Tifa Lockhart - Agent of Avalanche Jumpchain
Version 2.2

Welcome to Midgar, home to the cast of Final Fantasy 7, but not quite the same ones that you know and love. This is a much more perverse world based on several very lewd stories written by Damonisa, where the heroines have to fend for themselves in Midgar's dark underbelly and often don't quite manage it.

Our heroine today is the lovely Tifa Lockhart, who's just joined Avalanche and finds it in rather dire straits. Avalanche is starting from nothing, with no support, no competent leadership, and no resources outside of a run-down bar. There's also no signs of Cloud showing up to save her any time soon, so Tifa will have to do almost all of the heavy lifting all by herself if Avalanche is going to save the Planet from Shinra. But the odds are heavily stacked against her: between Tifa's inexperience and naivete and the devious designs of Shinra agents and crime lords like Don Corneo it seems much more likely that she and the other heroines will only come to some sort of bad ending long before Sephiroth has any chance to become a concern.

And that's where you come in. You'll be spending five years in this world, during which the plot of FF7 is effectively on hold so you can enjoy life in Midgar without needing to worry about distractions like Jenova or Sephiroth. Will you join Tifa in her struggles to save the Planet and perhaps get a shot at winning her love? Will you join the many enemies that oppose her and try to claim her as a prize? Or do your interests lie somewhere else entirely?

Either way, take this **+1000 CP** to begin your quest.

Origins

Slum Rat

Like Tifa and the other members of Avalanche you're a denizen of Midgar's slums. Making ends meet is tough down here and you'll often find you need to do questionable things to get by, but if that's the kind of thing you're into then you'll find no shortage of opportunities to gain wealth and power beneath the plates.

Goon

Midgar is thick with thieves and criminals and you've managed to become someone of importance in this wretched hive of scum and villainy. Goons get by on trickery and sabotage, cutting stronger foes down to size with drugs and dirty tricks instead of going toe-to-toe with them in a fair fight. Get your hooks in deep enough and you can tear down even the best that Midgar has to offer.

Shinra

You're an employee of Shinra, maybe a common grunt or maybe someone much higher up the food chain like the Turks, a SOLDIER, or even one of the executives, unless you cut ties with your employers and went rogue. Wouldn't be the first time that ever happened. Either way you're a big fish in this pond with a lot of weight to throw around and there's no need to be shy about doing so.

Age & Gender

Choose male or female and any age within reason.

Discount Rules

Perks and items associated with an origin get a 50% discount off the listed price. 100 CP options are free for their respective origins.

Perks

General

Level One (Free)

All children of the Planet have the potential to grow into enormous power through strife and struggle, their life force swelling as they overcome challenges and conquer powerful enemies. Much like the characters of most Final Fantasy stories you're able to become far stronger than any normal human through combat and training. Your physical strength, speed, endurance, and any magical powers you might have develop at a gradual but constant rate so long as you continue challenging yourself, although *challenge* is the key word there: cutting down weaklings who pose little threat to you will do nothing to help you grow. You also have skill in a fighting style of your choice, like Tifa's martial arts or Barret's marksmanship. Although you won't be a true master of these skills with this alone, you can perform reliably in a fight and keep your cool under fire just like any professionally-trained soldier.

Flower of Midgar (Free)

Midgar isn't the prettiest place on Gaia and most outsiders would be rightly shocked to find anything that's truly beautiful here, but you stand out like the proverbial diamond in the rough. You're a natural beauty or handsome devil, supermodel or porn star material right down to your impressive endowments. Heads turn when you walk into a room, and you can easily catch the interest of almost anyone who's attracted to your gender. Even squalid living below the poverty line can't detract from your good looks, as you can sleep off bruises and cosmetic injuries overnight and your body naturally repels dirt, grime and everything else that would otherwise mar your beauty. Likewise, disease and unwanted pregnancies only seem to happen to other people, though this protection can and will falter if you meet a sufficiently unfortunate fate…

Joyous Reunion (500 CP)

There have been other visitors to this world from beyond before you arrived, but will there be others after? Your love is a truly insidious thing, akin to the Calamity from the Sky that doomed the Ancients. Your body can twist itself to become the perfect lure for your target, a being straight from their wet dreams. And once the bait is taken, they'll find themselves hooked, unable to resist the pleasures your flesh can give them. But the worst is yet to come for them: as they indulge in your body, you too may indulge in theirs, twisting them to be more to your liking in body and soul. Eventually they'll grow so devoted to your addictive love that they themselves will become a vector for you to infect and change others through them, your victims existing in a state of blissful subservience to your will as they become extensions of you. As the infection that is you spreads throughout the land, your body draws strength from those who join with it. You could twist your muscle fibers to gain the strength of a mighty swordsman, or increase your curves and beauty in the image of a lovely young flower girl that you seduced. And as your body gains strength, so too does the infection. Will you be a second Calamity to this world, so damaged from the first?

Slum Rat

Business and Pleasure (100 CP)
The slums aren't the best place to run any sort of business, but a skilled entrepreneur can find ways to do business even in the most unlikely places. You're an expert in a profession of your choice, like bartending or medical practice, and can easily handle all the aspects of that profession as a business, from finances to logistics. You can provide a five-star experience even with very few resources to work with and if you're willing to give a little extra "service" as part of the job you can do even better than that, ensuring every happy customer spreads the good word about your business and brings in even more customers for you to tend to. The more special service you give out the greater the benefits you get for your effort: flash your panties while working as a waitress and you'll get some big fat tips for your trouble, but let your customers bend you over the counter and you'll be rolling in gil before you know it.

Lose the Heat (100 CP)
Shinra's eyes and ears are everywhere and they can be almost impossible to escape once you catch their notice, but if you can stay off their radar for a few days eventually they'll lose interest. Your trail has a way of going very cold when you're being hunted and you're able to escape your pursuers just by lying low for a while. Just by getting out of a pursuer's line of sight for a few seconds you can throw them off your scent and it becomes much more difficult for them to track you as time passes so long as you don't cause any more trouble: witnesses quickly forget what you look like, evidence gets lost or destroyed, and a few days later there'll be nothing left to tie you to whatever crime you committed. In a week at most your pursuers will give up the chase and you'll be free to go about your business again as if nothing had ever happened.

Bride of the Don (100 CP)
Living well in the slums requires leveraging every edge you have in your favor and your looks are quite an edge to have. You're a master of using your appearance to get attention whether you're trying to seduce a VIP or just keep the attention of a few goons off of someone you want to protect. With just a few tweaks to your body language you can make yourself into the most dangerous guy in the room or arouse a pervert's lust and keep it focused squarely on you so they won't target your sexy friend or the squishy healer in the back row, at least not until they've put you out of commission. This can go much further if you're willing to put more effort put into it: given a little prep time to doll yourself up, you can easily out-class supermodels and win any beauty pageant on earth without even being the right gender for it!

Midgar Underdog (200 CP)
A five man terrorist cell should stand no chance whatsoever of taking down the most powerful corporation on the Planet, but it's not impossible that Avalanche could pull out a win so long as Shinra keeps failing to take them seriously. You've got some of that going for you too: your adversaries are predisposed towards underestimating the threat you pose to them, seeing you as only a minor nuisance if they notice you at all and chalking up your successes to dumb luck or other factors which leave them blind to your true abilities. Experienced fighters size you up incorrectly, superiors dismiss reports from defeated minions and ignore the victories you've scored over other powers, and master planners regard you as irrelevant to their goals or at worst easily dealt-with, at least until you very decisively prove them otherwise. Once you've dealt someone a sufficiently painful blow they'll be much more inclined to take you seriously, but you could get away with dozens of little victories that your targets will insist are just a fluke, giving you plenty of chances to wind up for a decisive haymaker or a fateful bombing run.

Flower Girl (200 CP)
Prostitutes are a dime a dozen in Midgar's slums but few of them have as much potential to excel at their craft as you do. Your good looks and exceptional skills at pleasing your partners make you more akin to a high-class call girl, the kind who gets invited to service the needs of the rich and powerful, but your charm can earn you far more than a nice paycheck. You can bribe people with sexual favors, using your body as a sort of universal currency accepted by anyone with a libido. A shopkeeper might give you a discount for a striptease, while a security officer could be persuaded to ignore suspicious activity or part with sensitive information by giving him a blowjob. The more willing you are to degrade yourself and the more beautiful or sexually-skilled you are the higher your value rises and the more you can get out of these exchanges.

Materia Farmer (200 CP)
Street rats and freedom fighters need as much power as they can get their hands on, and one of the best ways to get power quickly is by using magical items like materia to enhance your body's natural strengths. Your body is highly receptive to magical power and can attune itself to any magical items you might equip, making them strengthen your body and grow stronger over time just like materia do. Strangely, items held *inside* your body confer far greater benefits than those you equip conventionally. This probably won't help when you're using something like an enchanted sword, but a couple of nice round smooth materia gems? Well you know what they say: anything can be a sex toy if you're brave enough, and the reward for being brave enough to stuff a few magical relics up your cooch is as much as five times more power and growth than you'd get using them normally. You can also "equip" as many materia on your body as you're able to keep inside yourself, with no limits beyond your own stamina. Maybe get a chastity belt to keep them in?

