, and little holes you can shoot your crossbow through. Less medieval defenses are also possible, though, and generally speaking you can turn any structure into a nightmare for anyone trying to take your virginity by force. Throwing together bombs and rigging firearms up to a trip-wire is one thing, but your less-lethal traps are somehow sturdy and tricky enough to catch monsters- real monsters, mind, not old man Jenkins or the Feds. Just be careful that the wendussy doesn't make you act strange when you catch it, brother. Just because she's got her horns stuck in the washing machine now doesn't mean you're outta the woods yet.

Jury-Rigging (200 CP)- It's one thing to be handy enough to build a cabin. You, on the other hand, could make all sorts of stuff, even just with the things you could find lying around the home. Whether it's stitching animal hides into clothing or making actual pipe-bombs, you can figure it out. You even know how to make your own ammunition- not just handy if you need a reload, but if you're fighting werewolves or something you can make special bullets out of silver, or whatever substance the monster of the week is vulnerable to. Stuff like that, and all sorts of other improvised weapons, are easy. Eh? Sex-toys? Yeah, those too.

Got Your Shots (400 CP)- For some reason, most of the crap that's going around these days seems to slide right off your back. Zombie plagues? You won't even get the sniffles. Mutagens, or even just radiation? Not a thing. Parasites? Well, shit- if that other crap doesn't kill 'em your body will! Essentially, if it's based in 'science' or has a 'logical explanation' your body can fight it off if it tries to do anything to you. Now, metaphysical corruption? Daemonic possession? …THAT'S the sorta thing you gotta look out for. Flintstones gummy vitamins ain't gonna do shit against that, and so you'll be vulnerable to it, too.

Stash Finder (400 CP)- It's amazing what you can find if you just look around a bit. Not just food and water; but stuff like medicine, clothes, tools, bullets, money, alcohol, condoms, pornography, and other essentials. Not only can you find these things in otherwise hostile environments, but they'll even show up in places where you would never expect to find them in the first place. Ancient tomb? Med-Kits. Spooky mansion? Spare ammo. Forest? Box of perfectly preserved Playboys. You rarely find these things in an outright 'trove'- although you do tend to find these things a lot more both before and after big fights- but rather, you usually find them all over the place, usually placed in a conspicuous manner. Or you loot them off the things you kill, even if they shouldn't have a reason to be carrying Spanish gold to begin with.

THIEF PERKS

Robbin' Hood (300 CP, free)- You might not be quite on the level of a master; but your abilities as a thief are still great enough that the chances of getting caught are damn near close to zero. Stealthy burglaries, pick-pocketing, and heists are what you're best at. You know how to stay unseen and unheard by guard, camera, and bystander, and you know how to pick many different types of locks and even crack safes. And should worst come to worst your feet are just as quick as your hands- allowing you to make a speedy getaway, even if it carries you over rooftops, across crowded streets, and through inhabited buildings. Perhaps most important of all is your ability to plan your crimes, ensuring that- assuming everything goes according to your designs- you're able to get in and get out without getting caught.

Smuggler (100 CP)- Sometimes you need to conceal the tools of your trade; and sometimes, you need to smuggle the thing you're stealing out without getting caught. Luckily, you're quite good at doing both of those things. Concealing lock-picks or other small toes on your person is easy, even if you're stripped down to your underwear, and in an absolute worst case scenario you're quite good at making things… 'fit' inside of your body. Or in someone elses, if it comes down to it. A bit extreme, but you'll find this method is somehow capable of fooling x-rays, metal detectors- anything short of an invasive bodily search.

Trap Spotter (100 CP)- Ancient tombs and forgotten ruins might be bursting with loot… but they're likely filled with traps and other hazards in even greater measure. Thankfully, you have a knack for spotting booby-traps, and even disarming them if possible. Your ability to spot hidden mechanisms has also allowed you to locate hidden doors, secret passages, and so on… And yes: you can also tell when someone is concealing parts of their anatomy, no matter how convincing (or confusing) their appearance might be.

Gentleman Rogue (200 CP)- A thief is a criminal, not to put too fine a point on it. And yet… isn't there something strangely alluring, even romantic about that? The allure of walking on the bad side is to your benefit, as you find it possible to charm even stalwart heroes into taking it easy on you… or getting rough in the sack instead. Your flirting will even have an effect on those you've stolen from in the past, though only to a point. Minor thefts will be written off as "gifts"- but not ones of great value, monetary or otherwise. And so long as your crimes aren't violent in nature you'll find that many lawmen (and women) are willing to look the other way even if you get caught red-handed, so long as you're willing to service them.

Art of the Con (200 CP)- When it comes to lying there's no one better than you- or at least, you could make such a claim with what appears to be complete and utter sincerity. Although you could probably give acting a fair go, too, what you really excel at is using your silver tongue to trick people. Make them give up their money, their hospitality- even swindle them into having sex with you, if that's how you want to get your jollies. Plausibility helps, and even a small nugget of truth will help you sell the larger fibs- though the truly outrageous ones might require a bit of fabricated 'evidence' of some sort.

Lucky Break (400 CP)- It would seem that you have that most valuable of things that cannot be stolen: luck. As if the invisible hand of fate itself was guiding your path you'll find that matters of chance almost always favor you, and that danger will often pass you by if chance would permit such a thing. More importantly, you'll also find numerous opportunities to advance your own wealth and status. It could be something as simple as overhearing that a valuable treasure is arriving at a nearby museum, or as complex as finding a treasure map that will lead you on a journey across the globe; either way, following these opportunities will surely make you wealthier and more experienced… if you survive. As a bonus you'll also have plenty of lewd accidents happen around you, like bumping head-first into the chest of an attractive woman.

Phantom Thief (400 CP)- Your skill at sleight of hand might be more appropriate for a stage magician than a thief. Certainly, the thefts you're capable of pulling off may seem like they're the work of magic rather than skill. Your hands are so light and careful that you could steal someone's undergarments with them being none the wiser, to say nothing of the valuables they carry. At the same time, you have a knack for non-lethally knocking people out with just a few seconds of pressure on the neck, or a quick blow to the head. Squirming your way out of rope bindings, handcuffs, or jail cells with nothing on hand is child's play, and even some locks can be opened merely by hitting or jiggling them the right way. Finally, fingerprints, stray hairs, and even 'fluids' seem to disappear when you do, leaving not even a trace of your presence.

TROOPER PERKS

Man in Uniform (300 CP, free Trooper)- There's a lot of things you can say about a man in uniform, and even if not all of 'em are good you seem to exemplify one of the big ones: the ability to take command. When shit hits the fan and monsters start crawling out of the wood-work, you're one of the people that others turn to for help, who others rally behind. It's as if you have a palpable aura of authority that makes you seem like the natural choice for being a leader- and it helps that you look damn good in your uniform, too. Naturally, this is in addition to the soldiering, police, or even body-guard training that landed you your uniform in the first place. Hopefully it'll help you keep your shit together now that you're in charge.

Red Baron (100 CP)- Some soldiers are little more than faceless grunts; others can turn the tide of battle all on their own- or even wage a war of their own, if they're just that good. Whether you're that skilled remains to be seen; but if you are- or have some other signature you're known for- then you'll quickly find yourself gaining a notable reputation on the battlefield. The effect on morale will be palpable, for better or worse, and to top it off you'll also benefit from standing out from the crowd- not just among your fellow soldiers and the enemy, but with civilians as well. Just pray that you can live up to your own reputation, rookie.

Going Down on the Ship (100 CP)- Knowing how to drive is pretty much essential in this modern world of ours, but the military has all sorts of fun vehicles you can take for a spin. Although most of the bigger boats probably need a few helping hands to run, you have the ability to pilot or drive almost anything else. All on your lonesome… with a hand tied behind your back. Trucks, helicopters, motorcycles, fighter jets… not only that, but you can do so under duress or when you're being… distracted by the pretty girl sitting next to you. With her hand in your lap. If you catch my drift.

Earn Your Stripes (200 CP)- Competence is in sadly short supply nowadays; but that just makes the people who actually have it all the more special. So long as you can tell your head from your ass and can handle the other basic duties of your job, your superiors will be far more likely to take notice of you and your accomplishments. Happily, this means that you tend to get brought up when the topic changes to awarding promotions, or… awards. Or rewards, for that matter. If you're competent enough, climbing the ranks of any organization you're a part of will be a peace of cake.

Disciplinarian (200 CP)- The battlefield is not a classroom, and you are not a teacher. When you put a gun in someone's hands, they had damn well better be ready to learn how to use it because they might not get a second chance. You are a teacher, not of any one skill-set, but of discipline, diligence, and duty- something that can be applied to any number of other subjects in life, from fighting to fitness. Including the bedroom, perhaps? 'Whipping someone into shape' might take on a different meaning when you do it there, though. Furthermore, your training actually STICKS for the most part- whether it's in their minds, or their routines.

Model Major General (400 CP)- It's one thing to look like you know what you're doing; it's quite another to ACTUALLY know. If you're just a figurehead, all you're doing is giving your soldiers something pretty to look at while they march to their deaths. Thankfully, you have all the abilities required of a great leader of soldiers. You can get people from all sorts of backgrounds to work together in a way that almost beggars belief, in fact, and when the situation is dire enough you can even get mortal enemies to work together under your command. While you naturally excel at planning out attacks, when you lead your men yourself you'll find them fighting with skill and ferocity far beyond what their training has given them. And while it may be a conflict of interest, your men and women will also tend to find you extremely fuckable, as well.

Man With A Gun (400 CP)- With a gun in hand, mankind has conquered some of the most dangerous places on our world. In your hands a firearm- or indeed, any projectile weapon if you'd prefer something more primitive or high-tech- is an instrument of destruction, embodying this ideal. Your ability to aim is improbable, and while you could be one of the most feared snipers on the entire planet you're just as capable of hitting a bullseye from across an entire field with just a pistol, such is your precision. You're so good that you can even ricochet your bullets to hit targets that you can't quite get an angle on otherwise. Or just getting your cum in their eyes from several yards away, if you're feeling especially brave. On top of all that, your weapons will even seem to do more damage- harming even superhuman creatures with ease.

VIRTUOSO PERKS

Idol (300 CP, free Virtuoso)- As an artist- be it a writer, singer, or even something like a cook- your skill in your chosen field is great enough to make a living off of talent alone. But in truth your artistry could just as easily make you famous; a sensation, even! For while your regular work is good enough to merely scrape by, really applying yourself will allow you to create works of art worthy of any museum or gallery. Whether it's writing popular songs or cooking gourmet meals becoming famed for your talent will be a piece of cake- as will gaining the fortune that comes with that fame. Importantly, your own popularity will reflect that of your work- making it far easier to be recognized by your adoring fan-base, unless you decide to work incognito.

Public Display (100 CP)- Vulgarity is vulgarity, and art is art. A naked man would and probably should be arrested for indecency; but if that man is made out of marble, his naked form becomes something to be admired, even in public. The definition of 'art', of course, is usually highly contentious, especially in this modern era. However, when you create something that could be called 'art' you'll find that you have very little trouble displaying it in public, no matter how lewd- or 'performative'- it is. So long as it isn't actively being harmful, your display piece will criticized, admired, or even ignored- like any public work of art.

Amusing the Muse (100 CP)- Artists often take inspiration from their lives, and who better to provide inspiration than someone that they have a romantic interest in? Love is one of the most universal feelings out there after all, as is lust. Now, the object of your romantic feelings are far more likely to become attracted to you in kind when presented with artistic proof of your love, planting seeds of interest where none existed and making them grow exponentially where they did. Soon, they may even offer to 'pose nude' for you.

Starving Artist (200 CP)- It's a sad fact that art, and especially artists, aren't always appreciated like they should. When people are living day to day, art and creativity are often the first things to go- and that can leave artists hungry and out in the cold. Luckily, you're adaptive- and can find ways to ply your artistic skills no matter where you go. Whether it's singing for your supper, painting houses instead of portraits, or writing news articles rather than books you'll find a way to manage. Furthermore, you tend to have a good deal of luck in attracting 'patrons'. Whether it's a single rich person that enjoys your work or an entire crowd willing to fund your work, these people can make it all possible. Though, they might have additional demands or expectations now that they're donating money. After all, they aren't only fans at that point.

Timeless Inspiration (200 CP)- In the art world, new work can top charts and wow critics- and be entirely forgotten the next day, in favor of the next big thing. It's very rare for art that's even just a decade old to enjoy the same popularity that it had when it was new and exciting. Except, of course, for those true, timeless classics- those once in a generation pieces that reach across generations, enjoying popularity among young and old alike long after it was made. Your works have this 'timeless' quality, ensuring that they'll be just as popular in the future. This won't salvage bad work; but it will make the good more enduring.

Audience Participation (400 CP)- A skilled artist is capable of skillfully weaving their intended values into their work, impressing upon their audience the morals or message they wish to share. The greatest artists do so while inspiring their audience to act upon those things at the same time. A revolutionary book that inspires those who read it to enact violent change against their king and country, a song that preaches peace quelling riots or stopping pitched battles in their tracks, even a statue that tempts those who view it to engage in orgies! Crafting a masterpiece such as this requires you to genuinely believe in what it's trying to say, because that genuine feeling inside of you is what will inspire others in turn. Recreations- recordings of a song, photographs and the like- will also bear this effect, albeit to a lesser extent.

Anomalous Artistry (400 CP)- In a chosen area of artistry, you have reached a level of mastery that goes beyond ordinary talent and has reached the realm of divinity and magic itself. With a brush, you could paint portals to fantastical worlds of your own design; with a hammer and chisel, you could hew beautiful living beings out of marble; with your voice, you could enchant and mesmerize your crowd. The effects you are able to achieve and their strength will depend heavily on the tools and materials you use, and demand nothing less than perfection- the slightest flaw could spoil everything. Though of course your own technique is beyond reproach. But if everything goes perfectly there is no end to the wonders you could create.

WITCH PERKS

Double, Double, Toil and Trouble (300 CP, free Witch)- Whether you were formally apprenticed, joined a coven, or simply taught yourself, you've learned the fundamentals of spell-work, potion-making, and ritual-craft With your knowledge you could invoke the spirits of the dead to ask questions or perform tasks for you, and you could brew a potion that makes someone fall in love with you- or one that turns them into a frog. Enchanting objects to fly or move on command, hexing people with bad luck or warts, or even performing minor blessings or divinations are within your power, too- so long as you can prepare the things you need for the spell. You won't be throwing fireballs on command- not without the right preparations, at least- but the power and potential of the 'basic' witch spells you've learned with this is still great.

Dear Apprentice (100 CP)- A good teacher is always welcome; but witches tend to be a reclusive sort, and even covens might not let just anyone join their circle. That said- for whatever reason, you're capable of convincing even the most wicked and distrustful of witches (or other knowledgeable-sorts) to part with their hard-won knowledge. It might take a few 'favors' on your end, or maybe just doing all their bitch-work; but if you can get your foot in the door they'll teach you- grudgingly at first, maybe. But while it might take a while for them to trust you enough with their greatest secrets, you'll surely learn SOMETHING under them.

Maiden, Mother, Crone (100 CP)- What use is learning magic for decades if your mastery comes at the cost of your youth? There's a reason why so many magic users pursue immortality, or at least something to slow the aging process. But your magic seems to have an unusual side-effect; one that ensures you'll always be beautiful at any stage of life. You age gracefully, so much so that you might look and feel half your age when others would need a cane just to walk- and naturally, your 'youth' will last far longer, too. Not only that, but you can use your magic to pull away the curtain and look your actual age, too, if you'd like.

Head Witch (200 CP)- Now that you've learned a thing or two, you might decide that it's time to teach what you know to others- maybe even create your own book of spells and recipes! But not everyone is cut out to be a teacher, and accidentally omitting a step- even if it seems obvious- can have disastrous results for a ritual or potion. But you've got the teaching acumen to be one of the greats; teaching even the dullest of apprentices and writing with such precision that even a layman could perform spell-work. Not only that, but when you're 'hands-on' with your apprentices- be it intimately, by demonstrating the spells on them, or both- they seem to absorb the knowledge like a sponge, learning in a fraction of the time.

Tantric Magic (200 CP)- Lighting candles, scattering petals around, dimming the lights… is that the start of a romantic night in or a ritual? The answer might surprise you- and you would be shocked, SHOCKED to learn how many spells require cum or some other intimate aspect of the body to function. The truth is that those things are pretty magical- and somehow, you've learned how to use sex and sexual fluids to great effect in your own work, to the point where you can replace a great many ingredients in your recipes with the right 'flavor' of fluid, or even perform an entire ritual by throwing an orgy! It'll take some 'experimenting' of course, but generally speaking you'll know what steps or ingredients are safe to replace.

Magic Focus (400 CP)- Although a diverse array of spells is all well and good, specializing is often a good idea. There's no shame in being renowned as a skilled necromancer, or an excellent brewer of potions- and now, you've devoted yourself to one 'field' of magic to an incredible degree, so much so that you cast some basic spells essentially at-will. Enchantments, necromancy, potions, even 'combat magic' if you like the idea of throwing around fireballs… Alternatively, you can devote your studies towards fulfilling a kink. Because why else would you learn magic? A focus towards 'size-changing' might allow you to grow or shrink body-parts; or even alter someone's height to the point that they're a giant- or the size of a mouse!- for example.

In League with the Devil (400 CP)- Not all sources of magic come from the use of materials or rituals; some beings are inherently magical. Bargaining with these beings is an efficient way of gaining magical power beyond your ability to learn, if the price is good. But now YOU can be the one that sets the terms with others; offering magical beings a sort of verbal 'pact' for their power. They have to agree to your terms, though you should feel free to stack the deck and blackmail them as much as you can- many would do the same to you. Furthermore, you can also do the reverse. Gifting a portion of any magic you possess to others- even animals, if you're in the market for a familiar- to give them their own magic to play around with.

ZEALOT PERKS

Inured to Madness (300 CP, free Zealot)- You have seen things that were never meant to be seen… and yet your mind remains unscathed in the face of things that could break even the greatest heroes and philosophers. Madness, insanity… it's all just another way of looking at the world, and your multifaceted mind can comprehend it all. Even the most eldritch and incomprehensible sight would not drive you to madness, and while you become frustrated or flustered by more mundane problems your sanity will not break or slip entirely from your grasp. The ability to comprehend the cosmos like this may allow you to gain even greater insight, should you have the will to find it. This may be the first step required to walk among the Old Ones as something more than a slave… but perhaps a consort, instead?

Cunning Linguist (100 CP)- Tripping over your words while reciting a ritual to the Old Gods can have disastrous consequences- but who the hell can pronounce 'fhtagn' anyways? Well, you, for one- your dexterous tongue and skilled lips can make all sorts of complicated movements, and as a result you can pronounce and deduce the correct pronunciation of words that mortal tongues were never meant to be able to speak. Speaking the name of an Old One correctly might not impress them, but it certainly won't annoy them like a mispronunciation might- and as a bonus, you also give GREAT oral sex.

Favored One (100 CP)- Though you may have just joined your new little family, it seems that you are destined for greater things. When serving a master- be it the leader of cult, a mere sect within that cult, or even the god-priest of an entire-religion- you more easily distinguish yourself compared to your peers, catching their attention in a way that may lead to you becoming a favorite of theirs. You may even be awarded special privileges- though keep in mind that the greater the master you serve, the greater your service must be in turn. Attracting the attention of a god may well require you to convert cities in their name.

Fanaticism (200 CP)- Ah; perhaps you aren't a mere neophyte. Maybe you are, in fact, the leader of your own cult- if not, the fanaticism you inspire in others could very well lead you to become one! You'll have to be selective, finding those poor, vulnerable souls who most need to hear the message you wish to spread; but once you've snared them you'll find that they're very unwilling to pull away from you. Afterwards you can indoctrinate them into deeper mysteries; and their slavish loyalty to you will only increase, to the point where they may well worship you, body and soul, as a living incarnation of the divine.

Booty-Call of Cthulhu (200 CP)- Cultists don't have the time for dating; and now you don't need it. For when you cast a summoning spell, the creature(s) or entity you invoke always seems to be DTF. If your summoning spell has a specific target it could also be that your spell 'puts them in the mood'; otherwise, your spell is probably just targeting particularly horny creatures willing to fuck whoever is summoning them. As a matter of course choosing this perk gives you the phone numbers- I mean, ritual spells- required to summon beings from other planes of existence. Ghosts, demons, or even some lesser eldritch entities… just try not to call up anything that'll eat the world after the blissful afterglow wears off, okay?

Prognostication (400 CP)- You have touched upon the undercurrents that underpin our reality and the firmament… and now, you will see things as they truly are. Your dreams are haunted by the knowledge of what is to come- insights into the future, the alignment of the spheres, and the workings of great and powerful entities. Though you may wake up sweaty, and shivering with terrified ecstasy, you will learn much. And if you wish you may choose to deepen your dreams, making them distort your sanity while at the same time granting clearer visions- at the cost of inviting sexual nightmares to torment and tease you 'till you wake. These entities may not be 'real'- but if you allow yourself to dream too deeply, you may yet encounter them in the waking world. Only a dreamless sleep can see a return to normalcy then…

Innsmouth Taint (400 CP)- Vile corrupting influences are not uncommon, and can twist the body as well as the mind. You, however, seem to have somehow acclimated to such things. Though they may still invoke changes throughout your body, the end result is usually a shape that you would find pleasing somehow. More importantly, your body, mind, and soul are protected from the worst of the effects that such influences tend to have- which means that not only will these sources of corruption not kill you, but they will not control you, either. At most, you may find them influencing your thoughts and feelings, or granting you new instincts; but ultimately your thoughts and actions will remain in your own hands, and no one else's.

ALIEN PERKS

Extraterrestrial (300 CP, free Alien)- There are many worlds out there. Life as we know it might not be able to exist on some- but what about forms of life that humanity has never encountered before? Mighty beings of rock and crystal, creatures that bleed acid, or who see in a spectrum of light and color we can't even imagine- such possibilities are available to you now. You are free to design your race's anatomy from the ground up, incorporating traits like these into your new body- within reason. As a rule your body should operate based on what is scientifically possible, even if the line is somewhat blurry. A species that is capable of generating bio-electricity to shock assailants is one thing; one that can shoot juggle suns is another.

We Cum In Peace (100 CP)- The idea of 'first contact' is something that a lot of people dream about. But then again, plenty of alien invasions have started off with seemingly peaceful emissaries making contact with humanity… only to reveal their true nature later. Whatever your intentions are one fact remains true: people are surprisingly quick to look past your appearance and alien nature if you behave in a way that's somehow familiar to them. If you speak their language, crack a joke, or even just like candy they'll be a lot more willing to interact with you… and possibly be DTF in spite of the tentacles and sharp teeth.

Among Us (100 CP)- You might be a superior life-form, but at times it might be beneficial to blend in with the locals. So… you can. Your alien biology is capable of shifting itself around, allowing you to superficially resemble a variety of different species. They have to be close to you in size or smaller, but so long as their bodily composition is physical you'll be able to copy their appearance. It's your choice whether you decide to create an original appearance or copy someone else. Either way, you'll be capable of manifesting your own traits in this new form on a selective basis, and can discard your disguise at any time. You can even shape-shift 'clothes' for yourself out of your own body to help you blend in better.

Space Invader (200 CP)- It's crazy how one day the world can be in a state of (relative) peace; and the next, alien war-machines are filling the skies over major cities. It might seem 'out of context', but it's a very real possibility…. especially since you are skilled at conducting so-called 'alien invasions'. Appearing out of nowhere, even with an entire armada, through the use of clever tricks is child's play for you. And with a bit of study you can easily learn about- and then possibly counter- foreign civilizations and their militaries to get the best use out your surprise attacks. Even lone individuals might be caught off guard and surprised if they've never seen your kind before, no matter how good their instincts usually are.

Hypnotizing (200 CP)- Aliens may have many strange abilities, but their mesmerizing, even captivating presence may be one of the oddest ones by far. Whether it's some sort of sub-sonic frequency, flashing bio-luminescent lights, or even some psionic power the mere presence of certain alien races can stop a weak-willed person in their tracks- disorienting them, or leaving them unable to do more than gawk even as an alien war machine bears down on them. The effect increases the closer you are to them; if you were to abduct someone, you could potentially interrogate them or even implant hypnotic suggestions while their brain is on vacation from reality- a process that will usually only take a few minutes at most.

From Beyond the Stars (400 CP)- The technology of your race dwarfs that of humanity, and even among your scientists you are a polymath capable of creating nearly anything… so long as you have the infrastructure required to build it. Indeed, your advanced science is capable of creating everything from disintegration rays to FTL travel, holograms to holodecks- but your knowledge is ironically so advanced that you might find it difficult to actually use your full potential on less-advanced worlds. That said, given time to work you could probably 'upgrade' primitive technology well beyond what it should be capable of… Allowing you to repair your crashed ship or even 'phone home' with something that can broadcast a signal.

Power of the Mind (400 CP)- Your mind is so much more advanced than anything humanity could aspire to; so much so that you have gained the ability to manipulate the physical world mentally. This telekinesis is gentle enough to tickle, powerful enough to hurl cars through buildings, and precise enough that with practice it can even be used to 'cut' by creating force within a person or object. Although it's based off sight, you can still affect the interiors of objects (or people) that you can see, though you'll lose your precision if you don't actually know what you're affecting within them. It is even possible for you to create 'force-fields' with this telekinetic energy, powered entirely by your mental strength. The applications are nearly endless…

ANIMAL PERKS

Sexy Beast (300 CP, free Animal)- Your primal origins have given you the power of a beast- and not just any beast, but one that could stand at the apex of its ecosystem. Although you may choose an Earth animal as a template you can feel free to combine the traits of multiple animals to create a hybrid form- much like the mythological Chimera, or perhaps a beast from some alien world. Any number of traits can be combined onto a single body, with the main limitation being that these traits must be expressed in your anatomy (having gills instead of magic 'water-breathing', for example). Even bizarre traits- such as wings on a horse- will still somehow function like they should, allowing you almost unlimited freedom to mix-and-match.

Magnificent Mount (100 CP)- There's a sort of bond between a rider and their mount, each one acting as an extension of the other. Although you may not deign to be ridden like some common beast- perhaps preferring to do the 'riding' yourself- nonetheless, your body is somehow suited towards such things. Even if you were covered in a hard carapace or armored scales, anyone who hopped on your back (or pelvis) would be surprised to find that it's soft enough to ride. In addition, you can keep your rider mounted no matter how turbulent the conditions they're in- or how unusual their location on your body might be.

Environmental Adaptations (100 CP)- Creatures far and wide have adapted to the environments they have found themselves in, from the fish in the sea to the birds that fly through the air. Your body has adapted to a certain type of environment in this manner, allowing you to exist comfortably within it. You might have the ability to breathe, see, and even vocalize underwater; or maybe your eyes are capable of seeing within the pitch black of a cave, with a strange knack for tunneling through rock and stone? You need not be limited to earthly environments either. Perhaps your body is suited towards an endless icy wasteland; or perhaps even Hell itself, capable of withstanding extreme temperatures and even swimming through molten rock!

Clever Girl (200 CP)- Though you might like your new form better, there may be some things you miss from the old one. Like opposable thumbs. Or the ability to talk. But while your anatomy might change, you'll find that your capabilities have remained much the same. Regardless of your form you'll be capable of speaking out loud, and you'll be able to use your paws, claws, or even your mouth to manipulate objects- even weapons! Somehow, your skills will also transfer to this new form of yours- or any other, for that matter- no matter how ridiculous it might be for it to do the things a human can.

Animal Magnetism (200 CP)- Pheromones are one method that animals use to signal each other; oftentimes, they're also produced when one is ready to mate. Your sex pheromones are unusually potent at getting others in the mood, and work not just on your own kind- but on nearly all forms of life, as well! They heighten arousal, and make you seem more attractive- even to people who normally wouldn't be caught dead having sex with a creature like yourself. With enough time to let them work, you'll be able to 'convince' nearly anyone to have sex with you simply by letting them breathe it in. And once you've reached that point, it'll be easier to influence them more. Perhaps even eroding their morals entirely…

Apex Predator (400 CP)- Your body is a lethal weapon- but is it a weapon you know how to wield? All the strength in the world won't matter if you lack the versatility to make use of it. Thankfully, that's not something that could be said of you- for you have a seemingly instinctual ability to not only control your own body, but also to use it to fuck shit up as quickly as possible. If you're ripping- or screwing- your way through a group of hunters you'll do so at the maximum limits of your body's ability with raw instinct alone. You'll be evading attacks before you even register them, and waste no additional effort when fighting or subduing an enemy. If you had actual training it would only improve your killing potential even further.

Nature's Wrath (400 CP)- Some creatures are so powerful that their mere presence heralds great changes in the lands where they appear. For better or for worse- you have this same ability, which may take a variety of forms. Perhaps you inspire the sea to rage, heralding vast waves, floods, and storms; or maybe you can even cause volcanoes to bubble and erupt. On the other hand, maybe you inspire sex and fertility in the region that you decide to call home? Lusts flaring up, births becoming more common, with perhaps even the flora and fauna taking on a lewder shape and temperament the longer you stay there? In any case this is a wide-reaching power, but one that is hard to control or direct- though it can be turned off if you'd like.

AUTOMATON PERKS

I Am Robot (300 CP, free Automaton)- Whether you're made of steel, rock, or something else, your inorganic body provides you with several advantages over humans. The first and most obvious being that you can survive things that would kill a fleshy being; even if your body is outwardly soft and human-looking, so long as whatever contains your 'brain' remains intact you can come back from being dismembered, crushed- even the complete destruction of your body wouldn't really kill you, so long as your 'mind' remains intact. You also don't need to eat or drink, though it's possible your body has been designed in a way that allows you to simulate those functions. Instead your body's needs for 'energy' can be handled by oil, electricity, magic, or even simply resting long enough for your reserves to top themselves up.

Sex-Bot (100 CP)- What sort of idiot makes a robot you can't fuck? Not your creator, that's for sure. Not only are you 'fully functional', but having sex somehow recharges your batteries. Whether you're converting sexual fluids into an energy source or somehow gaining energy from fucking your partner, you'll find that sex is a fine replacement for eating, drinking, and even rest and sleep if you have it frequently. Any supernatural reservoirs of energy will also be recharged, though your basic needs are always charged up first.

Modular Design (100 CP)- There are certain advantages that robots and even cyborgs have; and that is the ability to replace their old parts with fresh, new ones whenever they need replacing or swapped out. Not just something like limbs or mechanical 'organs'; they're capable of replacing their entire body, of uploading their brain into other machines. Not only are you capable of doing all of these things- no longer needing to worry about becoming a robotic Ship of Theseus, or losing continuity of consciousness when 'copying' yourself- but your body can also be designed for increased modularity, making this process incredibly simple whether you're mostly a man, or mostly a machine.

Strong as Metal (200 CP)- Humans might rely on strange tricks and weapons to fight; but all a machine really needs is their own strength. And yours is… overwhelming. With the power to smash through concrete walls anyone unlucky enough to get within arm's reach of you is in for a bad time. Your enhanced construction even allows you to shrug off most small-caliber bullets- it'd take something like C4 to put you down for good. And yet despite your amazing strength, you also have great control over it- allowing you to be gentle even with a lover who is much smaller and/or weaker than you are.

Robot in Disguise (200 CP)- A machine need not be limited to the form it takes. Through a great working of metal or magic you have been granted the ability to transform your body- radically altering your shape into something else. It could be a car, a mechanical beast, even an appliance or weapon- whatever it is, your size can seemingly double (or halve) as a result of this transformation, and naturally you will gain new capabilities while in your transformed state as well. Though, even when you're in one form you will be capable of manifesting certain traits from your other one. Wheels on your feet to make you move faster; a jet engine to give you flight capabilities; or even scything blades, or another weapon. It's possible that halting your transformation half-way may also give you a sort of 'hybrid' form you can utilize, as well.

War-Machine (400 CP)- Advanced technology, more powerful magic, superior craftsmanship- whatever went into your construction, it has made you a paragon automaton. You might also be larger by several meters- or perhaps your additional firepower is concentrated within your smaller frame. Regardless, the technological (or magical) abilities you possess are far more advanced. Instead of having a built in gun your arm might turn into a powerful laser cannon; your hydraulic 'muscles' might be capable of tossing a car through a building rather than merely demolishing it; even your sensors might be more advanced, capable of detecting things from much further away and in a variety of different ways. Essentially- you're stronger, faster, and all around better in every appreciable way… including in bed, of course.

Steel Soul (400 CP)- Of course, a machine such as yourself need not be limited to a mere physical body. With this, your 'soul' is capable of being uploaded, seamlessly and instantaneously, onto any sort of network or digital device- allowing you to control those things as if they were an extension of your own body and alter their programming. Oh, sure; a password or other form of security might halt you for a time, but hacking through an encryption is simplicity itself- and malware, viruses and the like won't even tickle you. You are, essentially, God- at least, of the online world. Just think of all the porn at your fingertips…

BEASTMAN PERKS

Sexy Beast(man) (300 CP, free Beastman)- You are half-man, half-beast. Perhaps you are a lycanthrope, forced to take on a wolven shape when the moon is full; or maybe you're something like a centaur, mermaid, or a lamia, with a mostly human upper-body but the lower-half of an animal. In any case, your marriage of human and animal features has given you the best of both worlds. Your humanoid parts mean that you can still use many things meant for humans- possibly even including weapons. Your animal half, on the other hand, will give you the strengths of your chosen beast; enhanced senses, natural poisons, even wings or gills. In addition, you will also find that your new form is much stronger than a regular person, and tougher as well. Tearing apart a group of humans- or subduing one- would be a piece of cake for you.

Natural Weapons (100 CP)- The savage dance of claw, fang, hoof, and antler has been written in blood since the first carnivore fed upon another beast. But while part of you might look human, your teeth and nails will be equal to these weapons- if not far greater than them. Claws could slice flesh into ribbons; teeth could puncture armor, assuming that you can work your jaw around it. And so on, with any other natural weapons you possess. Including your genitals. You can decide if they're just unnaturally pleasurable for your partner, or if there's a bit of a painful element to them like barbs or just being a bit too big for most.

Venomous (100 CP)- The sting of a scorpion, the bite of a snake- perhaps even something outlandish like acidic blood? Your body is now host to a powerful caustic or venomous substance, which can certainly be lethal if used as a weapon. Although if you'd prefer it can instead act as a paralytic, aphrodisiac, or even a hallucinogen. Whatever it is, it's something you produce in abundance- potentially allowing you to harvest it. You also have the ability to regulate how much of a 'dose' someone gets if you're injecting it into them, allowing you to ensure a lesser effect- or dial any potential lethality up to near certain death.

