A long time ago in a galaxy far far away…



EARTH DEFENSE TEAM STAR GUARDIANS
Episode I

It is a time of conquest and domination. The evil DYSTOPIAN EMPIRE spreads its cruel reign across the stars. Led by the Eight Legendary Admirals, the empire will stop at nothing to enslave the galaxy and crush all resistance beneath their feet. Only the brave heroines of the STAR GUARDIAN DEFENSE TEAM are still able to oppose them.

Aboard the flagship of Admiral Gorugaron, Star Guardian Cadet Porin has scored her first major victory against the Dystopians, stealing the precious SPECTRUM SPHERE and spiriting it away to safety. But her damaged ship forces her to crash-land on planet Earth, where she hopes to hide until she can repair her ship and call for help.

But unbeknownst to Porin, the Dystopians have followed her to Earth….

(Take +1000 CP and go have some fun with it.)

Origins

Any origin may be taken as a Drop In, without memories or background.

Dystopian

You're an agent of the evil Dystopian empire, and not one of the slaves either but a person of some importance in the command structure, similar to Estellise and Anemone. You've mastered the empire's signature tools and tactics, using bondage and domination to bend your enemies to your whims. Dystopians can be any gender and any age over 16 years.

Star Guardian

You're one of the last remaining defenders of freedom in the galaxy. It's a tough spot to be in but you're ready to fight the good fight, and even if you happen to get captured and interrogated every now and then you've got all kinds of tricks up your sleeve for getting out of tight spots and even tighter fetish gear. Star Guardians can be any gender and any age over 16 years.

Races

Human (Free)

I'm pretty sure you know what this is. Humans and human-like races are the most common form of sentient life throughout the galaxy, both within the Dystopian Empire and within the ranks of the Star Guardians.

Alien (200 CP)

Non-human aliens such as Anemone or Admiral Gorugaron are less common than humans but what they lack in numbers they make up with greater strength. You are one of the many alien races that inhabit the galaxy. Presumably there are more races than just the two that appear in Episode 1, so you have leeway to design your own alien race and give yourself a few special (but minor) features and abilities, like Anemone's tentacles, or her ability to walk on water and create various kinds of poisons from her body.

Discount Rules

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

Perks

General

Space Fantasy (Free)

Don't let all the kinky bondage stuff distract you, there really is a war for the fate of the galaxy going on here and whether you're a Dystopian or a Star Guardian you'll need the skills to participate in that war. You've got the basic training of a Star Guardian cadet or a Dystopian soldier, which includes things like athletics, sharpshooting and combat training, flying and repairing different kinds of spaceships, and even a good bit of infiltration and sabotage. If you needed to you could infiltrate an enemy battleship and blast your way back out again, or blend in seamlessly on an alien planet (as long as the aliens look like you, anyways).



Dystopian

Bound and Gagged (100 CP)
Every Dystopian soldier from the cadets to the Admirals knows how to capture and secure their prisoners, and most have personal experience in doing so. But you stand out from your fellow soldiers as a particularly experienced master or mistress, and can skillfully restrain defeated foes with minimal effort as long as you have anything that could be used as restraints on hand, even the shreds of a prisoner's own clothing. While your bondage isn't inescapable or super-strong with this perk alone, you have an accurate sense of how securely your prisoners are contained and can engineer more elaborate restraints to secure prisoners with exotic abilities.

A Sadist's Mercy (200 CP)
The galaxy isn't going to roll over and conquer itself for you, but take care that you don't destroy the things you're trying to conquer or kill the people you're trying to enslave. Whether you're interrogating a prisoner by *almost* drowning her or knocking out an enemy ship by targeting its engines you can always pull your punches and ensure that you do not deal more damage than you intend to inflict, allowing you to much more easily take captives instead of corpses. The only way you'll ever break a slave beyond repair is if you choose to do so deliberately.