Battle Angel (400 CP)
You might not appreciate all the attention your beauty gets you, but if people insist on leering at you then you may as well exploit it for all it's worth. The way you fight is effortlessly sexy and extremely distracting to your enemies, preventing them from fighting at their best unless they come at you with no intent to kill. Whether you're doing acrobatic assaults that make your tits bounce invitingly or high kicks that flash your panties at everyone in line of sight, your fantastic looks are dazzling enough to make it almost impossible to draw a bead on you with lethal intent. You can brawl with a dozen soldiers at once or effortlessly dance through a hail of gunfire and come out without a hair out of place as long as your enemies insist on trying to kill or maim you, although if they decide they'd rather capture or have their way with you then this sexy distraction will cease to be of any help to you. Enemies without a libido, such as robots, are also immune to this effect. On the bright side, anybody who exploits this weakness won't suddenly change their minds and execute you once they knock you out or tie you up no matter how much they might normally want to.

Head of the Snake (400 CP)
Shinra knows that the great Sephiroth was once defeated by a lowly guardsman, something not even his fellow SOLDIERs could ever accomplish. If they were smart that would keep them up at night, but in their power and arrogance they think they're invincible, and that will be their undoing. Even the most powerful enemies can be beaten to death by good old-fashioned violence regardless of whatever magical powers or special defenses they may have. While this doesn't give you the strength to fight against such foes all by itself, it does allow you to deal with opponents who couldn't normally be killed by a sword, a gun, or a fireball to the face. Magical barriers can be brought down simply by punching hard enough, and strange shapeshifting monsters that regenerate from fatal wounds will eventually run out of stamina to heal with if you just keep killing them. Most importantly, vast monolithic entities like a corporation or a criminal empire can effectively be crippled or killed by taking out their "vital organs", such as the company president or a head scientist responsible for their technology, causing them to disintegrate into chaos and infighting even if normally they could easily replace their leaders and recover.

Black Widow (400 CP)
Shinra is full of rich and powerful men and women, and powerful men are known for their powerful needs. Who better than a high-class courtesan to see to those needs? A shame they won't see the pistol in your purse until it's far too late. You're the most dangerous type of whore, the kind who uses intimacy to get in close and coax your partners into letting their guards down. Having sex naturally causes your partners to relax their guard around you and causes them great difficulty bringing those defenses back up in a hurry. Even partners who would normally be beyond human lose some of that fighting prowess and superhuman strength when they're with you (not that they'll ever notice), and they gradually lose more and more of it the longer you carry on a relationship with them. Given a long relationship eventually you'll even be able to bring legendary SOLDIERs down to the level of ordinary humans long enough to snap their necks.

Queen Bee (600 CP)
Tifa may be doomed to failure in her quest to defeat Shinra but fate is very forgiving of her failures, giving her countless chances to bounce back and succeed instead of being gunned down like any other terrorist. Like Tifa you have a strange karma, as if some pervert god were personally ensuring your survival for the small price of your dignity. You'll rarely find yourself in danger of permanent death, the logic of the world twisting to place you in depraved and humiliating bad ends in any situation where you should have died. Enemies choose to enslave and rape you instead of simply executing you, monsters take you as a mate and impregnate you rather than eating you, and even the most catastrophic misfortunes will end with you being pulled from the rubble in one piece, although whoever your rescuers are they're deeply unlikely to be good samaritans. Not kind fates to be sure, but fates you'll survive and can possibly bounce back from without ending your chain. However do take care not to *finish* a jump in an excessively mindbroken state, or else you may find yourself choosing to stay there and remain broken forever.

Good Girl (600 CP)
This whole rebellion thing isn't really for you, is it? Deep down in your heart you know you're really meant to serve, and that submissive nature makes you the perfect slave for any master who's able to collar you. By wholeheartedly submitting yourself to another person you gain almost limitless growth potential in any skills or attributes you or your master might care to train, from skills as mundane as cooking and cleaning to unique magical talents like those of the Cetra. On your own this potential is difficult to tap into, but your master's guidance unlocks it and allows you to soak up their training and develop your talents many times faster than any ordinary person. Moreover, your submission strengthens your body and soul just as much as any amount of experience or physical training ever could: spend a few weeks reveling in submission to your master and when it's over you could acquire several months of progress with your chosen talents in a sudden breakthrough or flash of intuition, never mind that you spent the whole time on your knees.

Limit Breaker (600 CP)
Only cowards and weaklings give up just because things get tough for them, and you're neither of those things. Instead of cracking under pressure you dig deep and find the strength to kick ass and take names like the goddamned hero you know you can be. You have a hero's strength of will and can easily shrug off little things like fear and pain that might hold you back from doing what needs to be done. On the contrary the more suffering and humiliation that you endure the stronger you'll become, as if to spite your enemies. This works in the long term by helping you grow many times stronger than an ordinary person ever will as time passes but it also works in the short term, allowing you to release explosive bursts of extreme power and break your limits for a few brief moments of awe-inspiring ass kicking. These limit breaks allow you to store up everything you've endured and turn it back on your enemies in a dazzling display of superhuman skill or supernatural firepower, and the more pain, suffering, and humiliation (sexual or otherwise) that you endure before you pull the metaphorical trigger and release your power the stronger the result becomes.

Goon

Thuganomics 101 (100 CP)
Crime wouldn't be so rampant if Midgar weren't so full of suckers waiting to be relieved of their valuables, but maybe a bit of the blame lies with you. You're unusually charming and an excellent liar with great skill at manipulating people and concealing suspicious behavior behind a friendly mask. Your roguish charms make it a simple matter to seduce and manipulate unsuspecting marks: you could easily convince a pretty face to follow you down a dark alley or accept a free drink laced with aphrodisiacs, never suspecting foul play until you suddenly reveal how badly you've conned them. *Suicidally* bad ideas won't suddenly seem like a good time with your charm alone, but getting a mark drunk, drugged, or horny enough can make them take leave of their common sense, making even the dumbest suggestion and the biggest lies sound perfectly believable for as long as they're under the influence.

Kinks in the Armor (100 CP)
You might be a little fish in a big pond but you wouldn't have survived this long without having a few tricks hidden up your sleeve. Your intimate familiarity with failure and weakness helps you spot the weaknesses of others and exploit them for all they're worth, from gaps in your enemy's armor or holes in their fighting style to personality flaws like cowardice to their most secret fetishes and most sensitive erogenous zones. A few moments of scrutiny are all you need to scan your targets for physical infirmities like old wounds but things like character flaws or fetishes will reveal themselves after just a few minutes of interaction at most. Once you've identified a weakness you'll intuitively know how to attack it for maximum impact and how to punch through all but the most impenetrable efforts to armor or hide those weaknesses.

Faceless Goon (100 CP)
To careless eyes one goon can look exactly like any other, as if they were generic background characters instead of real people. This suits them just fine though: being forgettable is a very useful quality to have if you're a career criminal. You can very easily disguise yourself and become unrecognizable with the most minor changes to your appearance, and your enemies often seem to have a heck of a time identifying you even when your "disguise" is really just some fake glasses, a change of clothing, or a different hair style. Posting wanted posters of you is an exercise in futility when nobody can trace your disguises back to you regardless of how little effort you put into them. Moreover this makes your marks vulnerable to having the same dirty tricks pulled on them over and over again instead of learning their lessons and being on guard so long as you keep wearing a new face every time you make your move.

Grand Theft Midgar (200 CP)
Only two kinds of people live in Midgar: the suckers trying to make an honest living, and the guys like you who are smart and skilled and willing to get your hands dirty. A lifetime living in the slums has taught you all the skills of a professional thief and a few more besides, like how to evade electronic security systems and subdue kidnapping victims silently and skillfully. From disguise and stealthy movement to lockpicking and pickpocketing you're a master at the many skills demanded of a thief. Like a Wutai ninja you blend in with your surroundings and leave much less of a trail than you should, and you can easily vanish into the shadows or blend in with a crowd, even giving automated security systems the slip when you're on top of your game. When you have the benefit of stealth you can instantly incapacitate anyone you can sneak up on, whether by knocking them out in a single blow to the head, dragging them into the shadows and tying them up in an instant, or simply slitting their throats if they're not your type.

Dirty Little Secrets (200 CP)
Everyone knows that information is power, especially if that information is a secret somebody really wants to stay secret. Really, blackmail is such a nasty word: all you're doing is helping people keep their secrets from becoming public knowledge, and keeping secrets is what you do best! You're a master of the fine art of blackmail: when you acquire information somebody wants kept quiet, you'll instinctively grasp the value that person places on that information and how much you can extract from them in exchange for keeping that knowledge to yourself. You'll know exactly how much you can bargain for, how much further you can push, and what will cross a line and tempt your partner to just silence you the hard way instead of putting up with any more of you. Moreover, once such a bargain is struck you can count on your unwitting partner to stick to the terms of your agreement so long as you don't cross any of those aforementioned red lines.

Me and the Boys (200 CP)
One goon can shake down a shopkeep but a dozen goons can give a crack Shinra security team a really bad day. Like any good gang leader you've got the right mix of brains and charisma to round up a squad of thugs and put them to good use as disposable minions. Strength in numbers isn't just common sense, it also gives your goons a major morale boost which enhances their performance. The more minions you have present the more dangerous they become, allowing you to make a gang of random hoods fight just as fiercely as trained soldiers, making up whatever they lack in skill with enthusiasm. Moreover the more powerful and wealthy you are the greater your influence and reach becomes; where a normal hood could round up a dozen guys to make a gang, a don can manage a small army with the same effort.

Sucker Punch (400 CP)
Any goon worth his salt knows fair fights are for suckers, doubly-so if the other guy is stronger than them. If you can't find a weakness to exploit then you'll just have to make one: you're a master of sabotaging an enemy's strength through underhanded tactics, especially through status effects and debilitating injuries. Anyone can dip a dagger in some poison or put someone to sleep with the right materia but some people and many monsters just shrug that stuff off like water off a chocobo's back. Well whatever resistance they might have, you cut right through it like a hot buster sword through butter. Whether you're drugging drinks with sleeping potions, paralyzing people with electric shocks, or dumbing girls down with a Bimbo materia, nobody's ever so strong that they can just ignore what you do to them. These negative statuses can also temporarily strip away some of your prey's strength, so that even a SOLDIER could be rendered helpless if you were to genderswap, confuse, and bimbofy him all at once.