Absolute Territory (200 CP)- Sure- people might crack jokes about you 'marking your territory', but it's important. Whether it's by rubbing your scent on something or through more, uh, traditional methods you're basically announcing your presence and staking your claim on your territory all in one. It's the sort of thing that might subconsciously affect humans- making them avoid your claim- but any animals or monsters who are around will DEFINITELY know what it means and that they risk your wrath by trespassing. As such you can 'mark' locations, objects… even people, if you'd like, to offer them that protection. Doing this in a way that they won't notice is possible, and will essentially mark them as being 'yours'. (Whether they agree is another issue.) You can also tell when something (or someone) has been 'marked' by others, as well.

Savage Senses (200 CP)- Your new body carries with it new feelings, new sensations… and perhaps even new thoughts and instincts. This might not always be a good thing- but your senses ARE unusually powerful, even for whatever creature you may have based your form off of. You can track a person for miles and even sense their condition- like whether they're injured, horny, or a virgin- via scent alone. You'll likely hear anyone near you unless they're completely silent, too, and have incredible eyesight. Even your senses of touch and taste have been enhanced, though pleasure might be the main thing you get out of that.

Bite of the Wolf (400 CP)- Like a werewolf, you have gained the ability to inflict your condition upon others. Typically, this is done through biting- though alternative methods of 'infection' may also be possible. There are a few different ways this can manifest. It might be that the transformation is 'always on', requiring a cure to return a person to normal. Alternatively, the transformation might be triggered by something. It could be the full moon, arousal, or it might even be something you can induce in the infected at-will. Either way, this ability to make more of your kind can quickly get out of hand- especially if they can do it, too. Furthermore, those you 'turn' will be beholden to you; your relationship as their 'creator' giving you a great deal of influence over them and their actions, and particularly so while they are transformed.

Unleash the Beast (400 CP)- Sometimes, you just have to go ape-shit and rip a couple motherfuckers in half. Am I right or am I right? Anyways, during moments like those the surge of adrenaline and pure animal instinct will increase your strength and powers by up to tenfold- at the cost of reducing you to a near-mindless berserker until your body runs out of steam, enemies to fight- or until someone manages to calm you down somehow. 'Soothing the savage beast' is one way to put it; thankfully, even when you're in such a state you'll retain enough sanity not to kill your friends. Leaving them a bit sore, on the other hand…

BEHEMOTH PERKS

Large and in Charge (300 CP, free Behemoth)- Monsters are already known for having greater size and strength compared to humans; but your height has increased beyond that. You literally tower over people, equivalent in overall size to a large two-story house- standing at a height of roughly fifty-feet, if you happen to be humanoid. The effects of your increased size are obvious, as you boast both the immense strength and durability required to exist at such a size. Small caliber bullets feel like mosquito bites at best, and you could easily crush a human in your hand or underfoot with your sheer size and weight.

Gentle Giant (100 CP)- Having a foot-long schlong is one thing; having one that's as big as your partner's entire body is another. But, bizarrely, you somehow manage to make it work- fitting large 'appendages' into tight holes is absurdly easy, to the point that you could turn someone into a human condom or even shove your cock all the way through them without harming them. And whether you have a dick or not you'll find yourself far more capable of interacting with things that are much smaller than you without harming them due to a combination of factors: namely increased awareness of tiny beings and advanced control of your body, including reflexes, twitches, and other unconscious processes. You also have a finely tuned sense for how much of your strength or weight you can use while interacting with something before it breaks.

Destructive Urges (100 CP)- It's a bit weird how often people tend to go off the deep end when they get blown up to a hundred times their usual size, innit? One moment they're a mild-mannered scientist; the next, they're terrorizing national monuments. Maybe you understand where they're coming from? For you, reveling in your might and/or destroying things is enough to get you off, somehow providing arousal just by admiring your body- or inflicting it upon others. You also have the unusual ability to fuck inanimate objects- not cucumbers or dildos, no. I'm talking about things like entire buildings, or even mountains. Any debris like metal, broken glass, and so on won't be a problem, so you can feel free to drive your dick into the side of a mountain or shove an entire building up your snatch with no issue or fear of damaging your insides.

Efficient Metabolism (200 CP)- Just because you won't collapse under your own weight doesn't mean there aren't other problems with existing at such an immense scale. The obvious one is the ageless question of: what will you eat? Sure; you could role over a small town and eat everyone who lives there, but you'll spend the majority of your time finding food, eating it, AND THEN have to deal with pesky heroes and armies coming for your head. But as it turns out, you don't need to eat- or drink- and if you do, you won't create any waste after the fact, or get fat. Unless you want to for whatever reason. Requirements for sleep and oxygen are also reduced, allowing you to go much longer without needing to rest or even breathe.

Amplification (200 CP)- Once you get big enough, EVERYTHING you do has a bigger effect. The ground quakes when you take a single step; clapping your hands creates a shock-wave; even inhaling sharply enough might create a vortex effect. With this everything you do is enhanced in such a way, scaling with your strength and the size of your body. This means that even a superhuman might shake the ground in a small radius by stomping their feet- but a giant being might collapse nearby buildings by doing the same. Furthermore, the volume of your 'fluids' can also be similarly increased. A human might somehow ejaculate enough to make their lover's belly bulge; a giant being might fill an entire swimming pool!

King of the Monsters (400 CP)- The biggest monsters are the most dangerous- the leaders of the pack. And you? You're king 'round here. The way this works is simple: you can fight- or dominate- monsters to gain authority over them. This works like prison rules, so anyone else in their hierarchy will fall in line, too, unless they have a personal vendetta against you. Of course there's also the possibility that you'll lose your authority if someone beats YOU up, assuming you haven't gained their respect and loyalty the hard way. This works across species, so you could potentially unite many monstrous races under a single banner.

Kaiju (400 CP)- We can go even bigger. Purchase this, and your size can be up to 10x whatever it used to be. If you were roughly human-sized before then you'll be roughly 60 feet tall; large enough to stomp houses flat and possibly even swallow a person whole. If you were already huge, though…? Then you'll be a true Kaiju, standing at several hundred feet in height! Such a gargantuan height would make you a threat to entire cities, as both your strength and durability scales to your size- meaning that it'd take missiles to have even a chance of taking you down, skyscrapers crumbling every time you swing your limbs.

BOOGIEMAN PERKS

Thing That Goes Hump In The Night (300 CP, free Boogieman)- Your appearance might be more 'human' then other monsters… but that doesn't mean you aren't still horrifying. You could be a tall, gaunt, faceless figure. Or maybe you're some strange blend of organic and inorganic, with wailing sirens jutting out the place where your head should be. Maybe you're covered with barbed wire, knives emerging from your skin. Perhaps your appearance is that of a classical bogeyman, such as a soldier bearing his own head, or a withered hag. Whatever your appearance may be, it seems to defy conventional biology. In addition, you also possess a few minor, terrifying abilities related to your origin. A creature of wires and knives might summon them to attack; the hag might make the shadows dance and come alive to bind and harass her prey.

Hidebehind (100 CP)- Creatures like yourself are unique among monsters; seeking not just to hunt their prey, but to terrorize it as well. You are good at both of these things, which has manifested in a preternatural ability to hide- as well as the intuition of when to reveal yourself to maximize the terror you cause. You're incredibly good at finding good, unlikely hiding spaces, can be incredibly quiet when you want to be, and have the patience to stay right where you are for hours if that's what it takes to frighten someone.

Primal Fear (100 CP)- The boogieman is a creature of fear; and so it invokes terror wherever it goes. Much like how many people have an instinctual reaction to rats, spiders, snakes, and so on, you too will cause some sort of instinctual emotional response within those that view you. Fear is naturally one option, in which case you could easily cause panic and other knee-jerking reactions in others merely by revealing yourself. If you want to play to this world's OTHER major concept, then you can might choose arousal instead. If you cause arousal on that same primal level then you might find that your victims- or at least their bodies- are strangely cooperative once their clothes get ripped off, even if their mind is screaming about the danger at the same time. Note that this isn't completely overpowering; willpower can help fight it off.

You Can't Run (200 CP)- You would be a poor hunter of men if they could escape you on foot, or even by way of horse or car. Perhaps you are capable of short range teleportation, allowing you to stay just behind your target no matter how they try to evade you. Or maybe you're capable of twitchy bursts of speed; hard to sustain, but fast enough to render you invisible to the naked eye as you cross large distances in an instant. Maybe you even possess supernatural flight that grants you incredible versatility in how you spot and track your prey, or the ability to swim at speeds that would put a motorboat to shame?

You Can't Hide (200 CP)- If you don't want your prey to give you the slip, you might want a way to keep an eye on them- or even make it nearly impossible for them to evade you. With this, you'll have an ability that allows you to do just that. Perhaps you're capable of somehow 'branding' people (or even objects) with a mark or symbol that lets you trace them wherever they go? It could also allow you to see through their eyes, allowing you to get hints of where they are as well as spying on whatever they're doing at the time. Or maybe you can simply sense everything around you within a certain radius, like a localized omniscience?

Twisting Corruption (400 CP)- An aberration like yourself can't simply 'breed'. You were made, not born. And whether you're a manifestation of mankind's fears and sins- or someone that was changed by those things- you now have the ability to somehow 'twist' people into monstrous shapes. You have a variety of methods at your disposal- which are often profane, degrading, or even torturous in nature- and which ones you use and the temperament of your victim will influence their transformation and the abilities they possess. Some might become hulking brutes while others might wield more overtly supernatural powers- but all will be your slaves. Using similar methods may allow you to corrupt animals and even objects, as well.

Haunting Ground (400 CP)- Bringing terror to your victims is easy enough; but with this, you can make sure that the terror is all around. Your presence causes your surroundings to warp in a manner of your choosing. Perhaps you herald a heavy fog, capable of covering a small town, that prevents escape- somehow turning people around if they try to leave. Maybe the building you're in warps into a non-Euclidean maze that's nearly impossible to navigate? You could even convert a cave system into an organic, meaty structure filled with tentacles and orifices. You're limited to a single large location, but can easily undo the effect if you decide you'd like to pick up and move somewhere else.

DEMIHUMAN PERKS

More Than Human (300 CP, free Demihuman)- To put it plainly: as a Demihuman, you are far superior to the average human in every measurable way. A human weightlifter might lift five-hundred pounds with Herculean effort; but an untrained and overweight ogre could do the same with one hand. Even something as weak as a goblin might be capable of overpowering a fully grown man despite being half his size. You're stronger, faster, can take more punishment, heal quicker, have more stamina, and might even possess inherent magical aptitude beyond that of a human magic user. Naturally, this also applies to sexual things as well; larger dicks, larger tits, and greatly enhanced virility are the hallmarks of your race. You might be a Jack of All Trades, Master of None to your fellow monsters- but the average human just can't compete.

Species Specialty (100 CP)- Some monstrous species are known for certain things, like how oni are known for brewing (and drinking) alcohol; or how goblins are well-known for their clever tinkering; or how dark elves have that whole sexy dominatrix thing going on… In any case- not only do you have some sort of natural talent or genetic predisposition towards a skill like that, but it's actually a heritable trait that your kids (and probably most other members of your species, at least in this world) will possess as well.

Once You Go Monster… (100 CP)- …something something you can't go back. Once you've gotten someone into your bed they'll find it much harder to find satisfaction in other sexual partners, either because of your skill as a lover, or even just because of some sort of nebulous energy you give off. The extent of this will depend on your performance and the pleasure they experienced. An average showing will mean that your mate won't be satisfied with average sexual partners; and if you rock their world? They might not be able to find any pleasure at all if they're not getting fucked by you, or at least thinking of you while they masturbate. They might even become addicted to having sex with you… This is great for enforcing loyalty among your conquests, or simply adding insult to injury if you're in the habit of raping would-be heroes.

Dungeon Master (200 CP)- Dungeons are a bit cliche perhaps, but you gotta admit: they're a classic for a reason. For you, it's easy to set up shop in any random cave, castle, or ruin you come across- not only becoming familiar with the space, but modifying it with traps to kill off or capture any heroes who come calling, while at the same time cultivating an atmosphere that suits your tastes. You'll also find it much easier to direct your minions from such a space; almost as if it was natural to do so, for both you and them.

Monster Girl (200 CP)- In some worlds one might find that the monsters bear an odd resemblance to humanity, albeit with unusual features or a few other extra bits tacked on. Some might assume that such creatures lack the strength of their namesakes… but they'd be wrong, at least in your case. Somehow, all of your power is capable of being compressed into a distinctly humanoid form, reminiscent of your true nature; ensuring your power remains roughly the same regardless of size, appearance, or even anatomy. A dragon could still breathe fire, fly, and have the strength to crush knights bare-handed, for instance. Importantly, you can also switch between this form and your 'true' form at any time, should you wish to change forms.

Dark Malaise (400 CP)- Through your dark blessing all things are possible. Those who swear allegiance to you find themselves empowered, gaining strength the closer they are to you. This works primarily based off of proximity; a goblin that lived in your lair would be far more powerful and dangerous than a goblin menacing villagers on the next continent over. The exception is for those who are intimately close to you. A member of your personal entourage, who has engaged in various romantic or sexual acts with you will enjoy the benefits of being close to you regardless of their actual physical proximity to you. Although this does fade with time, encouraging them to 'visit' you regularly so that their newfound power doesn't fade. This may also come with an optional cosmetic feature or 'tell' of some sort; a dark aura, glowing eyes, etc.

Overlord (400 CP)- Although the various species of monsters might have their own leaders and monarchs, you hold a special position among them. Namely, that ALL of them- from the lowliest goblin or slime to the mightiest of dragons, including strange, eldritch, or even mindless beings- will see you as something like royalty to their kind. The effects will vary depending on a monster's individual temperament, of course, but as a general rule most will be suitably awed by your presence. Many will fall into step behind you because of this alone, although others who are similarly 'noble' in station- or hard-headed in temperament- might resist this compulsion. And obviously suicidal commands will require loyalty far beyond what this provides.

DEMON PERKS

Horny Devil (300 CP, free Demon)- You are a demon; a denizen of hell or some other netherworld. Demons can come in all sorts of different shapes and sizes, and might manifest different abilities depending on a variety of factors. You might be a classic devil with red skin, cloven hooves, horns, and bat-wings with the ability to manipulate flame; or perhaps you take the form of a shadowy entity, capable of moving through darkness as a fish does through water and manipulating shadows to ensnare mortals. You could also be associated with one of the Seven Deadly Sins, with a set of abilities to match. A Succubus might be able to take on the form of someone's greatest fantasy and have the ability to suck the soul out of those they fuck, while a demon of Gluttony might be capable of eating nearly anything- and so on for the other sins.

Sex, Drugs, Rock and Roll (100 CP)- Say what you will about them, but demons certainly know how to have a good time. After all- they're basically designed to tempt mortals into a life of sin. You're pretty damn good at both of those things; partying and indulging your vices in the most spectacular and over-the-top manner is literally second-nature to you. The first one? Inviting others to join in your excesses and sinful behavior. Tempting nuns into your bed, plying monks with rich food and alcohol, even inspiring honest folk to thievery, adultery, and murder- you somehow just KNOW what to offer in order to tempt them.

Endless Torment (100 CP)- Modern media often depicts Hell as one big party; the place where all the 'cool' people go to hang out with demon bitches while the stuffy old church-goers all go to boring old Heaven. Spoiler Alert: Hell is a place of torment and you and all your demon buddies are going to torture their souls for all eternity. You'd think it gets boring after a while, but no- you're easily able to come up with creative, perhaps even 'ironic' (or kinky) tortures, punishments, and so on for other people. Such is your twisted ingenuity that you could torture any number of souls pretty much indefinitely with no chance at them 'getting used to it'. Their suffering will be legendary, even in Hell.

Soul-Swallower (200 CP)- What do devils do with the souls they barter for? Eternal damnation is one thing, but some are able to get a little more 'oomph' out of a human soul… like you can. Basically- you can 'eat' souls to fuel yourself and your powers, much like a battery powers a flashlight. Not only can a soul take the place of regular sustenance or even rest, but eating more souls- or especially strong ones- can even make you more powerful. It's your choice whether the souls stay within you or get 'digested' because the effect is the same either way. You can also choose how you 'source' these souls; bargaining is a classic, but maybe you're capable of draining them from the living somehow, or take them from the recently dead instead?

From Hell's Heart (200 CP)- The idea of summoning demons goes all the way back to biblical times- although traditionally speaking it was done in the name of God, funnily enough. As such, you have your own 'summoning ritual' that others can perform which will transport you to their location. The details of what this ritual entails is up to you to determine, including any sort of 'sacrifice' they have to perform or even how much power they have over you once you've been summoned. Once your business is concluded you can go back to wherever they summoned you from. Simultaneous summons may require a queue.

It's Called The Throne (400 CP)- You are a being that is second to precious few others in whatever hierarchy you belong to. To claim a throne in your own right, if you don't already possess one, would not be outside of the realm of possibility. Your station, aside from the additional respect you would expect among your own, has given you the ability to summon lesser examples of your kind- chaining them to your service and forcing them to perform tasks for you. It could be servicing you themselves, or even forcing them to aid a mortal follower of yours. You can also imbue objects- or even people- with similar powers by binding the creatures you command to them, though you must still speak the right orders to ensure their loyalty.

Deal With The Devil (400 CP)- Mephistopheles may be one of the most famous devilish deal-makers, but the idea of bartering with demons is far older. Whether with contract in hand or mere verbal agreements you are capable of making 'deals' with others, which allows you to trade anything you 'possess'. It could be something tangible, like a chest full of treasure or 'your firstborn child', but even esoteric things can be traded… souls, powers, even services or knowledge. The only catch is that it must be something you 'own' or that you could reasonably offer. Once a deal has been struck both parties are beholden to it; failure to uphold it can have consequences, dire or otherwise. Naturally, you're also good at making deals and legalese.

DRACONIC PERKS

Dragonborn (300 CP, free Draconic)- Whether you're a true dragon or one of their many different cousins or descendant races, your ancestry and relation to them is plain enough to see. Your body has been graced with armored scales capable of deflecting the steel weapons of knights; sharp talons, teeth, or even horns capable of peeling them from their armor; as well the ability to fly at great speeds- if not via your own wings, then via some magical force that allows you to hover in the air. Alternatively you might instead have the ability to swim at an incredible pace through water, befitting a sea serpent or hydra. And last but not least: your body has great strength. Enough to carve stone with your claws, easily overpower all but the greatest of human heroes, and perhaps even bear a rider… should you ever meet someone worthy of such a thing.

Dominant Bloodline (100 CP)- For someone like you, who can watch as generations pass unaltered by the passage of time, it may be interesting to see how your distant descendants fair in the world. With this, even those distant grand children might bear a spark of your greatness, as your bloodline is exceptionally… virile. The first and most immediately obvious benefit is that more of your heritable traits will be passed on to your offspring. But even their children will bear a strong resemblance to yourself- if in terms of possessing certain traits if not their overall appearance- and so to unto their children. It would take hundreds of years to thin your bloodline, and even then you'd still have rare descendants who will have an unexpected resurgence.

Princess Preference (100 CP)- Isn't it weird how dragons seem to kidnap princesses all the time? Having a preference is one thing, but trying to trick one is apparently a bad enough idea that most kingdoms won't even try when they ask for one as a sacrifice. Now, somehow… you just know when someone fits one (or multiple) of your preferences. Whether it's smelling the blood of a Christian or somehow sensing that your prey is a virgin, you'll be able to sniff out certain demographics even when it isn't immediately obvious.

Breath Weapon (200 CP)- Morning breath is bad enough; this is far worse. Somehow, you have what's often called a 'breath weapon'. A dragon's fiery breath is a classic, and if you decide to go that route yours might even be capable of melting stone as well as pesky knights. Atomic breath that annihilates damn near anything in its path is another option, as well as ice, lightning, or even acidic sludge. Alternatively, it can be a gas of some sort that carries an exotic effect with it; something like making a person sleepy, paralyzing them, or even driving their arousal up to eleven. All done just as easily as breathing in- and out. If you'd like you can instead produce this attack some other way, such as by firing it from your eyes or hands.

Two Heads Are Better (200 CP)- They say that two heads are better than one; and since you're obviously so superior to everyone else it only makes sense that you'd have more than one head too, right? In any case- like the mythological Hydra or Chimera your body is now somehow host to multiple heads. If each one has its own personality then they'll always be subservient to you by default, although they can also be mere extensions of your will. In any case, your multiple heads can grant you numerous benefits. They make it easier to split your attention, can give you greater awareness of your surroundings and possibly even 'stand guard' while you're sleeping, and while they might not grow back with this alone having one of your extra heads chopped off is more like losing an arm than being decapitated, so it won't necessarily be fatal.

Power of the Hoard (400 CP)- Dragons are known for growing more powerful and deadly with age; increasing in overall size and might over the course of hundreds or thousands of years until entire kingdoms tremble upon their awakening. But you, usually having a mere decade to work with, might want expedite this growth. Now you can; simply by adding to your hoard. Whether you're stealing the treasuries of entire kingdoms, adding books to your library, or even adding people to your harem each addition to your 'assets' will make you that much more powerful- with more valuable additions offering more power, naturally.

Wisdom of the Ancients (400 CP)- Although dragons may be seen only as wicked and destructive monsters in many cultures, in others they are known as wise and benevolent creatures who offer guidance to those who seek their knowledge. Whether you're a dragon or not you have accumulated a vast deal of knowledge over your lifespan, allowing you to give good advice to the lowliest peasant or the mightiest emperor. This wisdom encompasses many different topics and could easily fill entire libraries- although it's less concerned with technicalities and schematics, so much as it with philosophy, mysticism, universal truisms… and basic logic. However… you HAVE picked up a great deal of carnal knowledge and techniques, as well.

ELDRITCH PERKS

Abomination (300 CP, free Eldritch)- Monsters are strange and horrifying by nature; but for you, it's more like your nature is to be strange and horrifying. Your body is so at odds with reality that you might not even be alive in any sort of conventional sense. Your form might be made up of a trio of winged, interlocking, burning wheels; or perhaps you exist partially within another dimension, and phase in and out of this one with every step. You might be some sort of horrible squid-dragon thing- either way, your presence alone is enough to drive mere mortals to madness. Inspiring lustful frenzies- or just plain, old-fashioned insanity- merely by showing your true form to them. You can tone this down when you appear to them in person; but your appearance is so horrifying that even photos or artwork bearing your image can have the same effect.

Ritual Rebirth (100 CP)- Creatures like yourself are known for having large families; lineages that stretch back far beyond the primordial ooze that would become humanity ever existed. And yet, despite the long and twisting history of your family tree, at times it may behoove you to 'adopt' a lesser mortal into your line- turning them into something like yourself over the course of an involved and ritualistic process. Whether this esoteric ritual is symbolic- like marriage- or is done by literally 'rebirthing' them in a manner akin to that of the Black Goat with a Thousand Young is up to you. The result is the same; that person will change, becoming something that could be described as your child- or some other close, intimate relation.

Mystery Meat (100 CP)- What the actual FUCK is that thing between your legs? Are those… teeth? Oh, God, why does it have pincers?!? With a junk that strange Earth concepts of sex and gender might not even apply to you. In any case, you can consider this a blank-slate to come up with whatever strange sexual anatomy you desire. A bouquet of dicks, a tail-pussy, an ovipositor capable of implanting eggs within a living host? All possible options. You could even be some sort of third gender with a unique relationship to men and women; or maybe you're capable of switching between a male and female form somehow?

Dreamlands Denizen (200 CP)- You may already be nightmarish; but now you hold dominion over them. Somehow, you are capable of entering the dreams of those who sleep, and can then manipulate those dreams as if you were something beyond even a lucid dreamer. You could even create a 'dream world' that you have god-like control over, drawing many other sleepers into it. Though the things that happen there might not be real, they may still be experienced as if they were. It may be possible for you to pass on information like this- or inflict sanity-threatening nightmares upon others. This even allows you to induce sleep paralysis, though with this power alone that's about the limit of how much you can affect the waking world.

Void-Walker (200 CP)- In the grand scheme of things one world is insignificant. To confine yourself to one world is like dwelling in a drop of ocean water. And so, you have gained the ability to burrow between realities, traveling to strange dimensions, alternative timelines, and even different planes of existence as easily as one might exit and enter a room. You can both teleport there on your own, as well as create portals others can use. And rest assured; many of them will be as strange, horrific, or lewd as this world is.

Reality Warp (400 CP)- Even the mere presence of certain beings can alter the so-called 'laws' of the natural world. Such godlike entities are capable of reshaping existence to suit their whims- and now, you have a measure of their power. In particular, you have the ability to manipulate 'space'. Doing things like stretching out a hallway seemingly forever, altering gravity so that people can walk on walls and ceilings, or even creating doorways that lead to entirely different planets are all things you are capable of. Furthermore, you can even exercise your powers on yourself- as well as on other living beings. This means you can massively expand certain body parts, including internal organs- albeit to a far lesser extent.

Mind-Layer (400 CP)- Your mind operates on a far vaster scale than lesser life-forms, and on more planes than most mortals could ever dream of. This truth has given you the ability to reach out to other minds telepathically. Not only can you speak and listen in on their thoughts, but you can also assail them with mental images and imaginary sensations to drive them insane with mental anguish- or merely manipulate them as you please. You can also force them to dance to your tune, dominating their minds entirely while allowing them varying levels of understanding in regards to their situation- be it full awareness, a subtle wrongness, or complete ignorance. It is possible to fight this off, if your target happens to possess incredible willpower or an advanced mind or mental state of their own- but most won't be able to.

FAE PERKS

Heart of Magic (300 CP, free Fae)- The Fae can come in many different shapes and sizes, for all that the modern image of them is of diminutive person with insect wings. Although, that IS an option, should you wish it. Instead, the thing that defines the Fae is their connection to magic. Although they tend to be subtler than the flashy magic of wizards, a fairy might have the ability to grow and command plant-life. If they're the darker sort of Fae then they might wield illusions and other mind-altering magic to confuse and lead their prey astray. In any case, a Fae's magic is somehow tied to their very nature- and conversely, when they use magic that is aligned to that nature, it may become empowered considerably.

Wee Evil (100 CP)- People have a strange habit of underestimating things just because they're small. Others are shockingly willing to trust those who 'look nice'. And it's both of these people that you find easy to take advantage of, as your appearance can easily lures them into a false sense of security. Of course, you're just as strong as a tiny little thing as you would be at your 'normal' size… and somehow, you can take the same insertions, too. It's your choice whether doing so stretches you out (or goes all the way through) or if your insides are somehow far bigger on the inside than they are on the outside.

Elfdrogynous (100 CP)- Are you a boy? Or a girl? Or something else? Such strange questions these mortals ask! The answer may surprise them- not that it matters, as your form is somehow strangely pleasing to both men and women- and those men who like other men, and those women who like other women! Objectively speaking pretty much anyone would find you attractive- assuming that you're at least somewhat similar to them in terms your body's shape, of course. Not that you can't have exotic traits like pointed ears or wings; it's just that those things are easy to look past so long as you mostly resemble them in appearance.

Wrath and Wishes (200 CP)- Even the trickiest of faeries is bound to follow certain rules and laws, as loose and strange as they may be. At times these rules may bind the Fae for good or for ill; but when they are allowed to act, it is almost always to great effect. With this, you will find that your magic is greatly empowered under certain conditions. The first is when someone has harmed you in some way, even if it's just giving offense, so that you can offer them reprisal and then some. The second is when you are answering the wishes of another- even if you decide to get creative with your interpretation of their request. Depending on how harmful the act is, or how heartfelt the desire, you might see your magical power increase tenfold during your attempt to harm or help them in turn- although only on the spells used to do so.

Elemental (200 CP)- Undines, Gnomes, Salamanders, Sylphs, Dryads; the Fae are undoubtedly connected to nature. Whether you choose a 'classic' element, or something more esoteric or unnatural like 'darkness' or 'electricity', your body is now capable of mimicking its properties. A water elemental could liquidize their body to flow through pipes or seep under doors; a fire elemental could set fire to things with a touch; a 'plant' elemental might resemble a walking, talking tree, while 'darkness' might look like a living shadow. Alternatively, you might instead have the ability to manipulate and wield your chosen element as you please.

A Year and a Day (400 CP)- Those who enter the realm of the Fae may leave only to find that years have passed in the span of a single party; to say nothing of the ageless nature of the Fae themselves. Like them, you have gained the ability to not only manipulate one's perception of time- but also the passage of it. Although you cannot reverse time itself, you CAN stretch a perfect day out into something that feels like a lifetime, or make decades pass over the course of an afternoon quickie. You can manipulate one's age as well, allowing you to make yourself and others eternally young- or old. You can even freeze someone in time- or simply their perception of it- leaving them utterly helpless until you decide to free them.

Magical Transformations (400 CP)- The Fae can come in many shapes or sizes- and when they're done with them, so will their victims. You have the magical ability to curse- or perhaps, bless- yourself, others, and even objects with a variety of transformations. You could turn them into a tree or statue- possibly granting them sight and sensation to worsen their fate. Or you could turn into an animal, make yourself the opposite sex… even just change certain aspects to something more pleasing. In the case of objects you might even make them sentient and capable of locomotion! These transformations are usually permanent until they are somehow dispelled or otherwise removed, though especially drastic ones- like turning someone into a dragon- might be temporary or require a lot of extra magical 'oomph' to become permanent.

GODLY PERKS

Fueled by Faith (300 CP, free Godly)- Be ye a servant of the Creator or a god in your own right, you are a creature of faith- and as such, faith is something you thrive on. Belief in your existence sustains you; and worship empowers you to enact miracles. And the greater the act of worship, the better. Prayer, a sacrifice; all will empower you when done in your name. Even 'physical' acts of worship will allow you to work wonders, should you go among your followers in a form they can interact with. Even without worship you can still perform minor miracles such as healing the sick, flight via heavenly wings, or projecting an aura of fear and awe- but the power and scope of these miracles will grow with your influence. Alternatively: angels, Valkyries and the like can be empowered by the divinity they serve, if they don't seek worship themselves.

Be Not Afraid (100 CP)- An angel can be terrifying; a god, even more so. Some might revel in the fear they cause their mortal subjects, but those who are more sympathetic towards their followers may feel sorrow for the panic they cause. Thus, you have learned to suppress the outward signs of your supernatural powers and appearance, leaving no sign of your true nature- unless you wish to let it peek out as a show of force. While doing so, you can choose how you appear to others so long as you look 'normal'. This is good not only for disguising yourself, but also for hiding your true power should you wish to go incognito.

Godly Fecundity (100 CP)- Divine beings may have a bit of a… reputation. Even angels can give rise to Nephilim. But some gods and demigods are know to have strange origins- and so your body is capable of giving rise to life in truly bizarre ways. From spilling semen into the sea to produce a fully formed adult to becoming 'pregnant' as a result of devouring your lover and subsequently 'giving birth' from a wound, it seems that sex with you- or at least your 'conceptions'- can be abstract or even metaphorical, no logic required. Thankfully you can actually control when and how this happens, unlike those other gods… though what pops out when all is said and done is beyond your power to determine with this alone.

Beauty Divine (200 CP)- Although some gods are disfigured, it is usually assumed that any godly host is full of… insanely beautiful people. And in your case, that certainly seems to be the case as your beauty can bring men and women to their knees. Not just metaphorically, but in genuine worship- if you allow them. A truly godly being must be seen as lord and master on first sight, after all. At the very least wrapping a mortal around your finger can be done easily, though their love and lust may have its limits if you ask too much of them. Inspiring infidelity is one thing; murder is a tougher sell, though not impossible if it's you asking.

Intervention (200 CP)- What use is a god or angel who cannot answer prayers? None at all- and while blind faith may still empower you, it is good to give your followers a reminder of your power and existence every once in a while. With this, any time a person prays to you a connection will be made between the two of you, through which you may answer their prayers and see them as if you were there- because, in a way, you will be. Although your voice and 'presence' will be limited to the immediate surroundings of your devotee, you will find yourself capable of exerting your powers through this connection- as if you were standing beside them, and not in the heavens above. Although you can distinguish between desperate pleas and ordinary prayers, you may also 'put your followers on silence' should their prayers become too overbearing for you.

Divine Avatars (400 CP)- Even gods can struggle to be everywhere at once… but not you. For you have the ability to create 'avatars'- projections of your might, bearing your image. Creating one is the work of only a few moments, and essentially creates a secondary 'instance' of yourself that you may control or command with ease. Dismissing an avatar is as simple as coming into contact with it, allowing it to become one with you once more. There isn't really a limit to how many you can have at a time- but because these avatars essentially ARE you, one being slain will have the same consequences as if you had died yourself.

Authority of a God (400 CP)- Although there are gods of the sea who sweep away entire villages in floods, some gods have a decidedly more… esoteric nature. From the gods and goddess of love, sex, and beauty for whom this world may offer no end of entertainment, to the grim angels of death who harvest the last breaths of the living like a farmer harvests grain, you have been given 'authority' over an abstract concept such as these, as well as abilities related to your domain. Inspiring it- or inflicting it- upon the mortals around you, or perhaps simply manipulating it in the environment if you've chosen something like 'technology' or 'weapons'. With more divine power, the range of your authority may yet expand to the stars themselves…

INSECT PERKS

Creepy Crawly (300 CP, free Insect)- Roaches, flies, ants, bees- despite their small size insects and feature among the most common phobias in the world, and for good reason. Scale them up and the terror increases a hundred-fold. Whether you're an actual insect- or merely something that commonly gets grouped with them like spiders, worms, ticks and millipedes are- you have several advantageous traits, appropriate to your kind. You might have a hard exoskeleton, scything blades, wings, a venomous sting, or even the ability to spin webs like a spider or burrow through the earth. Depending on how large you are you might be incredibly strong and quick for your size if on the smaller side, but you'll still be nothing to sneeze at if you're big.

Hive Maker (100 CP)- Perhaps you're ready to start your own colony? It's surprisingly difficult to do such a thing, with the complexity of the task only increasing with the more space you require. Spaces for resting, rearing young, storing food- not to mention any number of other things that a more sapient species might need. Thankfully, you not only have the skills required to create such places; but also the instinctive knowledge of how to rear your children. It's as if you were a natural born architect and babysitter all in one!