Pleasure Slave (400 CP)
The most insidious part of the Dystopian conquest isn't how they turn free people into slaves, but how they can make those slaves *enjoy* becoming the playthings of their new masters. You are a master slave trainer, skilled not only at breaking down the wills of your captives but also at building them back up again once you've broken them, turning your enemies into loyal pawns or mindless pets or whatever you have in mind for them. Moreover, unlike most slave trainers you needn't torture your pets with conventional methods to break their wills. Pain and discipline may have their place, but in your hands pleasure alone can turn a defiant slave into a mewling pet begging for her next orgasm. It will take time to break strong-willed girls like the Star Guardians but even those brave little heroines can be brought to heel with enough time and patience...

Master of Masters (600 CP)
In all the empire no master is as feared as the Eight Legendary Admirals, and you are counted among their number. As an admiral you are gifted with charisma and strategic genius fit for leading your soldiers and your fleet in battle, and as a *Dystopian* admiral you are charged with enslaving whole planets and star systems, a task you are well-equipped to carry out. When you break the will of your enemies and they submit to you, willingly or otherwise, the wills of all those who follow or respect them are similarly subverted. The greater the rank of your conquest the greater the effect you will have: breaking the will of a Star Guardian captain will cripple the morale of her cadets and make them into easier conquests, but enslave a queen or a princess and their entire kingdom, civilians and military alike, will lay down arms and meekly submit to your forces even knowing the fate that awaits them. A population whose resistance breaks in this way can be assimilated into your forces swiftly and smoothly, leaving only heroic individuals like the Star Guardians or the occasional fragmented resistance movement to oppose you.

Star Guardian

Damsel in Distress (100 CP)

No matter what the bad guys do to you you'll never break! Or at least that's what you tell them while you put on a brave face, but actually your pain resistance isn't all that great. So it's a good thing that your captors seem to prefer to torture you with pleasure rather than more conventional methods. Instead of waterboarding or sleep deprivation or whatever other nastiness you might normally worry about, now it's mainly going to be different kinds of bondage, edging, pleasure torture, and other kinds of BDSM fantasy scenarios. And this stuff you're a lot better at resisting, at least enough that you can drag out a torture session for a good long time if you really want to.

The Great Escape (200 CP)

Even when the bad guys think they've got you all tied up and helpless you've got a knack for finding clever ways to get out of bad situations. You have a devilish flexibility to the point of nearly being double-jointed, and if there's any slack or weakness in your bindings then you can find it and exploit it. Even better, luck favors you when it comes time to escape an enemy trap: for instance if you're tied up then sheer coincidence might break a nearby window and leave a sharp shard of glass just within your reach. These lucky breaks won't do the work of escaping for you, but they will give you opportunities to escape where none may have existed previously.

Turn the Tables (400 CP)

Never underestimate a heroine even when you think you've got her right where you want her, because that's usually when she'll take you completely by surprise and foil all your big plans. When your enemy's guard is down you can hit them with a guaranteed crippling surprise attack, whether by attacking them directly or by crippling their plans in some other way. Attacking from stealth helps, but isn't strictly necessary: if a bad guy thinks you're tied up and helpless then they're not going to be ready to get kicked in the 'nads even if they're looking right at you. Take care though, because that surprise attack only works once per encounter: if you botch your first escape or don't take them out on the first attack they'll be on guard against it happening again.

The Power of Friendship (600 CP)

No Star Guardian ever fights alone, and even when all seems lost you can count on your friends to get you out of a jam. You have a strange habit of encountering new allies wherever you go, like crash-landing on an alien planet and immediately making new friends who are willing to help you get settled in. These are no mere allies of convenience either: you make friendships that last for life, the sort of friends who would brave terrible danger to come to your rescue without a second thought: when you're in dire straits they'll miraculously show up to help you no matter where you are or how much trouble you're in, and if it's them who gets into trouble instead then you'll have the same ability to show up in the knick of time to help them out. Just try to make sure that you don't get captured all at the same time or else you'll really be in trouble!

Equipment
Dystopian

The Whip of Love (100 CP)
Ah the whip, the perfect tool for taming a misbehaving slave. This high-tech bullwhip improves on the base design by having a lot of extra length coiled up in the handle, allowing you to use it to attack things at improbable distances and take your enemies by surprise more easily. That extra cable also comes in handy for tying up unruly captives, and with the full cable length you can securely tie up a single prisoner in your choice of shibari-style restraints. As an added bonus, this item also comes with a free Dystopian officer uniform, which doubles as a snazzy master or dominatrix outfit while still being quite wearable in public.