Whore Lord (400 CP)
Midgar is so full of whores that there aren't enough pimps to handle them all, or at least there weren't until you came along. You're a legend in the prostitution business, a master of the flesh trade who can turn any woman into a top-class slut. Sex with you is more addictive than any drug, and one night in your bed is all you need to start a victim on the road to becoming a full-fledged sex addict who will do anything to scratch the itch you've given them. By exploiting this addiction you can easily train these desperate sluts into your ideal slaves, forcing them to compromise their morals or betray friends and loved ones for one more taste of the pleasure you give them, and then pumping them full of more useful things like new fetishes and skill at pleasing you or whoever you whore them out to. Moreover, those slutty cravings are *specifically* for you and can only be satisfied by you no matter how many clients you might have them serve. Some girls may need a few hits, but once they're hooked they'll be putty in your hands, their resistance crumbling as you fuck it out of them and reduce them to eager sluts ready to do whatever you please for another taste.

If You Can't Beat 'Em… (400 CP)
Don Corneo has no chance of overthrowing Shinra but he also doesn't really need to. As long as he stays useful and doesn't betray them they're perfectly happy to let him have his kingdom in the slums, and they even send him presents every now and then when they have somebody who really needs to "disappear". You have ways of forging easy alliances with people or factions who are way more powerful than you are, like Shinra's unofficial partnership with Don Corneo. All you have to do is swallow your pride and bend the knee and you'll be accepted as a subordinate of your new boss even if you'd previously been mortal foes, though you probably won't be trusted unless they're naive enough to trust that easily. This will require you to pull your weight, such as feeding your allies information or resources, but your continued existence will be tolerated so long as you remain useful. Your new friends had best be careful though, as being so close to someone as slippery as you are might allow you to corrupt them from the inside…

What's Yours is Mine (600 CP)
Even Corneo started out as a common street thug but by crushing everyone who stood in his way he rose up to become the most powerful man in Midgar's criminal underworld. Likewise, you can build yourself up by tearing other people down, gaining the things you stole from them in the process. Enslaving a powerful heroine and reducing her to a cum-guzzling bimbo won't just give you a new sex slave to enjoy, you'll also grow stronger and smarter the more that her skills and wits degrade, as if you were actively draining them from her. The same is true of anyone else you defeat, regardless of your means of doing so: destroy your rivals in business or politics and watch your fortunes rise and your influence over the public grow as theirs collapses like a house of cards, although you must have had a hand in their downfall, directly or indirectly, in order to reap the rewards of destroying them.

Lingering Taint (600 CP)
Shinra may rule Midgar with an iron fist but the slums belong to Corneo and his ilk, their influence rooted much too deeply to remove without razing everything they touch to the ground. Corruption has that effect on people, places, and even institutions: once you sink your claws into something your influence is almost impossible to remove, whether you're blackmailing a politician or just getting some floozy addicted to sex. An aphrodisiac can linger in a person's body for years, permanently altering their sensitivity to pleasure or making them perpetually horny depending on the desired effect, and blackmail will remain damning long after you first acquire it. Even curing a disease or breaking an addiction only sends it into remission until it would be most convenient to you for it to return, such as a whore who thought she escaped you suddenly yearning for your cock again the moment you track her down. And when you corrupt something like a city or an organization so totally that it becomes *completely* yours, the only way to permanently destroy it is to kill you and hope the taint you inflicted dies out on its own without your influence.

Endless Lewd Crits (600 CP)
Some guys have all the luck, huh? Life's not fair and sometimes good things happen to bad guys, but you have so much good luck that Lady Luck seems like your own personal whore, and she's one kinky bitch. Like a living jinx you seem to suck good luck out of people around you, mostly your enemies, and hoard it for yourself. Misfortune follows you everywhere you go but only ever seems to strike when it's convenient for you and a lewd outcome of some sort is possible. Terrorist bomber got you dead to rights? Her bombs misfire, blowing all her clothes off and knocking her out cold. Boss likes to randomly pick guys to bang the losers of his "bridal pageants"? Somehow you get randomly picked every single time over any of the other guys unless it's someone you're not interested in. Meanwhile your own luck is always quite excellent, and you'll often be showered with unexpected lewd bonuses.

Shinra

Punish and Enslave (100 CP)
Shinra's public security forces rule the world for its own good, and anyone with rebellious ambitions needs to be corrected before they do something they'll regret. Not everyone is up to that sort of work, but for you it comes naturally: whether you're an ambitious grunt or a powerful executive, you have the iron willpower and natural charisma of a man who was born to rule. When you assert dominance over others, by beating them in a fight or having your way with them for instance, you arouse submissive urges in your conquests and undermine their will to resist you, making it much harder for them to ever resist you in that way again. Beat a heroine in a brawl or charm her out of her panties once and it's almost a foregone conclusion that you can do so again and again. When submission feels so right and natural to your conquests their hearts quiver with yearning to let you have your way with them, and in battle they'll find it a struggle to even raise a hand against you. Some might resist more than others but with time even the most stubborn terrorist will become a submissive pet yearning to have your collar snapped around her throat.

Corporate Climber (100 CP)
Working for any corporation is a thankless and soul-crushing experience for most people, but for you it's a ladder to power and success. When you work for any large organization your contributions to the goals of that organization never go unnoticed or unrewarded. Where others slave away at their menial jobs without a word of thanks, your superiors all but shower you with rewards for a job well done, from big fat bonuses on your paycheck to letting you bend the rules with impunity, like allowing you to keep that buxom terrorist you captured as a slave instead of executing her like the rest. If you're qualified for a promotion then you'll rocket up the ranks almost effortlessly, and obstacles to your progress will simply be swept aside to make room for you. Should you have any attractive bosses or coworkers you'd like to get to know better you'll find them even more responsive to your efforts than most: do well enough and don't be surprised if getting called in for a performance review ends with you bending your boss over her own desk.

Read the Fucking Manual (100 CP)
Shinra expects all employees to have basic familiarity with the technology needed to do their jobs but they don't expect their wage slaves to be tech savants who wouldn't be out of place in the science department. You have a gift for mastering new technology, from ordinary consumer electronics to military-grade robots, and an especially intuitive sense of how these devices can be put to lewd uses. You could easily hack the security on a company computer and turn it into a porn server, or reprogram a war machine into a sexbot. Even with machines you've never seen before it takes just a few minutes of usage to decipher their basic functions and figure out how to use them, as if you had a completed user's manual immediately at hand. Inventing new things is beyond your skill level with this alone, but you could easily figure out how to repair a broken machine or tear down any built-in limitations to using it the way you want.

First Class (200 CP)
Most Shinra security forces are cannon fodder, but every now and then somebody with potential to be the next Sephiroth comes along. You're exceptionally skilled in combat and you could easily make it as one of the Turks or a SOLDIER candidate with this alone. Your mastery over your body and your life force allows you to perform an arsenal of magical special techniques, from hurling blades of magic light at distant foes to teleporting short distances to shattering armor with a single punch. But your prowess in the bedroom is no less impressive: not only are you talented enough to satisfy the most demanding of lovers but you also possess a host of magical erotic techniques. With a touch of magic you can perform feats that would only be possible in the most outlandish pornography, from bringing your lovers to instant orgasms with a touch to charging up an enormous belly-swelling creampie and much more. As your mundane skills continue to grow you'll find many more supernatural techniques revealing themselves to you.

Shinra Loves You (200 CP)
Shinra rules the world with both an iron fist and a velvet glove. With the first they crush resistance to their absolute control, but with the second they ensure their citizens never want to resist them in the first place. Maybe you're a master of seduction and manipulation or maybe you're just a kind person with a magnetic charisma beneath your domineering presence, but whenever you assert dominance over others you earn their love and loyalty along with their submission. Whether you charm them out of their panties or simply ravish them until their minds break and their eyes glow with lust, the more that you dominate and toy with your conquests the harder and faster they fall for you. Even those who ought to hate or at least be wary of you can be won over when you work your magic on them: it may take a bit more time and effort, but once they fall for you they'll fall so hard that they'll even be willing to betray friends and loved ones or abandon their principles if that's what it takes to be with you, and nothing will ever be able to turn them against you.

The Mind is a Plaything (200 CP)
Shinra makes liberal use of mind control to keep the masses docile, and by mastering the science behind this technology you've become a skilled mind controller. With a few seconds of unguarded interaction you can put a person into a deep hypnotic trance and access her subconscious directly. By itself this influence is more scalpel than sledgehammer: you can question a sleeping mind for secrets or sculpt it with leading questions and persuasive arguments, but with materia or other accessories your control is much stronger. You can issue commands, plant hypnotic triggers, and even rewrite an entire personality with a great deal of time and effort, all while bypassing whatever willpower your subjects would normally have while awake. Thanks to your exceptional skill as a mind controller your own mind is resistant to such tampering and you never make careless mistakes while working on your subjects: you'll never break a mind beyond repair or leave a psychic loose end that allows a subject to discover your programming or resist your commands.