Caste System (100 CP)- Some insect hives display hierarchies startlingly similar to that of a kingdom. At the top, you have the Queen- the ruler and progenitor of the hive. Then there are Warriors, Workers, and even Drones. You have the ability to produce offspring that fulfill a 'role' in much the same way; their mindset and even their body developing to help them better fulfill that role. This can be a trade-off of certain features like enhancing strength at the expense of intelligence, or you might instead choose which of your heritable traits you'd like them to receive; either way, these choices are made before conception.

Zerg Rush (200 CP)- What insects may lack in strength they make up for in speed. One need only observe an insect scurrying or flying away from sudden movement to see this… although, it may be more apt to point out how quickly a swarm of locusts can devour a field of crops. Not only do you have great mental processing speed and reflexes like many insects, but you also have an incredible ability to coordinate your own species. So long as no pesky self-preservation instincts get in the way you could easily perform swarming tactics, bringing down stronger foes simply by throwing enough bodies at them. If you have control over them (or just practice) you may even be able to form humanoid masses or other shapes.

Metamorphosis (200 CP)- Larvae to pupa, pupa to butterfly. Insects can change many times throughout their lifespan, doing so in a fraction of the time that large mammals do. Like them, you can now designate anywhere from two to seven 'life stages' for you and your offspring. Starting from when they are born and ending when they are fully mature, with each successive form having its own appearance- possibly becoming bigger and/or stronger as well. Alternatively, these transformations can instead have different requirements for how they occur; offering multiple divergent paths they can take depending on their circumstances, including the possibility of going back to an earlier stage. If your offspring differs greatly from your own biology then they may even develop their own entirely unique variants of these forms.

Queen of the Hive (400 CP)- Insects are capable of reproducing at truly astounding rates, laying hundreds- or even thousands!- of eggs at a time. Regardless of whether or not you're giving birth to them yourself you're capable of something similar. Not only are you capable of producing many young 'per batch', but they can even grow up far quicker than they should. True insects might be born in the thousands and fully grown in days; and while a creature the size of a building might wait much longer for their brood to be fully grown, it will still happen in a fraction of the time it normally would. The exact details are yours to determine, though it should be noted that such pregnancies can also be unusually quick and easy as well.

Hive-Mind (400 CP)- Just as an ant-colony revolves around its queen and her commands, so to do your young act as an extension of your will. Your children are somehow capable of receiving your mental commands, and follow them automatically- as if they were merely an extension of your own body- with no requirement for vocalization, pheromones, or other forms of communication beyond your telepathic control. You may see through their eyes and access their other senses as well, which can be used for scouting or information gathering, and helps with coordinating them as well. Alternatively, you might have control over a single 'type' of animal (snakes, canines, rodents, fish, etc.) instead, if the idea of controlling your own young in such a manner is unappealing. You'll still gain access to their senses in that case.

MUTANT PERKS

Patient Zero (300 CP, free Mutant)- Exposure to some sort of mutative force has made you the host to a corrupting influence. It could be a virus, a curse, radioactivity, or even some quirk of genetics that affects only your offspring; regardless, those who fall victim to it tend to mutate within the guideline of a certain 'theme'. For instance, an 'aquatic' theme might seem them sprouting tentacles, gills, or even transforming into full on fish people. A 'zombie' theme might result in most people becoming undead, with a rare few mutating into 'special infected' with unique physical traits or abilities top of being much more durable.

Other details, like how their mind is altered by their transformation, are up to you to determine. Some might become abominations, others might experience strange compulsions or new instincts, and others might not be affected at all. Feel free to determine your own mutations and their downsides- if any.

Outcast Humanity (100 CP)- People like you don't belong with regular folk; they make their livings in sewers, in shacks in the woods, or by living in the catacombs and attics of large buildings. You have learned how to live on the outskirts of society; managing to eke out an existence unseen and unheard, even when normal people are stomping about right above you. It helps that your body has adapted so that foul food and drink and other horrible conditions are something that you can not only endure, but even enjoy… somehow.

Grotesque Brute (100 CP)- Tumors, exposed muscle tissue, hearts, or even giant eyes; your nauseating body might make you seem vulnerable, even pitiable, but any perceived weakness is a facade. Any so-called 'weak-points' will be just as tough as the rest of your body, and anyone expecting you to keel over just because they kicked you in the dick is in for a shock. Furthermore, you'll also find that your disgusting body is somehow repellent towards attackers- possibly because it's poisonous to anything foolish enough to take a bite out of you, or because it's just that damn disgusting that anyone who gets close can't help but gag.

Extreme Makeover (200 CP)- For whatever reason, the mutations you've undergone have focused on one limb or area of your body in particular- providing it with new capabilities far beyond that of a human. Examples include having a massively engorged arm capable of breaking down brick walls and serving as a shield, a long prehensile tongue capable of shooting out like a bullet and being used as a grappling hook, or even elongated, prehensile hair capable of ensnaring a human. And yes, this can apply to your sexual features too. Enjoy your giant-sized cock. Or possibly your Dentata. Whatever floats your boat. Or sinks it.

Mutant Power (200 CP)- Whatever happened to you has given you power far beyond that of an ordinary human; the question is, how has it manifested? Perhaps you have a powerful bio-magnetic field that allows you to manipulate metal objects within a certain radius around your body; or maybe your body's natural bio-electricity has increased to the point that you can somehow generate powerful bolts of electricity? It may even be something like the ability to cloak your body, seamlessly blending in with your surroundings to avoid detection… or sneak into changing rooms. This power can be moderately powerful, and although it can stretch the limits of credulity a bit it's ultimately based on your body's biology rather than anything else.

Healing Factor (400 CP)- Well, well; it seems that toxic goo or zombie voodoo bullshit virus was good for your health. Perhaps… TOO good. How else would you describe someone capable of surviving pretty much anything aside from catastrophic bodily damage like being turned into a fine mist or hamburger meat? Whether it's fire, electrocutions, or a good old fashioned hail of bullets you'll spring back from losing even a limb or organ in less than a minute. As a bonus your ability to heal means that your stamina is pretty much endless- you still need to sleep eventually, but you can fight (or fuck) all day before you reach that point.

Continuous Adaptation (400 CP)- Animals and people have evolved to suit a variety of environments over the course of generations. This natural evolution works on steroids for you, as your body adapts to a variety of environments and stresses nigh-instantaneously. Swim in water and you'll grow gills; swim in radioactive waste and become immune to radiation. So long as you don't die outright- or within a minute or so- your body will adapt, and oftentimes you'll even develop offensive or otherwise beneficial mutations to help fight back. Get shot and you'll grow a carapace and spikes that can be fired as projectiles; get stabbed in the back and an eye will grow out of the hole to help cover the blind spot, and so on. These mutations can take a wide variety of forms and may be suppressed or 'activated' at-will accordingly, but are developed randomly.

OBJECT PERKS

Tsukumogami (300 CP, free Object)- The word 'Tsukumogami' essentially means 'an object which has acquired a spirit' in Japanese. Although your origin may not match up with that of the traditional Tsukumogami, that phrase could certainly be used to describe you. Pick an object; anything up to the size of a minivan. You could be a sword, a suit of armor, even a car- or a dildo if you're feeling especially brave. Whatever you are your functions are superior to other examples of your kind. A car might not need fuel or maintenance, somehow repairing minor damage automatically; a weapon or might be far sharper than should be possible; armor more durable; and a dildo… well, let's just say that you'd be a lonely girl's best friend.

Blend In (100 CP)- Why would people think that you're suspicious? You're just a thing; an object. If you look out of place then that just means that someone must have put you there… right? With this, people will try to find all sorts of rationalizations for why you're so clearly out of place. They'll chalk you randomly popping up in their lives as an elaborate prank, and won't think twice about why a clearly expensive piece of jewelry is just sitting around in an abandoned home- without a single layer of dust on it. Of course, there's a limit; namely, once they actually see you moving around or doing anything out of the ordinary, the jig is up.

Manifest Limbs (100 CP)- Most objects are pretty immobile, sadly. Luckily, you have the ability to 'grow' a number of limbs, appendages, and other body-parts from your body. These body parts can roughly equal the mass of a person or double your own size, whichever is larger. This also means that you can create fewer limbs which are wildly disproportionate to the size they 'should' be, if you'd like. If you had the form of a book you could sprout a pair of arms to help you move around, a mouth to speak (or suck dick) with, or even wings or tentacles. And since your additional body-parts can equal the mass of a human body at the bare minimum, you could even potentially create a false body to 'wield' yourself with! With practice it'll be possible to make stronger and more efficient parts, much like exercising a muscle.

Emotion Manipulation (200 CP)- All that glitters is not gold, but you'd be surprised at what people are willing to do for a trinket such as yourself. Especially when that thing has a will of its own- and a method for exerting that will, however subtly, upon others. For you can manipulate the emotions of others within a range of about a hundred feet in any direction; inspiring them to anger, despair, and any number of other emotions. Lust included, of course. This is subtle, but all the more insidious for it… although you could dial it up if you want to provoke an immediate reaction, at the risk of cluing them in to your machinations.

Cursed (200 CP)- You are cursed. Not in a way that affects you, thankfully- but anyone who wears you, uses you, or even just comes into contact with you is a potential victim. As for what you do? Take your pick of mental or physical transformations; they could be turned to stone, or have their morals reversed, or swap genders or even species. Alternatively, they can instead be cursed with some sort of bad luck- which may or may not manifest in lewd ways. You can reverse this (or make people immune to it) whenever you like, or perhaps there's some sort of trick to undoing it- though your victims might also try to find their own 'cure'.

Legendary Artifact (400 CP)- You were probably already something special. Now? You're legendary. A sword could cut through almost anything; a car could go fast enough to drive over a lake. And a dildo? You'd leave even the most disciplined person in a drooling puddle within a minute of use, tops. More overtly magical effects are also possible, in case you wanted to be a flaming sword, a flying car, or some sort of magical girl wand . Either way, you'll be powerful enough that many people would kill to get their hands on you. If you AREN'T an object, then you'll instead find that one of your skills or natural abilities has increased greatly in power to the point that it might as well be supernatural in nature- if it wasn't already.

Genius Loci (400 CP)- It's one thing to be a magic book or ring; whatever force that animates you can cover an entire building! Once you find a good place to 'live' in you can let your power soak in over a period of a few days, giving you the ability to manipulate doors, windows, appliances, and other objects at-will. Not impressive enough? You'll also be capable of altering the layout of the building you exist in, changing its structure as you please- even making it non-euclidean. Alternatively, you may have access to some sort of 'pocket dimension'- one that you can manipulate with just as much ease, while also determining its exact appearance. Drawing victims (or inhabitants) into it seems to give you much more room to work with, too… though your pocket dimension also seems to grow just a little bit day by day.

OOZE PERKS

Malleable Form (300 CP, free Ooze)- You are… well… it's a bit hard to put into words. The gist is that you're a big, amorphous blob. Your malleable body can not only slip into tight cracks, it can also radically alter its shape and even size by becoming hollow or condensing itself. Although your shape-shifting might seem crude at first, with experience you'll be able to take on more complex shapes- limited only by your body's inability to change color. You also have the ability to digest things on contact with your body, as well as to absorb liquids- something that both heals you and may even allow you to mimic their properties. Your body is host to a 'core' that contains your consciousness; alternatively, you can distribute your mind through your entire body. More information on how this works can be found in the Notes section.

Chameleon (100 CP)- Like a chameleon, you are capable of altering the color of your body to resemble nearly anything. You can alter your skin color, eye color, hair color… and you're not limited by the colors found in humans either, allowing you to give yourself a truly outlandish appearance. It only takes a moment to change your appearance, and with careful use you might even be able to camouflage yourself. Seamlessly disappearing might take a lot of practice, but others would be hard pressed to spot you in a landscape shot. With the ability to change your shape and size it'd be nearly impossible to see you coming…

A Little Less Lethal (100 CP)- Look, you might look hot, but anyone that tries is liable to have their dick melted off. Luckily, you have a fix for that- the ability to alter your body's lethality at-will. Dial down your toxins, make your acids as harmless as water, and even somehow provide oxygen to people swimming inside of you! This can work selectively on different traits or parts of your body, too, in case you want to make some parts of your body lethal while making other parts safe for whatever reason.

Slime Time (200 CP)- Somehow you're capable of producing vast amounts of… slime. Or another sticky substance, like webs or some sort of weird 'meat moss'. It could be that your body is coated with the substance, or maybe you vomit it up like a projectile? If you're ALREADY made of slime then it can optionally take on the qualities of your body, if you're willing to put a little bit of yourself into the attack. In any case- anyone getting hit by it will be weighted down heavily until they're able to shake or scrub it off, and you could easily encase or engulf someone with it in enough quantities. If YOU get covered in it, on the other hand, you'll find that it slides off easily- but if you leave it on, the stickiness will somehow allow you to cling to walls and even ceilings if you distribute your weight carefully enough.

Split Up (200 CP)- Like a cell, you are capable of splitting off bodily mass to give yourself what could essentially be considered a second (or third, fourth…) body. It can't be too small, as it has to be large enough to contain some sort of essential 'brain' or 'core' to act as relay, though. The main limiting factor here is the sacrifice of your body's mass, as doing this will also divide up the strength and 'power' that each of your bodies has access to. If one of your bodies 'dies' then it will be possible to recover this power by reabsorbing or eating what's left; if you can't do that then you'll recover very slowly over time instead.You can also make the pieces of your body that you're splitting off actual separate entities- like children or clones. Doing so is more intensive, but your body will slowly recover without having to reabsorb them.

Grey Goo (400 CP)- The typical 'grey goo' scenario describes a self-replicating swarm of nano-machines capable of infinitely replicating itself given enough resources. It may or may not be more literal in your case… but either way, you have the ability to keep growing just by eating. Anything you eat past your normal requirement for sustenance will increase your size, so while you might reach a point where you're unable to grow any more you'd be truly massive by then… and thankfully you're also capable of permanently discarding any excess mass, so biting off more than you can chew won't be an issue for you.

Assimilate (400 CP)- It's one thing to merely eat someone; it's quite another to absorb them into yourself, taking everything that makes them themselves and making it yours. By taking in the DNA of other people (or animals; anything biological really) you become capable of taking on their appearance, their voice… even replicating any biological abilities they possess, manifesting them at will. The more you eat, the better and more complete your transformation becomes; some bodily fluids or a bite might be enough to do a perfect replication of their voice and physical appearance, but you'd likely need to eat a person's entire body to get any super-powers they've got. Either way- the more you eat, the more powerful you become.

PARASITE PERKS

Parasitic (300 CP, free Parasite)- Parasites are truly disturbing, subverting the bodies and wills of their hosts to suit their needs. As a parasite, you are capable of doing such a thing- with both living beings, and dead bodies. A living host might be able to fight back against your control if you slip up, but will allow you to blend in easier if you're able to keep them under control. A dead one can't fight back, but might not be as stealthy and will probably require replacement eventually. You may also choose whether you need to enter someone's body to take control over them, or if you can just latch onto their body to do so. Entering a body provides additional protection and makes you harder to both spot and extract from your host body, but latching onto your host can be done much quicker while arguably being easier to accomplish.

Symbiosis (100 CP)- Parasites are often detrimental to their hosts; but perhaps you've grown attached to yours… in an emotional sense. Because of cases like those, you have learned how to live symbiotically- taking special care not to harm your host as you wriggle and writhe within them. Other creatures who derive sustenance from others- or otherwise rely on them- might also benefit from this, taking only what they need from those they feed off of. You have a finely tuned sense for when you're about to go too far with someone in these ways. As a bonus you'll also find it much easier for you to emotionally bond with each other.

Body Snatcher (100 CP)- So you've stolen someone's body, or found some other way to replace them- but how do you fool their loved ones? Luckily you've put some practice in, and now with just a little observation you can reliably mimic other people. How they speak, how they move, how they write, all the way down to the subtle tics that only their lover would know about. You also have the ability to separate what you know from what they should know, so while you might tip someone off by not knowing something you won't give yourself away by revealing knowledge "you" shouldn't have access to.

Flesh Sculpting (200 CP)- Not every host is a suitable body for something like yourself… but then, once you have control over them there's nothing stopping you from changing that, is there? Through one method or another you have gained the ability to 'sculpt' bodies over time, influencing their growth and development through close- perhaps intimate- contact. Making them lose or gain weight is easy, as is guiding the development of muscles. Even something extreme like changing hair, eye, or skin colors can be done given enough time- or even the regrowth of entire limbs! Although it does require mass and energy to work with. Needless to say, but you are capable of enacting similar changes within yourself as well.

Nesting Doll (200 CP)- Perhaps you're a bit bigger than the average parasite. Most are quite small when they first enter a person's body and only grow afterwards, after all. It's no matter; somehow, you have the ability to squeeze and even shrink your body down massively, enabling you to crawl into all sorts of interesting places. Aside from using this power for more traditional infiltration, using it for its intended purpose of entering a living body will enable you to do something strange. Namely, you'll find it's somehow possible to travel within the veins and other 'empty' spaces within the body to emerge from various points on your hosts form. You could squeeze in through their mouth and emerge from an entirely different orifice, never mind the lack of a direct 'route' that a creature of your size could logically take from point A to B.

Fused Form (400 CP)- This is the ultimate form of symbiosis; the ability to not only benefit from your host and benefit them in kind, but to, in a sense, become a singular being- merging two or even multiple bodies into one. Whether this 'fusion' you undergo is a literal merging of flesh and bone, or perhaps a more esoteric process that may or may not involve a dance, the result is the same- a gestalt being with all the power, skill, and knowledge of its parts. The amount of influence each mind has on this new form is roughly equal. Although one mind could theoretically fight back or overpower the others, doing so may have consequences.

Mind is a Plaything (400 CP)- You might have mastery over the body; but the mind is a tougher nut to crack. But ultimately- it's all biology. It can be decoded, read- and altered to suit your needs. Somehow, you have gained the ability to affect the memories of those you're in contact with, yourself included. You can review the memories of others as well as your own, remove or change them, implant false ones, and with enough time you can even 'copy' them into your mind- effectively allowing you to 'learn' skills through nothing more than prolonged physical contact. Of course, that's assuming you want to leave their mind relatively intact; the process is much quicker if you just invasively rip the memories right out of their psyche.

SPIRIT PERKS

Spiritual Presence (300 CP, free Spirt)- As a spiritual being, you are capable of making your body solid or intangible on a selective basis. Your control of this ability is so great that you can be both 'invisible' and solid, as well as intangible and visible at the same time. This not only allows you to walk through walls, turn invisible, and even 'fly' by inducing weightlessness- but it also allows you to perform other tricks, such as making some parts of your body visible while others remain unseen, or allowing you to stick your cock through a wall. Other poltergeist tricks- like interfering with machines by sticking your body through them and messing with their internals, or opening locked doors by messing with locks- may also be possible.

Boo-ty Call (100 CP)- It's odd how a ghost can somehow 'know' when someone is calling out to it; especially when the person calling out to them might not even be in the area that they necessarily died in. Somehow, you have the ability to just 'know' when someone is invoking your name, as well as their general location and the shortest route to get to them. It's your call whether you decide to pay them a visit, of course. You may also choose to toggle this off, as depending on how well-known you are it might get annoying to be constantly 'pinged' with this- or maybe you just want to take a break from haunting people.

Poltergeist (100 CP)- You know what's scary? Ghosts, specters, haunts, and other supernatural bullshit. Whereas most other monsters are content to slaughter the people they're menacing, ghosts seem to put more effort into actually SCARING people. And so, you know how to do just that- scare people. It's not as easy as it sounds; anyone could just jump out and startle a person who's already on edge. You know how to set the tone, cultivating a spooky atmosphere leading up to the big scare. You can also do minor environmental stuff to help with this. Making the wind howl, extinguishing (or lighting) torches, making light bulbs flicker or go out, etc. Finally, you can produce 'ectoplasm'. This slimy, sticky substance doesn't do much aside from glow eerily… but 'slimeing' someone with it might be a good way to cap off your haunting.

Enervation (200 CP)- The mere presence of a ghost is often enough to drop the temperature down to freezing; as if they were sucking all the warmth out of the room. What do you think would happen if one actually touched you? Essentially, your chilling presence is capable of draining the vitality out of other people, becoming worse the closer they get to you. Skin-to-skin contact might weaken them to the point that they become unable to fight back… and if you ran an intangible hand through their chest? You might just freeze their heart entirely… though thankfully you can dial this up or down to prevent any 'accidents'.

Traversal (200 CP)- As if it wasn't bad enough that you could go through walls… Somehow- like a few other famous ghosts- you've gained the supernatural ability to travel long distances through some sort of 'medium'. It might be television screens, wells, mirrors, or even pools of blood- or something even stranger than that. Whatever you pick you'll not only be able to sense any applicable 'traveling points' that are nearby, but you'll also be able to emerge from any applicable location you know about- no matter how far it might be from your current location- nigh-instantaneously!

Wail of the Banshee (400 CP)- The voices of the dead can be enchanting; haunting in their own way. What lies beyond the veil of death to give their voice such an ethereal presence? And yet, no matter how enchanting, even a voice can do harm. Your voice is not only beautiful and haunting, but also seems to lure in those who hear it- as if they find themselves unable to resist getting closer, even if it puts them in danger. Seduction should be quite easy for you, even if you are dead. But you're also capable of vocalizing to much higher levels than any living should be capable of. You can shatter glass, burst eardrums… It's possible that one of your screams could even kill someone outright, if they were close enough when you let loose…

Possessive (400 CP)- Normally, a body is house to only one soul… but a soul, intangible as it is, can find a way to fit inside even those vessels which already house one. You are capable of 'possessing' people, taking control over them by somehow forcing your spiritual body inside of their physical one. This is a battle of wills, but without extreme willpower or supernatural powers of their own it should be nearly impossible to break the control entirely- only forcing someone to do something like attacking a loved one would give an average person the possibility of winning back control. It's also possible for you to use some of your more spiritual or magical powers through their body while you are possessing them, in addition to any powers their body possesses. You can also possess objects, allowing you to control them as you please.

TENTACLE PERKS

Tentacle Monster (300 CP, free Tentacles)- It doesn't matter if you're a plant monster laden with vines, a gigantic squid with a penchant for Japanese schoolgirls, or some other flavor of horrific multi-limbed beast. Whatever the hell you are, you have more limbs on (or perhaps, inside of) your body than a damn tree. Not only do you have the bodily coordination required to handle such an abundance of body-parts, but your limbs can even have specialized functions. Some might be eye-stalks, while others might be topped with mouths, pussies, or other orifices- or they could be spiked like a morning-star, endowed with blades, or have the ability to spit acid, poison, or some other organic substance. Finally, your body also seems to be notably stronger than it probably should be; enough so that any regular person couldn't hope of escaping your grasp.

Eight Legs, Seven Vagánias (100 CP)- Having all these extra hands… tentacles… whatever is useful, sure, but what about the inside of your body? I mean, sure- you could fill your innards with groping grabbers to fondle anyone unlucky enough to get eaten by you, but why not make your insides as weird and unique as your outsides? With this, you'll have free reign to do just that- allowing you to add as many additional organs as you can stuff into your body, or whatever passes for your body nowadays. Give yourself internal testes to increase cum production, give yourself extra hearts in case one gives out, or even give yourself additional wombs so you can be impregnated by multiple different partners more easily, and so on.

Daily Dose (100 CP)- Little known fact: rape monsters do not often have the time or money to go to the grocery store. They are too busy raping people. But then, how should you keep your captives alive? Turns out, your body is capable of producing some sort of substance that is highly nutritious; easily capable of keeping someone in the peak of health if they drink enough of it. Cum is the obvious choice, but it could be milk, blood, or any other product of the body. As for the taste: that's up to you to determine…

Contortionist (200 CP)- Whether through some strange plasticity or even being made up of many fine particulates, you've gained the ability to bend, twist, and physically deform your body far beyond what should be possible. You can even stretch and reshape your body parts, allowing you to lengthen them like spears, turn them into mallets, or use them like whips. You can hide in small places by folding your body, and potentially even slither through pipes or under doors. Your innards are equally malleable, allowing you to take huge insertions- or possibly even unhinge your jaw like a snake to swallow someone whole. Be careful not to bite off more than you can chew; some changes you can make might leave you vulnerable.

Seedbed (200 CP)- If all you desire is to breed, than you might wish it were possible to do so more easily- perhaps even without putting much effort into the task yourself? With this, you might be able to make such a thing possible. You've gained the ability to create 'seedbeds' which, when fully cultivated, will create a fleshy, tentacle-filled space that you can throw your victims into- allowing them to be ravaged and impregnated as if you were doing the deed yourself. And if you'd like, you can even plant these seedbeds in the bodies of other people- ensuring that they'll either remain constantly pregnant with your young, or perhaps making it so that any child 'they' have will actually be yours, depending on your own tastes.

Consentacle Corruption (400 CP)- Sure, rape is nice; but sometimes you don't want to deal with all the screaming and struggling. Or maybe your designs are more insidious, and you wish to convert your victims to your side? In any case- having sex with someone will make them far more receptive to seeing things your way, to the point that they might see you as a lover (or at least a potent source of pleasure). And if you do it with them often or long enough? You'll even find it's possible to mold damn near anyone into the perfect partner, servant, or slave, no matter how strong their morals or sense of self might have been beforehand. In fact- this effect is so strong that even if they realize they've been corrupted, they'll be just fine with it!

Horny for Heroines (400 CP)- An office lady is fine too; but there's one thing that's sure to get any tentacle monster going- and that's heroines. Or heroes. Or maybe villains, if you're a tentacle monster on the side of justice. Anyways- the more unusual and powerful your prey is, and the more attracted to them that you are, the more you'll find it easier to overpower them as your own strength and tactical capabilities rise to help compensate for the difference. This won't level the playing field entirely if you're truly outclassed, but it may allow you to mitigate or even negate some of their inherent advantages. After all, even if that caped heroine has super-strength she's still light enough for you to toss around and grapple, right?

UNDEAD PERKS

From the Grave (300 CP, free Undead)- I hate to break it to you, but you seem to be a bit… dead. The lack of pulse might not be a surprise if you're a skeleton, of course. As a corporeal undead, this comes with a few perks- namely, that you don't need to worry about bleeding out so much. It would take catastrophic bodily damage or the outright destruction of your heart or brain (or skull, if you're a skeleton) to put you down. You also don't need to worry about your body's needs as much; you don't need water, air, sleep, or even rest at all, and eating some meat, brains, or drinking blood will help repair and maintain your body if you still have flesh. Skeletons can probably make do with milk baths, or something like that.

Dead Sexy (100 CP)- You'd think that a walking corpse would be less sexy… but somehow, you manage to pull off the whole 'dead guy' thing. It might be that your body was perfectly preserved from the moment of your 'death' onwards, or maybe your rotting, cold-as-an-ice-cube corpse is just unusually attractive looking… Whatever the case may be, you'll find that your appearance is a lot less of an obstacle than it probably should be when it comes to finding romance. Your chalk-white skin and pointy fangs will be seen as cool or sexy instead of being a turn-off, though your partners might still be aware of the danger you pose.

Love Bite (100 CP)- Why do the undead prey on the living? Is it jealousy for what they've lost? An all-consuming hunger? An urge to spread their curse? Perhaps- but maybe humans are just fuckin' tasty. Not only does human flesh, blood, and possibly other 'bodily fluids' taste great to you- the taste equivalent of having sex and shooting up on stimulants at the same time- but the same could be said for the person you're feeding off of, offsetting the pain to a degree. A vampire's bite would feel orgasmic, but if you're a zombie chowing down on their guts then the pleasure will just be a last mercy before they pass out from the pain.

Pull Yourself Together (200 CP)- There's a down-side to being able to survive having your limbs ripped off, which is… what the hell do you do afterwards? You seem to be a bit flexible in that regard- being capable of somehow 'willing' your body back together when you get ripped apart or decapitated. Essentially, this means that all your bits will slowly return to their proper place through willpower alone. Although this isn't really 'healing' it seems small chips and bits will regenerate. Not only that, but your separated parts can be controlled from a distance; allowing you to manipulate severed parts as if they were still connected.

Sum of Its Parts (200 CP)- Alternatively, some undead might prefer to simply replace their limbs and organs once they get ripped off- stitching new ones onto their body, harvested from their victims. You are capable of such a thing, and can somehow graft limbs onto your body regardless of compatibility or even differing anatomy- meaning that even limbs from other species will work… somehow. Suffice it to say that this doesn't really work off any medical principals to speak of. In fact, with enough time (and bodies) you could potentially turn yourself into a heaving, animate mass of corpses and grasping limbs; a walking graveyard… Or maybe you just want to sew on an extra dick or some tits to see what it's like, I don't judge.

Strength of Ages (400 CP)- The very greatest undead are not young. They are old, having lived for countless centuries in the shadows- gaining strength in the darkness. Your body, undead or not, is now immune to age and decay. Not only is your body immune to the passage of time, but so to are your memories- never fading no matter how many ages past. Most impressive is all is the fact that your body becomes stronger with age- indefinitely so, or so it seems. An undead centuries old would be easily capable of any number of athletic feats like shattering brick or leaping between rooftops, to say nothing of how their more esoteric abilities may have developed during the course of their unlife. Even your body's weaknesses would fade away with time, until silver, fire, and sunlight were mere irritants instead of instantly fatal.

Death Magic (400 CP)- Some undead were once powerful sorcerers when they were alive; while others simply find themselves blessed with newfound power upon their death. Somehow, you have gained a collection of abilities in line with your nature- or perhaps, access to a particular form of magic such as necromancy or blood-rituals which may allow you to raise the dead and perform other profane workings. A vampire might have the ability to hypnotize others with eye contact and infect others with vampirism, as well as the ability to turn into a bat, wolf, or a cloud of formless mist, for example. A mummy might raise zombies, ghouls, and any number of other types of undead beings to serve their will, while a Lich might wield powerful death magic in combat to slay the living or even rip their souls from their body.

GENERIC ITEMS

100, 200, and 400 CP Generic Items may be discounted via Floating Discounts or a Custom Origin.

Helping Hands (200 CP)- Want some people to help you out, but don't want to bother with that whole 'Companion' thing? Purchase this, and you can skip all that malarkey by simply giving yourself a few dozen followers. They're roughly aligned with whatever you are- so if you're a Cultist, they'll also be cultists; if you're an Alien or some other monster then they're members of your species, etc. Only, they're far less powerful/skilled than you are; they'd have to be, if you're supposed to be the person who's leading them. That's not to say they won't be useful; just that if you're a god-like entity you should expect angels, valkyries, demons and the like and not fellow deities. In any case, while they don't count as Companions they'll still follow you from world to world, and you can choose whether they respawn or get replaced.

Naturally, they're all people (or monsters) that you'd find incredibly attractive. If your world has multiple species, then multiple species can be represented here as well- so long as each one is roughly on par with humanity.

Population Control (400 CP)- Perhaps you'd like to bring more of your species into the worlds to come; or maybe you simply wish to 'encounter' a favored type of monster no matter where you go? By purchasing this, a single chosen type of monster or species that you designate will begin to appear in future worlds, including their sub-species or any variations on their kind. (For instance, if you choose 'dragons' then these dragons might have a variety of appearances and limb configurations, different breath weapons, etc.) They can either be seamlessly inserted into the history of the world, or they can suddenly appear just like you- doubtlessly causing a great deal of terror if they're eventually discovered. As a bonus you'll also find that your chosen species will be more inclined towards you- including romantically- for whatever reason.

EVERYMAN ITEMS

Cleaning Supplies (100 CP)- You're sure to accumulate all sorts of stains and messes in and around the home while you're here. And blood might be the least of it! Luckily, you have a lifetime supply of cleaning supplies, which are more than strong enough to handle any pesky messes quickly and easily. They're even safe on skin, meaning that you can do your cleaning in the nude if you'd like- or if you want to hop in the shower afterwards, maybe with someone to help you get a little dirty while you get clean…

Surprisingly Well-Paying Job (100 CP)- It's a fact of life that you need to work to live. It's also a fact of life that a lot of jobs don't pay enough to support an entire household, especially when you've got a pack of hungry werewolves to feed. But somehow any job you take- no matter how mundane or 'easy'- always seems to provide you enough money to support yourself and the members of your household. Not just for basic living expenses or rent; but also enough to have a little left over for fun activities, vacations, etc. semi-regularly. The catch is that you have to hold a job to benefit from this, but if you'd like you can start out with a mundane job of some sort in this world, or in any future worlds you visit.

Grocery Delivery (200 CP)- It can be hard enough to deal with picky eaters or allergies; let alone if someone's 'special dietary needs' include choice ingredients like blood or human flesh. Sourcing things like that come with all sorts of problems, never mind the ethics. But by purchasing this you can bypass those difficult questions with a weekly delivery of groceries for you and all the members of your house-hold. The high-quality food, drink, and assorted snacks you receive each week aren't just delicious, but are also guaranteed to be ethically sourced. Or at least, as ethically sourced as you can get…

Suburban House (200 CP)- If you've got a lot of family, or even just a few roommates, you'll probably want a big house so that you're not in each other's hair all the time. This house would be perfect for that, as it's rather large and even has spacious backyard with a swimming pool. With nearly ten-thousand square-feet of space split between the house's two floors, as well as the basement and attic, there should be plenty of room for around a dozen people. At least, once you clear out the attic and basement. There's a lot of junk up there right now, never mind the cobwebs and dust, and it's possible that there may even be a few… unwanted guests. Nothing a determined enough exterminator couldn't handle, though. Probably.

Creature Renovations (400 CP)- A normal house is all well and good; but in a world like this, you'll never know who- or what- might end up living in your house with you. Assuming that you don't have to evict an unwanted guest, you may find that your house just isn't suitable for one of its would-be inhabitants. Luckily, you have access to a company that specializes in cases like yours. Not only do they work for a song, but they actually specialize in renovating homes to suit tenants of a 'monstrous' persuasion. This means that they'll also work on less conventional living spaces like caves, evil lairs, and even underwater ruins. They work fast and efficiently, and while particularly large jobs might require more time anything on the level of the house can be completed in a matter of days no matter how radically the space might be altered.