Interrogation Gear (200 CP)
Gorugaron's invasion force has recruited an Earthling known only as "the professor" who is both willing to collaborate with the invaders and perversely brilliant in adapting advanced technology to aid their cause. You've received some of the products of his lab, a collection high-tech sex toys like advanced vibrators that can customize their vibration frequencies to target a slave's weakest points, as well as a variety of advanced restraints that can even keep a Star Guardian securely imprisoned. When used for their intended purpose this equipment gives you extremely precise control over a slave's pleasure, to such a degree that you could hold them on the edge of orgasm for hours on end without ever accidentally giving them release, or skillfully bring them to more orgasms than they could ever ask for.

Gimp Suits (400 CP)
Standard fare for the Dystopian empire's unfortunate prisoners, these high-tech gimp suits are the perfect uniform for a slave who hasn't learned her place yet, or one who has for that matter. Consisting of a black straitjacket, hood, gag, and mittens over a set of fetching purple stockings, this suit renders its wearer unable to see, speak, or make any use of their fingers to hold or use items or weapons. The suit's fabric and collar also interface directly with the wearer's nervous system, not only making them much more sensitive and vulnerable to pleasure but also blocking access to any special powers or abilities they may have and rendering them no stronger than an ordinary human. Without outside assistance this suit is basically impossible to escape from once it has been donned, and you have a few dozen of them ready and waiting for your new slaves.

Flagship (600 CP)
Equal in size and firepower to the private battleships of the Eight Legendary Admirals, this item is your personal flagship, staffed by a loyal crew of competent officers and well-trained slaves. It is heavily-armed and armored for ship-to-ship combat, classified as a battleship by local military standards, and its armaments include numerous heavy laser cannons and several squadrons of starfighters. It's even amphibious, and can hide itself deep underwater during operations inside a planet's atmosphere. Your personal quarters are luxurious and double as a well-equipped sex dungeon from which no slave will ever escape, but really the entire ship is one big sex dungeon from a certain point of view, isn't it? Any prisoners who are still held captive here at the end of a jump become followers and join you on your chain whether they like it or not.

Star Guardian

Star Transformer (100 CP)

Even if she's bound and gagged and seemingly helpless a Star Guardian is never without her combat gear. The Star Transformer is a ring that uses advanced technology to contain a single outfit and a single weapon of choice. When called on by a mental link the wearer can use this ring to instantly don their battle gear in a flash of light, much like a magical girl transformation. By default the gear is a skin-tight Star Guardian battle suit and the weapon is a standard-issue laser pistol, but if you have other gear available you can customize the loadout to hold any single outfit and any single handheld weapon. Unlike Porin's version, this ring can't be modified without your express consent. No sabotage allowed!

Star Pistol (200 CP)

A more advanced model of the standard cadet's laser pistol, this high-tech weapon's capabilities might *seem* like magic to a primitive human mind but it's just sufficiently-advanced technology. I'll spare you the technobabble but suffice it to say this pistol can be configured to fire a variety of types of elementally-charged energy blasts. Miyabi's wood-element blasts can make plant life sprout from the ground at high speed while Kohaku's earth-element shots can conjure a rain of stones. This version can toggle between several different elements, and any element can also be set to multiple firing modes, such as a shotgun spread or a single charged-up blast.

Star Fighter (400 CP)

A small spaceship of either Dystopian or Star Guardian make, this starfighter comes equipped with a pair of heavy laser cannons, a hyperdrive for interstellar travel, and a built-in AI who can run most of the hard stuff for you. Like Cradle, the AI is loyal to whoever the ship's registered pilot is (that being whoever purchased the item) and will always act in the pilot's best interest unless ordered otherwise. This ship can also disguise itself with elaborate hard light holograms for covert operations on primitive planets: you could park it anywhere in, say, modern Japan, disguise it as an ordinary house, and even be able to use it like one.