Super SOLDIER (400 CP)
Everyone knows that SOLDIERs are the elite of Shinra's armed forces but have you ever wondered what mako and Jenova cells do to a SOLDIER's cock? Well you're about to find out: whether you're part of the SOLDIER program or just a rogue experiment, you've been transformed down to the cellular level into an absolute beast of a supersoldier. You're far more well-endowed than any ordinary human, both physically and sexually: strong enough to flip cars one-handed, fast enough to dodge bullets, tough enough to fight and fuck for hours without rest, and all that power is packed into a flawless body that puts the rest of your gender to shame. Your mere presence is overwhelming, a mix of pheromones and raw animal magnetism granting you an aura of dominance which undermines the strength and resolve of your foes. The greater the strength difference the greater the impact you'll have, even reducing brave heroines to wet and needy sluts who fold like a wet pair of panties if you're far enough out of their league.

Chains of Command (400 CP)
Shinra is a textbook evil corporation and working for them probably isn't worth the paycheck, but being in charge is another story entirely. From using soldiers as disposable meatshields to keeping secretaries as sex slaves, Shinra executives use and abuse their underlings however they please without ever suffering consequences for it, not even to their profit margins, and now you can do the same to your own minions. Not only do you never suffer even a slap on the wrist from your own superiors, who either don't notice or don't care about your conduct unless you openly wave it in front of them, but dominating or abusing your minions will actually *improve* their training and performance, and by a substantial margin. The grunts fight harder and snap to attention faster to earn rewards or avoid meatshield duty, and your secretaries will be champion cocksuckers in no time once they've had some practice serving you on their knees for a while. With enough discipline you could easily turn a team of green recruits into an elite squad of crack troops, or train a former heroine into the perfect bodyguard and sex slave.

Scientific Methods (400 CP)
From the lifestream to materia to the corpse of Jenova, Shinra will never hesitate to exploit anything they can get their hands on even if they barely understand it. But you don't have that problem because nothing is beyond your ability to dissect and comprehend. No matter how ancient or magical or eldritch something (or someone) may be, once it's in your grasp you can unravel its secrets through a thorough interrogation. Once you get them under the microscope the workings of ancient magic and lost technology are all yours, and even creatures like Jenova can easily be reverse-engineered and converted into useful creations like Shinra's SOLDIER project. Live specimens may be less cooperative but they're no harder to analyze: just plug that disobedient cetra into a sex machine or throw her to your pet monsters for a few hours and soon her body will be telling you everything you want to know.

Union Buster (600 CP)
Tifa and her friends are no threat whatsoever to Shinra, nor are any of the other insignificant rebel groups that have sprung up around Midgar. Perhaps Sephiroth or the planet's Weapons could become a problem for the company as a whole but the pinpricks of a few terrorist cells are barely even worth acknowledging. Much like Shinra, you've become a true juggernaut whose power can only be challenged by worthy rivals. Normally even a SOLDIER might worry about being overwhelmed by superior numbers or sabotaged by status effects or other underhanded tricks, but as long as your opponents are too weak to defeat you one on one they're too weak to defeat you at all no matter what tricks or reinforcements they bring to the fight, their feeble attacks glancing uselessly off of your armor and their spells failing to do anything to you at all. You on the other hand can punch down at weaklings with impunity, plowing through formations of enemy soldiers or dominating an entire brothel's worth of whores just as easily as handling them all one by one.

Magnificent Bastard (600 CP)
Only a truly cunning and brilliant mind can command a business as vast as Shinra, but those are qualities you have in spades. You're a consummate corporate shark, a businessman and chessmaster with a mind like a steel trap. Whether you're manipulating stock markets or outmaneuvering your enemies, your ability to predict events based on your available knowledge borders on precognition and allows you to spin plots with dozens of layers and contingencies practically in your sleep. Strong-willed individuals are the largest threat to your plans, but through seduction and domination you can sink your hooks into them and make them into your unwitting pawns. A one-night stand with a terrorist will tell you enough about her to predict her movements or where she'll strike next, and the more thoroughly you seduce or dominate her the more thoroughly you can control her actions by "predicting" what she'll do next, tugging her around like a slave on a very long leash until you're ready to bring her home and collar her for real.

Depraved Genius (600 CP)
Shinra's power comes from their technological prowess, but the *lewdness* of that technology is a product of the degenerate minds that created it. You're a mad scientist on par with Shinra's best and brightest, an expert in fields ranging from robotics to genetic engineering to materia science. Given the right resources you can reproduce almost anything Shinra has created, but your brilliant mind isn't limited to imitating the success of lesser men. You can easily weave your desires into your creations without compromising their utility or aesthetics: you might create powerful war machines that look like beautiful women, putting all the power of the Airbuster into a sexy android; invent a cure for mako poisoning which also modifies the body or enhances the libido; or design potent weapons like pink materia or nonlethal nanomachine bullets that capture targets in cases of latex bondage. How exactly these things work scarcely matters when you can make the laws of nature dance for you like a stripper on a pole.

Items

Take an additional +300 CP for this section.

Slum Rat

Business Casual (100 CP)

Emphasis on casual. This highly attractive outfit could be considered a work uniform, but only if your idea of work involves being on your knees a lot. That said it does a lot to bring out your best features, making you radiate your natural sex appeal and emphasize your assets like the world's best set of lingerie, all the better for drawing attention away from all the competition and getting big fat tips from satisfied customers. It cleans and repairs itself between wearings and even varies its fashion depending on what you're in the mood for: one day it's a bunny girl outfit, the next it's a qipao, the third it's Shinra-branded stripper gear or a maid uniform, and so on. It also comes equipped with a good-quality weapon of your choice which slots several materia and gets stronger with you, just in case your customers stop taking no for an answer.

The Good Stuff (100 CP)

What's a bar without some great alcohol? This collection of booze comes in many varieties of beer, wine, liquor, and more, and all of it is great for getting absolutely smashed in a hurry or simply having a pleasant night of light drinking with friends. Depending on what you're in the mood for it'll get you buzzed in a hurry, get a new friend nice and horny, and even help you scrub your brain clean of any humiliating or otherwise unwanted memories in a haze of booze, all without any unwanted side effects like hangovers. That said, if you're in a position to be serving somebody you want dead, like a Shinra executive, then a very fatal case of alcohol poisoning can certainly be arranged. As a bonus, if you've got a good place to serve it like a bar then you can stock enough supply to keep a very large customer base very happy, as all of it is extremely high quality and sure to keep the barflies coming back night after night.

Materia Spring (100 CP)

A natural materia spring, this strange location provides a link to the Lifestream in future jumps so you can create additional materia long after you finish your adventures here. Which materia the spring creates will be up to you, but the rarer they are the more time it takes to create them: a fire or cure materia might only require a day at most, but a powerful summon materia like Bahamut or Knights of the Round would take at least a year to gestate. If you want to shorten the wait then bathing in the spring can impregnate fertile wombs with enough mako that the desired materia can be produced in 1/10th of the normal creation time at the cost of the host becoming pregnant with the desired materia for the length of the gestation time. Any additional materia you purchase from this or other jumps, such as **Pink Materia** or **Tainted Materia,** can also be duplicated by this item.

Supply Cache (200 CP)

It's hard work running a terrorist cell without any weapons or gear but you have your ways of getting your hands on enough contraband to keep things running smoothly. Once a week, this crate of surplus military hardware will be discretely and anonymously dropped off at your choice of location. Its contents vary from week to week, but it'll always be whatever you want or need most when you open it. One week it might be a few dozen firearms and ammunition, the next it could be potions, antidotes, and other health items, and the week after it might be a dozen low-level materia. Light vehicles are the most expensive items you can expect to receive and even then only once per month at most, but on the flip side you'll also occasionally get a bonus crate of sex toys and other sorts of lewd paraphernalia, like military-grade sex machines and pink materia and other such things. Must've fallen off the back of a truck or something…

Hidden Bases (200 CP)
When predators come looking for an easy meal a smart rat scurries away into a bolt hole until the coast is clear, and the slums are full of places like that. You have a number of safe hiding places scattered around an area the size of a large city. If you're being pursued anywhere in this area you can slip away from your enemies and go to ground at any time by breaking line of sight with your pursuers. Five to ten seconds is all you need to make a clean getaway, although these boltholes aren't shielded against detection powers so you can still be discovered if you're careless. By default these safehouses are very sparsely-equipped with little more than a bed and some food supplies, but if merged with other property items you own, such as the **Slice of Heaven**, all of these hidden bases take on the qualities of the merged property. You could turn Seventh Heaven into an entire chain of bars and hidden safehouses for instance.

Yuffie's Secret Stash (200 CP)
So many materia and so few ways to equip them all. What's a girl to do except cram as many lovely little gems as she can manage into every hole she has? You have a small hoard of materia in your possession and a nice little belt to help keep them equipped. While your collection lacks anything especially powerful or rare you have plenty of the most common materia like Fire and Cure and so on, and any other materia you might get your hands on will be added to this collection automatically. Of course just *owning* all those gems won't let you use them, which is where the belt comes in. With an even dozen materia slots it'll turn you into a spellcasting machine all by itself, and if even *that* isn't enough materia madness for you then it can expand its capacity further by doubling as a chastity belt for use with the **Materia Farmer** perk so you can keep as many of those lovely jewels as you like stashed safely and securely inside of you.

Tarnished Materia (400 CP)
Materia are the crystalized knowledge and wisdom of the ancients, so it's not surprising that some contain their desires as well. These pink-tinged materia offer access to powerful spells and abilities at the cost of making your body far more sensitive and lewd for each one you equip. Spellcasting materia grant you the most powerful forms of their spells and special materia offer you the greatest skills of the ancient warriors, but each spell you cast arouses your ardor in lieu of draining your mental stamina, and passive boosts will also passively inflict new fetishes on you until you remove them from your person. In theory these materia could be used as a source of almost limitless magical power, but in return for martial prowess and magical ability you make yourself much more vulnerable to men and beasts with more depraved ways of fighting. Rely too much on your borrowed powers and the carnal desires of the ancients can easily reduce you to a glass cannon who cums like a fountain at the slightest touch.