Monsterville (400 CP)- Although the name of this small town might be a bit more subtle, you already know its dark secret: that a significant number of people who live there are actually monsters. Of course, depending on the world you're in they might be more open about their identities. You'll also get the opportunity to decide what types live there; it could be that there's a large vampire presence, or that strange horrors roll in with the fog, or it might even be something of a supernatural melting pot. You can also choose to have the town 'adapt' to future worlds, with the inhabitants becoming monsters native to the setting (or perhaps based off of them, if you prefer monster girls). Alternatively the inhabitants could remain the same as you travel between worlds, providing you with a community that you can always go back to.

Aside from being civilized enough to live in a town, even a hidden community of monsters will be surprisingly welcoming towards you and any human friends you bring in. Anyone else might not be so lucky, though. But generally speaking they'll all trend towards being people rather than bloodthirsty monsters.

EXPLORER ITEMS

Adventurous Whip (100 CP)- Any good explorer carries a whip with them. Good for whipping anything from Nazis, to plantation workers, to bondage enthusiasts; this whip seems to be unnaturally flexible and easy to control in your hands- being capable of doing things like wrapping around posts for you to swing off of, or wrapping around people so you can tow them into your arms. It's capable of causing both pain and pleasure, and somehow it just seems to 'know' how hard you mean to hit someone regardless of how much actual force you put into the blow. Handy in the field, or in the bedroom.

Translation Guide (100 CP)- This little book is a godsend for errant explorers, missionaries, and anyone else who trespasses in foreign lands. It somehow adapts to the common languages of the country, region, etc. that you are in, allowing you to communicate with the natives of those places if you have the time to flip through it. Happily all the lewd and vulgar stuff is already highlighted, letting you quickly discern whether that pretty native girl is trying to seduce you or if you're misinterpreting her advances.

Fertility Idol (200 CP)- Most native artifacts are a bunch of mumbo-jumbo; but this golden idol of a rotund fertility deity seems to possess some actual magic. Those who are near it will become increasingly aroused, and increasingly fertile as well- inducing a sort of 'heat' in anyone and everything. The strength of this effect only increases until everyone is ripping off their clothes and fucking each other, perhaps even in defiance of their relationships with each other, social norms, or even orientations if they soak it in long enough. And yet, the effect is simple enough to end merely by covering the idol with a cloth or some such. If there's one thing you know for sure, it's that this DEFINITELY doesn't belong in a museum.

Environment Suit (200 CP)- This strange suit appears to be a hybrid of a diving suit and an astronaut's uniform, being both skin-tight and yet well-insulated enough to withstand freezing waters, volcanic temperatures, and the vacuum of space. It doesn't tear easily despite how sheer it is; and in fact, it's just yielding enough to not only be comfortable, but also allows for you to actually be able to fuck people (or be fucked yourself) through its surface no matter how large you or they might be. You could consider it a full-body condom in that sense. It's even machine washable, so cleaning up after the fact should be a cinch.

The Voyager (400 CP)- It seems you've been well-funded. This ship- be it made of wood, propelled by steam, or capable of sailing the stars themselves- has been loaded with all sorts of things required for long-term exploration. Naturally a crew is included; but in addition to them you'll also find a small team of experts with their own disciplines who will be a great asset to any voyage of discovery, scientific or otherwise. In your cargo hold you'll find supplies of food, water, and enough weapons and ammo to arm everyone on board twice over, with a little extra left over for your native allies. Its greatest feature, however, is the fact that all of this will adapt to the worlds you visit in the future- the ship, its crew, and its supplies changing to be appropriate to the world- unless you'd rather keep it as it is.

The Big Find (400 CP)- This codex and map might not seem like much on their own; but if you choose to unravel their secrets, they are sure to lead you to a huge discovery- not a once in a lifetime discovery, or even a once in a century discovery, but the sort of thing that would rewrite history books or upend what we know about the universe. And, if it's something of that magnitude, it's sure to be damn valuable as well; and it's sure to make you famous if you share your findings. Of course, solving this riddle will require a great deal of exploration, treasure hunting, encounters with supernatural beings, as well as plenty of meetings with sexy foreigners and savages abroad. This map and codex will update with each world you visit, providing you with the opportunity to make large discoveries like this at least once wherever you end up.

HEIR ITEMS

Fuck You Money (100 CP)- This is the money option; in particular, this gives you millions of dollars in various forms of wealth and assets, including cash, precious metals, and other things that are 'inherently valuable'. You're not wealthy enough to fill up a swimming pool Scrooge McDuck style- but you definitely have enough cash to buy almost anything you could ever want. This has an additional benefit; from now on, any unspent 'wealth' you have will adapt to future worlds, transmuting itself into suitable currencies and assets and giving you the paper trail to prove it's all legally obtained. Of course, this only applies to the stuff you want it to, in case you want to preserve your piles of gold or the first dollar you ever made, or something.

Conversation Pieces (100 CP)- Like any eccentric rich person, you've accumulated a variety of expensive relics, curios, and collectibles from various parts of the world. Perhaps you have an idol which is said to bring wealth, good luck, bountiful harvests, victory in battle and increased fertility to those who bear it, which you proudly display alongside your collection of original Superman comics. Any 'powers' your collection possesses are all nonsense, of course- but aside from their value, the REAL reason you're keeping them around is because they're interesting and valuable, and make YOU seem interesting and valuable (and, therefore, attractive) for owning them. Certainly, each knickknack you possess has an interesting story attached to it, which you can explain at length to anyone who cares to know.

Sex Dungeon (200 CP)- Well well well! We all have our dirty little secrets, but yours takes the cake! This might be the biggest, most perverted den of debauchery that ever did exist- and it's all yours, wrapped up nicely in a hidden little sound-proof bunker. What goes down in here, only you might know- you, your captives, and anyone you let in down here to train or 'use' them, that is. When you shove someone down here you'll find it's frightfully easy to mold them to your tastes- either breaking their spirits or allowing their true selves to come out to play, in what they believe to be a place of privacy. You'll find all the sex-toys, sex-machines, and other sex-related things you could ever want down here… though finding someone to use them on, or enjoy them with? That's up to you. I'm sure you already have some ideas…

Yacht (200 CP)- What is it with rich assholes and yachts? Whatever. This private boat- or perhaps spacecraft, if you're in that sort of world- has been fully equipped to offer the very height of luxury and hedonism, allowing you to cruise around the ocean (or the black void of space) in style and comfort. Basically anything you could want in terms of comfort items or features have been included, and the yacht is large enough to house a hundred people in comfort and luxury- and all of the help as well, albeit not as nicely as your guests. The luxurious food and wine on offer replenishes daily, and the ship never seems to need maintenance- unless it get damaged, of course. It doesn't have any protections to speak of, and you'll need to hire (or acquire) your own crew to run it- but aside from that she's ship-shape and ready for sailing.

Private Island (400 CP)- Ho, boy, well if you wanted a private place to do whatever fucked up stuff rich people get up to in their spare time you can't do worse than having your own private island, especially one that's large enough that you could bulldoze and build a decently sized city on top of while still having room for the beautiful beaches. Although this much real estate would be worth millions on its own, you also have a large discretionary budget for developing it- roughly 50 million dollars. Now, you could certainly spend every dime of that on making a tropical paradise for yourself; maybe even build that city or something… or you could pocket the money and use it to fuel an even more extravagant lifestyle. Currently the island is covered in a huge jungle; whether it's inhabited or not is secondary to your own designs.

New Leash On Life (400 CP)- Hired help is well and good; but what is there to do when you want someone to enter your service who just isn't interested in that idea? Well, you have a solution for that. It might take the form of technological slave-collars, an arcane brand that enforces loyalty, or even some sort of mind-rewiring helmet- whatever it is, this 'leash' of yours will force people to follow your orders, no matter how much they might resist. If you wanted to be crude you could certainly force people against their will with this; but these handy little things are actually fairly complex, and capable of preventing them from acting against you, administering pain… or rewarding them with pleasure. Use it intelligently, and perhaps your 'pets' will come to enjoy their new lot in life. You also have the ability to make more of these, so go nuts.

HERO ITEMS

Police Radio (100 CP)- A hero is always needed, somewhere; the issue is that sometimes that 'somewhere' isn't always easy to find. But thanks to this handy-dandy radio- or maybe some other gizmo or even a magic map- you can always find a way to get yourself into trouble. Somehow, this object tells you the locations of any crimes that are in progress nearby, as well as the locations of any people that might need your help- whether it be because of an accident or even a monster attack. It can even tailor its 'messages' based on your own priorities, allowing you to focus on the stuff that requires your assistance while ignoring the stuff where you might not be needed (or can't affect the outcome anyways). There's no guarantee that you'll be rewarded for your troubles, though- but isn't helping people a reward all on its own?

'Inventory Management' (100 CP)- You would be absolutely amazed at the metric ton of loot- spoils- er, stuff that the average hero finds while out doing their thing. The question is: how to carry it all? If only you had an extra-dimensional space that followed you… and was also portable, of course. Luckily, you have something just like that. Maybe it takes the form of a 'bag of holding', a backpack that seems to fit much more than should be strictly possible, or even a handy attache case that can somehow contain an entire armory and a wealth of treasure plundered from various homes, castles, and military bases.

Trusty Steed (200 CP)- Every hero needs a trusty steed to carry them on their journey. You have one that just seems to keep on trucking, and whether it takes the form of an actual horse or perhaps some sort of actual truck it seems to be capable of withstanding absurd amounts of damage only to come back for more. Even if it's lost, destroyed, or even killed, your loyal mount or signature vehicle will somehow find a way to come back to you. If your vehicle of choice is actually alive, you'll also find that it's capable of following your orders exceptionally well, and can keep moving throughout the day and well into the night before needing to rest and recover. Make of that what you will… Because your world might be a bit 'unusual' this can take many forms, up to and including a (non-sapient) dragon large enough to saddle and mount.

The Cure (200 CP)- This vial of glowing liquid is a panacea; a cure-all for everything from werewolf curses to zombie viruses. When injected or given to a person it is capable of completely undoing anything like that, and will even heal any moderate bodily damage they have suffered in the process. Although you only receive ten vials of this miraculous substance per month, using it on someone causes a curious change in their body. Namely, it allows them to cure other people of whatever diseases or curses were inflicted that they were themselves cured of… by fucking them. Yes; while casual sex may have started this mutant vampire pandemic in the first place, it can also be the cure for it as well! Oh, and you can make more of this stuff if you want; as a cure-all it's pretty expensive to manufacture, but not prohibitively so.

Signature Armor (400 CP)- Well, if you're afraid of getting hurt while you're out saving people you can't do worse than this as far as protection is concerned. Perhaps it's the shining armor of a knight, thrice-blessed and enchanted to withstand even a dragon's flaming breath; maybe it's a suit of power armor that grants superhuman strength to the wearer while at the same time enabling them to withstand being hit by a tank's main cannon. Perhaps it's even a skintight body-suit, which inexplicably stands up to anything from bullets to the claws of giant beasts. Whatever it is- it's basically the best protection you could hope for, and offers several other useful benefits besides that. At the same time, it practically oozes whatever feeling you wish to inspire in those who see you wearing it- be it fear, awe, or even lust.

Signature Weapon (400 CP)- Oh boy. This is the big one. It might be a legendary sword passed down from the heavens above, a whip that's been blessed and treated with alchemy, or even just a big fucking gun that shoots lasers capable of annihilating anything unlucky enough to be in their path. Whatever it is, it's the sort of weapon you'd want to use to kill the most powerful monsters this world has to offer. Even something like a dagger or handgun would cause damage far beyond what it should be capable of to massive creatures like dragons. There's nothing lewd here; not unless pure destruction and killing potential gets you off.

KEEPER ITEMS

Eye-Catching Outfit (100 CP)- Someone like you just NEEDS to have an outfit like this. It could be a smart-looking gray suit that makes you look dignified, a dress with a v-cut that goes down to your navel, or you could even go full Gothic Queen. Whatever it is, it's sure to give you a notable presence in any room you're in- and more importantly, it'll accentuate your figure in all the right ways. Hubba hubba!

Porno From The Crypt (100 CP)- You've just gotten access to a very special TV- one that doesn't even need cable to work, though it might only get this one single channel without a proper hookup. This exclusive programming chronicles a variety of horrific and erotic stories tailored to you and your kinks, and may or may not be based on true events. If you'd like, this can even chronicle your own adventures- or at least the ones that would make for decent entertainment. In worlds that DO have TV programming you can also find this channel on any TV you decide to use, though other people won't be able to access it without you.

Publishing Company (200 CP)- It seems your tales to astonish have attracted the attention of a company! They're willing to pay you a fee for your recounting of 'fictional' horror stories- as well as the pornographic ones, or the ones that are a little of both. Not only will you get paid, but this company will then adapt your stories- turning them into movies, TV shows, books, or maybe even video games. They're VERY versatile, and in future worlds you're sure to have a similar company reach out to you. If you'd like, you can even have a hand in the creative process- something that they'll also pay you for, if you do so.

Phone-book of the Damned (200 CP)- Oh, boy, a tome bound in human skin! What could be inside of it, I wonder…? Aaaannnd it's a phone-book. But not just any phone-book- this grimoire contains the names and phone-numbers of a wide variety of powerful supernatural beings, who you can call at your leisure on any cellular device (reception not necessary). Make crank calls at your own peril, for this does nothing to prevent reprisal if you end up pissing them off; but if you must speak with an evil demon, vampire lord, or even Jesus Christ himself you'll be able to with this book. Good for making deals, booty-calls, or very interesting radio talk-shows. Naturally, this book will update in future worlds with different names to call.

Based On True Events (400 CP)- You've got quite the library now; one that seems to grow everyday. A library of erotic horror books, films- even comics, if that's what you're into. And each story they tell is- well, based on true events. But the accuracy of the tales is shocking- your collection would be a treasure trove of evidence for most agencies. These stories will reveal the answers to mysteries, unmask killers, and lead to buried treasures- and no small amount of danger, should you decide to investigate further. The stories you get are random and can come from around the world for the most part- but if a 'story' occurs that happens to involve someone you know, even in passing as a stranger, it will be sure to wind up on your shelf.

Kooky Old Mansion (400 CP)- The former inhabitants of this creepy, kooky, mysterious, spooky, and all together ooky estate have moved on- leaving their massive home to you. It's all fully furnished with exquisite furniture, albeit it all tends to look rather dark. It should be noted that they left some other things for you as well. Namely, a dizzying variety of lethal booby-traps- along with puzzles, supernatural guard-dogs of both the metaphorical and three-headed variety, and no small amount of hidden treasures. Exploring your new home may be perilous- but if you can tame it and make its secrets yours… well, it would be well worth the price and the dangers involved, to say the least. If you'd like you can also gain a similar estate, with a similar level of value attached to it. Perhaps you'd prefer an ancient European castle instead?

KILLER ITEMS

Cabin in the Woods (100 CP)- You've got a cozy cabin out in the woods somewhere. It's small, humble, and well-hidden. There are only a few rooms; a bedroom, a combination kitchen/living area… and the basement. It's pretty much sound-proof, thanks to being underground, and it's spacious enough for you to have a place to store a creepy shrine, your weapons, and even a few captives if you'd like. Alternatively you could have a similarly humble home in a more urban environment, if you'd prefer to have things like electricity and plumbing in exchange for being easier to find.

Bear Traps (100 CP)- You've got a collection of bear traps, imbued with a special property- namely, that while an ordinary bear trap is meant to work on bears (and thus more than enough to maim a person), these ones have been specially tuned to ensnare people. The teeth will still dig into their flesh, of course, but only enough to keep them in one place- meaning that after you pull them out (or they escape) they'll be in a good enough condition to limp. Of course, they're still hard to get off once they've been triggered; without help they'll probably need to cut off their own leg if they want to escape. And naturally you're also free to tweak the tension of these traps to make them more lethal, if you're hunting something that's sturdier than a human.

Instrument of Murder (200 CP)- You've got a weapon that's particularly good against living things- as weapons tend to be- but more so than should be strictly possible. A machete capable of chopping a person's head off with a single swing, a bladed glove that can rip out a person's guts with one swipe, or even a chainsaw that can cut a person in two… lengthwise. Not only that, but it's pretty much indestructible and doesn't seem to need much in the way of maintenance, either. Aside from wiping the blood off, of course.

Sedatives (200 CP)- Sometimes you want to take a victim in alive; but your usual tools just aren't suited for that sort of thing. Luckily, you have something new to add to your play-kit: a supply of sedatives, chloroform, and even 'roofies' that are perfect for drugging your victim to varying levels of alertness. Some of this shit could knock a person out in a matter of seconds if you use it right; others, well, they'll make a person sluggish enough that fighting back is difficult. The whole collection replenishes, and comes with a detailed set of instructions on how to measure out dosages to avoid unwanted side-effects.

Death-Traps (400 CP)- Ah, perhaps you're a fan of more elaborate toys. Well, you're in luck- for you have access to a dizzying variety of death-traps. Some are simple enough that they come pre-assembled; the more elaborate ones can be put together like a jigsaw puzzle in a location of your choosing. They come in varying degrees of lethality, too, in case you just want to play at the idea of putting people in peril… or want to spice things up in the bedroom with a bit of blood without outright killing someone. For that matter, some are escapable while others are essentially glorified execution devices. Included are the tools you might require to set them up, along with an assortment of acids, scything blades, and any other things you might need to replace from time to time… along with a instruction book- or manifesto- on how to design your own traps.

Should you have any existing properties, you may feel free to equip them with any number of traps like these, freely- skipping the hassle of having to install them yourself.

Masque of Death (400 CP)- This mask is truly something special; the perfect accomplice to your crime. To start with, it's excellent at concealing your appearance- even if you have a distinct build, you'll need little more than this mask to disguise your identity. It's also intimidating, iconic, and always there when you need it. Lastly, it seems to be nearly indestructible- which comes in handy, since masks are often meant to protect your face and head. The design of the mask is yours to determine; it could be a death mask, a domino mask, a hockey mask (always a classic), or even a gas mask. Or perhaps something of your own design? Optionally, you may find that your mask has an additional feature- its iconic design inspiring others to wear their own versions of it during their own crimes. Or perhaps even inspiring copycat killers outright…

MERCHANT ITEMS

Designer Drugs (100 CP)- Ah, got a fondness for herbs, do you? Or maybe it's something else… well, feel free to pick your poison here. This collection of tailored drugs can do a variety of things. It can help you 'get it up' if you're having trouble with that- and your erection can last for far more than four hours if you go with the extra-strength option. There's stuff here that makes people horny- or drowsy, in case you want to grab 'em from a bar or something. There's even some especially potent stuff that can affect even superhuman metabolisms, if you're brave enough to try drugging a monster. All of these goodies will replenish on a weekly basis- but don't worry. You have more than enough to get a party started here…

Merchant's Mantle (100 CP)- Got somethin' that might interest ya… This might take the form of a fancy suit, or perhaps something more obviously suspicious like a long-coat. Whatever it is, wearing it causes you to exude a sense of 'trustworthiness' to those around you- making you more approachable, even if it really should have the opposite effect of making you look like a sleazy scumbag. Aside from helping you attract customers, this suit has another function- wearing it gives you instant access to any small items you own, including money. You can reach into your pocket and instantly withdraw several hundred dollars from your bank account if you want to- or pull out an arsenal from the depths of your clothing. You have to have feasibly concealed that thing in your apparel, though, so keep that in mind.

Soulless Bureaucrats (200 CP)- While the 'soulless' appellation may or may not apply, having your own team to help manage your PR and any legal issues can come in handy in more ways than one. By helping to manage your company's official statements, as well as any other message you might want to put out, they'll help you- and your business- be seen in a good light by most people, at least the ones who aren't terminally online and looking for something to be upset about. When you DO get embroiled in a controversy, they'll switch gears to damage control- and if the worst comes to pass and you end up in court, you'll find your lawyers are scarily effective at doing their jobs. As a nice little bonus, these people are all young, attractive up-and-comers rather than the older folk you'd expect from such a thing.

A Little Shop That Wasn't There Yesterday (200 CP)- It seems you've got a pawn shop now- or perhaps a store that's a little more specialized? It's hard to tell since you don't have an address… because your store can appear or disappear at the drop of a hat. It can somehow squeeze between buildings or just appear in the middle of nowhere whenever you want. And when you decide you're sick of running it- or want to make a quick getaway- you can make it vanish, just like that. Aside from that all of the merchandise you have in there is mundane. For now. You never know who or what will walk through your door with some ancient cursed heirloom to sell, to say nothing of what you might decide to sell in there yourself…

Black Market Connections (400 CP)- Connections are everything in the world of business; and you have quite a few of them. Albeit, not in any 'respectable' area of business; no, your suppliers deal in the black market. Make a few phone calls, and your contacts- all of whom are reliable- will ensure that you get whatever your heart desires, so long as it's within their ability to procure it. Contraband, drugs, stolen artifacts, slaves, military-grade weapons and explosives can all be yours, wrapped up in a neat little bow. It's even possible that your friends-in-low-places will be able to obtain goods that are outright supernatural… for the right price. This is doubtlessly true in places where such things are commonplace. They're all open to 'negotiation' on the prices and fees for their services. To a point; they need to make money too.

Jumper Inc. (400 CP)- Ah, I see you've made it big. As in, 'head of your own company' big. Your corporation is fairly large, and brings in millions of dollars in profits while being rated as being worth much more than that. What you sell is up to you to determine, and although your current offerings are relatively mundane for the world you're in there's nothing stopping you from releasing a hot new product to skyrocket your company in value. While you're currently limited to a single headquarters and the facilities required to produce and ship your products, growing your business- even in future worlds- will allow you to retain more assets going forward. Build yourself up enough, and you could have similar facilities in every major market. You'll also find that your employees tend to be highly attractive and willing to do a lot to get 'promoted'.

OPERATIVE ITEMS

Sneaking Suit (100 CP)- Spies are known for wearing two things: tuxedos if they're guys, and catsuits if they're women. In the interest of gender-equality, you're getting both: a smart, handsome tuxedo with matching apparel… and a skin-tight catsuit that you could wear underneath it, if you wanted to. The tuxedo itself is exceptionally durable, the equivalent of a 'bullet-proof' vest. The catsuit, in addition to being form-fitting while at the same time not restricting your body in any way, is insulated- allowing it to serve in any weather, or even as a wetsuit. Furthermore, you don't just have the one set of suits; you have several, in a variety of colors (or even camouflages, in the case of the catsuits). Maybe they'll fit your fellow agents?

Disguise Kit (100 CP)- At times you may need to disguise yourself in the field. As an enemy soldier, as a woman, a man- or even as something inhuman. This disguise kit is equipped with a variety of things that would allow you to pull that off, ranging from makeup and minor prosthesis to a variety of uniforms both military and civilian, as well as insignias and matching ID cards. If you're at all good at acting this should be very useful- even in the bedroom. The uniforms and accessories update to be useful in future worlds, as well.

'Basic' Gear (200 CP)- Someone like you is entitled to a few high-tech goodies; the sort of tool-kit that most people would salivate over. Tracking devices, grappling hook, hidden daggers in your shoes and up your sleeves? Child's play. How about a handheld laser capable of cutting through steel, a jetpack, or a holographic communicator device capable of projecting three-dimensional hard-light images? Enough toys like these to fill an attache case- also included with this- are now yours, to do with as you will.

Brain Scrubber (200 CP)- Sometimes, you need to put some extra effort into cleaning up a mess. Luckily, you've been supplied with a hand-held device that allows you to do just that. It could be a device that blanks someone's memories of the past few hours in a flash of light; or it could be something that hypnotizes people, making them more suggestible and giving you the ability to mold their mind like clay. If you want to get morbid, it could even blank their minds out entirely until some sort of counter signal is given- leaving them unaware and at your mercy. Most insidious of all is the possibility that this gadget of yours is capable of inflicting powerful compulsions, activated by common sentences or a more uncommon command phrase.

Containment Site (400 CP)- You've been put in charge of a very special facility. It's, essentially, a maximum security prison- the type of place that no person could ever break out of. Although, the nature of this facility makes that much less certain, as it's actually designed to hold a variety of non-humans. The majority of the cells have been reinforced to the point where even a bomb going off would barely scratch the insides; and a few others have even specially designed to either drown out psychic powers, magic, or prevent incorporeal beings from escaping. A number of other facilities- kitchens, sleeping areas for the guards, an armory, an infirmary, a testing area, and so on- are also provided.

The site is fully staffed, though as of yet the number of prisoners under your care is zero. But once you lock someone up, they're there to stay- at least, until they manage to pull off a containment breach. So long as you keep them locked up most of the time- and so long as they're still there at the end of your stay in a world- they'll continue to be your prisoner, until such a time as they are able to win their freedom.

The Agency (400 CP)- Nobody can work alone; and even if you can- do you really want to? If your answer is 'no', then purchasing this will make you a high-ranking agent of a powerful organization. It might be a three-letter agency, or maybe they're so secretive that nobody's ever even heard of them. In any case, your rank and reputation will ensure that even the leaders of this organization treat you with respect. If you're talented or valuable enough you could even get away with refusing orders from your superiors without being punished too harshly. Not that your orders would ever be a problem, as this agency's goals are guaranteed to be highly compatible with your own. Aside from the benefits of working for a large and powerful organization like this, your actions are now legally sanctioned by at least one government. Maybe more.

In future worlds you may find yourself with a similar rank in a similar organization. Aside from ensuring that you always have resources and backup behind you, it may be possible to rise in the ranks even further than you already have… in which case, your new status will also transfer over to the next agency you work for. Who knows; maybe you'll be the one calling the shots soon enough?

PRIEST ITEMS

Bad Habits (100 CP)- Ah, so good to see such a devoted member of the cloth! Although… one can't help but notice how oddly shaped the beads on your rosary are. Why do they get progressively bigger? And… why is that crucifix so strangely phallic? Beata Maria; what could it all mean? To spell it out: you have a nun's frock, or a priest's robe, which helps to disguise the assortment of religiously-themed sex-toys that you carry around inside of it. Getting away with using one in public might be hard, but if someone were to discover them they'd probably assume it's a coincidence at worst… even if they are a bit wet.

Holy Symbol (100 CP)- This symbol of your faith seems to glow with power, whether it's a humble crucifix of wood or an ornate golden ankh. In addition to potentially repelling unholy creatures like demons or vampires if they are vulnerable to such symbols of faith, it also helps you to channel any holy powers you possess- making them stronger so long as you're holding it.

Confessional (200 CP)- They say that confession is good for the soul. But did they mention that it was also good for the libido as well? This sound-proof confessional has an odd-property; not only does it make people far more likely to confess their lewdest sins rather than hiding them, but they'll also be more willing to accept punishments that are… unorthodox, to say the least. Something that the confessional helps with, as the window between priest and confessor is large enough that someone could theoretically stick their head or hindquarters through for spankings, blowjobs, or sex. Call it an indulgence if you must.

Chastity Apparel (200 CP)- If you want to show your devotion, this might be the best way of doing it. You have a collection of chastity apparel suitable for keeping one's virginity intact, or for preventing orgasm entirely. Capable of covering both types of genitals- as well as the mouth and anus if you wish to go to extremes- it has been blessed so that it is impossible to remove, except by the person who put it on in the first place. Crucially, it doesn't matter if you put it on yourself- this property still works if you put it on someone else, making it impossible for THEM to remove it as well. It might seem a bit extreme, but some sinful individuals may be deserving of such a punishment. In addition to the set you have, you also know the holy rites required to bless other apparel- including non-chastity apparel- with a similar property as well.

Nuns n' Guns' n' Rosaries (200 CP)- Sometimes, a priest can't deal with a foul spirit with just the Bible in his hand. Sometimes, one needs to call for assistance when dealing with the spawn of Satan. That is why you have been granted a great indulgence by your faith: the authority to lead your very own group of crusaders. You operate out of a large temple that has been reinforced to the point that it might as well be a fortress, your men (and/or women) numbering in at around a hundred highly-skilled warriors. It is laden with holy weapons; flasks of holy water, throwing daggers and axes made of silver, crucifixes that have been balanced to act like boomerangs… and whips. Huh. If you're allergic to references you can go with blessed blades, silver bullets, wooden stakes, salt, and cloves of garlic instead. Your supplies will replenish in any case.

The Good Book (400 CP)- This… this is the sort of thing that could serve as the basis of an entire religion. Or perhaps it might be more accurate to say that it radically rewrites an existing one? These ancient documents- which update to suit the worlds you go to- are capable of doing such a thing. For they are 'authentic' to the ancient times they originate from… and yet, their revelations are suited towards your own agenda. If you wanted to declare yourself to be the Second Coming, then readers of these texts would be shocked at how they describe you down to the last detail. Forming pleasure cults, poaching followers from existing religions for your new sect, or even debunking a religion should you not wish to bother with all that spiritual nonsense- the choice is yours to make.

PREY ITEMS

Grooming Supplies (100 CP)- Hey, just because you live in a world of horror doesn't mean you should slack on your bodily hygiene! Luckily, you've got quite a collection of toiletries- everything you'd need to make sure your body is spic-and-span, inside and out! Toothpaste, shampoo, towels… even makeup, if you want! It all replenishes, and your collection is actually large enough to include a few novelty items. Just… because. Like this BBQ-scented body-wash! Isn't that keen?

Captor's Bindings (100 CP)- Just because you're getting raped doesn't mean you need to be murdered, too. By purchasing this, you might note that your enemies always seem to have some peculiar bindings in hand whenever you encounter them. Ropes, chains… even leashes, or an entire cage conveniently stashed nearby. Should they manage to defeat you somehow, you'll also find that they'd prefer to use these things to tie you down and take you back to their lair, rather than just having their fun on the spot and then killing you. Which one is a kinder fate isn't certain, of course, but it still might save your skin.

Seedy Alleyway (200 CP)- Ah, what a convenient shortcut! It's strange, but you have a strange habit of running across alleyways like this whenever you need to get somewhere- at least in an urban environment. It's a definite time-saver, for sure. Only… these alleyways tend to be frequented by all sorts of scary people, and even monsters. It might be safe one day, but the next you might find gangsters, ghouls, or even goblins! Perhaps that's not a problem for you… but if it is, you might want to steer clear. Or don't. It's your choice.

Sexy Wardrobe (200 CP)- You've got quite the wardrobe; any cosplayer would be jealous of the sheer variety of outfits and accessories you're able to pull out. All of them, it has to be said, also look rather flattering. There's just one problem… these outfits seem to attract monsters who would 'naturally' victimize the person you're depicting. A sexy nun outfit will attract demons and other unholy creatures; a shrine maiden outfit would attract Oni and other Japanese spirits; a sexy cop might attract human assailants or perhaps zombies, and so on for a wide variety of uniforms, costumes, and other apparel. Should an outfit be torn off or otherwise damaged you'll find it restored in the wardrobe the next day, so… have fun.

Bad End Collection (400 CP)- This is quite the curious collection; frankly, it probably shouldn't exist. It's a set of movies depicting what could be described as 'bad endings'- yours, to be specific. Whether they happened in reality- or COULD happen in the future- you will find them here. Being killed, being trapped and turned into a sex-slave, even getting eaten alive- there's no end to the bad endings you can find here. However disconcerting they may be to watch, however, they do have their purpose. Aside from allowing you to enjoy the action vicariously (if you're into that sort of thing), these videos go out of their way to point out the mistakes you- or that potential version of you- made. Missing the tell-tale signs of an ambush, trusting someone you shouldn't have, etc. Hard lessons- but ones worth learning from.

Lustful Balm (400 CP)- This might look like an ordinary perfume- or cologne, maybe- but its true purpose is far more sinister. Although the wearer is immune to this potent scent, anyone else who gets a good whiff of it will quickly succumb to their lustful desires- desires which, naturally, are directed towards the wearer of this balm. Someone with supreme willpower, or perhaps a paragon of morality might be able to resist its effects… but only until they saw even the slightest hint of indecency or immorality from the object of their unwanted desires. At which point they would be provoked enough to perform… 'correction'.

ROMANTIC ITEMS

'Plan A' Condom (100 CP)- Sometimes you don't want to end up with an entire brood of children. So if you want to avoid having one too many- or ending up having to pay child support- then you can always count on Plan A. This condom is always accessible, guaranteed to never tear under normal use, and is one-size-fits-all, so even those with magnum dongs (or penile spikes) can benefit. Conversely, it's also sheer enough that it's almost like you're wearing nothing at all; the difference being just good enough to be worth wearing- and then taking off, once you decide it's time for the splash.

Spice of Life (100 CP)- Variety is the spice of life, or so they say. As such, you have assembled a vast collection of sex-toys. Specifically, sex-toys of the 'Bad Dragon' variety. You've got tentacles aplenty, knots galore, and more weird onaholes and fleshlights then you can shake a dick at. Interestingly enough they're all exquisitely detailed, and very nearly as good as the real thing. Also included is a replenishing supply of lube and any other 'fluids' they might need for maintenance or basic operation.

Date Night (200 CP)- You have a weird habit of winning sweepstakes you've never even heard of- and unlike most cases, this isn't actually a scam you need to worry about, either. It's usually something minor and not all that tangible- a free trip to a water park, movie tickets to the next big film, a free dinner or a gift-card to a fancy restaurant- but it happens often enough and with such good timing that you can make frequent use of all the free stuff you win. And, occasionally, you'll get something more notable and longer lasting- something like a year-long pass to a nearby theme-park, a free cruise, or even an all-expenses paid trip to a foreign country just in time for a vacation. And if you don't want to do any of this stuff it's often possible to exchange the prize for cash instead, too.

The Nanny (200 CP)- So, you've wooed, bedded, and subsequently had children with the monster of your dreams. But who the hell is going to take care of your half-human, super-powered spawn when you decide to have a date-night? You're in luck, for you have the contact details of an exceptionally skilled baby-sitter- or perhaps even a live-in nanny- who specializes in cases like yours. Even the most unruly or numerous of Jumper-spawn can be taken firmly in hand by this skilled individual and given all the proper care they require- and for a dirt-cheap price, too. If you get attached, you might even find that this person is somehow capable of following you to future worlds rather than getting a new sitter each time. Also, if you get really attached you might also find that they're DTF once the children are asleep.

Monstr (400 CP)- Ah, this is refreshingly straightforward. It seems your smartphone- or other device capable of downloading applications- has just been equipped with a new app: Monstr. A dating app for humans and monsters (and other abhumans) alike to find love with each other. Although, it'd be lying to say that some monsters don't use it like Grubhub and not Tinder like they're supposed to. In any case, even with worlds with hidden communities of monsters- or even worlds that are supposedly mundane- it can be used to find those monsters who are, ostensibly, looking for love among humanity (or vice-versa if you're a monster yourself). In worlds without such advanced technology, this might instead take the form of some 'matchmaking service' run by both humans and inhumans to achieve a similar goal.