Star Sphere (600 CP)

A mysterious prismatic orb that glows brightly in a rainbow of colors, this is either the same Spectrum Sphere that Porin stole from the Dystopians or an exact duplicate of it. It seems to respond to intense emotions and under the right circumstances it can do things like emit giant shockwaves of energy that can bowl whole crowds of people over. A Star Guardian will probably appreciate its ability to produce a deus ex machina once a month that can only be used to escape your enemies, but someone with more nefarious intentions like the Dystopians could also find a way to turn it into a source of near-limitless energy if they ever get their hands on it, so make sure that they don't!

Companions

Companion Import / Export (100 CP)

Don't wanna fight an intergalactic war all by yourself, huh? For a small charge of 100 CP per person I can let you bring a friend along with you. They'll get an origin and 600 CP to spend on perks and items but can't purchase any additional companions or gain any extra CP from drawbacks, nor can they purchase any of the capstone perk or items with their CP. Alternatively, if one of the locals has caught your eye, you can instead choose to bring them along with you for the same price: 100 CP per person, so long as you can convince them to join you. This purchase will guarantee a positive first encounter with your chosen character, either making friends with them as an ally or capturing them and giving you a chance to play with them (at least for a little while) if they're an enemy. Just like the imports, any companion purchased this way gets 600 CP to spend but can't purchase any capstones.



Drawbacks

Amateur Cadet (+100 CP)
As if your enemies weren't problem enough, now you've got to worry about your butterfingers and two left feet! Just like Porin you're a bit of a klutz, prone to accidents and amateur mistakes that your enemies won't hesitate to exploit and your friends won't stop ribbing you about.

Nymphomaniac (+100 CP)
Sure it's a lewd setting but don't you have other things you want to do too? You've got an overactive sex drive which will become very distracting if you don't keep yourself sated. You'll need to either masturbate or have sex at least once a day or else you'll start getting horny in inappropriate times and places, like in the middle of school or while you're trying to fight off a particularly clingy dominatrix

Priority Target (+200 CP)
Your enemies in this war have decided that capturing or killing you is a major priority of theirs, so you're going to be dealing with enemy agents whenever they happen to be in the same star system as you. Thankfully, these are not the most elite of your enemy's soldiers, nor will they hunt you across the galaxy if you can give them the slip, but expect to run into trouble a lot by pure happenstance while you're here.

Episode 2 (+200 CP)
This war isn't going to end regardless of the outcome of the story happening on Earth, that would be far too simple. Even if you successfully defeat your enemies before 10 years are up, you'll only find yourself drawn into even more conflicts as the war rages on. The only way to escape this drawback is to end the war for good, either by taking out all of the Eight Legendary Admirals or taking over the Star Guardian mothership and enslaving their high command.

The Invasion of Earth (+300 CP)
You're now locked in to the plot of the game until you finish it one way or the other. If you chose Star Guardian as your origin then you replace or accompany Porin on her mission to keep the Spectrum Sphere safe from the Dystopians while being stranded on Earth with her. If you chose Dystopian as your origin then you will be serving under Admiral Gorugaron instead, though you can replace him if you purchase both the **Master of Masters** perk and the **Flagship** item. Your mission will be to conquer Earth and reclaim the Spectrum Sphere from Porin. Failing to do this within ten years will spell the end of your chain no matter who you sided with.

Traitor! (+300 CP)
Whichever side your origin made you a part of now thinks that you've sold them out to the other side and will hunt you relentlessly and adapt intelligently to any tactics you use to thwart their hunters. The Star Guardians will send their most elite agents to hunt you down in person and bring you back to their mothership to stand trial, while the Dystopians will send ships of less elite but far more numerous enemies after you to try to capture and enslave you and any followers you might have. Should either of them succeed then your chain is over.

Ending

Go Home

Had enough already? Then head on home to your original universe and take everything (and everyone) that you purchased here back with you.

Stay Here

I guess you're having too much fun to leave then? Take an extra +1000 CP as a reward for taking the road less travelled.

Move On

Onwards and upwards to the rest of your chain!