Wealthy Backers (400 CP)
Behind every successful terrorist cell is a wealthy patron with an agenda. Rumors claim that Avalanche is secretly supported by Wutai, and your actions have caught the attention of a similarly powerful benefactor whose goals are aligned with your own. Their identity is a closely-guarded secret but they have access to seemingly infinite resources of every type imaginable: advanced weaponry, black market goods, and even things that no amount of money can buy like unique and powerful materia. While they'll gladly make these resources available to you, they won't do so for free. Each time you call on their services they'll demand a favor of equivalent value from you before you receive the goods and those favors will always be depraved in one way or another. Perhaps you'll have to film somebody having sex with a particular type of monster, and depending on your request the monster in question might be common and weak or rare and powerful. Refusing these requests won't make your backer turn on you, though trying to cheat or betray them might result in them cutting communications for the remainder of the jump if your trickery is discovered. You will receive a brand new benefactor at the start of each jump.

Slice of Heaven (400 CP)
Tifa puts a lot of love and care into Seventh Heaven to make it a success, and while she never quite got far enough to make it a pillar of the community she certainly could have if things had turned out differently. This is what her efforts might've amounted to, an exceptional watering hole that draws customers from all over to spend their gil and share their stories over drinks. This tavern makes more than enough income to pay for its own expenses and then some, but it also brings in tons of valuable information that your clients hear about and bring to you, like rumors that lead you to valuable business opportunities or potential allies and so on. The hidden lair in the basement is the perfect place for operating a terrorist cell, fully equipped with stolen tech on par with the best gear your enemies have access to, and shielded from any detection by those enemies. If you're willing to get your hands dirty, using the place as a brothel not only multiplies its income tenfold but also earns favors from your clients which you can call in whenever you like.

Lover's Ribbon (600 CP)
If there's one thing not even Shinra can tarnish, it's true love. It might not seem like it, but you just need a reminder of that every now and then, and this simple ribbon will do just the trick. It may not look special at first glance but it's a potent memento of better days and cherished memories and merely having it on your person will render you immune to all forms of status effects, from poisons and drugs to mind-breaking sex and supernatural lust. If you're truly determined to save the world and have no desire to be dragged down by perverse distractions then you'll find that this item even spares you from unwanted lewd side-effects of your own perks and items. However be warned that the ribbon *only* works if it's being worn somewhere on your person, and if some thug strips you naked and pumps you full of drugs you're completely out of luck until you get it back. It also won't *reverse* any status effects you suffer from when you don it, only prevent them from happening in the first place. You'll have to find a way to cure such maladies on your own time.

Master Summon Materia (600 CP)
When all seems lost there's no harm in praying for help from a higher power, and with this brilliant materia in hand your prayers are sure to be answered. Summons are some of the most valuable materia, allowing you to call on ancient and powerful creatures like Shiva, Ifrit, and Bahamut. This special summon materia even allows you to bind many summons at once, both the summons of this world and any others you find or bind into your service on your chain. Perhaps it was a Shinra experiment, a weapon built for enslaving the summons to the wielder's will: that might explain why they manifest in such pleasing bodies, as if they were sculpted to meet your desires whenever you call on them. Ifrit might come to your side in the form of a huge and bestial demon or a shapely and fertile monstergirl, and an experienced summoner could even learn to manifest the summon's powers and physical attributes through their own body.

Stomping Grounds (600 CP)
Shinra might control Midgar but Avalanche are the heroes of the slums and they know their territory inside and out. The home turf advantage can make up for a lot when dealing with powers way stronger than you which is why you've taken a page out of Avalanche's playbook. Rather than the actual slums themselves, this item is a territory that you can claim for yourself at the start of a jump. Within this area the terrain is on your side at all times; you know every nook and cranny and hiding place by heart, local businesses make special deals for you, and friendly civilians will go out of their way to help you in other ways like distracting your enemies or sheltering you when needed. And if some fool invader were to try to kick the doors down and attack you, just about the whole region would pick up arms and come to your aid as a citizen's militia. You can make your territory as large as a city or as small as Sector Seven, though the bigger the area the less overall benefit you receive as you spread your influence thinner.

Goon

Intelligence Dossier (100 CP)
One of the best things about having friends in low places is how easy it is to get your hands on sensitive information people would rather stay hidden. Everybody's got some kind of weakness or skeleton in their closet and this is exactly what you need to dig them out and use them as leverage. Once per month you can call in a favor and get information on up to seven people delivered to you by a trustworthy informant. Within a day you'll receive an anonymous intelligence briefing on your targets including information about their strengths and weaknesses, personal relationships, background, and photographic evidence of any deeds they've committed recently that might make worthwhile blackmail material, exactly what you need to get leverage over them. You can only get dirt on someone if the dirt is there to be gotten: someone who lives an upright life won't suddenly start cheating on their spouse out of the blue while you're investigating them, although the info you do get may still be helpful in figuring out other ways to deal with them.

Crime Lord's Collection (100 CP)
Materia are immensely useful to criminals, especially those that weaken their enemies with status effects. You possess an arsenal of materia which specialize in tearing down powerful foes with poison, confusion, and similar magical effects. Don Corneo would be quite happy to own these sorts of materia: Bio conjures powerful aphrodisiacs as easily as deadly poisons, while Confuse can mind control enemies into doing as you please. Some of these materia have near-permanent effects, like womb tattoos that cause perpetual arousal for their hapless bearers, though unless you have a great deal of magical skill only victims who've been completely subdued can be affected so strongly. Not all are necessarily spellcasting materia either. A purple materia full of the memories of a pampered concubine might not be useful when *you* use it, but force it on a slave in need of obedience training and you'll see its true value when it erodes her willpower to almost nothing and fills her head with submissive lust.

Conveniently-Placed Trap Door (100 CP)
The wise criminal always has an escape route ready for when things get a little too dangerous for comfort. Corneo has the trap door at the foot of his bed that dumps intruders or uncooperative "brides" directly into the sewers beneath his mansion, and you've taken a page out of his book by setting up traps in important locations around any properties you own. This handy piece of interior decorating can be a secret passage which only you can use or a trap that you can trigger at will, but either way it effectively teleports a person up to 500 feet in any direction if they happen to be standing on it when it triggers. Moreover the same trap can shunt a person in several directions depending on your intentions: throw a hidden lever one way and you might send a naughty girl straight to the sex dungeon, or throw it the other way to turn the same hole into a convenient escape hatch for your own use.

Gang of Goons (200 CP)
Some thugs insist on going it alone in the slums but most of the successful ones pick up or join a posse at some point or another, and of course Corneo has a small army of goons working for him. This rowdy gang of goons and whores are your minions, numbering roughly two dozen in total unless you make an effort to recruit more of them. They're all ordinary humans of no particular skill except a shared knack for violence, although most of them are at least nice to look at. Whatever they lack in skill they make up for with loyalty and enthusiasm and being completely expendable: whether because they're too stupid to know any better or because they're really that loyal, your goons will gladly throw their lives away for you while your whores love being a harem of mindless fuck toys if that's what you want them for. Should you lose a few minions more will always be around to join up and replace them.

Honeybee Inn (200 CP)
One of the finest establishments in Wall Market, the Honeybee Inn is a bordello of uncommon quality for the slums and it attracts hot and desperate young ladies (and some boys) from all over to come and sell their dignity for minimum wage. You're the owner of this fine establishment or another like it along with all the lovely ladies employed there and they're yours to do with as you please. The business runs itself and pulls in steady profit if left alone, but when you take the reins and run the place yourself the sheer quality of your girls and available services will very quickly allow you to establish a monopoly over the sex trade by running all your competitors out of business and forcing them to sell out to you. The same goes for any related businesses you decide to expand into, like pornography and slave trading, allowing you to expand your business until you're raking in gil by the truckload thanks to your near-monopoly.

Fallen Angel Beauty Spa (200 CP)
The slums may be full of the poor and the desperate but they aren't exactly overflowing with supermodels, which can be a problem if you're trying to find new talent to fill your whorehouses. The keepers of this fine establishment are doing their best to remedy that problem one person at a time by way of a personal care routine that can turn even dirty hobos and the hideously deformed into real knockouts. Customers receive the benefits of either **Flower of Midgar** or another single appearance perk you've acquired, making them pretty enough to be top earners in local brothels or right at home in any mob boss's harem. By default the clients determine their new looks, but if you have a personal interest in a particular client you can remodel them to your preferences instead, even transforming the most burly men into lovely ladies and vice versa. This process tends to briefly frazzle the client's mind, giving you a window where a gentle nudge on your part can also change their sexual orientation, gender identity, and so on.

Dirty Money (400 CP)
For the right price everyone and everything is up for sale. Offer a random woman 500 gil to have sex with you and she might slap you, but offer her *500,000* gil and she'll be out of her panties before you can blink. That's just what money does to people, especially *your* money. Wherever it comes from and however you get it, your wealth is a medium of corruption, eroding the morals of anyone who knowingly takes payment from you for illegal or immoral transactions, like bribery or prostitution. You still need to persuade them to take the money in the first place, but once you do it only gets easier and cheaper to do it again and again. Knowingly accepting a gift you paid for is also dangerous, allowing you to purchase gratitude and favors from the beneficiaries. Offer someone an expensive vacation and they may not even care that you expect them to spend the whole trip as your bondage slave. With enough incentive a heroine who once balked at selling her body could be corrupted into a full time prostitute or a live-in sex slave if you're willing to spend many times what she's worth to win her over.