Shlomo's Greater Guide to Monster Wooing (400 CP)- This ancient text was written by a wise and powerful sorcerer-king; one with great taste, apparently, as it describes a huge variety of monsters and deities… as well as the methods required to safely seduce, romance, and/or fuck them. The information here either adapts to future worlds, or perhaps this wise man managed to tap into some sort of multiversal truth that is common across universes. Either way; if you want to bed vampires without getting your throat ripped out… If you want to turn a succubus into an honest woman… And ESPECIALLY if you want to get a smooch from an eldritch goddess… You could almost certainly find a way to do so using this book.

SCIENTIST ITEMS

Sensors (100 CP)- Geiger-counter, check. Seismograph, check. EMF meter, check. Horny sensor? Check, check, and double-check. It seems you've gained a dizzying variety of hand-held sensors, capable of detecting anything from the presence of ghosts to the levels of arousal within a person. Some of them are obviously mundane; others seem to work on supernatural principals; and all of them have vibrating handles for when the readings are especially high.

Tranquilizer Rifle (100 CP)- Wotcha need this for? Hunting elephants? This tranq gun- and the associated collection of darts- is the perfect tool for incapacitating people and monsters alike. The tranquilizers are capable of knocking out even werewolves in a matter of seconds at their maximum dosage, but it's impossible to overdose someone with these… though you might knock out a regular person for a day with the dose you'd have to give a werewolf. The darts are clearly labeled, thankfully, and come pre-measured for a variety of different targets. Particularly large ones might not get knocked out with the first shot, but multiple hits can down even something like a T-Rex. Any larger than that and you might need a bigger gun. Your darts will replenish as they are used, though you might consider making your own, too.

Model Subject (200 CP)- At last! Your very own clone! Unfortunately they came out a bit, uh- brain-dead. They're hooked into a machine that keeps them alive and healthy at the moment, and aside from the whole 'lack of brain activity' thing they're in perfect health. What use are they, then, you might ask? Well, here's where things get interesting. All of your powers, perks- everything- seems to copy over to this clone automatically. Don't ask how; that's just how it works As a result, you can sort of 'model' what will happen to your own body if you, say, inject a super-virus into your body by doing that to this clone instead. If they start to mutate, well, you've got work to do. And if your clone DOES die they'll respawn in the tube like nothing happened. They're healthy enough to get aroused and orgasm, too… so do with that what you will.

Signature Invention (200 CP)- This; this is what put your name in the papers. Perhaps it's a device capable of miniaturizing men, reducing them to the size of mice or ants or smaller; or maybe it's an apparatus capable of resurrecting dead flesh placed within its chamber? Maybe your invention is capable of somehow turning people into half-human hybrids, or results in the enhanced growth of certain body parts. It could be a cloning machine, a weather machine… The possibilities are endless, and as its creator you surely know all the ins and outs of this device- and all the ways it can be used for fun 'experiments' in the bedroom. Naturally, you also know how to make more.

Doomsday Device (400 CP)- This may very well be your magnum opus; a weapon that could destroy entire worlds… Either in a literal sense, or a metaphorical one where the world quickly becomes unrecognizable after it's used or made widespread. It could be a virulent zombie plague- or one that transforms people into cat-girls if you want to be silly- or maybe it's something completely out there, like a time-machine or a portal device that lets you visit alternate dimensions. Depending on what you pick there could be dire consequences for using it; societal collapse might be the least of it, and even benign uses might get corrupted if someone untrustworthy gets their hands on this tech. On that note: you have the blueprints required to make more, if not the materials or expertise. Think carefully about how you use this.

The Laboratory (400 CP)- Whether it's a secret, subterranean testing facility hidden underneath a mansion or a dome-shaped dome filled with your experiments, the lab you work in is certainly something special. It comes equipped with everything you could need to perform experiments of engineering, chemistry, biology, and any other fields you might happen to specialize in. Crucially, it's at the very cutting edge of this world's technology- or perhaps even a bit beyond, as any automated security systems need not be fettered by questions about whether it's okay to strap guns to a robot or not. If such things were EVER a concern to this world's scientists, at any rate. The design and facilities are mostly up to you to determine- but considering the stuff you're working with? It could probably withstand Judgement Day unscathed. And cause it.

SLAYER ITEMS

Stylish Outfit (100 CP)- This outfit isn't just protective; it also makes you look badass, which might be even more important. It's basically armor, so you can pick your poison. Want a full crusader getup? How about a badass longcoat that can stand up to the rending claws of a hellhound? Full tactical gear is another option that's popular these days, though even a simple suit and tie will be surprisingly protective against low-caliber bullets. Whatever you pick is sure to look impressive when worn by you, no matter what it is.

King's Bed (100 CP)- This mattress has been with you through thicc and thin, and it has more than enough fight in it to get the job done. It's been reinforced such that it won't break no matter what abuse it takes, and this special property seems to translate to the rest of the furniture in your bedroom as well. Pillows won't get torn to shreds no matter how much your fanged lover bite into them, and even the wildest lovemaking will leave your furniture intact… albeit, messy. It's also large, coming in a design of your choice- a heart-shaped bed capable of holding a small group is a classic, but it could even be a water bed if you'd like.

Monster Manual (200 CP)- This book was written by a hunter long ago, and offers detailed information about every monstrous species that one can find in this world. It's suited towards hunting them, so there's a lot of information about their habitat, behavior, weaknesses, as well as how to identify sub-species. Naturally, it also catalogs their capabilities, as well as a few more notable examples of their kind who may or may not still exist. It's themed more around 'slaying' rather than 'laying' monsters, but there is some incidental information about erogenous zones and 'mating habits' thrown in for good measure. In future worlds you will receive additional editions of this book, detailing the monsters of that world instead.

Slayer's Arsenal (200 CP)- Killing monsters takes a specialized set of equipment. Most werewolves simply shrug off anything that isn't a silver bullet, after all. But how would you like a crossbow that shoots stakes? Or how about a couple of 'trick weapons', like a gunblade? Even extra-strength bear-traps or explosives? A large collection of unique and tailored weapons like these is now yours, each one perfectly suited to you and your fighting style for all that their construction is mundane- though in this case 'mundane' still means that your armory can be made of any earthly material. Make everything out of silver and gold if you want; any bullets or munitions you use will replenish as needed. You have enough weapons and supplies that you could probably outfit a small hunting party if you wanted to pass your precious gear around.

Kryptonite (400 CP)- This strange glowing rock might not come from space, but it has an unusual effect on supernatural species- namely, it seems to sap the energy out of them right quick. Shove this in a rampaging werewolf's face and they'll crumple to the ground, harmless as a kitten. Of course, there are limits- the first being that while it can work on entire species of supernatural critters, it won't do a thing to individuals who have gained their powers through study, hard work, or otherwise through 'natural' means. The second is that it's not impossible to resist if an individual is strong or willful enough. Finally, the effect is rather limited in scope- contained to a small rock. You could shave pieces off to stick them in bullets, maybe, and the stone would 'regenerate' the damage- but merely throwing it in a room with someone won't do the trick.

The Estate (400 CP)- It seems your ancestors have left you a little something. This comfortable manor house might look inconspicuous on the surface, but it has been specifically designed to make it a nightmare for any creatures of the night to break into- or out of. Crosses hang above every door, door knobs inlaid with silver, silver dust and salt sprinkled about the grounds- there are innumerable things like this which are barely noticeable, but have a profound effect on monsters. Furthermore, the estate is loaded with weaponry, ammunition, and the journals of previous hunters- their encounters with monsters, their knowledge of battle, even steamy encounters with hated foes. Aside from the rooms you would expect, the manor also has a dungeon- the cells and bars reinforced to prevent even a rampaging werewolf from escaping.

SLEUTH ITEMS

Mystery Machine (100 CP)- It's pretty much a given that investigators such as yourself are going to require a cool vehicle to get from case to case, and place to place. You have just the thing: an iconic van, car, or other vehicle which not only looks distinctive and suits your tastes, but also comes stocked with all the basic forensic supplies you might need while working on a case. If you specialize in mundane crimes you'd have all the tools police use to sweep crime-scenes; if you specialize in something supernatural- like ghosts, for instance- you'd find things like EMF readers for detecting electrical phenomenon, highly tuned audio sensors for picking up whispers- perhaps even an Ouija board for communication? In any case your vehicle never seems to need maintenance, and is always topped off with whatever fuel it uses.

The Right Angle (100 CP)- A camera is always useful for recording fond memories… or for preserving the sordid affairs of others for all time. You have access to a very special recording device- be it a movie camera or a camcorder. It always seems to get the best angle for picking up audio and visuals. Aim it through a window, over a hundred feet away, while dangling it from a rope and somehow the sound and image will remain just as clear and steady as if you were standing just outside. And if it's in the same room as whatever you're recording, well, you'll find it has the same level of versatility- somehow recording from different angles, even if it's left unattended. Who needs a cameraman to make things awkward when you have this?

Ghost Buster (200 CP)- Technology can triumph over the supernatural… at least, in certain cases. Take this seemingly mundane item as an example. It could be a camera, a vacuum cleaner, or perhaps even a flashlight. But while it performs its intended functions admirably, it can also serve as a weapon against the incorporeal. The camera might reveal and exorcise spirits; the vacuum cleaner might somehow suck them up, trapping them inside until something else can be done with them; while the flashlight might stun them, cause them pain, or even render them temporarily corporeal so that you can deal with them the old fashioned way!

Clearance (200 CP)- Your investigations will take you to places that most people wouldn't go if they had a gun. At times they may also take you to places where it isn't legal for you to be there, strictly speaking. Now you don't have to worry so much, as you have an ID badge that seems official enough- and automatically changes itself to show that you have the clearance to be wherever you're trespassing. It can let you fake a military rank, appear as a police badge when you're trying to get through a blockade, or even allow you to sneak into locker rooms as a 'janitor'. Although it will stand up to automated security, anyone who truly knows WHO is allowed WHERE might call you out on your deception.

Little Black Book (400 CP)- This little black book is full of names, addresses, and the other contact information for a wide variety of professionals of various disciplines in your area. Doctors, locksmiths, police officers, even agents from various three-letter agencies- and far more. It wouldn't be an exaggeration to say that you could summon up a skilled individual for nearly every situation. These people are all too happy to take time out of their busy schedules to help you, seemingly at all hours, and will often arrive promptly once summoned- as if they had nothing better to do than come when you call. Perhaps this is because they fancy you, as they all happen to be people that you would find exceptionally attractive… and those that would normally charge for their services would be all too happy to accept 'alternative payment'.

All-Seeing Lens (400 CP)- Ah… now this is something special. It could be a magnifying glass, a pair of glasses, or even a monocle if you're feeling posh- but in any case, this special lens has the ability to reveal how things really are. Illusions can be seen through, the invisible is made visible, and even darkness falls away to reveal what hides in the shadows. More mundane clues may be subtly revealed by this as well; the faded footprint, the seams on a mask, the red fingertips of a killer, and more. Why, once you use this you may wonder if you were ever really seeing anything at all before! Furthermore, it also seems to show lewd details exceptionally well. Nipples straining against a sweater, the cum on a partner's face- all in vivid detail.

SURVIVOR ITEMS

Big Box of Porno (100 CP)- If you're defined by preparedness, then you've gotta have something like this on hand. After all- the apocalypse might not have electricity, let alone the internet. This big cardboard box has been absolutely stuffed to the gills with porn, featuring both regular girly mags and printed out copies of weird freakaholic shit you'd only ever find online. Naturally it's all perfectly suited to your tastes, and would be more than capable of keeping you satisfied from here unto Judgement Day. Also included is a whole mess of lube and tissues for cleanup; you're probably gonna need 'em. Your 'supplies' of pornography never runs out; somehow, there's always something new if you dig around long enough.

Rugged Grooming Kit (100 CP)- Just because you live out in the woods doesn't mean you should let your appearance suffer for it. This simple kit of grooming supplies will not only allow you to take care of yourself; it has a special property that lets you cultivate the exact appearance you want, just by using the tools provided. If you shave with the razor provided, your hair will either preserve your natural style or grow back in the manner you want it to. Makeup will stay on without smearing (unless you want it to) through rain and sun. The body wash, deodorant, and perfume will keep you smelling nice- or enhance your body's natural musk, if you'd like. And so on, for every other item included here.

Tool Shed (200 CP)- This tool shed might not seem like much; but it has everything you need to craft your way to victory. Not only are there high-quality tools for everything from blacksmithing to woodworking to ammo crafting, but you even have a supply of basic, mundane materials that will replenish every week, giving you a constant supply of stuff to work with. Materials like cloth, wood, steel, plastic, and even glass and gunpowder can be found here, along with refined items like nails, screws, rope, etc. Basically, if you're a budding Kevin McCallister or a MacGyver in training you'll be able to have a field day in here.

Monster Disguise (200 CP)- When you're surrounded, sometimes the only thing left to do is bluff your way through. Luckily, you have this handy mask which, inexplicably, makes it almost impossible for monsters to tell you apart from one of your own. This doesn't just work on mindless zombies and automatons; even more intelligent or perceptive creatures like vampires and werewolves will be fooled. This can be used for all sorts of things, as I'm sure you can imagine. The only catch is that you have to stay 'in-character' for it to work. If you start to draw attention to yourself and act in a way that you shouldn't, the monsters you're fooling might start to get suspicious- and once that happens, they'll start to see through your clever disguise.

Safe Room (400 CP)- No matter how fucked things become, you'll always somehow be able to find a room like this nearby wherever you go. These 'safe rooms' are always secure, with most hostile beings simply finding themselves unable to enter- so you can rest assured that anyone (or anything) that steps inside is a friend. Inside these rooms you'll usually find enough food and water to give you and your group at least one decent meal, as well as a bed or something soft to lie on. You might need to sleep (or do other things) in shifts, but it's better than nothing. The only problem is that while these safe rooms are definitely safe, they're not really big enough for you to camp out in. You'll need to leave eventually…

Doomsday Bunker (400 CP)- This is a huge fallout shelter capable of holding around a hundred people, buried so deep underground that you could drop a nuke on top of it and anyone inside would barely feel a thing. It's well-insulated, self-sufficient, and comes equipped with water and air purifiers capable of turning the dirtiest post-apocalyptic water and air into something worth drinking and breathing. There's enough food down here to last that hundred people for at least ten years even without the hydroponic garden, and to top it off it's spacious enough to give everyone some breathing room, with plenty of additional space for various activities of your choice. An arcade, a swimming pool, a library- anything within reason.

THIEF ITEMS

Cat-Burglar's Catsuit (100 CP)- This skin-tight catsuit might not look like much, but aside from hugging every contour of your body while somehow still allowing you free movement it also has a special property: despite being skin-tight, it is incredibly easy for you to slip small-items into the suit and have them stay hidden. A basic set of thieves tools is already included, and while you could put them on the attached belt you could easily slip all of them down the front of your suit, and just as easily pluck them back out. The same thing applies to things like jewelry, money… even a small gold bar, or anything else that's small and that can be casually carried in one hand. Somehow it just won't show up on the outside- though it might make your suit even tighter if you push it too far. Frankly, it's a miracle you can breathe in that thing…

Phantom's Calling Cards (100 CP)- Is it a rose, left at the scene of the crime? A kiss mark in a particular shade of red? Or perhaps even an actual calling card? If notoriety is what you want to steal from the public, then take this- because whatever it is, it's a sure sign that YOU committed the crime… or at least, that your alias did so. Simply by leaving these around, you'll elevate ordinary crimes into sensational ones- and a crime spree would see you quickly becoming notorious and infamous for your dastardly deeds. Not that notoriety is always a good thing; but it does have a sort of romance to it, doesn't it? Whenever you want to leave one, you'll be capable of somehow producing whatever you need to do so from somewhere on your person. As a bonus, it's nearly impossible for would-be copycats or framers to replicate your calling card.

Skeleton Key (200 CP)- Ah, now if it's a supernatural thieves tool you want then you can't really do any better than this beauty. This magical key is somehow capable of transforming to fit any lock- including things like key-cards, or any other 'lock' that doesn't strictly require a 'key' to open. And, well, the skeleton key can do a bit more than that too… it's also the perfect sex-toy. Simply point the tip at the appropriate orifice and it will magically transform itself into an appropriate dildo, butt-plug, or some other thing that is always perfect for providing pleasure at that exact moment. And once it's done being used, it'll turn back into a key! Just… wash it off before you use it again.

Hand of Glory (200 CP)- It's said that the Hand of Glory- the severed, pickled left-hand of a hanged person, made into a candle through a ritualistic process- possesses special abilities that make it especially useful for thieves. These include shedding light only for the owner; and stopping in their tracks anyone else who sees the flame. This Hand has an additional power- the ability to animate itself, crawling about like a spider. Surprisingly expressive for a hand, the Hand of Glory is capable of following your orders; opening things remotely, retrieving small items, strangling, even spying… somehow. It also happens to be an expert safe-cracker… again, somehow. Finally- it also gives the best handjobs you'll ever experience. Period.

Blackmail Material (400 CP)- Some thieves are more virtuous than others. In this case, your virtue might be exposing the sins of others. This simple manila folder contains blackmail material on several rich, famous, or otherwise high-ranking individuals- detailing, at length, their crimes, their indiscretions, and their perversions. You can choose suitable individuals for this, or you can simply leave who winds up in your folder up to fate- either way, this will give you ample material evidence that you can use to blackmail them with. Or perhaps you can simply release it to the public if you want to ruin their reputation or get them in legal trouble quick. What you choose to do with this information is up to you- but you'll receive a new folder with similar contents upon going to a new world.

Criminal Networking (400 CP)- A thief can work alone- but it's far more efficient to leave certain tasks to others rather than trying to handle everything yourself. Whether it's selling stolen goods, tracking down valuables to steal, or even ordering custom thieving gear- you have a person for that. Your contacts are overwhelmingly trustworthy folk who just so happen to dabble in everything from smuggling illegal goods to acting as informants of valuable rumors, underworld gossip, and choice targets for heists. Your support network is oddly wide-reaching, and has a startling habit of cropping up wherever you go in some shape or form. They also tend to be comprised of attractive individuals for the most part- ones who seem to have an odd interest in helping you with your illegal activities. Do with that what you will.

TROOPER ITEMS

Lock and Load (100 CP)- This arsenal of weapons is pretty standard for the most part; there are a few weapons here that might not be strictly legal for a civvie to own, but most of it is stuff you could probably pick up at the local gun store if you live in the greatest country on Earth. You could probably arm a well-regulated militia with all these weapons, and there's plenty of ammo to go around. Although, considering that these weapons are all mundane the fact that your ammo for them replenishes is basically what you're paying for here. There's also some less-lethal stuff that you might expect to find in the hands of a SWAT officer. Non-lethal rounds, tear gas, flash bangs, etc. All of that will replenish as it's used up as well.

OH SAY CAN YOU SEE (100 CP)- This beautiful flag or banner is capable of making even the mighty bald eagle cry patriotic tears of joy. Wave this thing around, and it'll have an incredible effect on the morale of the soldiers under your command- and if you raise it high above the enemy, they'll feel the exact opposite effect, feeling crushed under the weight of your mighty pole. Although suitable enough for battle, the effects of the flag are no less pronounced during times of peace. Whether you're raising this flag in victory or merely in celebration, it is sure to generate positive energy- which might then be channeled into the partying and excitement that is sure to come afterwards.

Backup on Demand (200 CP)- Sometimes, you don't have the time to wait for backup- you need it NOW. Or maybe you just want to start gang-bangs on demand. Whether this takes the form of a big red distress button or a radio of some sort, the effect is the same- once you've used it, a team of generic grunts will instantaneously burst in through every available door, window, and Bruce Willis sized air-vent. They're armed to the teeth and competent, although they're still just regular people. They'll leave and disappear back to wherever they go when they're not needed eventually, but until then they'll follow orders and neutralize anything threatening you. This can only be used once a day- so make sure that you use it wisely.

Get to the Chopper (200 CP)- Again- sometimes, you don't have the time for evac- you need it NOW. Now, somehow, you have the capability of summoning a helicopter- or a similar aerial transport vehicle- to your location, no matter where you are. Whether it's for a quick evacuation from an exploding base, aerial support against a horde of zombies, or even just a ride from point A to point B, this copter has you covered. And although you only get one 'ride' per day the pilot is both friendly and attractive. It probably wouldn't take much convincing to get them into your bedroom for some 'overtime'.

Secret Base (400 CP)- In theory, the location of this military base is a top secret of the government. In practice, you sometimes have to send the boys to chase off people who are… Nah-roo-toe running outside. Anyways, that doesn't diminish the fact that this is one of the most advanced military installations available. Aside from the early warning systems, defenses, and every other form of detection and communication systems known to man being shoved in here, you'll also find that you have access to an entire fleet of military vehicles. Helicopters, fighter jets, tanks, even boats if you're near the shore. Naturally, the facilities required to house, feed, and train all the personnel and support staff needed to run such an operation are also located here- though most of them are co-ed. Better hope your officers stop any 'pillow fights' that break out.

Pulling Rank (400 CP)- Oh, it seems like you aren't just another grunt after all. My apologies, sir. You're actually a high-ranking official in any military, police force, three-letter agency (or a similar organization to these) that you might care to join. Not only that, but if you'd like you can end up in similar positions in future worlds. Your exact 'rank' will depend heavily on the organization you're joining; if it's merely your standard police force, you might well end up as the chief- although you can choose to take lesser positions if you'd like. If you're joining a military service you can probably expect to be a three-star general, and so on. As you can expect this can come with a great deal of prestige, authority, and many, many shining medals to pin to your chest.

VIRTUOSO ITEMS

Literotica (100 CP)- This series of novels was not written by you, nor will you make any money off of them. But they are fairly popular books, are written to suit your tastes and interests, and have an odd habit of cropping up in future worlds. They're sensual, alluring, and just kinky enough to slip under the radar while still being 'mainstream' enough for the tastes of most people. But those who read these books will find themselves becoming more and more interested in the kinks and fetishes represented within their pages. This can have any number of effects, ranging from inspiring others to create similar works to making more people interested in whatever you like to do in general.

Beautiful Instrument (100 CP)- This instrument- or microphone, if you're a bit more modern or prefer singing- has an unusual effect; allowing you to heighten the 'emotions' behind any music you make, or song you sing, while using it. Sing a love song, and that feeling will wash over the audience; play the blues, and your audience will be in tears. There's a lot of nuance and not much subtlety to this, so your audience will mostly be free to interpret these feelings on their own. The effect also isn't strong enough to 'control' them, though it's definitely an influence on their behavior- much like being intoxicated or on drugs, really.

Galatea (200 CP)- This is a large, nude statue of a beautiful woman, perfectly suited towards your tastes (and if you prefer men, you might consider calling it 'Adam' or 'David' instead). It's incredibly life-like- so much so that it seems to have come alive somehow! The surface of its marbled body feels like flesh, but is as tough as the rock it's made of; and while it has some autonomy, it always follows your commands to the best of its abilities. There are many things you could do with something like this, and while it's anatomy is suited towards sex you could also use it as a nude model, a body-guard, or anything else your heart desires. It need not be limited to the human form, though it can't go too far beyond its amazonian proportions.

Studio (200 CP)- Ah. Now, if you truly wish to pursue art to its utmost, you can't do better than this. This large, warehouse-sized space has dedicated areas for nearly every form of art- like someone crammed an entire university art department into one room. There's a space for carving statues; another for creating paintings; and even an isolated sound-booth for recording music or voices, among others (including a kitchen and small living space). But what makes this place special is the way it hones an artist's talent; not only allowing them to perform at the height of their artistry, but doing so in a fraction of the time it would ordinarily take. Whether it's a painting in a photo-realistic art-style or even a twenty-foot tall statue, it matters not. In addition, it also comes with a replenishing stock of tools and mundane materials.

Museum of the Mystic (400 CP)- It seems you're now the director of a very special museum; maybe even a gallery where you display your own work. During the day, the exhibits are normal. But when the sun goes down, the exhibits gain unusual properties based on what they are. A life-size diorama of prehistoric cavemen might somehow lead to an entire primitive world. The statues, mannequins, and even the portraits might come to life, bearing the memories of the person they're depicting as well as their own. Ancient artifacts might gain all the powers they are said to possess… and so on. Needless to say this can be quite entertaining- and very dangerous at times- though sadly once the sun comes up everything goes back to normal. It's sure to provide you with plenty of 'inspiration' for more permanent creations, though.

A Painting of the Soul (400 CP)- A self-portrait is always interesting to see. It doesn't just give you an idea of what an artist looks like- it also tells you what they thought of themselves. Although, in this case this seems to apply in a more literal sense… because somehow, this portrait of yourself seems to accumulate wounds, illnesses, and even age in your stead. Someone that tries to murder you will be shocked when the bullet bounces off of your body, harmlessly; however, your portrait's depiction will show the bullet as having done its job. However, this miraculous and inexplicable portrait has a fatal flaw. If it is ever destroyed, all the damage it has taken will transfer immediately to you. Furthermore, the portrait will not function if it is too far away from you or if it is located in any 'extra-dimensional' spaces.

WITCH ITEMS

Familiar (100 CP)- Let's not sugar coat things; you have a sassy talking animal side-kick. Most often it's a cat, perhaps with unusual magical features like wings- but crows, ravens, owls, toads, or snakes are also popular choices. Aside from a snarky, possibly perverted attitude, your familiar is able to channel your spells- allowing you to cast through them, speak to them from a distance, and even see through their eyes. Your familiar can be any mundane Earth animal, so long as it's no larger than a horse.

Basic Book of Spells (100 CP)- This book of spells may not look like much… but looks can be deceiving. For while it contains only spells and recipes that you already know, it contains ALL of the spells and recipes that you know- splitting itself into multiple volumes if your magical knowledge is great enough to warrant it. Great for teaching apprentices, or simply refreshing your memory.

Womb Tattoo Inking Kit (200 CP)- You have a collection of magical tattoo inks, as well as the tools required to apply them. You also have a book that details a variety of 'womb tattoos'; symbols written just over the womb (or roughly that area, when applied to a man) which have a variety of effects, often lewd in nature. For instance, one tattoo design might slowly increase the libido of the person it's applied to until they orgasm, at which points it resets back to a base level. A different design could cause the tattoo to attract men within a dozen feet of the bearer to grope and molest them. Symbols and designs can be combined for multiple effects. Every tattoo that is applied will increase your magical power slightly- though your own will offer a more substantial increase, at the cost of having to suffer the effects of the tattoo yourself.

Aside from the colored inks there are also inks that glow even through clothing, that turn invisible after their design is completed, and even one that removes other inks. Tattoos may be applied to other areas as well, but they either have to have explicitly lewd designs or be located in a sufficiently lewd area (like the lower back, for a tramp-stamp) to function. Your inks will replenish as they are used.

Witch's Hut (200 CP)- You've got your own little cabin of the woods. It's small, cozy, having just enough room for yourself and perhaps an apprentice or two. It has a small herb garden, a kitchen filled with witchy ingredients like puppy-dog tails and eyes of newts, and it can even be made of something like mushrooms or candy without causing the roof to leak. It can even be a 'mobile home' if you'd like; in the sense that it can sprout chicken legs- or sweep itself up in a big gust of wind- and run wherever you'd like it to go. Somehow your garden will follow you, the plants withering and dying in the old location only to grow seemingly overnight in the new one.

Magic Wand (400 CP)- Ah; how fortuitous! You've got a wand of your very own- and not just any wand, no. This is a special wand, overflowing with magical power. Just carrying it will allow you to tap into far more magical power, allowing you to call on more magical energy or even straight up super-charging the spells you cast. It should be noted that it does come with a notable catch, though. To use the wand to its full potential you have to hold it up and shout a cheesy catch-phrase, which will cause you to, erm… start emitting a dazzling rainbow of lights, and makes your clothes disappear in place of a frilly, colorful outfit? Other side-effects may include changes to hair color and a propensity towards justice. Look; witches do a lot of stuff for power, but… are you sure about this?

Wizard College (400 CP)- Okay, so not all witches learn their craft by dancing naked in forests at night. Some go to respectable institutes for magical learning- like this one- and learn their spells in a safe, normal environment… well, as safe and normal as you can get in a school filled with witches, wizards, and all sorts of other magical creatures. Indeed, this magical institute caters to arcane beings of all stripes. The teachers might not be the greatest mages your world has to offer; but they're certainly knowledgeable enough that it's worth it to learn there. Not to mention the library and other faculties students can make use of. And, needless to say, it can get pretty horny in here. I mean, what do you expect when you take a bunch of young adults with magic and put 'em all on one campus? They play fast and loose with the rules here, so expect lewdness.

The college will follow you to future worlds, and while you're a student by default you can also choose to teach there instead, or even be the head of the college- or take up any other position, in case you're an oddball and want to be the janitor.

ZEALOT ITEMS

Brochures (100 CP)- …look, you need to advertise your cult somehow and it was either this or fake $100 bills for tricking waitresses. These need not take the form of 'brochures' necessarily; a flyer or booklet might also suffice. Anything that a poor, downtrodden soul might find while out in the street, or publicly available in a hotel, school, or other public building… For by purchasing this, any area where you and your group sets up will now sprout these little, innocuous advertisements like weeds. Sure- it might not be as effective as missionaries or a preacher on the street-corner. But if you want to get the gist of your group out there in the hopes of attracting followers quick, and aren't particularly picky about who finds out about it…

Ominous Robes (100 CP)- Every cultist needs a good pair of ominous robes to help hide their identity. It's very traditional, you know! Plus, it's very freeing to go naked underneath- it makes the cult orgies easy to kick-start too. You have a pair just like that- they can be as ornate as you please, decorated with all sorts of symbols and precious materials. More importantly, you also have robes for everyone else in your cult; receiving more for each member you initiate into your little family. Each 'rank' will have a different design (color, embroidery, etc.) to help distinguish people from each other, even if their identities are cloaked, and naturally there's nothing stopping them from being personalized if you wish to allow such a thing.

Preserved Minds (200 CP)- They might be brains in a jar, or perhaps they're skulls brimming with arcane knowledge; either way, these containers hold the minds of philosopher and scientists from many different alien worlds. The breadth of their knowledge is vast, spanning the histories of their worlds and all their achievements… The only issue is extracting it. It is possible to commune with the minds as they are now, though putting aside the fact that these are ALIEN minds their long isolation has made most ornery, horny, insane, or all of the above. You could fulfill their requests- or turn to science, magic, or mental trickery to forcibly extract the information you want from them. You also have the implements required to preserve someone's mind like this- a twisted form of immortality, perhaps as a punishment… or a reward…?

Shining Dildohedron (200 CP)- This smooth, crystalline… shape has been inhabited by a demon. A sex demon- but one whose knowledge extends far beyond the cock-shaped prison that it inhabits, and who answers only to you. Of course, knowledge comes at a price… Although the demon is capable of answering questions about many things, ranging from ancient and forgotten knowledge to current events, it demands that you do lewd things with its prison in return. The Dildohedron is capable of changing its shape and texture to take on many different sexual forms. Naturally, what you ask the demon will change what it wants from you in turn. The answer to a simple question might require you to do something easy enough; but if you want the answer to a big question? Well… you'd better be ready to take a big toy up your ass.

Foul Idol (400 CP)- This is a statue of your god- or at least, a god that you might choose to serve. For while there are many strange and unknowable beings who claim or pretend to have true divinity, this god-like entity is unique in that they are perfectly 'suited' towards you. Your goals, whatever they are, just so happen to line up perfectly with the same things they wish to accomplish- and because of that, they are willing to offer you their blessings and rewards to you for fulfilling your goals. Of course, they'd be more than happy if you decided to spread their faith in future worlds as well, and the quality of their benefits to you would increase with the number of worshipers they have. Aside from that… the statue is notably anatomically correct, and feels strangely life-like to the touch. Perhaps your own 'worship' would be appreciated…?

Smooching Old Ones for Dummies (400 CP)- This book, bound in human flesh- or so it seems- contains the writings of a certain Mad Arab. In particular, it defines the nature of several eldritch gods; their spheres of influence, their designs in the cosmos, their servitors and children- and offers rituals related to them. How to contact them, summon living aspects of their power, call forth their servants to do your bidding in exchange for sacrifice, as well as how to successfully…

…romance them…?

…in any case the tome also contains many generic, but still useful eldritch 'spells' and rituals which you may use regardless of the existence of any gods. It updates to remain useful in later worlds, cataloging their gods and similar entities, as well as offering… sigh… dating advice for how to woo them.

ALIEN ITEMS

Alien Probe (100 CP)- This, uh, alien 'device' is capable of taking all sorts of interesting medical and biometric data, simply by inserting it into an appropriate orifice (probably the butt, lets be honest here). Basically anything that could be discovered by thorough testing in the lab- from health problems to the genetic structure of the user/victim- can be recorded on this device with a quick probe, and then transferred over to an appropriate device for review. It is really quite useful… if unfortunately shaped.

Disengage Safety Protocols (100 CP)- This VR device has been expertly tailored to provide a variety of lewd scenarios to its wearer, and each one is capable of being customized to further enhance their virtual pleasure- which is, naturally, provided by having the headset jack into the nervous system. With scenarios ranging from hyper-sexual everyday encounters to bizarre meetings with sexy paranormal beings, each scenario is designed with flexibility and fun in mind. It's even possible to create new scenarios- assuming that you have the capacity to program such complex scenarios with the attached computational device- which might allow for you to use this for things ASIDE from fucking your favorite celebrities and fictional characters. This can also take the form of an actual holo-deck, though the need to program scenarios remains.

Orgasmatron (200 CP)- This handy little gun might be considered an alien sex-toy of sorts. Like many sci-fi weapons it has a variety of settings, the first simply allowing you to dial up arousal- something that increases the longer it it pointed at someone. A secondary function also allows you to maintain this arousal, preventing it from decreasing or allowing them to achieve satisfaction. The third function is far more interesting- rather than boiling someone with their own arousal like a crab, you can simply engage the 'instant orgasm' mode to make them start cumming their brains out instantaneously. Aside from the obvious lewd applications, forcing an enemy to deal with arousal or cluster orgasms during a fight is sure to be distracting if nothing else.

Set Phasers to Fun (200 CP)- This silly gun might not look like much- but appearances are deceiving, and this itty-bitty device secretly packs quite the wallop. It has a variety of settings, allowing it to stun, act as a powerful laser, disintegrate- or disintegrate only clothing. Alternatively, it can be more specialized- trading out a few of the extra functions for something with a bit more oomph. A freeze ray that turns someone into a block of ice would be one example, though a lightning gun, a hypnotizing ray, or even something that produces bodily alterations like shrinking or growing body parts (or just their whole body) are other examples of what you might pick with this.

Giant Robot (400 CP)- Terran 'chicks' are said to dig these; research is still ongoing on why freshly hatched eggs enjoy robots. Regardless, this beautiful engine of war is capable of tearing down buildings with its sheer brute force. Its armor is capable of withstanding bullets, tanks, and most weapons carried by fighter jets aside from the really big stuff. It's bristling with enough weaponry to systematically reduce a city to rubble, block by block, including missiles of its own and powerful laser or plasma technology. The cockpit is spacious and comfortable, and has three different control methods- it can be run by an advanced combat AI, piloted like a vehicle, or you can 'jack in' to the robot and control it like your own body. The design is yours to decide, though something 'anatomically correct' might be a good idea considering where you are.

Mothership (400 CP)- This… this is the big one. The sort of thing that casts its shadow over a city when it arrives, telling the inhabitants that all is lost. Although its firepower isn't as impressive as its sheer bulk, this gargantuan spacecraft is nonetheless capable of traversing the void of space at FTL speeds. Although the hangers meant for lesser spacecraft and war-machines are currently empty, that simply allows you the chance to fill it with creations of your design. Aside from that, this ship has everything one would need to sustain its crew indefinitely, and regular maintenance is conducted automatically by robots. Additional areas of the ship can be decided upon by yourself, within reason. The only problem that you might have with this shape, aside from its ponderous size, is the fact that it's hard to keep an eye on each and every part of it…

ANIMAL ITEMS

Littered Remains (100 CP)- Well, this might not do much for your sex-appeal, but nothing says 'don't fuck with me' like random piles of animal (and even human) remains scattered around your territory. Whenever you set up a living space in an area, these bones and bodies just seem to sprout up from the ground- clearly indicating that something nasty and dangerous lives in the area. This is probably going to be effective at warding away most animals- and people, for that matter- and perhaps you'll be able to find some use for a constant supply of bones. Marrow, maybe. Or chew toys to keep your teeth sharp?

Salacious Saddle (100 CP)- This saddle is a bit strange; first off, it conforms to the shape of a mount's body. Whether you're a beast giving someone a ride- or just an especially kinky human- it will somehow reshape itself to suit the mount's body and whatever 'rider' they might have. Second- it has straps that make it hard for a person to fly off of their mount's back, even if they're doing insane maneuvers in the air, while at the same time attaching to their body in a way that they won't get whiplash or otherwise harmed unless it's damaged. Finally… the saddle is designed in such a way that it seems to 'vibrate' in response to movement. The faster the mount, the faster this vibration becomes… and the more stimulation the rider's genitals will receive. The saddle even has an assortment of 'attachments' you can add on for especially brave riders.

Remote Cavern (200 CP)- There are many caves, but this one is special. It has a unique combination of traits that make it especially suitable to you; the first being that it's a perfect environment for whatever you are, be it a giant bear, a bat-creature, or even something aquatic. It has everything you'd need to nest down comfortably as an animal. It's also remote; far from civilization, and any annoying humans that might show up to bug you. The combination of these two traits means that it's hard for humans to reach your den, and even certain sections of it might be hard for them to navigate- whether they're coming to hunt you down, to rescue your captives, or even if they're someone you've abducted and are currently trying to escape.

Phantom Rider (200 CP)- Well, if you don't want to be shot on sight this might be an interesting way of making people think you're 'tame'. At will, you can summon some sort of humanoid being to ride on top of your back. Although they're not a real person, they do look, sound, and even feel like one. They can talk to others on your behalf, do things with their opposable thumbs, and even use weapons from atop your back with the same skill that you could. Sadly they don't have much of a personality and are only about as strong and durable as a regular human; but if they get killed you can always resummon them the next day. Oh, and you can fuck them, too; it's probably a good way of checking if a human can actually survive having sex with you or not. Or you could practice other dangerous 'riding' maneuvers for that matter.

Uplifting Spring (400 CP)- This strange fountain or pool of water has an unusual property. If a human or other humanoid species drinks from it, it's just cool, refreshing, and delicious water. It's all of things for animals and monsters, too- but it also makes animals more 'human' overtime. First, it increases their intelligence in their regular forms; altering their bodies in subtle ways to give them the ability to speak human languages as well. The more they drink, the more anthropomorphic their bodies will come; eventually resembling humanoid versions of their original selves. And if they drink even MORE? Those animal or monster traits will slowly regress until they resemble kemonomimi or monster girls. Finally, they'll become fully human. Of course, this transformation need not be pursued fully.

Sacred Ground (400 CP)- Somewhere in the world, there is a vast swath of wilderness; a deep, dark forest, a massive cavern, even a lake or a stretch of sea. It is this place that you call home- your kingdom. Not only is it perfectly suited towards you, an ideal 'natural habit' for whatever kind of creature you are, but you also have the preternatural ability to hunt and live there. The other creatures who live in your territory are all below you on the food-chain, but even if you prey upon them they seem to rally to your defense or to defend your domain when intruders alive. Somehow, you always manage to get early warnings of any intruders- finding their tracks, the wind blowing their scent towards- as if your territory itself wishes to help you.

AUTOMATON ITEMS

Spray n' Spray (100 CP)- If you want to look totally fucking rad, look no further. You have access to a machine capable of fabricating a variety of custom paints, decals, and other cosmetic additions to your 'skin'- or possibly attach to your vehicles. A simple built-in 'AI' allows you to alter the color and appearance of your designs, and makes applying them easy. They're also non-toxic, so if you want you can have them applied to human flesh as well- either in the form of body-paint, or as tattoos.

Bedroom Accessories (100 CP)- One of the best things about being a robot? You can swap out your 'weapon' whenever you want. It can be long, and hard; or if you feel like experimenting you might swap it out for something velvety soft and wet. Or you could get freaky; put spikes on it. Make it look like an animal's dick, if you haven't figured out what this is describing yet. You have a variety of cybernetic 'accessories' that you can easily slot into your body- each one 'fully functional'. This also includes cosmetic accessories, such as cat ears, animal tails- all very popular with a certain crowd, I assure you. Take as many as you want, keeping in mind that they're mostly cosmetic; the most impressive thing you'll find here is a controllable vibrating function.

Modular Cybernetics (200 CP)- Okay, enough bullshitting with 'weapon' euphemisms. Do you want an actual arsenal of cybernetic weapons? A flamethrower, grenade launcher, or even a minigun built into one of your arms- or even a leg? How about a chainsaw for a hand, or rockets in your feet? You don't need to be limited to just your limbs either; why not replace your eyes to see in different wave-lengths, your organs to process toxins and absorb energy more efficiently, your skeleton to be more durable or withstand long falls? …some of those might be a bit less 'modular' than others, but if you're not a full robot already that's the price you pay for being made of meat. Feel free to pick out a variety of whatever you want, keeping in mind the examples given and the fact that each one is mostly a one-trick pony- 'modular' and all that.

Cyborg Conversion 'Coffin' (200 CP)- This strange device looks almost like a modern day sarcophagus; though it is far, far more advanced than it might seem. In truth, it is actually the housing unit for a machine that is capable of performing cybernetic surgeries- replacing flesh with metal, or swapping out metal parts for new modules and parts. Not only is it capable of performing these operations, but given the right raw materials and blueprints it can even print them wholesale. It's already loaded with basic schematics, and uploading more advanced ones is simple. The machine is skilled enough (and loaded to the gills with various drugs) at surgery that not only can it be made entirely painless; it can even feel pleasurable. Finally, you actually have the schematics to make more- though it's not cheap to mass-produce with 'modern' tech.

Dot Com (400 CP)- Ever wanted your own website? Well, this one is a bit more special than most. It might even be an MMO or other online game; but what really makes it unique is the supernatural properties it possesses. Perhaps it's as simple as draining the sanity of those who use it with mind-bending pornography, or maybe it's even capable of drawing people into a virtual world of your own design. Perhaps it even alters the bodies of those who play your game, making them resemble their player characters- at least, superficially. Whatever it does, it's impossible to scrub from the web and cannot be blocked by any filters that exist. Your control over it allows you to be highly selective about those who find it, though, so it need not be released out into the wild entirely… unless you want that to happen.

Fabrication Factory (400 CP)- This manufacturing plant specializes in one thing, and one thing only: robots. Everything you need to mass-produce an army of machines can be found right here- except for the materials to make them, though there's enough to turn out a battalion or two depending on what specs you want to use. Given an unlimited supply of materials, though, it can produce hundreds of man-sized robots in a day. Larger ones will require more work, of course, but even something the size of a battle-mech might be produced in a day. The most important aspect of this wonderful robotic den? It's possible to build more, each just as effective as the original. It would take large amounts of resources to do so, though. A world of metal requires quite a bit of metal to make, after all. Naturally, it's run by robot 'employees' too.

BEASTMAN ITEMS

Signs of Life (100 CP)- Footprints in the mud, strange tufts of fur left lying around, even happening to come across trail cameras left out in the middle of the woods- are you trying to get caught? Or do you simply wish to hint at your existence for whatever reason? Whatever your motivation, if you purchase this than such things will commonly be found whatever territory you're currently haunting. It's sure to inspire rumors, and perhaps even people coming out to see if the rumors and sightings are true. Make sure to give them a warm welcome if they actually happen to find you. You can decide how 'accurate' these things are in actually helping people to track you down, and can choose not to have them appear at all if you'd like.

Trace Humanity (100 CP)- Were you human, once? Or are your kind simply closer to being 'human' than they first appear? Whatever your situation is, this precious item of yours serves as a sort of 'talisman' that allows you to connect to your inner 'humanity', no matter how degraded your mind or body might be. Just looking at it fills you with peace and calm and makes it easier to think. If a loved one holds onto it and holds it up to you, then it'll serve as a sort of 'shield' from your aggression- even if your mind is entirely gone or subverted to the will of another, your fond memories won't allow you to attack them. Though if someone STEALS it, you'll have no issue with ripping them in half to take it back.

Hunting Ground (200 CP)- Ah, it seems that there is ample prey just waiting to be hunted in this place. For whatever reason, animals- or people- you would consider to be edible just seem to have a strange habit of wandering into your territory. This is no surprise if they're mindless beasts; but the people might be motivated by many things. Simple curiosity; a desire to connect with nature… perhaps if they know about you- or suspect your existence- they might even wish to seek you out for their own reasons, little knowing that they're just playing right into your hands like the prey they are. Er, playing into your paws.

Snare, Pit, Noose (200 CP)- Setting up traps is such a bother, but you can't say that they aren't useful for driving people out of your territory. With this, you won't have to- as any land you 'claim' will start to generate natural 'traps' all on their own. Loose rocks ready to slide down a hill given the slightest provocation; quicksand and mud-pits, ready to engulf those who don't watch where they step; even large tangles of vines and thorny bushes, to hamstring and tear at the skin and clothing. Ranging from minor irritants to being potentially deadly, you are nonetheless extremely skilled at evading these terrain features yourself- easily spotting natural workarounds that allow you to navigate all of them safely.

Close to Civilization (400 CP)- Is it a vast cavern of tunnels from which your species might wage war against the surface world? Is it a massive aquatic city? A temple complex, carved out of a mountain? Perhaps even a gigantic tree, which provides all the nesting space, food, and protection that your civilization could ever need? Whatever it is, it is notable for two things: one, for obviously being built with nature in mind. And two, for having everything a civilized species would want in spite of that. This union of nature and civilization is perfect for ensuring that members of your species are able to grow up healthy and protected- at least, so long as you can keep its existence a secret from humanity.

Gift of Lycanthropy (400 CP)- Turning beasts into men might be hard; but taking a man, and twisting him into a beast? That is far easier. Somehow, you have gained some sort of method that allows you to do just that. Perhaps it is a ritual artifact, usable only when the moon is full, which transforms others into a were-creatures based off of some aspect of their personality. Perhaps it's a bit more permanent; a chemical or drug that permanently alters their biology, making them a half-human hybrid? Either way, this will certainly allow you to create a large pack if simply biting someone won't suffice…

BEHEMOTH ITEMS

Monument (100 CP)- …okay, so you know that trope where the bad guy's secret lair looks like a giant skull? This is like that, only with dicks, butts, tiddies and pussies. It seems that, wherever you go, you can't help but see these extremely fuckable mounments, buildings, and natural land formations that JUST SO HAPPEN to look like giant-sized sex-toys. Nobody could blame you for getting a little worked up if that keeps happening, right? I mean, what are the odds of that sex-toy company unveiling the largest onahole ever made on the same day you decided to stomp around Tokyo?

Arms of the Gigant (100 CP)- A common property of 'magical' items is to adapt to their wearer- reshaping themselves to fit different body-shapes, or even growing or shrinking if necessary. You have a set of equipment- armor or clothing, a weapon, and perhaps a few other accessories or even a shield- that all have this property, altering themselves to fit you no matter what changes your body undergoes. Aside from ensuring your modesty will be retained and that you won't risk growing out of your clothes (at least so long as you're wearing the right outfit), you shouldn't overestimate how useful it is to have your weapons and armor available at any size or shape if you're in the habit of getting into fights with other giant monsters.

Abandoned District (200 CP)- A lot of cities have these run-down areas where people don't like to go or live. Now, it seems like EVERY city has one of these places- entire districts where it's not uncommon for a building's only living occupants to be rats or insects. There's nothing of value left here; which means that it shouldn't be a problem if you decide to have a little fun and knock those buildings down, right? Even if you're one of those 'justice-loving' Kaiju, it's handy to have a place where you can cut loose without having to worry about casualties. And if you really ARE just a giant monster- well, it's still more to wreck at the end of the day. Of course, if you're on the smaller side of things it might be useful to have a cheap slum like this you can lie low in; perhaps once it's destroyed you can buy up the property cheaply?

Fan Club (200 CP)- Is it weird for a city-ravaging giant monster to have his own fan group? Perhaps. But you'd be surprised at what sort of niche interests and communities pop up in a world like this one. It's even possible that they're environmentalists who object to the military shooting nukes at a one-of-a-kind being, or some sort of weird cult who like the fact that you're destroying civilization. In any case, this group is extremely dedicated in their interest to you- to the point where it might be considered suicidal. They'll show up to your rampages just for the sake of getting footage of you, throw themselves in the way of tanks if they think it'll 'protect' you, and will generally just make nuisances of themselves if they think it'll help you out. Although, if you're a 'good' giant monster they'll follow suit and be less of a menace overall.

Servile Tribe (400 CP)- Maybe you don't want to do your own dirty work; maybe these people wish to offer you tribute. Maybe they're your own offspring from when you mated outside of your species; little half-breeds vying for mommy or daddy's attention. Whatever they are, and whatever their relation to you, this primitive little civilization has decided to serve you. They might be weak individually- as strong as a human at most- but if you arm them, train them, or even teach them your ways…? Perhaps they'll become almost as feared as you are. This 'tribe' numbers in at roughly a few thousand individuals now, though they breed explosively fast under the right conditions- it won't take long for you to have an army so long as they're kept happy and well fed. Especially if you decide to 'contribute' to their genetic stock.

Monster Island (400 CP)- This mysterious island is too huge to go entirely unnoticed; but it's far too dangerous to ever be inhabited by mankind in numbers. For it is home to monsters- massive ones. The type that can demolish buildings and bite a person in half- if you're just looking at the ones who are on the small side. Some are much, much bigger than that, and the waters, jungles, and caverns of this island are stuffed to the gills with them. Each species is long-lived and usually animalistic- though some might be more intelligent than others. Rare resources can be found here, and the creatures themselves harvested for their unique biologies if you have the will to claim them. But if you want to live here you'd better have the strength, cunning, and intelligence to hide beneath them- or to crown yourself as king of the jungle.

BOOGIEMAN ITEMS

Myth, Legend, and Rumor (100 CP)- Since the oldest ages mankind has told tales of your kind; of the creatures so close to them in appearance, and yet so terrifying in nature. These tales are timeless, horrifying, and now they will cross between worlds to follow you. In future worlds your tale will be told in one of three ways: in myths of ages long since past, as legends shrouded in fiction and folklore, or in contemporary rumors of your existence; sightings, urban legends, and apocrypha pieced together from uncertain origins. Whether you choose to live up to these tales or reveal yourself as their source is up to you.

Leitmotif (100 CP)- Perhaps it's a certain rhyme, or a set of simple musical notes- or even just a single chord or the chiming of a bell. Whatever it is, it seems to follow those you are hunting- filling them with dread as you draw ever closer to them. In a way, this might be considered an 'early warning' of when you are about to arrive- but the fact that this same simple sound can be heard wherever they go might ruin that. Once they realize what it means, they may spend more time panicking about your inevitable next appearance in their lives than you'll spend planning it out yourself. Though, if you decide to switch targets it might also serve as a relief that you are no longer hunting them down… though of course you can also just turn this effect off whenever you life if you want to give them a real shock.

Boogieman's Bag (200 CP)- This sack is something else; perhaps it's being loaned to you from the Krampus himself? Apparently capable of holding any number of people- if not comfortably, then at least safely- it can somehow be easily hoisted over one's shoulder, no matter how many people or things have been stuffed inside of it. Escape is all but impossible when the bag is closed, and it's impossible to tear or rip from within or outside of it. If you simply must abduct many people, you couldn't hope for better. Although your captives won't have to worry about air, just leaving them in there isn't an option- unless you WANT them to starve or be forced to eat each other. Alternatively, this can take the form of some other container as well. A chest, a wicker basket- anything that can be opened and shut.

Hopeless Gaol (200 CP)- This is a dark, dreary prison- a place filled with nothing but dread and squalor for those you choose to imprison here. It's as if every aspect of this place was designed to wear at the sanity and comfort of those you've imprisoned here. Escape is nearly impossible, and even if they do get out it's located somewhere so remote and inhospitable that they might well die before they 'really' get the chance to escape back to civilization- if not by your hand, or that of whatever guards you decide to bring here, then by the elements. Such a horrible environment makes it incredibly easy to 'break' people- and then, remake them in your own image, of course. Do it well enough, and you might not even need bars or cells.

Liminal Space (400 CP)- Aw, shit, here we go again. This labyrinth of twisting, featureless passages might well be truly endless; not that anyone would ever be able to chart it out, since everything looks basically the same as anywhere else in this maze. Located in a dimension all its own, the layout of this place is far, far stranger than it would first appear. For one thing, it's practically- if not actually- infinite. For another, there's no escape- no exit, no entrance. You can go there (and back again) whenever you want of course, bringing people with you… although, occasionally, a person might wind up here all on their own. Call it a glitch in the universe; they'll just move or trip the wrong way, and wind up here. Of course, that isn't to say that there aren't already some things here, inhabiting this strange place… such as yourself, for one.

You can navigate this maze easily, and seem to have an inherent sense for where people are. Any other creatures that call this place home will be neutral towards you at worst, if they don't outright serve you. They tend to be strange, exotic, even eldritch in appearance- or you could fill it with your own creatures.

Through the Looking Glass (400 CP)- Well, well, well. Call it a mirror dimension, or just the 'dark side' of our world- the aesthetics of this place are yours to determine. Either way, this place you've gained the ability to travel to could be considered a reflection of whatever world you're on. A reflection of reality, but one devoid of life- possibly just showing the reflection of those living things. At least, that's the case until you came along and started using it for yourself. Although this world is entirely separate from the 'real' world, your ability to travel to and from it is still useful for many things. You can use it for travel, bypassing crowds, cameras, or locks; you can bring your victims here, to hunt them at your leisure. And if you have the ability to do so, you might even consider populating it with monsters of your own…

DEMIHUMAN ITEMS

Potions & Elixirs (100 CP)- These bottles are filled with red, blue, and green substances which- okay, they're basically just health, mana, and stamina potions, damn it. Drink a red one and your non-fatal wounds will disappear; drink a blue one and you'll recharge your magical energy; and green refreshes your stamina. You have about ten of each, which replenish on a monthly basis, as well as the recipes required to make more- though these will definitely be hard to manufacture on a large scale, requiring both rare ingredients and very precise steps to be made properly. I'm sure you can imagine how useful they are, though.

Captives (100 CP)- Ah, it seems you already have some fodder for your dungeons, and for your monsters! It seems you've got a small group of attractive, naked humans- women, men, or a mix of both- in shackles, ready to be used or given away as you please. None of them have any noteworthy skills or talents; so their only real use is as labor or fuckmeat. Or just regular meat, once their bodies give out from all the abuse. You get fifty to start with, and as a gift you'll have another fifty delivered to you every ten years. It'll be interesting to see how many of them last between each batch, don't you think?

Refined Poisons (200 CP)- Ah, so it seems you wish to hurt as well as heal. Well, that's fine. You have a carefully curated collection of contaminants, venoms, and other harmful substances capable of causing a variety of effects. Some make people sick, or paralyze them, or can even kill them in a matter of minutes; others affect the mind, causing confusion, aggression, lust, or even madness. Blindness, deafness, even preventing spell-casters from using their magic- the many effects of these poisons have only one limitation, which is that only one of them can be used effectively at any one time. Mixing them can have unpredictable effects, or simply make it so they don't work at all- so be careful if you decide to have fun with a lover using these. You have antidotes/remedies for all of them, though many will wear off over time all on their own.

Fiend Fodder (200 CP)- Need monsters fast? Don't worry; we've got you covered. Somehow- whether through a mystic ritual, a (very) specialized hiring service, or even some sort of cursed gacha system- you have gained the ability to 'summon' monsters to do your bidding in exchange for rare resources, human sacrifices, or some other equivalent exchange if you're in control of what you get. Generally speaking, you'll get a good return on your investment even if you let fate decide what you get. These creatures are loyal to you, and tend to look somewhat attractive to your tastes. They might not serve you forever, but at the very least the beings you summon will be amenable to your goals and open for negotiation. Keeping them happy- or threatening them so that they stay in line- might be key to ensuring your army gets to grow.

Dungeon Core (400 CP)- This glowing crystal has an unusual effect when placed into any building or a location that could be considered a dungeon. To put it plainly, it acts as a sort of magical AI that allows you to automate many functions of your dungeon. Stuff like doors opening or closing, traps activating, even basic maintenance work or cleaning. By utilizing the Dungeon Core you can also telepathically communicate with your minions, allowing you to give them orders remotely. Finally, through the use of gold or 'magical energy' the Dungeon Core can even expand or alter your dungeon, creating new levels or rearranging the layout to suit you better- though only when you don't have people running around in those areas already. Something to do with interference.

It's also capable or projecting an 'avatar' to communicate with you… or do other things, too.

Castle Maou (400 CP)- This ominous, Gothic castle towers the surrounding countryside- assuming that it's in the countryside and not, like, in a modern day city or something. Anyways- it's yours, it's big, and the staff keeping it clean and tidy are all monsters. You've got goblins to do the dusting, zombie butlers, Alraune gardeners, siren life-guards and Creature from the Black Lagoon pool-boys… etc, etc, etc. None of them are particularly powerful, mind, or necessarily skilled at combat- though you can certainly hire more or train the staff you have- but all-together they're a highly competent house-keeping crew, and ones who are probably more than happy to 'serve' you in whatever way you'd like.

DEMON ITEMS

Sex, Drugs, Rock and Roll Out (100 CP)- This van- which can either be completely nondescript and colored white, or is fully tricked out with gaudy accessories, decals of naked women, cars, dragons, and dragons fucking those other two things, with absolutely no in-between possible- has been loaded to the gills with drugs, alcohol, various mundane sex-toys stuffed haphazardly into various overhead compartments and anywhere else they can fit, as well as an entire rack of Classic Rock CDs (along with whatever other types of music you might like). It's equipped with speakers capable of blasting music throughout an entire neighborhood, so there's more than enough stuff here to get a party going- and all of it- including the gas for the van- either replenishes or repairs itself when damaged, so you can keep the party going 24/7.

Pleasure & Pain (100 CP)- You have a very special set of sex-toys and bondage gear; as the name suggests, these items are quite good at causing both pleasure… and pain. And while they might look frightening or over-elaborate at first glance, you seem to understand how to use them intuitively to cause either sensation- or even both at once. Somehow, this works regardless of what they actually are- even toys that should logically cause at least a little pain can be rendered completely harmless, while the ones that look innocuous can be surprisingly painful when you actually decide to use them. And I'm sure you'll be able to come up with all sorts of elaborate punishments using them either way… it should also be noted that the batteries seem to last forever, so if you wanted the pleasure and pain really COULD last for all of eternity.

Succubus Club (200 CP)- Who better than sex-demons to run a joint like this? This combination strip-club/brothel/night-club caters to- and is possibly staffed by, in addition to the succubi- monsters and supernatural beings of all types. You own the place so you can decide where you want it to be located and how you want it to look, and you can even decide how it gets run- if you want, you can even open it up to the normies and blow their little mortal minds when they get a lap-dance from a real life succubus. You could probably charge through the roof just to get in through the door, honestly, but again you get to set the policy and decide how things get run around these parts. Your staff can either follow you from world to world, or they can be adapted to suit the worlds that you visit in the future.

Soul Containers (200 CP)- What are you supposed to do with souls that aren't for torturing or eating? It's an interesting conundrum for a demon, or anyone who deals in such things. Luckily, you have an answer in the form of various 'soul containers' that are capable of housing captured souls. They can take the form of jars, gems, sex-toys- nearly anything, really, and you even have the capability to turn ordinary objects into similar receptacles. This allows you to keep the souls around for decoration purposes, keeping them safe until you finally have use for them- or perhaps rendering them into a form more suitable for your purposes…

Arse Goetia (400 CP)- This book, written by a wise (but horny) king long ago, details the various demons one can encounter in this world- including the most powerful and unique ones. Not only that, but it contains a multitude of rituals that inform you on how to contact, summon, bind and bargain with these entities safely- including how to fuck them safely. In the hands of a mortal, this would be a valuable tool for contracting demons- but in the hands of a demon it might be even more valuable, being a reliable source of information on your peers. A mortal might encounter a demon once, if they're unlucky- you will do so far more often as one of their kind. It also includes other infernal rituals, including the opening of portals to Hell or locating damned souls. All of which will update to still be useful in future worlds.

A Slice of Hell (400 CP)- Ah, Hell. Who doesn't enjoy the cozy atmosphere of an infernal landscape? Certainly you do- for you are now the prideful owner of your very own layer of Hell itself. This abyssal plane is yours to do with as you please, and can look however you want it to. Maybe you'll come up with some suitably ironic punishments, or maybe the classic 'lake of fire' will suffice? As for your tenants… any people you would deem 'sinners' will end up hear when they die, unless someone else or some other afterlife has a stronger claim to their soul. Then you might need to negotiate. Your plane can expand to accommodate them, though cramming them in like sardines IS suitably hellish. Either way; once someone is down here, they're yours- unless you decide to let them go, of course. Maybe you can rehabilitate them?

DRACONIC ITEMS

Sacrificial Stone (100 CP)- It was not by your claws that the princess was taken. She was brought here by humans who wished to pay you tribute. This rock- which has shackles attached to it, capable of holding several captive sacrifices- has the strange ability to convince nearby townsfolk that you'll leave them alone if they just heap tribute upon the stone. Virgin sacrifices, gold, livestock, and other things they think you might enjoy can often be found here as a result… so long as you let the fools know that you're around, of course. They won't just tie pretty girls up and leave piles of gold laying around for fun, you know. As a bonus, anyone who tries to steal from this place or rescue the captives will get the sense that they're doing so at their own peril. It won't dissuade true heroes- or fools- but it should keep most cowards at bay.

Gilded Cage (100 CP)- If you've got to keep a princess somewhere, it might as well be in a cage worthy of royalty. This could be a regular cage, a bird-cage, or even a large 'amulet' or other piece of jewelry that you can wear to keep your captive close, assuming you're big enough. Either way, it has the odd function of handling any unpleasant bodily functions your new trophy might have. Not food or water, or the need to sleep; I mean the need to take regular baths, and the expulsion of bodily waste. This will ensure that your captives stay just as pretty as the day you captured them… at least until they finally up and die of old age on you. Or if you forget to feed and water them, which is a mistake that usually only happens once or twice for new owners. You can make more, though the fact that these cages are made of solid gold makes it expensive.

Long Lineage (200 CP)- Dragons, er, really get around. More so than gods or even damn humans. Perhaps you're the same; or perhaps something else caused this… phenomenon. Either way, you'll now find a lot of your… well… 'descendants' running around. Most of them are distant relations, their bloodline watered down heavily by the lesser races. Such distant relations might share few traits with, though NATURALLY those traits will still make far superior to their peers. Others… might be more like great, great, great grand-children. Bearing a much greater resemblance to you, and more of your power in turn- though lacking much real familiarity with you. Your relation won't necessarily endear them to you, but if you want a head start on spreading your bloodline- look no further. Just be careful about who you decide to bed in the future, okay?

Scrying Orb (200 CP)- A dragon should always be guarding their lair; but that doesn't mean they should entirely forget about the outside world. After all, it's good to keep appraised of such things so that you'll know if any new kingdoms come around that you can demand tribute (and princesses) from. In any case, this magical device- which can also come in the form of a large mirror or a basin of water- allows you to remotely view the world around. You can use it in a 'free-roaming' mode to scout your territory or simply scan the entire world if you have a lot of time on your hands; or you can tell it the names of specific individuals or locations and have it show you those things. It's not impossible for this sort of magic to be detected, so be careful about scrying the women's locker room if you don't want to be called a pervert!

Lair (400 CP)- To call this place a simple 'lair' would be a disservice to what it actually is: an opulent home, built for a being of immense size. Sure- from the outside it might LOOK like just another cave; but therein lies the beauty. In truth, this mere 'cave' can either lead to a vast system of tunnels and caverns beneath the earth- or instead, directly into a mountain where rooms and hallways have already been carved out. Either way, within this place you will find every luxury such a large being could ever want, as well as all the creature comforts that a lowly human might desire as well. Swimming pools the size of a lake, vast pits for storing your treasure, and even entire contained ecosystems within certain sections to ensure that you and your vassals have a supply of food (aside from said vassals, of course) among them.

Hoard (400 CP)- This pile of gold coins, gold bars, and other assorted 'gold' things- including plenty of other precious metals, gemstones, and perhaps even artwork if you'd like- has been valued at approximately one-hundred billion dollars. Not only is that more money than what most countries are worth, but it also happens to make for quite a comfortable bed for dragons of all sizes. It even has a strange quality that allows it- and any treasures you might add to it- to function like water, allowing you to dive into your riches and swim like a fish (rather than suffering horrific brain damage). Surely, tales of such a vast fortune would attract any number of knights, thieves, and adventurers seeking to claim it- which will probably work very well for keeping you well-fed, or 'entertained' if you wish to lay with lesser creatures…

ELDRITCH ITEMS

A Call to Dream (100 CP)- This book is useful, cataloging all sorts of information about the mind- and in particular, how the mind can affect the world of dreams. In most worlds, this will be very handy if you want to create lucid dreamers. In worlds like this one- where dreams can be made reality, and nightmares might manifest themselves in the waking world? …it can be used for far more than teaching your followers to have the perfect wet-dream. Even an entity like yourself might be able to benefit from what it has to say! Furthermore, it also serves as a sort of 'guide-book' for any dream- or nightmare- based reality that you might find yourself in, allowing you to navigate the twisting geometries and commune with the locals like you were of them. The deeper secrets of such places might need more than a mere book to uncover, though.

An Instrument of Slumber (100 CP)- This instrument has an unusual effect upon those who hear it; no matter how loud and cacophonous it might be, it seems to lull people to slumber- encouraging them to sleep deeply, at least so long as it is played. Although a regular person could probably benefit from this if they were skilled enough, a being with many limbs- and perhaps many mouths- might be able to play it at all times, reaping the benefits of a sleeping world wherever they go. Sadly, this is not an instrument worthy of the ears of the Daemon Sultan; those who lack the ability to sleep, the mystically inclined, and the very greatest of beings might not be affected by this instrument's magic alone.

Eldritch Sign (200 CP)- This… symbol, is yours- a representation of yourself and what you stand for, its effects will differ based on your desires and beliefs, and furthermore by who views it. It will offer benefits and blessing to those who chalk it above their homes in faith to you and your teachings, increasing health and fertility or warding away the agents of your rivals… and it will bring wrath and ruin upon your enemies who see it in kind, speaking madness into their minds or inducing sicknesses and impotence. It is difficult for mortal hands to create, but not impossible; yet, either way this symbol can be drawn by you, wherever you go, like one might draw lines in the sand- as if you were etching it into the very fabric of the world…

Seeds of the Flesh (200 CP)- These strangely fleshy 'seeds' are capable of growing all manner of organic structures, sprouting from the ground as plants do- subsisting on whatever they can reach. Fleshy blankets of flesh that grow like moss, trees of bone and eyes, flowering bushes of viscera and organs… lashing tendrils, orifices that root themselves in deep, and more unspeakable masses can all all be grown from these. They grow fast, and when mature they are capable of reproduction by… 'merging' with each other. If you had the time and capability to seed these as one does a forest, it may be possible to create vast landscapes of instinct-driven flesh. If you are a skilled gardener then perhaps entire worlds might become blanketed in this formless flesh- or if you plant them deep enough an immense organism may one day emerge instead.

A Distant Star (400 CP)- Well, if you're in the market for real estate you can't do much worse than having an entire star to call your own. This sun- which bears your name- has been inexorably linked to you on a metaphysical level. In a sense, this sun could be considered an extension of your will, allowing you to control its passage through space… albeit the scale of the cosmos means that using it to, say, destroy the Earth is all but impossible. No, the real power of this star only comes about when 'the stars are right'. Under certain rare circumstances- the convergence of the your star with its neighbors, for instance- the power of the star will flood your body, granting you the power and energy to equal your star. Of course, there may be other ways to access this power as well- ultimately, it does belong to you, even if it's 'asleep' for now…

Spawning Pit (400 CP)- Well, this bubbling pool of tar-black goo certainly looks ominous. You definitely don't want to take a swim in this stuff, since it breaks down any organic material as 'fuel' for creating a race of servants. The magic or science- or perhaps, both- that allows it to do this can be modified, allowing you to alter the appearance of this race greatly. No matter how wildly different they might look from each other they're all 'compatible' with themselves- and with you as well, as their master. Loyal by default, if you want you can even alter the personalities of each individual spawned by the pit; either creating a baseline or customizing each one, like you might do with their bodies. Feeding it sapients seems to be most efficient, and if you'd like doing so might preserve some of the 'fuel's personality or memories in your creation.