Government Contacts (400 CP)
It's an open secret that Corneo collaborates with Shinra in exchange for not getting crushed like an ant beneath a particularly large boot, but Shinra's other contacts in the underworld are not as publicly known. You've gotten in on the government corruption game thanks to these government contacts, a group of figures strategically placed in local governments to help get you out of hot water if the worst should happen. You'll have to pay them a small fortune to employ their services but they can make almost any kind of criminal charges disappear overnight, bribing officials and disposing of evidence until they make you a free man once more. Just take care not to get caught by people who don't care about the law, as they have far less sway over groups like terrorists, criminals, vigilantes, and other ne'er do wells.

Secret Lair (400 CP)
Every good mob boss has a hidden fortress to run their criminal empire from. As the heart of your power it's the safest place you could possibly be and one of the most dangerous places for your enemies to find themselves. Like Don Corneo's mansion this fortified residence is luxurious even by Shinra's standards of wealth and power but more importantly it's a deathtrap for anyone who comes inside uninvited. Traps litter every floor, some designed to restrain intruders and drop them into your sex dungeon (because *of course* you have one of those) and others just to kill them outright, though neither you nor your allies and minions ever risk tripping these traps. Should even that not be enough to deter invaders, a secret escape passage leads into the sewers beneath the compound: those tunnels stretch for miles and connect directly to other properties you own, and only you and your allies can use them that way.

Wall Market Arena (600 CP)
Right at the center of Wall Market is Corneo's battle arena where fighters from all over the slums come to battle monsters and win fabulous prizes. But the greatest prize of all? The fighters themselves of course! This arena is a similar venue and gives you a sneaky way to subdue powerful heroines without having to risk your neck fighting them. By offering up a pot of gil as winnings you can lure in fighters from near and far to compete in tournaments and prize fights, but the arena is packed full of more traps than the Shinra Building and you can freely mess with the fights from the sidelines to rig the outcome. Sure you'll have to give away the prize money to the winner, and you'll have to give away *a lot* of prize money to attract the strongest and most beautiful contestants, but in return you get to subject the fighters to a gauntlet of traps and monsters and whatever other clever tricks you can think of that wear them down and leave the losers too exhausted and helpless to resist when you drag them off the field and into the nearest sex dungeon. And think of the killing you can make on the betting pools!

Monster Rancher (600 CP)
So how exactly did a buffoon like Corneo manage to tame a monster as fierce as the aps that lives in the sewers under his mansion? This little jewel might have something to do with it: it's a powerful materia that only works on monsters of subhuman intelligence but allows you to domesticate them nearly instantly by way of mind control magic. Simply weaken the monster in combat (throwing your goons at it for instance) and then cast the spell on it once it's exhausted, and it'll become as tame and obedient as if you'd raised it from birth. You can use the materia to command your monsters like pets, guarding you or attacking your enemies on command, and you can have any number of monsters under your control at one time.

Empire of Sin (600 CP)
Only the biggest and baddest of mob bosses can run a criminal empire right under Shinra's nose and get away with it, but if you think you're ready to play in the big leagues then step right up and try your hand at running your own racket. Like Corneo you've got enormous sway over a territory the size of a small town like Wall Market. Every business within this region is part of your criminal empire, either sending you a cut of their profits as protection money or actively working for you and spreading your influence through their products and services. Clothing stores sell stripper wear like the latest fashions, bars pull double duty as brothels, drugs and aphrodisiacs are everywhere, and whores can be found on nearly every street corner. This massive red light district inevitably taints everyone within it to one degree or another, allowing you to sink your claws into entire populations at once and rule from the shadows like a spider in his web.

Shinra

Bigger Stick (100 CP)
Shinra has no shortage of military hardware and their enforcers have the finest weapons ever produced at their disposal. You've acquired a unique weapon of your own such as a custom firearm or a magical blade like the Buster Sword or the infamous Masamune. On top of being perfectly specialized for your particular style of combat, it's built around a unique growth materia that allows it to grow stronger and more magical in response to your own development. This materia also allows you to ensure that with a simple act of will your weapon will deal no fatal damage to your enemies no matter how hard you beat them down, allowing you to go all-out with your swordplay, gunplay, or any magical spells cast through your weapon as a focus without worry that your foes will be in no shape to have your way with them once you're finished. At worst you might knock them unconscious, but nothing a phoenix down or a bit of bed rest won't fix.

Power Suit (100 CP)
When you work for the world's most powerful corporation it's essential that you always be dressed to kill, both figuratively and literally. Whether you're a simple grunt patrolling the slums or an executive preparing for assassination attempts, this uniform ensures that you'll always be dressed for the occasion. It can be a common soldier's body armor one day and a formal business suit the next, but regardless of appearances it packs enough protective armor to stop gunfire from point blank range or defend you from attacks by the more vicious monsters in Midgar's underbelly. Any terrorist hoping to take you by surprise had better think twice about trying to assassinate you, as this armor also defends you against any single surprise attack in any given combat encounter. A sniper's first bullet might miss your head by millimeters or a thug's dagger skitter harmlessly off your armor plates instead of landing between your ribs like it should have, giving you time to get to cover and defend yourself properly against any follow-up attacks.

Materia Collar (100 CP)
A product of Scarlet's private investments, you've somehow gotten your hands on this experimental slave collar, a high-tech accessory built for the executive's favorite pets. Its exact form varies by model and can range from a bulky metal contraption to a stylish choker, but its effects remain the same regardless. Once equipped to a slave it can only be removed by the master who equipped it, and it's designed to socket up to eight materia at once. Unlike normal accessories these materia can have positive and negative effects to keep control of your slave instead of (or in addition to) enhancing them. A fire materia could be used to keep the slave constantly aroused at all times, while a bind materia could keep her perpetually trapped in magical bondage under the master's control. A command accessory allows you to remotely control which effects are in use at any time, and you have as many copies of this collar for as many slaves as you like.

Military-Grade Restraints (200 CP)
Public security prefers to capture criminals and dissidents alive if at all possible so they can be thoroughly interrogated and perhaps even rehabilitated into obedient members of society… on their knees, of course. You've acquired an arsenal of bondage gear designed to restrain especially dangerous prisoners, such as renegade SOLDIERs and similar superpowered criminals who can't be kept contained by mere handcuffs. Rather than simply hold such captives this magitech bondage actively depowers them and prevents them from using their special abilities: from magitech plugs and vibrators that keep wearers much too distracted to use escape artist skills or super strength, to Silence materia ball gags that can muzzle an Ancient, and even elaborate full-body bindings like reinforced gimp suits and magical straitjackets that can contain the full power of a first-class SOLDIER. As long as you've defeated (or could easily defeat) your captives they have no hope of escaping these bindings without help.

Human Resources (200 CP)
As the largest employer in the world, Shinra gets to set all its own rules when it comes to hiring practices. Not just wages and benefits but what kinds of people are most desirable and what kinds of positions they belong in. Perhaps you only want beautiful women with a particular body type working as your secretaries but men are perfectly fine being your (disposable) jackbooted thugs. If that's the case then you'll find this company handbook and org chart quite useful: by noting what positions your company has and what traits you find desirable for those positions, you guarantee that those positions will quickly be filled by people who fit the bill. Nothing gets past this filter: if you want skilled people then you'll *get* skilled people and not the frauds who made up their entire resume. And if you want an entire company staffed exclusively by beautiful women who all secretly have a submissive kink for the boss (or other qualities that are difficult or impossible to select for with a normal hiring process), all you have to do is write it down and the company of your dreams will slowly start to assemble around you.

Orphaned Sample (200 CP)
Hojo simply can't leave well enough alone when it comes to his obsession with Jenova. This liquid sample of Jenova cells has been sterilized of the alien's influence and has bonded with you instead, making them respond solely to your desires for them. They retain Jenova's intensely mutagenic attributes and are most useful as an all-purpose chemical cocktail. Inject them into a test subject and you can simply *will* her body to transform however you desire: you could easily turn men into women and vice versa, turn a bratty ninja into a voluptuous fertility goddess, transform the last Ancient into a perpetually-fertile broodmare capable of breeding with any beast that defiles her womb, mutate an ordinary monster into a sexed-up rapebeast, and much more. Your supply will reproduce and replenish itself up to a point, but if you want more than a bathtub of mutagen at once you'll need special skills and science equipment to produce more manually.

Pink Materia (400 CP)
Designed for riot control and suppression, pink materia have a collection of perverse magical effects and they’re extremely effective at turning hot-headed rebels into helpless prisoners. You have a small arsenal of these artificial materia, which allow you to cast magical spells and enchant any gear they’re slotted into. For instance a bimbo materia allows you to cast mind control spells that make enemies too horny to resist capture, while a bondage materia socketed into a gun makes it shoot bullets of rubber or latex that stick to targets and transform into BDSM gear when enough of it accumulates. By equipping these materia you're able to lend their effects to your weapons or any other powers you have, but by combining them with tech like guard robots and sentry guns you can easily convert conventional technology into something straight out of a porno, such as giving alternate fire modes to weapons so they can more easily restrain prisoners.

Bodyguard Squad (400 CP)
The Turks are Shinra's covert enforcers and wetworks specialists, a counterpart to the much more militant SOLDIER program, but they also serve as bodyguards and agents for persons of interest to the company. Either someone has decided that you qualify as a VIP or you've somehow managed to subvert the loyalty of one such squad for yourself, either Tseng's team or a different one of your own hand-picked specialists. These highly-attractive agents are only a few in number but they're extremely skilled at their jobs and will do basically anything for you, from corporate espionage to kidnapping to the most depraved sexual favors you can imagine. They'll even take a bullet for you when they're able to do so, although they're damn near impossible to permanently kill: they seem to have the devil's own luck when it comes to surviving wounds that should be fatal and escaping capture even when a mission goes completely tits up.