FAE ITEMS

Will-o'-the-Wisps (100 CP)- Will-o'-the-Wisps are generally considered to be a type of fae or spirit in their own right, but we'll ignore that. These 'bewitching lights' are well known for beguiling people, making them wander into perilous situations- particularly so if a person is lost, and believes these lights to be the lanterns of rescuers or civilization. Somehow, you are capable of creating these glowing orbs at will; and while they fade away if you leave them alone long enough, you're capable of making them move and dance as you'd like. They have a mild 'attraction' effect that makes the eye wander towards them- and anything they're lighting up- so if you use them carefully, you might be able to reenact those old stories… Or you could just scare people with your phantasmal lights, or even create images with them if you're bored.

Fool's Gold (100 CP)- This pot of gold might not be found at the end of a rainbow; but it certainly spells trouble for anyone that tries to steal it. Of course, the same thing happens if you give it away. For this 'gold' is an illusion; one that feels, looks, and even tastes real in every way that matters… but after a day outside of the pot, the gold vanishes- poof!- as if it had never existed at all. Back into the pot it goes. As such, it's essentially worthless- even if you melt it down, it'll turn back into coins at the end of the day. But tricking people into accepting it as payment, or offering it to others as a gift, or even exchanging it for your own life are all tricks that the fae have played with such 'treasure'. All that glitters is not gold, it is said.

Magic Mushrooms (200 CP)- 'Fairy Circles' are mushrooms that grow in rings, and are said to be gateways to the world of the Fae. Perhaps that old legend has a bit of truth to it- for these mushrooms have that power. Simply place some of these spores in a circle at night, and come day a ring will have formed. Take spores from THOSE mushrooms, and plant them somewhere else- and the resulting ring will be linked to the first one. A form of 'teleportation', you could say, though there's probably a more whimsical term for it. With enough work you could create an entire network; and these seem to work regardless of dimension or even what reality you're in. Damaged or destroyed rings even grow back, unless that's impossible. Just… don't eat them. You'll see some shit, man. Actually- go ahead, it'll be hilarious.

Fertile Flowers (200 CP)- Aen't these blooms lovely? Be careful if you decide to smell them; they might like beautiful, but their pollen is actually a potent aphrodisiac. One whiff is all it takes to feel hot under the collar; and if you're around them long enough, you might not be able to help yourself from ripping off all of your clothes and fucking yourself senseless. Gods help you if you decide to eat them; you'll either cum instantly or go on a horny rampage until you're satisfied. Needless to say, they make for great gifts- and are great material for pranking people. Just imagine what would happen if you dropped some nectar into someone's drink, and let the fireworks pop off…

Fae Hospitality (400 CP)- There are many unwise things one can do around the fae; accepting their hospitality might be the worst of all. This 'cook book' was written by the hands of good and evil fairies alike, and the meals made from it all have their own unique (and usually horrible) effects on those who partake of your generosity. If they eat your appetizers, they might find themselves bound to your service for a year and a day; dinner might trap them in your realm until the end of time; the alcohol might cause them to shrink to the size of the bug, while only a bite of cake can reverse the transformation- or perhaps, cause them to become as big as a house if they're normal already! Really, there's quite a lot that you could do with these recipes; and so long as you follow the more 'magical' steps you can even change out some of the ingredients.

Faerie Realm (400 CP)- Ah; perhaps you are no mere faerie. Nor are you mere member of their courts. Perhaps you are a Queen, or even a King- and if not, you still might be able to call yourself the peer of royalty with a realm such as this. Essentially, you have access to a whimsical world of your own design. The laws of physics need not apply here, as the land itself changes to match your whims and temperament. It can be beautiful, wondrous- or terrifying, and perilous- and it can change between the two at a moment's notice. You're capable of transporting yourself back and forth between this place at will, and are more than welcome to bring people with you… which is good, since you don't have any 'subjects' yet. Will you be a noble and gracious lord? Or will you be a bloody tyrant who hunts those you bring here for sport?

GODLY ITEMS

Symbol of Faith (100 CP)- This symbol, whatever design it may carry, is as analogous to you, your religion, and your followers as the cross is to Christianity. Aside from serving as a symbol of holiness, it is also considered a 'holy symbol'. Thus, it is capable of warding away vampires, demons, and other unholy creatures who would avoid or be repelled by the sight of such things.

Holy Artifacts (100 CP)- Remnants of the divine can inspire new faith, new followers, especially in this modern era where 'pagan' religions are sometimes followed ironically. With this, artifacts, abandoned temples, and other relics of your faith are seeded throughout future worlds. The value of these things is limited, but they serve as proof that you were worshiped at one time even if your name has been forgotten today. You might attract a few half-hearted followers with this alone; but revealing your existence might very well see these old temples restored, your artifacts enshrined in honor of a true god.

Eros Bow (200 CP)- This bow has a peculiar power, turning any arrow fired from it into something that seeks the heart of your intended target… while simultaneously transforming the arrow into a bolt of pure erotic or romantic energy. With this, you can make someone fall in love- or lust- with anyone you desire, a second arrow being all you need to ensure the relationship goes off without a hitch. Additional arrows might be needed for especially complex relationship dynamics of course, though thankfully this comes with a quiver of mundane arrows with heart-shaped heads that never seems to run out. If you must, this can also be used as an ordinary weapon, though it won't retain the 'heart-seeking' property when used like that. If love- or bows and arrows- aren't your thing this can also be a different weapon that inspires a different emotion.

Crown of Heaven (200 CP)- This crown, whose appearance is completely up to you to determine and even seems to be capable of changing shape to suit your whims, is a signifier of your divinity- announcing it to all that see it upon your head, be they man or good. Although it might inspire worship in mortals, its true purpose is to force other gods to acknowledge you as fellow divinity. It doesn't matter if you're a foreign god, or barely resemble the type of god that they are- they will see you for the god that you are. Though, this is might be a bad idea in certain instances- especially if you truly ARE a mortal. Usurpers and false gods are rarely looked upon fondly after all, and only a fool would challenge a true god's might.

Mortal Faith (400 CP)- This temple, church, or other religious place is no ruin; it is a monument to your glory, and one that actively sees priests and followers worshiping there. In time it might serve as your Mecca; for now, it is merely a temple. These followers might work to spread your name and religion far and wide; or perhaps they are more insular and secretive. Either way, they will provide you with worship even in future worlds. However, that is the least of what this does- for as your religion becomes more widespread in one world, so to will that be the case in other worlds. At least, until you reach the point where, at any one time, you'll have at most 25% of a world's population as a follower of your religion- without any additional effort on your part, of course. It wouldn't do for you to supersede your peers from the get-go, after all.

A Slice of Heaven (400 CP)- This is the reason why most Gods have followers: the promise of life after death. This plane of existence is entirely separate from any other world, accessible only by you, those you allow to visit, and your followers upon their death. Its design is up to you to determine, and it will grow in size as your followers come to fill it. It can be a realm of white fluffy clouds, a place of endless debauchery and hedonism, or anything else you desire- the things native to this realm cannot be taken out of it and disappear harmlessly if you attempt to do so. The souls of your people can be preserved here for all time, and each and every one will follow you into the future to enjoy your boundless love and grace… or perhaps they're simply here for the booze and Valkyries, it's all up to you.

INSECT ITEMS

Nutritious Goop (100 CP)- This vile-looking substance, produced by small symbiotic organisms capable of living off of whatever leftovers you leave behind, is actually highly nutritious- and, surprisingly, tasty. Though the loose, honey-like texture takes some getting used to, it has everything a growing organism needs to grow up healthy and strong. Your reserves of this substance are vast, and you have a nest of these symbiotic creatures (which can easily be relocated and expanded if you let them work) who can easily produce more, so long as they are fed. It also makes for surprisingly good lubrication- if you can get past how odd it is to use it like that.

Skin-Suit (100 CP)- …well, this is certainly something strange, and possibly morbid as well. This strange full-body suit resembles an unusually detailed human body- complete with hair, where you would expect to find it, and even fully modeled genitals and orifices. If you can squeeze into it, you'd find that it somehow perfectly matches the contours of your body- making you resemble, at least at first glance, a human. Furthermore, the suit also includes an optional internal 'skeleton' that can be used to give it joints and an internal structure; making it useful for creatures who are more fluid- or many- than others. It's a bit uncanny if you look at it too long and start to notice what it's really made of, but for casual use it's a decent disguise.

Warrens (200 CP)- This subterranean tunnel network is actually a massive hive; one that's perfect for raising a frankly absurd number of your young. Albeit, not necessarily with all the creature comforts that a person might want. No, this place sacrifices such things for pure efficiency, making it easy for even mindless drones to care for hundreds or even thousands of young at a time. The environment is perfect for them, somehow free of any disease or contaminants to ensure that a steady supply of nutrition is all they need to grow up healthy and strong- and with a minimum of effort on your part, assuming that you're able to rear the first generation successfully or already have carers in mind. Sadly, for efficiency's sake any extraneous rooms or features haven't been built- not that there's anything stopping you from doing so.

Coming Out of the Walls (200 CP)- Perhaps you already have a vast and elaborate array of properties following you around for you to rear your young upon. With this, you can make it easier to visit each and every one- linking every property, parcel of land, and structure that you own with a massive subterranean tunnel system. These caverns allow you to travel in a fraction of the time, and somehow they can even reach incredibly distant locations- including ones that are overseas or even in space. The only problem is that you still have to travel there physically, and even if the tunnels expedite things it could take days of travel if you're going incredibly far… But on the other hand, while you can somehow navigate the tunnels like a pro any intruders will quickly become lost in their depths. They expand with each new property you obtain.

Praetorian Guards (400 CP)- Even if you're the biggest and the baddest emperor there is, it's still handy to have a group of elite body-guards to watch your back and/or use as meatshields. These drones are nearly mindless, yet at the same time 'elite' members of your species that follow your commands, fighting with incredible ferocity, skill and power while having just enough autonomy so that fucking them isn't a completely one-sided affair. How much power do they have? Well, that depends on how many you decide you want. To make sure that they're useful, their overall 'power' matches yours- only, it's split among them. In other words, if you have four guards then they'll each have 1/4 of your power; while 1000 Praetorians would have 1/1000 of your total power. As for how they're 'made'… that process is up to you to determine.

Growth Serum (400 CP)- This glowing green goo is probably filled with all sorts of harmful radioactive substances. Luckily, not only will it NOT give you cancer if you drink it, but it'll instead drastically increase the size of those who consume it- turning people into giants, and ants into living tanks. The more goo you drink- which naturally becomes easier as you grow- the bigger the change. The only problem is that there are diminishing returns once you reach a certain point, and that the serum wears off over time- however, a steady diet of this stuff can make the change permanent, and any offspring who are conceived and born at a large size will somehow retain it; making it possible to breed larger and larger critters over time. Note; the goo can also be applied selectively to body-parts. How does it work? SCIENCE, of course!

MUTANT ITEMS

Destructive Weapon (100 CP)- This weapon is particularly good at doing one thing: destroying the environment. It could be a sledgehammer, an axe, a chainsaw, or perhaps a bigger, scarier version of those other things that would require superhuman strength to wield- whatever it is, it's capable of doing inexplicable damage to walls, floors, and pretty much anything that isn't alive. You could flatten a car with this and enough time, or even knock down a house by tearing down the walls and support pillars with ease. This can also apply to clothing as well; although it can be certainly be used on living things, depending on your intent it can also deal little to no damage to someone while reducing their clothing to tatters.

Isolated Home (100 CP)- Small, cramped- but hidden so well that the chances of someone stumbling upon it is all but impossible. It might be an isolated cabin in the woods, a hidden basement under a building, or even a den in the sewers- wherever it is, it's the perfect place for someone like you to lay low. Although it's not much, you have a startling habit of finding places just like it whenever you decide to move- allowing you to stay mobile as well as hidden. Despite appearances, it's sanitary enough that you or anyone you bring here won't have to worry about infections or the like. Admittedly, the smell takes some getting used to.

Stabilizer (200 CP)- Sometimes you want to prevent mutations rather than causing them. It could be that one of your friends accidentally got infected, or maybe one of yours is starting to go out of control. That's where this comes in handy- simply inject it into a person's body before they fully succumb to whatever is making them change, and the mutation or whatever it is will be suppressed and prevented from occurring. It's long acting, so if you wanted to you could inject it into a person beforehand; y'know, in case you wanted to fuck them without risking your partner growing another limb or something. You have ten of these stabilizer shots which replenish on a weekly basis, and have the formula to make more- though it's a slightly expensive process.

Human Guise (200 CP)- This highly conspicuous outfit is actually surprisingly non-conspicuous, hiding the worst of your mutations so that you can go out in public without being seen as the mutant freak that you are. A hat and trench-coat are classic for sewer-dwelling reptiles, mutated astronauts, and bio-organic weapons alike, but a heavy cloak or stitched together trash bags to hide your stitches and scars is also a pretty standard and common choice. Ultimately the appearance of this apparel is up to you to determine. As a bonus, so long as you're wearing it you'll have an attractive mystique that makes people curious about what you look like underneath that getup of yours. Hopefully they'll be able to look past what they find…

Lil' Parasite (400 CP)- Parasites and mutants go together likes peas in a pod. Literally, two peas in a pod. After all, where better for a parasite to live than in mutated flesh? Somehow, your body has become host to a parasite that is perfectly suited towards you and your needs. It might offer you additional offensive capabilities, lashing out at enemies from your mouth or some other orifice while protecting you from within and without; or maybe it passively enhances your body's functions, giving you an all-around physical boost. The possibilities are endless and are up to you, within reason. The parasite is capable of aesexual reproduction as well, just in case you want to implant anyone with its babies to give them a helping hand too. It can be sapient and even fairly intelligent, though it doesn't count as a Companion unless you want it to.

Mutagen (400 CP)- This big vat of bubbling green goo probably came from a military base, or a big pharmaceutical company's hidden laboratory or something like that. Taking a dip inside of it is probably the worst idea imaginable, because it pretty much inevitably results in that unfortunate soul mutating out of control. Seriously, there's no telling what'll happen when you get dunked in this stuff. You could become a god-like superhuman- or you could mutate into a big pile of cancerous flesh that's only capable of feeling hate. Those who merely inject or drink it tend to get milder effects overall- they might not get superpowers, but neither will they become something that looks like and eldritch abomination. The vat replenishes itself, meaning you'll only have to worry about running out of people to mutate.

OBJECT ITEMS

Carrying Case (100 CP)- This is the perfect carrying case for you, you… whatever you are. If you're a sword, then it'll turn into the perfect sheathe. A guitar will get the perfect guitar case, etc. This works even if you're something that can move with its own power, so don't you worry. You might get an animal crate if you're an animal, or some sort of weird harness setup so it's easy to carry you around if you're a human. This thing adapts to your size and shape, though naturally it might be hard to carry you around if you're a kaiju or something.

WD-Horny (100 CP)- This oil is an all-in-one polish, and is also perfect for maintenance for… damn near anything, really, removing stains, rust, and fixing squeaks and creaks. It's also totally fine to use on people, in case you wanted to use it as a massage oil. Speaking of- if it's used on someone inorganic, be they a robot, a talking sword, or even a being made out of rocks, they'll find the experience to be quite pleasurable- as if this strange substance was laced with powerful aphrodisiacs. Considering that these beings might not even be able to feel something like that normally, it's sure to be quite the experience for them!

Put on a Pedestal (200 CP)- This pedestal- or something equally decorative and attractive to thieves, like a huge ornate treasure chest- makes whatever is placed inside of it extremely tempting, by virtue of making that thing be seen in the best possible light. Hop on top, and it'll seem like you've been polished with the finest oils by the most beautiful maidens for weeks on end. Anyone who sees you will need a will of iron to not want to at least pick you up, especially if it looks like you're free for the taking. And of course there's nothing stopping you from trapping this thing, or using it to display something aside from yourself.

Writ of Inheritance (200 CP)- This legal document has an unusual and powerful effect. Simply fill in another person's name on the dotted line, and a series of events will ensue that will result in that person somehow 'inheriting' you. Obviously this is a lot simpler if you look like an item of some sort, since the inheritance of possessions is fairly simple. If you're a living creature… you might end up as their servant, slave, or maybe a pet or godchild or something like that. This will ensure that you end up delivered to them safely, although there's no telling what will happen after that. You'd better pick your new owner wisely!

Filthy Lucre (400 CP)- A big pile of gold is a pretty great place to hang out. Just ask a dragon. Only, this horde of treasure carries a nasty curse. While each and every piece of gold carries the same malady- with perhaps minor variations in severity depending on how much gold they take- the larger pieces of individual treasure each have their own, entirely separate curses as well. And the natures of every last one are up to you to determine. Bodily transformations, mental effects, bad luck, various illnesses, turning into spooky scary skeletons when night falls… there's enough stuff here for each and every one of these to be attached to a separate treasure, with plenty left over for more terrible curses.

Furthermore, in addition to being able to determine the nature of the curses you can also decide when they activate. You might decide that it only triggers if it's stolen, if someone actually attempts to use the item (or puts it on in the case of apparel), or some other condition that might allow this stuff to be used as intended. It's never been easier to curse adventurers, thieves, and other greedy guts…

Womb of Horrors (400 CP)- No, this isn't an jail or prison. It's not a sex dungeon either- well, it can be. This is a classic, capital-D Dungeon, straight out of a role-playing game, filled with monsters, traps, and treasure. But this dungeon is frankly extremely unfair in how it has been designed, making infiltration- or escape- all but impossible. Walk down the hallway, and you risk being dropped into a pit with armor-eating slimes; go down the other hallway, and you get ambushed by an army of Goblins dropping from the ceiling and crawling out of the stonework. Try to circumvent it by burrowing through the walls and get teleported, naked, into the middle of a subterranean lake that's home to a giant squid. Etc, etc, etc. As the 'Dungeon Master' you're free to navigate it unmolested. Anyone else is in for a bad time unless you help them out.

OOZE ITEMS

Vat O' Slime (100 CP)- You have a large vat of slime- and that's pretty much it. It's great for hosting children's game shows, and it seems to dye really easily with just a little bit of colour too- but it doesn't really have any special properties. However, it's actually pretty nutritious for oozes; it can easily be used to replenish their bodily mass if they get hurt. There's not much else to say aside from that, although I'm sure you can come up with some fun uses for something like this anyways. It replenishes on a daily basis.

Detritus (100 CP)- You might turn your nose up at the idea of paying for random garbage- but this is SPECIAL random garbage, I assure you. It can take many forms- a skeleton, bits of wood, scrap metal, etc- but whatever it is, it can't be 'digested' or 'assimilated' under any circumstance. This allows it to provide structure to slimes, and possibly even a form of protection or offense against assailants. Furthermore keeping this crap inside of your body allows other items you pull into you to take on the same properties, at least while it's floating around in you.

Acids and Bases (200 CP)- You have a set of liquids that are highly effective at neutralizing acids, poisons, and other harmful substances, especially within slimes. You also have a set of liquids that ARE acids, poisons, and other harmful substances, especially within slimes. This is useful for toxifying yourself if you want to provide a little extra 'stay the fuck away from me' incentive, or if you want to detoxify yourself so you can get oozy with someone cute. There's also a 'synergistic' formula that returns your body to normal, whatever 'normal' might mean for you. Each liquid comes in a jar that replenishes itself on a daily basis.

Containment Suit (200 CP)- This strange suit of armor is sort of like a diving suit, only in reverse- instead of keeping liquid out, it seals liquid inside. It might be completely insulated from the outside world to prevent contamination, or maybe it's something a bit more open like a suit of armor to allow you to ooze out of it whenever you want. In any case, it's main property is that it can cram as much of your body into it as you need to. If you're a big-ass slime then you can still somehow fit inside of this thing, even if you should be much bigger than it. Theoretically even a giant could fit inside of this thing, though they might looks silly while putting it on. It's sure to surprise people when you finally breach containment, though.

Anomalous Fluid (400 CP)- This fluid behaves in a strange way: by exposing it to various things, it becomes capable of taking on their properties while keeping its semi-liquid state. For instance, if you expose it to a lightning bolt it will begin generating an electric charge. Exposure to arctic temperatures will allow it to freeze things; fire will make it spread fire, etc. You have a big ass container full of this stuff- enough to fill a hot-tub at least- which replenishes on a monthly basis. You also have the recipe required to make more; it's a fairly expensive process though, so keep that in in mind. Naturally this stuff is great for making different types of slime, and if you're a slime yourself you might even be able to use it to alter your own body- though keep in mind that it can only replicate a single effect at a time before it loses that ability.

Slime Cores (400 CP)- These strange, gelatinous spheres are actually the 'hearts' of slimes, perfectly preserved in jars. By simply taking a core and dropping it into a large enough pool of suitable material (including but not limited to: water, mud, jello, snow, lava, or pretty much any liquid or viscous material) a new slime will form around the heart, and from there will behave in accordance to their nature. These slimes tend to be pretty easily tamed when they're created, but if you want you can let them run wild as well. It is said that adding a special ingredient to the slime core will result in it taking on a more human shape… however the instructions that come with these jars on how to care for various types of slimes simply call this ingredient 'love'. Cryptic… anyways, you have twenty cores which regenerate on a yearly basis.

PARASITE ITEMS

Parasitic Primer (100 CP)- This handy guide- whose alternate title is 'Subverting Wills & Expectations: How to Avoid Detection as a Horrible Parasitic Organism'- is a very handy guide for anyone looking to infiltrate another society as… a horrible parasitic organism. With hot tips ranging from gathering basic information about this new planet and society you've found yourself in, to 'working your way up' by taking over more successful/important bodies, you can rest assured that all your questions will be answered. There's even a handy set of chapters that includes the most basic information about the place you've ended up in; the name of the planet, continent, what races live there, major cities, etc. It doesn't include everything, but it should be able to get you in the door… so to speak.

Injection Hypo (100 CP)- This ominous looking needle is perfect for injecting- or withdrawing- all sorts of substances from the body. In particular, it seems to be quite good at inseminating- load it up with sperm or some other fertilized/fertilizing material, and you can inject it anywhere in a person's body to get them pregnant- assuming that they CAN get pregnant with that material, of course. Getting someone pregnant by giving them a shot to the shoulder is already miracle enough without bringing male pregnancies into the mix.

Nascent Brood (200 CP)- Aw, look at them, so cute! It seems 'someone' has laid a few thousand eggs. Their size varies depending on how big your species is, but they're small enough that it shouldn't be too hard to shove one in a woman's womb, or into a body through some other entrance- you might even be able to inject them into someone's bloodstream! But in any case, these eggs will hatch quickly once they've entered a living body; somehow managing to gestate wherever they end up. Things might become a bit uncomfortable when it's time for them to be 'born' if you didn't put them somewhere they can be squeezed (or crawl) out of, but that probably won't matter if the host dies anyway. They're technically your offspring, I should add. Oh, and you can also choose how many traits they retain from their host/other 'parent'.

Host Bodies (200 CP)- A bit strange, but just think of it as changing clothes. As you might expect: purchasing this will give you a few host bodies to pick from. These things were never alive, but if a parasitic organism is introduced into their system all of their vital signs will pick up. A heartbeat, breathing, brain activity, digestive functions… none of it strictly necessary, but it's all very useful for avoiding detection. Taking care of them- at least while you're using them- is probably a good idea because of that. You can pick what species they are, so long as they're mundane and no larger than a horse, as well as what they look like. If they become damaged or get destroyed they will repair automatically overtime or a new, identical flesh-puppet will appear soon after. Each purchase gets you ten of these bodies for you to wear as you please.

Invasion of the Body-Snatchers (400 CP)- Ah, you thought you were the first? No, no; there are others, like you. Some might call them vermin; but these parasites have infiltrated the highest echelons of society, and have already begun to subvert things to suit your goals. Slowly, but surely, changing the world through their vast network of political and media connections; and perhaps even laying the groundwork for a takeover of society. Although they may only be incidentally aligned with you, they are almost certain to be receptive towards you- recognizing one of their own. And, best of all, outside of your own intervention- or the intervention of another being connected to you somehow- they will never be discovered. They'll live their lives, 'die', and keep doing the same thing with their next body until your agenda is complete.

Mindworms (400 CP)- …well, it seems the parasite has some parasites of their own. Or maybe these are another form of offspring? These strange organisms are truly microscopic, and have nested inside of your body- benignly. In doing so, they have somehow 'copied' your own consciousness into their body. Now- whether through deliberate injection of these creatures into someone else, or perhaps as a side-effect of your own infestation- these creatures are capable of being transferred into the bodies of others… bringing a copy of your mind with them. And they are not benign in doing so. Perhaps their effect is subtle, gradually and subtly changing people to act more like yourself. Or maybe, like a true parasite, they attempt to take direct control over their new hosts- essentially supplanting the host consciousness with a copy of your own.

Either way, they're not a hive-mind. But with enough time and effort… you might make the entire world an extension of your will, using them as a medium.

SPIRIT ITEMS

Bed-Sheet (100 CP)- This white bed-sheet has had holes cut into it, making it very spooky to wear as a costume… not good enough? Well, it can be worn even by those who are intangible, allowing you to pull off spooky tricks like approaching someone and having it taken off to reveal that nobody was ever there at all. If you'd like it can even come with accessories like rattling chains with the same ability, allowing you to add to the spooky factor.

Personal Treasure (100 CP)- This object possesses a certain sentimental value to you. It could be a favorite teddy bear from your childhood, a locket, a portrait of your family, a home movie, or something else along those lines. What makes it interesting is that you can always locate it, even if gets stolen from you. Woe to anyone that decides to steal it from you; you'll be able to hunt and haunt them wherever they go.

Haunted House (200 CP)- This spooky, dilapidated house isn't actually haunted (except by you); however, it does happen to attract a lot of people who are interested in chasing that rumor anyways for whatever reason. It seems that once people hear about the nearby 'haunted house' they can't seem to help themselves from visiting it, even if that means breaking and entering (or just paying for tickets). You can use this to attract a steady supply of victims, or perhaps open a fright attraction featuring real spooks and scares and make some cash. Funnily enough wherever you go there seems to be a building like this, allowing you to potentially haunt multiple homes- though if ghosts fail to manifest expect them to lose some allure.

Djinn's Lamp (200 CP)- Genies might not be the spirits of the dead, but they ARE spirits so I'll let it slide. This handy oil lamp (which can be a lava lamp instead) can be rubbed or otherwise fondled to transport yourself into what is essentially an Arabian Nights-themed hotel room. The really fancy kind, I might add, with its own kitchen and living room and all that. Not only can you find everything you'd need to live (assuming that you still need that kinda stuff), but there's also a fair amount of entertainment material too. A bookshelf full of books, a TV, a computer, video games, a heart-shaped bed that can fit an entire harem (harem included)- enough to keep you entertained for a few decades, at least. It can be exited at will, though anyone that rubs it while you're inside will make you come out. Annoying- but it comes with the territory.

Death's Dagger (400 CP)- This dagger is inscribed with a curious inscription in Latin; 'Hoc Magis Manes Generat'. Whether this inscription gives the dagger its power is uncertain- but the dagger DOES have power. Anyone slain with it will rise again as some sort of spirit, depending on how they were slain. If they were murdered they'll probably come back as one of those vengeful ghosts; the type that rattle windows and write scary messages in mirrors and whatnot. If they're killed willingly, however, then the chances of their spirit coming back as an asshole is far less likely (unless of course they were an asshole in life). They'll usually just have the standard ghost powers in either case, though occasionally someone will come back as something stronger. Using this isn't a half bad idea if you want some company in life- er, the afterlife.

SS Afterlife (400 CP)- This ghostly train, plane, automobile or ship might not look like much; in fact, it's probably rusty and got all sorts of interesting holes in it. But that just makes the fact that it still works even more impressive- and not only does it still work, but it's even haunted by a powerful spirit that lets it do all sorts of spooky ghost stuff. If you've ever wanted to sail a ship into the middle of New York City or drive a car on the ocean floor, now you can. Furthermore, it's even capable of going betwixt this world and the afterlives, plural. Heaven, Hell, Limbo- it's perfect for breaking your buddies out of eternal damnation, or eternal church service (which might be worse) or for making spiritual boo-ty calls.

TENTACLE ITEMS

Pantsu (100 CP)- Ah, the humble pantsu. Is there anything a tentacle monster desires more? Your hunger for panties and other undergarments might never be truly quenched, for the panties of those they love and lust for are a tentacle monster's truest desire. But this seemingly endless supply of underwear might sate you for a time. Panties, bras, garters- all fresh and clean, yet bearing the scent of the woman (or man who dresses like one) all the same. Smell them, roll around in them, use them as a mask, cum on them, or even wear them yourself- there's no end to the utility that these pantsu can provide!

Sex Arcade (100 CP)- …well, if you want to have fun while having sex I guess this is one way to do it. These 'bondage machines' are really just elaborate contraptions meant to hold people in place so they can be fucked. That being said, they are pretty high-quality and comfortable for the user to use. But not for the person inside of it getting fucked, of course. They can take many forms, and might leave only certain parts of a person's body accessible. Mouth, ass, pussy, dick, hands, feet, etc. They're hard to escape, and the designs are adaptable enough that you could potentially make these things out of far more durable materials to prevent stronger people from escaping. It might seem weird for a tentacle monster to want something like this; but it's not like you can keep people wrapped up in your grubby tentacle-penises all day, right? …right?

Casting Couch (200 CP)- This couch is really something special. Simply place it in a suitable environment, and it'll subtly alter the environment to be slightly more… titillating. Like something you'd see in a porno. More importantly, some property of the couch makes it incredibly easy for you to convince people that you're hiring them for a 'special job'. This 'special job' naturally involves that person getting drilled in all their holes, possibly by you, possibly by the several nice men you have waiting nearby. Somehow, no matter how odd or strange your address might be, it won't be enough of a deterrent for your would-be 'employee' to ignore your request outright- making it very effective at luring them in, if they're interested in your offer. Whether they decide to fight back or go along with this contrived scenario is another matter, of course.

Obsessive Merchandising (200 CP)- Ah; this might be an Otaku's dream! Somehow, you've become incredibly, bafflingly good at sourcing merchandise- not just for fictional characters, but also for 'real' people. And when I say 'merchandise' I'm not just talking about innocent posters, lunch boxes, and action-figures, chum. I'm talking about sexy figurines; body-pillows; even sex-dolls or sex-toys modeled off of their body in 100% authentic detail. All for a cheap, cheap price for what you'd normally pay for such things. Now, this might not seem all that useful- but you can just imagine what the target of your obsession will think when you show up on their doorstep, in their bathtub, or in their bedroom with this stuff in your arms. Or if they happen to stumble upon the shrine you've constructed for them in your sewer lair.

One-Billion Fold Katana (400 CP)- This Katana- forged by an authentic Nipponese smith to be named alongside the old masters like Amakuni Yasutsuna, Mori Nagayoshi, Hikoshiro Sagami Kuni Sadamune, Muramasa Sengo, or even Masamune himself- may be the finest weapon to ever come from Japan since the invention of anime. It is so sharp that it can sheer through several meters of solid steel with a mere flick of a wrist, yet is also delicate enough that it can slice the uniform off of a young college student without spilling blood. Whether you practice Kendo, Nakamura Ryu, Iaido, Toyama Ryu, Kenjutsu, Shindo Yoshin Ryu, Tenshin Shoden Katori, Yagyu Shinkage Ryu, or even the sacred art of Ninjutsu you can rest assured that there is no finer blade. For some reason, it also makes distant hawks cry out whenever you draw it.

Master Disguise (400 CP)- There are many monsters who disguise themselves to fit in with humanity. All of them would be envious of this simple apparel. Perhaps it's a trench-coat, a pair of sunglasses, and a fedora. Maybe it's a uniform for an all-girls school. It could be something as small and simple as a ring. Whatever it is, wearing it will completely disguise the fact that there's anything 'weird' about you. Anyone who looks at you is just going to see an average human- or an average member of whatever the dominant species on the planet is, at least. Even if you're a vast, eldritch horror that's merely wearing it one of your many protrusions- it'll still work all the same. The second it's off, though, they'll see you for what you really are. As a bonus, whatever illusion they're seeing tends to look extremely cute and/or handsome.

UNDEAD ITEMS

Comfortable Coffin (100 CP)- If you're going to have a 'final' resting place, then it had better be a good one. This coffin, sarcophagus, or similar burial box is surprisingly comfortable to rest in and large enough to fit two people. And when you're tired of your eternity of boning, you'll find it surprisingly simple to escape from it- whether you're six-feet under or six-thousand feet under. In addition to the one you get, should you be buried by anyone else you'll find that whatever box they stick you in has these same properties.

Body-Maintenance Supplies (100 CP)- This handy little kit comes with everything you need to maintain your undead body and disguise yourself when in the world of the living. It includes a needle and plenty of thread for stitching on body-parts, preservatives to keep your flesh from rotting, makeup to hide your stitches and deathly pallor, body spray to hide the smell… and so on, all of which will resupply itself as needed. Also included are calcium supplements, for the bonier folks in the crypt.

An Arm and A Leg (200 CP)- Although it cost whoever owned these limbs, organs, and other random body parts much more, you'll be getting this replenishing supply of corpse-bits for a low, low price. This gore and viscera is perfect for replacing lost limbs, grafting onto your body, or just general consumption. As a bonus you'll even get a few blood-packs thrown in; with that you'll probably have everything you need to create your own Frankenstein, and if you're a vampire you can snack on the blood as well. Your supply of corpse-parts and blood will replenish on a weekly basis.

Mummy Wrap (200 CP)- These bandages are made of genuine Ancient Egyptian linen, which makes them a perfect gift for Mummy's Day. They're also made with powerful Ancient Egyptian magic, which makes them useful in other ways as well- namely, they're imbued with the ability to follow your mental commands and can move under their own power, including through the air. This allows them to be used for many things, from something as simple as fetching small objects to wrapping around someone to put them in bondage. They're also much more durable than they look; not quite as strong as steel, but a regular person couldn't wriggle their way out of these binds unless you want them to. You have several wraps, which together are long enough to cover your entire body- with a few feet extra left over, to use as you'd like.

Soul Jar (400 CP)- Well, it seems you've decided to follow in the footsteps of many famous necromancers and other undead masters and created a soul jar- also known as a phylactery. This object- and it could be anything, so long as a person can carry it- secretly houses your soul, making you unable to truly die. Should your body ever be destroyed beyond your ability to heal or regenerate, you will find that this 'death' is not the end of your journey. Instead, your soul jar will begin to reform your body. Though the process might take months if done in isolation, it can be sped up with certain magical rituals that you might entrust to others. Either way- once the process is done, you'll be as good as new. However, if it destroyed your soul will pass on or possibly even be destroyed, and your body will die.

Optionally, you can share sight and sensations with your phylactery. Useful if it gets lost; annoying if some meatbag finds it and decides to do something disgusting with it. That's your soul, right there. Furthermore, your 'Soul Jar' can instead take a different form entirely- such as canopic jar that houses your heart, or even a technological machine that contains your brain and pilots your body like a meat-drone. Its functions will ultimately remain more or less the same as the standard option, however.

Sematary (400 CP)- Misspelled sign or not, this large plot of land has a curious history. It was originally home to Neanderthals, who were then killed by humans. Those humans became a tribe; and eventually, they were wiped out by another tribe. Then that tribe got killed off by settlers. And then those settlers were killed by settlers from another country. Then- well, anyways, the lingering grudges from those that have died here has resulted in a curious natural phenomenon. Anything that is buried on this cursed land… rises again, as an undead. Zombies, skeletons, vampires, various other random types of corporeal undead depending on their nationality or religious beliefs, etc. The process isn't perfect however. Some of those who are revived in this manner are imbued with an unholy hunger… for sex. And possibly blood and guts, too.

COMPANIONS

Companion Import/Creation (50 CP)- Perhaps you would like to bring a few friends with you into this world; or maybe you'd like some new ones? Each purchase of this allows you to import or create a single companion, giving them 500 CP to spend. They will also receive their own Origin and the opportunity to choose between Floating Discounts, the Custom Origin, and a Secondary Origin. Although they do not get the additional CP for purchasing Items/Companions that you receive, they CAN take most Drawbacks- with the following exceptions due to how they modify the world: Doujin Mode, Monster of the Week, Giger Counter, and The Last of Your Kind. You may also transfer additional CP to these Companions at a 1:1 ratio.

(Note: Both Companion Drawbacks and CP Transfers also apply to the following, pre-built Companions.)

"Agent Neon" (100 CP)- *"I've seen your browsing history, 'Anon'. You're a sick fuck… and I kinda like that."* Agent Neon is an agent from a certain agency. No, she won't tell you which one- but it's probably not the one you're thinking of. She's become quite jaded over the years, dealing with all sorts of fucked up stuff even when monsters and aliens aren't involved, and she's quite good at hiding her emotions under a stony facade as a result. Although, that's just given her a reputation for being a hard-ass. Something that, in turn, has made it hard for her to form genuine connections- even with her fellow agents. Her increasing desperation for physical intimacy has led her down some very strange rabbit-holes over the years, though she claims these encounters to be 'classified'. Her blood may well be made entirely of coffee at this point.

Agent Neon has the Operative Origin. She has the Man in Black, Undercovers Operation, Supernatural Diplomacy, Weirdness Censor, Sexual Capture Procedures, Behind the Masquerade, Mind Over Matter, "Volunteers, Anyone?", Enhanced Interrogation Techniques, Sympathy for the Devil & Art of the Con Perks. She has the Sneaking Suit, Disguise Kit, 'Basic' Gear, Brain Scrubber & Blackmail Material Items.

Ashley Belsing (100 CP)- *"Hey, have you seen my clothes? I lost track of them after the succubus."* Hailing from a long and storied family of monster hunters, Ashley Belsing has a wild and fierce demeanor that hides a surprisingly demure heart. With wild red hair and a penchant for leather and/or nudity she strongly resembles her ancient ancestors, who fought monsters with little more than their barbarian strength and whatever weapons they could get their hands on. It's this strength, along with her modern training, that makes Ashley so deadly against the creatures of the night. Although, secretly, the thought of taking a monstrous lover excites her greatly. (Or perhaps several; again, barbarian ancestors. She likes fighting, feasting, and fucking in that order.) Now, if she could just find one that wasn't trying to rip her to pieces…

Ashley Belsing has the Hero & Slayer Origins. She has the Inner Strength, Groovy, Monster Hunter, Fearless, Kama Sutra, Martial Artist, The Family Business, & Peerless Slayer Perks. She has the Signature Weapon, Stylish Outfit, King's Bed, Monster Manual & Slayer's Arsenal Items.

Cultist-Chan (100 CP)- *"Hwee serve hew, in the nayme of KHAYOSS!"* This malnourished looking young woman seems to think you're her friend, or possibly the leader of a cult- it's hard to tell with her strange accent, caused by her sharpened teeth. Her precocious antics tend to get her into trouble, though in spite of her playful and childish behavior she does actually seem to have quite a bit of dark power floating about her. Perhaps she really does have a connection to the forces of 'khayos' that she claims to serve? She's actually frighteningly effective at times for someone so foolish, and her odd charm tends to attract followers of her own… even if they're just there to see her acting cute, or to watch her fail. In any case she's attached herself firmly to your cause, even if her motives don't entirely line up with yours.

Cultist-Chan has the Zealot Origin. She has the Inured to Madness, Favored One, Fanaticism, Booty-Call of Cthulhu, Prognostication, Innsmouth Taint, Cardio, The Way to a Monster's Stomach… & Everyday Life With Horror Perks. She has the Brochures, Ominous Robes, Foul Idol & Arse Goetia Items.

"Levia-Tan" (100 CP)- *"The beach is fun! …I just wish that people wouldn't scream and run away from me when I show up."* 'Levia-Tan', as she was named by the Japanese media, is a colossal being with features reminiscent of both humans and cetaceans. Although her large body (something she's self-conscious about) might make her seem extremely threatening, she's actually something of a gentle giant and

is extremely careful around humans, whom she finds cute. However she is fiercely protective, and when someone she cares about is threatened she can become extremely aggressive. She comes from an island filled with monsters much like her; though some are far more dismissive or outright cruel towards humans, as one of the larger beings that inhabits the island Levia-Tan does a good job of keeping her 'sisters' in line.

Levia-Tan has the Behemoth Origin. She has the Large and in Charge, Gentle Giant, Destructive Urges, Efficient Metabolism, Amplification, King of the Monsters, Kaiju, Natural Weapons, Environmental Adaptations & Apex Predator Perks. She has the Abandoned District, Servile Tribe & Monster Island Items.

"Makura" (100 CP)- *"You're… not… afraid?"* 'Makura' is an Onryo; a vengeful spirit of the deceased, tethered to the earth due to their feelings of hatred towards those who victimized them in life. Normally appeased by the death of their tormentors, Makura- who earned her new name during the course of her killing spree- has still yet to move on for whatever reason. Her death by drowning and subsequent transformation into a ghost has given her unusual supernatural powers, including the ability to take physical form and perform many other standard 'ghost' things- as well as the ability to travel through and manipulate water. Left in a world she feels little connection to anymore, Makura seems happy to use her powers to help you for whatever reason- be it for vengeance, or just to make your day to day life together a little easier.

Makura has the Spirit Origin. She has the Spiritual Presence, Boo-ty Call, Poltergeist, Enervation, Traversal, Wail of the Banshee, Possessive, Elemental & Power of the Mind Perks. She has the Bed Sheet, Personal Treasure, Haunted House, Death's Dagger & Human Guise Items.

Mother Superior (100 CP)- *"Someone's been naughty. Will you repent, or do you need to be spanked first?"* 'Superior' is actually her last name; but this foul-mouthed nun has a habit of taking over any convent she decides to crash at. Speaking of habits, she has a killer body under hers- along with a dominatrix getup, a great deal of weaponry, booze, and a few sex-toys that she has stashed away for personal use. See, she's part of an ancient order of warrior nuns who have been sanctioned by the Pope to fight evil. In order to do that, each of them was given a holy body-suit that's nigh impervious to damage and a blank check on sin, vice, and other 'indulgences'. Needless to say: Mother Superior has been taking advantage of that little rule. You can count on her to have your back, as she seems to see you as a partner- or perhaps a project of interest.

Mother Superior has the Priest Origin. She has the Thy Kingdom Come, Missionary Position, "I'm Sorry Daddy, I've Been Naughty", Reverse Corruption, Holy Avenger, Ezekiel 23:20, Virtuous, On the Level & Mistress of the Dark Perks. She has the Bad Habits, Holy Symbol, Chastity Apparel, Signature Armor, Pleasure & Pain & the "Sex, Drugs, Rock and Roll Out" Items.

Ms. Mantis (100 CP)- *"Ara ara, could you really be attracted to an old bug like me?"* Ms. Mantis, as she calls herself, is a member of a race of insect-like humanoids. The majority of her body is covered with a black exoskeleton, with the exception of her face, the hair on her head, and other 'soft' areas of her body. An additional pair of 'arms' jut out from her back, though instead of hands each one is equipped with a scythe-like claw. Her mature body and gentle expressions tend to put people at ease, but make no mistake; her kind is carnivorous and seem particularly inclined towards eating humans, believing themselves to be a superior species. She definitely seems to be attracted to you though, and is more than willing to play the role of a doting girlfriend or wife… though occasionally she drools on you or gets peckish and eats a neighbor.

Ms. Mantis has the Insect & Beastman Origins. She has the Creepy Crawly, Hive Maker, Caste System, Zerg Rush, Metamorphosis, Sexy Beast(man), Absolute Territory, Savage Senses & Unleash the Beast Perks. She has the Skin-Suit, Coming Out of the Walls, Trace Humanity, Hunting Ground & Human Guise Items.

"Morgana" (100 CP)- *"Do you mind? I'm trying to read my book of spells in peace… idiot."* Outwardly, 'Morgana' cultivates the appearance of a prototypical goth girl who is done with everybody's shit. Inwardly, Morgana is a prototypical goth girl who is done with everybody's shit… who also has the ability to cast magical spells thanks to being part of a magical bloodline that stretches all the way back to Morgan le Fay herself- hence the nickname. Although outwardly caustic and sarcastic, she's also surprisingly caring and has a heart of gold hidden under all that black makeup. She enjoys playing D&D, trying to raise the dead at

the local cemetary, and bargaining with otherworldly creatures for more magical power. Also, her chest is really big, almost comically so. She's mum on the topic of whether they're natural or the result of a spell.

Morgana has the Witch Origin. She has the "Double, Double, Toil and Trouble", Dear Apprentice, "Mother, Maiden, Crone", Head Witch, Tantric Magic, Magic Focus, In League with the Devil, Spooky is Sexy, Bedtime Stories Mother Never Told You, Submitted for Your Approval & On the Level Perks. She has the Basic Book of Spells, Womb Tattoo Inking Kit, Magic Wand, Eye-Catching Outfit & Phone-book of the Damned Items.

'N' (100 CP)- *"NO NO NO PLEASE DON'T FUCK ME WITH YOUR GIANT THROBBING COCK, MY TIGHT SOPPING WET SOFT HUNGRY KITTY PUSSY DOESN'T WANT IT! AIIIIEEE MASTER SAVE ME!"* This cat-girl calls herself 'N'. She can't quite remember where she picked that name up or if it stood for anything else, but that's the letter on her collar- thus, her name. She has dark skin, black hair, and the tail and ears of a cat- as well as a curious nature which tends to get her in trouble. A LOT of trouble. Frankly, at times it seems like she can't go ten feet without getting kidnapped, trapped, molested, raped, swallowed whole, or otherwise stuck in a predicament that she needs your help to escape from. Although, she doesn't seem to actually mind that sort of thing all that much. Nonetheless she's- usually- grateful for the rescue.

N has the Prey & Everyman Origins. She has the Prime Fuckmeat, "Run and Hide", Love Bite, Masochism, Too Sweet to Eat, Boy Meets Ghoul, Cardio, The Way to a Monster's Heart… & Not Another Bystander Perks. She has the Grooming Supplies, Captor's Bindings, Seedy Alleyway, Sexy Wardrobe & Lustful Balm Items.

P3LV1S-SM45H3R (100 CP)- *"You're packing some pretty heavy artillery for your size, boy."* P3LV1S-SM45H3R is an urban legend. The stories of her origins vary, with some claiming that she was a bloodthirsty merc who got so many enhancements that she's more machine than human. Others say that she was a sex-bot turned body-guard, and that her masters kept upgrading her as he accrued power until she became what she is today. Whatever the case may be, the thing standing before you is nearly nine feet of artificial muscle, black titanium/steel alloy, and enough weaponry to level a city block. She also comes equipped with gigantic tits and an artificial pussy that practically gushes lubricant after (and during) combat. You're her contractor now, and her services include mayhem, murder, and pelvis-imperiling intercourse.

P3LV1S-SM45H3R has the Automaton & Trooper Origins. She has the I Am Robot, Modular Design, Strong as Metal, War-Machine, Man in Uniform, Red Baron, Earn Your Stripes & Man With A Gun Perks. She has the Bedroom Accessories, Modular Cybernetics, Cyborg Conversion 'Coffin', "Lock and Load", Backup on Demand & Get to the Chopper Items.

"Regina" (100 CP)- *"Why yes, I am the result of an unscrupulous pharmaceutical company's attempts to create the ultimate life-form, how could you tell?"* Regina is the culmination of decades of research, millions of dollars spent, all to create… a genuine scumbag. She's eight-feet tall, and her body appears as if she has stepped out of a black and white photo. Her figure is flawless, beautiful, and muscular without being grotesque. Regina is also naturally intelligent and was taught much about philosophy. However, at the end of the day all of this cannot make up for the fact that Regina likes to use her incredible powers to fuck with people for her own amusement, is an unrepentant hedonist, and enjoys inflicting horrific pain and injury on those who get in her way. Thankfully, she finds you interesting enough to spare you that fate.

Regina has the Mutant Origin. She has the Patient Zero, Healing Factor, Continuous Adaptation, Strong as Metal, Wisdom of the Ancients, Strength of Ages, Dead Sexy & Endless Torment Perks. She has the Stabilizer, Lil' Parasite & Mutagen Items.

Shadow Spawn From Beyond The Stars (100 CP)- *"The last star will wink out before our love fades."* This… being takes the appearance of a young woman. One with chalk white skin, hair as black as ink, glowing red eyes, and sharp teeth. Her name is unspeakable by humans, her true form beyond comprehension. Thankfully she tries to keep it concealed to spare others- or at least, you- from the brain-blasting geometries of her body. Her control over the mental and physical planes is vast, but her attraction to

you is just as undeniable. She finds your behaviors cute, is curious about your hobbies, and frets over your health and safety. At the same time, she is willing to go to extreme lengths to keep you safe from perceived threats, gets jealous when you're around other women, and can be dominating and overbearing at times.

Shadow Spawn From Beyond The Stars has the Eldritch Origin. She has the Abomination, Dreamlands Denizen, Void-Walker, Reality Warp, Mind-Layer, Magical Transformations & Haunting Ground Perks. She has the Eldritch Sign, A Distant Star & Smooching Old Ones for Dummies Items.

Thingu (100 CP)- *"Oh, master's home! I did laundry, cleaned the house, and ate a burglar while you were out!"* Although she appears as a cute maid now, that's only because Thingu assimilated one that looked just like that when she arrived here on Earth. Subsequently gaining the maid's memories, Thingu took over her job to help blend in- working as a maid for various households, individuals, and businesses while devouring anyone she thought she could get away with eating. Her biological shape-shifting- and the way she messily assimilates people by pulling them into her body- can't be called anything other than horrifying. After discovering that you were somehow immune to her powers, she's placed you into the 'not food' category and genuinely acts as your maid… although occasionally she tries again, to no success thankfully.

Thingu has the Ooze & Parasite Origins. She has the Malleable Form, Chameleon, A Little Less Lethal, Split Up, Grey Goo, Assimilate, Parasitic, Symbiosis, Body Snatcher, Flesh Sculpting & Fused Form Perks. She has the Parasitic Primer, Injection Hypo, Host Bodies, Containment Suit & Anomalous Fluid Items.

"Victim Girl" (100 CP)- *"hey check out this guy I killed; lmao gottem (✿◠‿◠) "* Sometimes a victim of trauma wishes to inflict it upon others. Such is the case with this woman, who swore never to be the victim again- taking up her online persona to mock the very idea. Her good looks- blonde twintails, lightly tanned skin, and a voluptuous yet fit body- are worthy of a supermodel. Instead, she uses her body to catfish and murder criminals and rapists; luring them in by appearing helpless and demure before slaughtering them with brutal technique, all the while maintaining a bubbly demeanor. She enjoys uploading pictures of her victims online, although she's more cunning than she might seem- she always covers her tracks to avoid reprisal or the attention of the law. Her chainsaw is her favorite weapon; and you're her favorite accomplice.

Victim Girl has the Killer Origin. She has the Brutality, Blood-Splattered Beauty, Man in the Mask, Kidnapper, Implacable, Horror Movie Logic, Masochism, Will to Live & First Impressions Perks. She has the Cabin in the Woods, Bear Traps, Instrument of Murder, Sedatives & Masque of Death Items.

"Victoria von Frankenstein" (100 CP)- *"Hey, if they REALLY didn't want their family members to be stitched into an unholy amalgamation of flesh they probably should have buried them deeper."* This waifish young woman claims to be the daughter of a certain German scientist; however, the word 'daughter' is used loosely since, like her 'older brother', she is actually a stitched-together golem made of human body parts. Taking in her 'father's' footsteps, she has learned a great deal about medical science; however, she has learned very little of the morals and values that most scientists and medical practitioners practice as well. As a result, her experiments and inventions often have an unethical bent to them, as her main concerns begin and end at the risk of getting caught or blowing herself up. Perhaps she requires a more scrupulous mentor?

Victoria von Frankenstein has the Scientist & Undead Origins. She has the Mad Science, GONE SEXUAL?!?, Omnidisciplinary, Sufficiently Advanced, From the Grave, Pull Yourself Together & Sum of Its Parts Perks. She has the Tranqulizer Rifle, Signature Invention, The Laboratory, Body Maintenance Supplies & "An Arm and A Leg" Items.

DRAWBACKS

Perhaps you'd like a bit more 'horror' in your Erotic Horror? You may take as many drawbacks as you like. You can also choose to take a drawback for +0 CP to get rid of many of the dangerous or overly detrimental elements, making them entirely lewd or even beneficial in nature. Certain drawbacks involve you dealing with individuals or groups; if you'd like, you can take that individual (or an individual from that group) with you as a companion, post-Jump, for free. Any other effects of drawbacks end post-Jump.

Doujin Mode (+0 CP)- You've already been given a great deal of freedom when it comes to determining the appearance of this world. But perhaps… you already had one in mind? By taking this drawback you can go to a world that closely resembles an existing horror franchise- only far more lewd in nature.

Nightmare Fuel (+100 CP)- Sleep might be one of the few refuges in a world of waking nightmares; sadly, your dreams are just as terrible as the reality you've found yourself in, if not more so. For your dreams are now controlled by strange creatures who seem to delight in toying with you and the nature of your dreams- thrusting you into a variety of nightmarish scenarios. One night you might have to relive some of the worst moments of your life; the next, you might find yourself being hunted and raped by the creatures tormenting you. The good news is that your dreams aren't technically dangerous; they're just frightening, and might lead to sleep deprivation if you try to avoid dreaming… not that you should try, since it'll just result in hallucinations instead. The +0 CP version of this drawback always results in nightmares that are sexual.

Unwanted Guest (+100 CP)- You seem to have picked up an unwanted guest in your home. It could be a poltergeist, a faerie, or perhaps even something as simple as a goblin- either way, no matter how weak it might appear on the surface it's inexplicably good at messing with you. You'll find your stuff going missing, getting misplaced, or simply strewn all over the place, messes in your rooms, and occasionally your 'new friend' will try and get the jump on you to scare you… or fuck you. The good news is they aren't 'hostile' so much as 'annoying', but no matter what precautions you take you can't seem to shake them. The +0 CP version of this drawback will make your 'guest' less annoying, though they'll become more perverted to compensate. Expect to have underwear go missing and feel like someone is peeping on you in the shower.

Humans Are The Real Monsters (+100 CP)- It's a common refrain that humans are more deadly and evil than many fictional monsters. And... in this world, that might be true. The people you have the displeasure of meeting are almost overwhelmingly selfish and cruel. They would think nothing of stabbing you in the back or leaving you to die in order to save their own skin, and would gladly heap abuse upon you if they thought they could get away with it. Liars, thieves, cheats, rapists, and even murderers and more seem attracted to you like a fly to honey. Monsters are not spared this; instead finding themselves beset by cruel individuals seeking to hunt or exploit them. The +0 CP version of this drawback will limit the cruelty you face to bullying, sexual harassment, and rape at the worst- at least, as a result of this drawback alone.

Impairment (+100 CP)- Something about you isn't quite right. Are you deaf? Missing a hand? Do you walk with a limp, or have the stamina of a dying seal on land? Maybe you've even been cursed? Whatever your problem is it's sure to cause you problems- albeit it's surely nothing that you couldn't overcome with enough effort. Although sadly it seems that the problem can't be fixed with any healing methods you currently possess, it is possible that you could find a solution to your issue somewhere in this world… though it might not be easy or come without cost. The +0 CP version of this drawback will give you a sexual problem of some sort. It might be that you have acute hyperspermia (the overproduction of semen), erectile dysfunction, or it might even be something like a psychological craving for sex on a regular basis.

Relationship Problems (+100 CP)- Sex and romance will rarely go well for you here because your lovers tend to be, well… a bit crazy. If you go out looking for a one night stand the girl you sleep with might reveal herself to be a cannibal or vampire looking to get her next fix after bedding you. If you're already in a committed relationship you'll attract people who are violently jealous and want to keep you all for themselves. Even people who seem normal will often have ulterior motives to trying to date or fuck you, so while the sex might be good it often tends to be the prelude to something bad. The +0 CP version of this drawback dials down the toxicity of these relationships quite a bit. Your monstrous lovers will now be the type that try to restrain themselves from eating humans, and your stalkers will be creepy, not crazy, etc.

Hunters (+200 CP)- There is a powerful organization out there trying to find you. It could be a secretive government agency that specializes in dealing with otherworldly threats. It could be a cabal of vampires that has infiltrated the upper echelons of many different organizations and governments. Hell- it could even be a team of superheroes! Whatever they are, their influence allows them to act on the international stage- if in secret- and they'll devote a large amount of resources to trying to kill, capture, study, and/or enslave you. The +0 CP version of this drawback has this organization become more friendly towards you- although it might be more of a love/hate relationship. In any case you'll have plenty of opportunities to 'team up' with their agents while dealing with their attempts to sneak into your home to capture you for 'interrogation'.

Roommate (+200 CP)- Your body has become host to… something. It could be that you're being controlled by a parasite or a psychic alien- or maybe you've taken a serum that has given you a split personality. Either way, you're sharing your body now- and while your 'roommate' has a vested interest in keeping you alive so they can keep using your body, they also have their own agenda that they'll seek to pursue- one that doesn't have your best interests in mind. And try as you might, it seems to be impossible to remove their influence or even limit it, meaning that you'll spend several hours each day as a passenger in your own body. The +0 CP version of this drawback makes your 'roommate' entirely focused on hedonism and pleasure rather than anything sinister… though you'll still have to deal with the consequences of their appetites.

Cursed (+200 CP)- You've fallen victim to some sort of magical curse, or perhaps a strange biological mutation of some sort. Whatever it is, you can be sure that'll cause you no small amount of problems while dealing with it. You might be forced to transform into a ravenous monster with no control over your actions on the night of a full moon, leaving a trail of bodies and cum stains on your path of destruction. Your physiology might require you to drink semen or blood to avoid dying. For +0 CP this curse takes on a more sexual bent. You might still transform, but it'll lead you to rape the people you're attracted to rather than going on a massacre, or not drinking semen might make you desperate for the tiniest drop of it. Or perhaps you're molested and groped by invisible hands, seemingly at random throughout the day?

Monster of the Week (+200 CP)- Take this, and there's no telling what you'll come across. While you could certainly expect to find plenty of creatures that fit in with the 'theme' of the world you're going to, you're also sure to come across any number of classic monsters and horror scenarios. You might find yourself stuck in an abandoned laboratory filled with zombies, or encounter a group of werewolves while out camping in the woods. Alien abductions, demonic entities, covens of witches, serial killers, biological horrors… you could truly find anyone and anything. The +0 CP version of this drawback ensures that all of these creatures and menacing people will also be open to sexual activity of some sort, if it isn't their goal outright. Hopefully the blissful afterglow is enough to keep them from killing you afterwards…

Giger Counter (+200 CP)- In this world, the boundaries between 'lewd' and 'horrific' are already somewhat blurred. Now, the line is even more blurry in a variety of ways. Some monsters have disturbingly sexual appearances, and yet their actions and behavior seem to have been made even more monstrous to compensate. Others aren't remotely attractive, yet they will seek you out as a mate regardless. On the human side of things you'll find that more people- and your sexual partners in particular- tend to have rather extreme tastes. Think less 'whips and leather' and more 'nail you while you're nailed to a cross'. Both humans and monsters will attempt to enact their strange and degenerate fetishes on you. The +0 CP version of this drawback will ensure that everything still roughly lines up with your own tastes, more or less.

Nemesis (+400 CP)- Somewhere out there is a monster. One with a grudge against you, and the power and ruthlessness to back it up. In fact, it's almost as if it was designed with the specific purpose of ending your life, as it not only has a laundry list of its own abilities- but also counters for many of your own. And while you might be able to surpass this beast, killing it just seems to make it come back better and stronger than it was before. Running away from it might be your best bet- but even then, it has a habit of turning up in strange places. Even areas that you thought were safe might be infiltrated, somehow. The +0 CP version of this drawback causes your nemesis to 'merely' become powerful within the context of this world, and might make them more of a rival figure- or perhaps someone who wants to keep you all to themself?

Old God's Ire (+400 CP)- A powerful and malevolent entity has taken note of your entry into this world, and it has decided to set itself against you. Although it is unable to act overtly- for now- it is capable of instructing its cultists and lesser children to interfere with you. These followers will also seek to incarnate this being into the world; something that is sure to end badly for more people than just yourself. Even before that point they are capable of manipulating the world in small ways, such as by giving you bad luck or terrible nightmares. The +0 CP version of this drawback will ensure that this entity manifests right away… only, something will go wrong and they'll be stuck with a weaker avatar body. They'll blame this on you as well, especially when their cultists refuse to accept their identity. Expect a lot of crying and drinking.

Sold Soul (+400 CP)- Selling your soul for more power is a classic move. Sadly, in this case the consequences of doing so have reared their ugly head right away instead of after you've croaked. Whatever creature you've sold your soul to- be they god, devil, or something stranger- has decided to use its influence over you to put you to work, forcing you to do any number of dangerous or degrading tasks for them. One day it might be killing rivals; the next, you might be working in their strip-club. Their tasks are frequent enough to interrupt your day-to-day life and must be completed ASAP… or you have to die trying. The +0 CP version of this drawback makes the entity holding your soul much nicer, and far more likely to force you to go out on dates with them (or do lewder things) than they are to force you to do something bad.

The Last of Your Kind (+400 CP)- It might not be the end of the world; but it's certainly the end of your species. The world you've entered is one that is overwhelmingly hostile towards people like you. If you're Human, than monsters are the only things remaining- having wiped out every other human alive. If you're a Monster, then you'll find yourself in a world where humanity has banded together to scourge creatures like yourself from existence- to great success. Either way, you can expect to have a hell of a time surviving in a world that seems dead set on killing you. The +0 CP version of this drawback puts you into a similar scenario as the only member of your species around… only, the natives won't necessarily be hostile towards you. Curious and wary, maybe, but if anything they'll find you intriguing and exotic- maybe even sexy…

Condemned (+400 CP)- As bad as this world is, you might be somewhere worse… prison. It could be an alien dimension, Hell itself, or even an actual containment facility- either way, you're stuck and unable to leave, and any rescuers will have an even more difficult time saving you. The good news is that, wherever you are, your captors seem to have an interest in keeping you alive. The bad news is that there's quite a lot of middle ground between 'alive' and 'dead'. Enduring the harsh conditions and their abuse will be key to engineering an escape. Just don't get caught or the resulting punishment might make you WISH you were dead… The +0 CP version of this drawback has you being treated like a 'pet' or a sex slave instead of as an actual prisoner. Your conditions might be better as a result… but they're also probably more humiliating.

ENDING OPTIONS

Finally, after ten long years, your adventures in this world have come to an end. Now you have one last decision to make: will you continue on your long journey?

BAD END

If you died in the course of your adventure, or perhaps failed in some other objective, than you have no choice at all. You will be sent home with everything you have gained thus far, but your adventure ends here.

STAY HERE

You will keep everything you've gained from your adventures thus far, and you will stay in this world until the end of your days- or until the end of this universe, whichever comes first. What comes after only the dead can say for certain. Your loved ones back home will be taken care of, though they will never know what became of you in the end.

GO HOME

Perhaps this world was too much for you; or maybe you've finally satisfied yourself with all you have experienced and obtained. Having decided to end your adventure, you will be returned home with everything you have gained thus far. Though your adventures in other worlds will end, returning to your original world will surely be entertaining in its own right.

NEXT JUMP

You're not ready to end things just yet. You will bid this world farewell, and find yourself journeying to the next one- with its own choices to make and journeys to experience. Keeping all that you have gained from this world; hopefully the next will be able to handle your terrifying lusts…

NOTES

-**A very special thanks to NuBee**, who gave me a ton of ideas and feedback over the course of making this Jump and who was an especially big help while working on the Items section in that regard! I definitely couldn't have done all this without his help and suggestions.

-**Depending on what you want the world to be like, you might need to adapt certain Origins to fit them better.** For instance, Trooper doesn't need to be a cop or soldier- you could also be a knight in a fantasy world or a space marine in a sci-fi world. Witches can be a wide variety of magic users and don't need to have a witch-theme (or be female, for that matter). Monsters are largely free to determine their origins already since they're essentially just choosing what 'category' of monster they are. Similarly, Perks and Items can also be adapted to fit different worlds- a 'Yacht' could take the form of a sailing ship, an airship, a modern yacht, or even a spaceship for instance. Just be reasonable and try and keep everything within the spirit of what's written; aside from that, feel free to go nuts when it comes to figuring out how things work.

-**Perks and Items can also be Side-graded or even Downgraded from what they offer,** if you want to alter how they work or want a lesser version of what they offer. Again, just keep it reasonable.

-For the sake of convenience, the 'uncensored' text of the **LotusEater.exe world option** is provided below:

LotusEater.exe- There has never been a better time to escape reality. The advent of cheap cybernetics and true AI were but a prelude to humanity's greatest achievement: fully realized virtual reality. With only a headset and a connector chip implanted at the base of your skull, you too can escape the gray skies and dirty streets to frolic in the worlds of your dreams. For a few short hours each day you can indulge in every fantasy imaginable- all without having to worry about the psychotic cyborg terrorists bombing downtown, the ever-growing amalgamation of last-year's robot maids piecing itself together down at the local dump, the corporations slowly wringing the planet dry of life and resources, or your job and rent! You can even go online, if you can tolerate the malicious hackers and rogue AI.

But if you want more time in VR and AREN'T rich enough to afford not to work…? Well, there's a budget option, too. The company that makes this technology can put you on a waiting list to scoop your brain out, stick it in a glass jar next to all the other brains like yours, and you'll be able to live in your virtual reality 24/7! …aside from having to pilot the occasional drone or fill out paperwork, but that's a small price to pay. Just try not to think about how nothing you're doing is actually real, or that you've been reduced to a brain in a jar for the rest of your (now greatly shortened) life. Living in VR is still probably better than trying to make it out in the real world.

-Any sort of **Magic System** the world has is basically up to you to fanwank. There are a couple of perks that give you magic or magical abilities that you could take to say that they give you experience with a custom magic system of some sort, which you could then use to learn more spells during your time here. It's generally safe to assume that casting magic uses some sort of generic 'magical energy', stamina, rituals, reagents, or possibly some combination of those things if the perk doesn't go into detail on how they work. Alternatively you could just say that they're magical powers you possess, or even super-powers or something if you don't want to bother with the idea of magic and just want the abilities the Perk offers.

-It's generally safe to assume that any required **'Secondary Powers'** required for Perks to function (like immunity to the Square-Cube law for the Large and in Charge/Kaiju Perks, or the durability to avoid tearing your body apart with super-strength Perks) are included with the appropriate Perks.

-**Oozes** can decide whether their consciousness is distributed throughout their whole body, or if they have a 'core' that contains everything essential like that. Having a distributed consciousness means that you might get 'dumber' or lose memories or aspects of your personality the more damage you take (at least until you can heal), while having a core means that you have a pretty obvious weak-point in your body. Conversely, a distributed consciousness means that taking damage at larger sizes doesn't have as much of an impact; while a core would simply benefit from having additional mass between it and anything that might cause it damage. Negating the weaknesses of either option might be possible with the right perks, though.

-You may alter the details (appearance, personality, gender, Perk effects, etc.) of the **Pre-Built Companions** if you'd like. You may not import existing Companions into the Pre-Built Companion options.

-**Monsters such as Vampires or Werewolves** can use the Impairment or Cursed drawbacks to represent the typical weaknesses of their kind. You don't need to take those drawbacks if you just want to have those weaknesses anyway, but it is an option if you want points for it.

-**Items may be imported freely**, and if you purchase multiple Items with a similar theme (such as clothing, weapons, property, etc.) they may be combined freely to have all their properties combined into one Item. This includes property; for instance, you could combine 'Womb of Horrors' with 'Castle Maou' to have an entire castle loaded with unfair traps and monsters.

-**Similarly, if two Perks affect the same thing you can choose how they interact together** (for instance, two Perks that affect the reproductive system or sexual organs).

-Any Items that grants you property (such as the Succubus Club) can be optionally converted into a **Warehouse Attachment**, even if the Item in question doesn't mention that. Obviously doing that with something meant to be mobile (like a ship) is a bad idea, but you can still do it if you want.

-By default any **Items that use fuel/ammunition/etc.** will replenish that stuff as they are used; the same goes with other consumable Items. **Any Items that get lost/destroyed/etc.** will be returned to you eventually, though it's up to you to determine how that occurs.