Mad Science Lab (400 CP)
Spread across two whole floors of Shinra headquarters, Hojo's lab is a monument to the depravity which powers Shinra's dominance over the world, but you don't have to be the maddest genius on Gaia to have access to such impressive facilities. Squirreled away in an underground bunker or abandoned warehouse is your own mad science lab, kitted out with everything you need to expand your scientific understanding and push the limits of technology. This particular laboratory specializes in modification of any test subjects you get your hands on, from impregnating them with monsters to turning them into brainwashed slaves or cyborgs. Within these walls an impossible cross-species impregnation or a risky operation to turn crippled soldiers into cyborg assassins becomes not only viable but almost certain to succeed perfectly so long as you have the skills needed to attempt it. Just be careful that you don't create something you can't control.

Shinra Stronghold (600 CP)
Shinra executives are the richest and most powerful men in the world and can afford the finest of anything they care to own. This grand mansion, towering skyscraper, or underground bunker is as luxurious as it is well-defended, the perfect stronghold for a powerful man with powerful enemies and the perfect prison for a menagerie of slaves. The lavish furnishings and tasteful decor hide enough automated defenses to stop a small army and grant you an immense advantage over anyone who manages to confront you in person, but it's even harder to *escape* this citadel than it is to penetrate it. The entire structure is an immense and well-equipped sex dungeon outfitted with the most advanced and depraved inventions that Shinra money can buy, and anyone unfortunate enough to fall into your clutches will find it's all but impossible to escape without a rescue by someone you've not yet captured.

Evil Incorporated (600 CP)
Shinra has its hands in far more than the energy sector, in fact they touch every form of commerce in one way or another. This branch company for example has nowhere near the influence of its parent company but it's otherwise Shinra in miniature, complete with a corporate security force and the ability to dominate everything it touches. You're the CEO, and within the company your power is unquestionable: even if you make nudity the mandatory uniform or require HR to work as free use slaves your employees will just go along with it like the corporate wage slaves they are. Moreover, your company's success lets you expand this dominant influence outside the company power structure, starting with your customers. Perhaps you make movies or video games that brainwash your customers with propaganda and subliminal messages, or your marketing does the same for other products. Regardless, the more that people buy what you sell the more power you gain to control their thoughts and dominate their feelings. With great enough success entire nations will kneel before you in eager submission to their corporate master.

Neo Reactors (600 CP)
Shinra has made their fortune by mining the lifestream, but humans also produce vast amounts of energy. This new reactor uses human captives sealed into enclosed pod-like sex machines to generate power by converting orgasms into electricity. The pods do all the work of keeping the captives alive and one reactor with a dozen generators can light up a whole city, but don't mistake this tech for a source of clean energy. The reactors pollute the world with supernatural lust, irradiating the environment and spreading corruption by way of the power grid. The effects of this corruption vary but will always be things you'll find appealing and beneficial, ranging from ordinary people becoming more attractive and erotic to monster populations undergoing major transformations into humanoid monstergirls, although spreading major changes across a whole world requires many reactors. In addition, when these reactors are in use the captives passively produce materia in a manner identical to **Materia Spring** but on an industrial scale.

Companions

Old and New Friends (100 CP)

You may import companions to join you in this world for 100 CP each. An imported companion receives an origin and 800 CP to spend on perks and items. They may not purchase companions or drawbacks. You can import a maximum of eight companions, but if you wish to import the full set of eight you can do so for half price, 400 CP. You may also create new companions for the same price and benefits. Should you wish to bring someone from this world with you on your journey you can use this option to take them as a companion. You'll have to convince them to come along with you but you are guaranteed to meet them several times during your stay, though the circumstances will be a surprise. Each character gains the origin that best fits them as well as 800 CP to spend on perks and items. Companions must be alive at the end of the jump to join you.

The Leading Lady (Free / 100 CP)

Seems like you've made a friend, traveler. At some point in your time here you made contact with a lovely little thing, either Tifa herself or perhaps Aerith or Jessie. I hear even Yuffie is skulking around somewhere in Midgar. Depending on your origin you might meet them as an ally, an enemy or somewhere in between, but whatever the case if you convince (or "convince") them to join you on your chain you can take them as a free companion with an appropriate origin of your choice and 1000 CP to spend on perks and items. Only one character can be taken for free, but additional girls can be taken for 100 CP each.

"Claudia" (100 CP)

Female SOLDIERs are almost unheard of but this cool beauty is proof that they can and do exist and are every bit as formidable as their male counterparts. Tall, blonde, and statuesque, "Claudia" claims to be a first-class SOLDIER and her skill with a buster sword appears to back that claim up, but dig a little deeper and you'll find she's not entirely what she claims to be. Midgar is *really* not the best place to be having an identity crisis and Claudia is unusually vulnerable to mind control or domination in her current state. With a little help she could overcome her past and become a great hero… or be reforged into the perfect slave.

Bob from Accounting (100 CP)

Not everyone in Shinra is out to take over the world and grind it beneath their heels, in fact most are just trying to make a living. This hapless accountant is one such citizen, one who suddenly got reassigned to the security forces after being an ordinary accountant his whole career. Bob is unusually well-endowed for a normal man and he's halfway decent with materia as security troopers go, but what actually makes him stand out from other troopers is his *utterly obscene* luck. Bob always seems to succeed or fail in hilarious and spectacular fashion at whatever he tries his hand at, with little room in the middle for ordinary results. What's more, so long as Bob is one of your companions his fortune always seems to turn out in your favor regardless of whether the results are good or bad for him personally.

Drawbacks

Pink Mako Poisoning (+100 CP)
One downside of living in Midgar is all the mako radiating from the reactors that subtly corrupts everything around them. This gradual exposure makes your body much more sensitive and lewd, and much like Tifa you're quite vulnerable to being toyed with by horny enemies. Pleasure is incredibly distracting, capable of making you lose focus on anything else — like defending yourself in a fight — and once you're properly turned on you'll find it difficult to focus on anything other than sex until you get your rocks off. But having an orgasm when someone is topping you is also incredibly draining and can sap your strength to resist, and your enemies will try to exploit this weakness if given an opportunity to do so. For an extra **+100 CP** you also have a special weak point somewhere on your body, an erogenous zone so sensitive that it acts as an Achilles Heel that bypasses all of your defenses and inflicts overwhelming orgasmic pleasure that's almost impossible to resist. You'd best keep it hidden if you don't want people exploiting it at every turn.

Stay in the Kitchen (+100 CP)
Being underestimated can be useful but not when you're trying to get people to take you seriously or trust you with important work. You may be a genuine badass in your field but no matter how competent you are nobody will take you seriously unless you really work for it, instead treating you like you're just a nice pair of tits or a big fat cock that happens to have a person attached to it. You'll find it difficult to win any respect from people regardless of your line of work without proving yourself first. Worse, you'll have to do it all by yourself: trying to work with a team will just result in everyone else getting all the credit for your hard work. On the bright side, people who already respect you (like your companions) are immune to this drawback.

Panty Fighter (+100 CP)
Is it so much trouble to keep your clothes on for five minutes? At least once every couple of days bad luck seems to conspire to put you in a state of undress, and always in situations where your lack of clothing is either deeply embarrassing or deeply inconvenient. Even if you're an exhibitionist you probably don't want to be losing your armor and weapons in the middle of a fight or something along those lines. However you can mitigate this drawback's effects somewhat if you're willing to dress like a whore: the more revealing and slutty your outfits are the less likely they are to violently explode off of you because of freak accidents or whenever somebody punches you a little too hard, though they gain no special resistance to "ordinary" clothing damage beyond what this drawback directly causes.

Monster Baiter (+100 CP)
Midgar has worse than criminal goons and Shinra thugs, there are also monsters lurking in the darkness. You'll be seeing a lot more of those fiends than the average citizen because they seem to be drawn to you like a magnet. Whenever you're outside the relative safety of the slums or the civilized regions of the plate you'll have random encounters with local wildlife, from the ghosts haunting Sector Seven's train graveyard to the dreaded Hell House and more. These creatures are just as depraved and corrupt as anything else in Midgar and they won't hesitate to attack with unwholesome intentions.

The Dice are Rigged! (+200 CP)
You must be cursed to have luck this bad. Whenever anything is left to chance, be it an escape attempt, your combat performance, or even just your attempts to romance a cute flower girl, then nine times out of ten you'll find something coming about to inconvenience you and make your success a harder prospect. Perhaps you'll be chatting up a flower girl but trip over a stray piece of broken materia and make yourself look like an idiot, or the guard you're trying to seduce will get distracted by a call when you're trying to get him to leak information you really need. These random failures will rarely sink your plans by themselves but they will complicate things and ensure that success rarely comes as easily for you as it really should.

Fine, I'll Do It Myself (+200 CP)
If you want something done right you've got to do it yourself, and that seems more true than usual when you take this drawback. Any allies you have seem to be either almost completely useless or only capable of helping out when you're there to assist them, in much the way that Tifa is trying to carry Avalanche all by her lonesome without any noteworthy help from Barret and the others. Maybe they're all trying to help in their own ways but just keep hitting walls and need your help to make any major progress? Regardless, delegation might work for other people but if you want something to get done you'll need to take the lead, like a video game protagonist chasing down side-quests. Worse, for an extra **+200 CP** some of your allies are secretly undermining or sabotaging you in lewd ways, in much the same sense that Jessie and Aerith occasionally make things harder for Tifa. There may not be any malice in it but it certainly doesn't help.

Mirror Image (+200 CP)
Somewhere in Midgar there's a shapeshifting fiend who's up to no good, like the Sector Seven Slasher. They're some kind of Jenova-spawn, strong enough to be hard to kill and smart enough to be challenging to track but murderous and deadly. Why is that your problem? Because for some reason they've decided to take on your appearance, and the longer you leave them alone the more your reputation will suffer as people begin to confuse you with your doppleganger, and eventually Shinra will step in to hunt you down for "your" crimes. For an additional **+200 CP** this foe isn't just any crazed fiend, it's a defective genderbent Sephiroth clone who's as obsessed with you as the genuine article is with Cloud. While she's not quite as strong as the real deal, she's far more powerful and cunning than anything else in Midgar and will be your personal nemesis for the jump's duration. On the flipside if you somehow beat her without killing her you'll forcibly switch her from being crazy about you like Cloud to being crazy about you like *Jenova,* and you can opt to take her as a now devoutly-loyal (if still quite unhinged) companion.

Slave to Capitalism (+200 CP)
You didn't really think you were going to get all that stuff you bought for free, did you? With this drawback you'll only gain your perks and items by working your ass off for them, the same way anybody else would. You bought that CEO or mad scientist perk? Then you'll have to work your way up the corporate ladder or study your ass off to learn the science well enough to use it for real, although doing so does at least come a fair bit easier than it would for skills or powers you didn't purchase. Any perks that can't be learned will instead manifest at a tiny fraction of their potential and you'll have to work at it to bring out their full power. Only your free and 100 CP purchases are exempt from this, and anything you haven't earned by the end of the jump becomes yours for free as normal once the drawback no longer applies.

Identity Crisis (+300 CP)
Who are you again? A jumper? Don't be silly, surely you'd remember if you'd been to other worlds before! Just like Cloud your head has been seriously fucked with and you've come down with a really bad case of amnesia with your local origin memories being the only ones available to you. Worse, all your powers and items from previous jumps have been sealed and any companions who could help resolve this have been scattered across the planet. That's bad enough by itself but this amnesia also makes you more vulnerable to having your head screwed around with by creatures like Jenova or by magical effects such as materia, and the only way to get your old memories back before the jump ends is if your head gets fucked around with as badly as Cloud's does during the plot of vanilla FF7. On the plus side, getting your memories back will also unlock all your perks and items, but by the time you've finished taking this shortcut you might not be quite the same person anymore as you were when you started this jump…

Shinra's Most Wanted (+300 CP)
Tifa would normally have a long time to prepare and build Avalanche up into a proper fighting force before she could even *potentially* land on Shinra's shit list but for you that's no longer the case. Somehow you've managed to kick the hornet's nest, and Shinra considers you a threat worth taking seriously right from the start of the jump. Maybe you're a mad science project that escaped from their labs or a traitor with inside information, or maybe you personally pissed off President Shinra somehow: regardless, they consider you a serious threat worth using all of their resources to dispose of, and if they discover your location you can expect them to respond with appropriate force. At minimum you'll be dealing with well-equipped squads of security troops and they'll escalate rapidly to dispatching heavy military units, robot troops, SOLDIER, and even more powerful forces like Deepground should you prove enough of a hindrance to them.

Right in the Crosshairs (+300 CP)
The universe just plain has it out for you. Much like Tifa herself the odds of success seem to be weighted against you in the long run of your stay here. Every week there'll be at least one major issue needing your attention and if you don't find and deal with them promptly all of them will bite you in the ass somehow or another. One week you might get a visit from a powerful gang leader who wants you under his thumb, the next it might be rolling blackouts in the slums causing a spike in local crime rates. Alone these issues may not present a major problem but any crisis you ignore or fail to resolve piles up and gets worse over time, like a difficulty spike that only goes down if you beat it into submission, leading almost inevitably towards a bad end unless you stay very firmly on top of your game.

Mama's Boy (+300 CP)
Well *that's* not good. Somehow you've become infected by the cells of Jenova, the evil space alien who's trying to destroy the world and is responsible for most of the monsters that infest the planet's wilderness. Jenova's cells give her a psychic link she'll use to try to control your body and mind with the ultimate goal of turning you into a sex slave for her "son". The only way to stop her from eventually succeeding is to kill her before the end of your time in this jump, which is done by killing the main body that's housed in Hojo's lab in Shinra Headquarters. However taking this drawback will also cause Sephiroth to begin enacting his plans to summon Meteor, and if you don't move quickly he'll steal Jenova and you'll have to race all over the planet to catch up all while Jenova herself attacks you with hallucinations and psychic episodes like the sort that Cloud has throughout vanilla FF7, although of a much more perverse variety. You can't use the link against Jenova, you can only try to keep a clear head as she attacks you and tries to lead you into trouble of the lewd and degrading kind.

It would be a really *really* bad idea to try taking this drawback together with **Identity Crisis**.

Scenario: City of Slaves

Midgar is the crown jewel of Shinra's empire, a shining city on a hill illuminated by the light of science and human achievement and the glow of the mako reactors. Or at least that's the image they like to project in all of their tourism materials. In truth Midgar is a wretched hive of scum and villainy both above and below the plates, ruled by Shinra above and by the criminal elements below in all the places Shinra doesn't care enough to maintain. But it could be so much more if only it had the right set of hands to guide it, and if you think you've got what it takes to turn this city around then here's your chance to take a crack at it.

Shinra might be the greatest superpower on Gaia but they're not invincible, especially not to a determined jumper with whatever resources you can bring to bear against them. It's time for them to be removed from power and for another set of hands to guide the ship of state. The objective of this scenario is to take over Midgar and remove Shinra from power and replace them with yourself. You can accomplish this objective using any means you like, whether crushing Shinra's military power in a brute force invasion or subverting them from within or perhaps even engaging in a hostile takeover from inside the company. All that matters is that you wind up in charge somehow or other, and that you remain in power until the end of your jump.

Completing this scenario will allow you to take Midgar itself along with you on your chain, but its form can differ in one of three ways depending on the manner in which you complete the scenario.

City of Dreams
Freed from both Shinra and the criminal elements that once infested it, Midgar is now free to grow into a prosperous hub of scientific progress without infringing on the natural world or on the rights and safety of its citizens. The mako reactors have been replaced with clean renewable energy, and the prosperity that was once limited to those who lived on the plates now stretches down into the former slums and beyond. Everywhere you look Midgar is alive with greenery, and the wasteland which once surrounded the city has been replaced by a flourishing ecosystem. This is all thanks to a wellspring of mako lying beneath the city which, when tapped *responsibly*, can be used as an enormous power source and augmentor of magical effects, allowing people and life in general to flourish within the city and for a hundred or so miles around. And if some of that flourishing involves everyone being much more willing to procreate than normal, well that would just be a pleasant side effect of being saturated with so much life energy. Midgar's corruption problem might be cured but you'll find the city is just as kinky and exciting as it ever was if you go looking for some sexy adventure. Just, you know, with a lot more consent involved, unless that's what you're into.

City of Sin
Should the criminal element oust Shinra from power Midgar is certain to become a wretched hive of scum and villainy, even moreso than it already was. In the absence of law and order, corruption spreads from the slums throughout the entire city, bringing brothels, whorehouses, casinos, crackhouses, and more to every corner of Midgar. The prosperous upper plate becomes a festival of sinful delights that puts the Gold Saucer to shame while the slums are overrun by those countless souls destroyed by their vices, left with no other options but to sell their bodies or join the ranks of your loyal enforcers. Your control over Midgar not only causes the wealth of the entire city to pour into your coffers but also constantly attracts new victims to the city-wide racket and inevitably corrupts those who partake in the festivities, sucking them in like a black hole of corruption. Even if some new government tries to come in and take over by force of arms, the city's stain will rub off on them in no time at all and leave them just as much at your mercy as any ordinary citizen.

City of Slaves

Shinra already dominates Midgar with an iron fist, so should you manage to take over the company and crush what little dissent remains in the slums you'll inherit it much as it currently exists, the crown jewel of a globe-spanning empire. Though the rest of that empire won't be included in this reward, you'll find that Shinra's Midgar makes an excellent capital city if you have ambitions of world domination in future jumps. Midgar is both an industrial and military powerhouse with infrastructure needed to support large projects like the Sister Ray mako cannon, and its mako reactors will continue functioning without issue in all future jumps, providing the city with a near-limitless power supply. The resources of Shinra itself are also at your disposal, at least those within the city walls. Many of Shinra's non-military resources are designed to help enforce a police state and keep the populace docile and obedient, such as subliminal messages included in marketing and propaganda materials these will not only help you keep control over Midgar itself, but will also easily spread throughout any other holdings you possess.

Notes:

The original story can be found here.

Super SOLDIER doesn't give you enough Jenova cells to be vulnerable to Sephiroth's mind control, if that ever comes up. No drawbacks of the SOLDIER procedure (including cellular degradation) apply.

Claudia is genderflipped Cloud, in case it wasn't blindingly obvious.

All materia can function independent of the Lifestream, including those produced by the Materia Spring and Neo Reactor items. Materia slots can be added to any item provided that you have crafting or science perks related to that item. The rarer or more powerful an item is the more slots it can accommodate.

Changelog

0.9 - ARRRRRRGH holy shit that took way too fucking long! First jumpable release.
1.0 - Initial PDF release.
1.1 - City of Slaves scenario, Bob the Accountant companion added.
2.0 - Overhaul!
2.1 - Tweaked Shinra Stronghold, added 300 CP item stipend, buffed companion CP to 800, added notes for materia slots.
2.2 - Overhaul to the drawback section.