

Haydee 2
v1.0
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Welcome dear jumper to the world of Haydee, albeit at a time period you're likely not familiar with. Instead of a winding maze dominated by killer robots, you're going back an unknown number of centuries to a facility known as NSola 7. To keep things short, it's run by a company called Jurani who use it as a factory creating Haydee “sex dolls”. However, instead of dolls made of plastics, their creations are a bit more fleshy, with kidnapped women serving as the main ingredient.

They undergo various procedures, from plastic surgery to even having their consciousness replaced with an impressionable blank copy, in an effort to mold them into exact replicas of the world-famous super pornstar Ellen Haydee, their namesake. But that changed recently as a series of circumstances culminated in a betrayal by one of Jurani’s Delivery Captains, who assaulted NSola 7. This led to it “falling” as its staff have all mutated into monsters due to their power reactor, known as the Anchor, suffering damage and leaking Aether Entropy, a “corrupted” form of the world’s magical energy.

You’ll be inserted in, with a budget of **1000 Choice Points** to help get you the hell out of here, the day after this all went down and the same day a special Haydee, called HD 512, makes her second escape attempt.

Starting Location

Engineering Zone
A two level zone where the latter half of the Haydee process happens and where most of the "magic" happens. Here is where a woman's consciousness gets replaced with a blank copy, gets brainwashed to mimic the personality, mannerisms, etc., of Ellen Haydee, and be subject to vigorous "testing" by the staff before being given a wig and shipped out. This is also where those with unfixable "defects" who have been turned into Slashy bots are repaired, maintained, and programmed.

If you choose for this to be your starting location, you will be inserted into the Diagnostics room on the second level, the same place that HD 512 wakes up in. Though it seems she has already left.

Administration Zone
A zone where all the "boring" elements of NSola 7's workflow take place. From briefings, to salary payment, to even physiatrist sessions, this zone can be seen as the most "normal" out of the lot. However, this isn't counting the fact that it's seemingly also where potential Haydee candidates are analyzed and chosen for kidnapping.

If you choose for this to be your starting location, you will be inserted in a utility closet on the south-eastern side of the zone. Some noticeable points are that the break room and a security checkpoint are directly outside of it.

Habitat Zone
A zone that most of the staff, excluding security who have a separate barrack, temporarily call home. Due to NSola 7 being out in a wasteland, in order to avoid the jurisdiction of various nations, onsite accommodations are an obvious addition with the staff having access to a bar, pool, and a club. There is also a strip club along with some private sex rooms for them to have fun with any Haydees deemed defective, but not to the point of being turned into a Slashy bot.

If you choose for this to be your starting location, you will be inserted in the restroom that's attached to the bar. Just be careful when leaving, as being turned into a Creeper hasn't improved the bartender's mood.

Medical Zone
A two level zone where the first half of the Haydee process takes place and also where "fresh materials" are kept until they are ready to be used. To be more specific, kidnapped women are taken from the landing pad in the Security Zone to here, where they are processed and examined, which includes having their heads shaved, before being placed in holding cells. And when their time is up the Operational Cycle can begin which entails them being cleaned, having various cosmetic surgeries done to make them look more like Ellen Haydee, and having a brain chip installed.

If you choose for this to be your starting location, you will be inserted in a storage room on the south-eastern side of the first level. Also be aware that the second level is suffering from a B-234 substance leak which has filled it with harmful yellow gas.

Security Zone
A two level zone that stands at the top of the entire facility and serves as its first line of defense. To that end there exists an armory, along with a shooting range, as well as a surveillance room and workshop where Slashy bots are given patrol routes. Though it does have measures for internal enemies, as there exists an interrogation room and detention area for uncooperative staff.

If you choose for this to be your starting location, you will be inserted in a utility room on the western part of the first level. And just to let you know, the most important part of this zone is the landing pad which is the only way in or out of the facility, and it just so happens that someone has left a means of escape.

Technical Zone
A zone that stands as the largest, due to be spread across three levels, and serves as the "pumping heart" of NSola 7. Besides having space for a workshop, warehouse, and a laundry room, the main importance of the Technical zone is the fact that the ventilation system, pipe system, and the power system are housed/accessed from it. That goes especially for the power, as the main reactor, called the Anchor, is found on the third level and the lowest point in the facility. It's also the reason everything went to hell in a handbasket after its coolant lines were blown up by a man named Shansky in an act of betrayal.

If you choose for this to be your starting location, you will be inserted in a storage room on the north-eastern part of the second level. And as a word of warning due to the Anchor being sabotaged there are no lights whatsoever down here.

Origins

You can treat these origins as Drop-In

Haydee [Free]
So you want to be counted among the women who've been forcefully abducted, subject to various cosmetic surgeries, and have basically had their sense of self flushed down the drain? Whatever floats your boat.

Taking this origin will transform you into just another one of the Haydees that are pumped out of NSola 7, with your appearance down to the most minute detail being the exact same as your namesake Ellen Haydee and your "sisters". But luckily for you, it seems none of the mind stuff was able to be done to you before everything went to hell, meaning that you are you.

However, you may have a problem with looking like an exact copy of a massively famous pornstar. So to help you on that end, as a freebie you're able to modify how you look by taking one outfit mod for Haydee 2 and using it as a purely cosmetic alt-form. And said mod can be from anywhere, whether that be Steam or some other site you manage to find.

Surviving Staff [Free]
So you want to be one of the amoral pieces of shit that play a part in this place of misery? Or are you trying to be "one of the good ones"?

Regardless of which, taking this origin will make you one of the countless nameless staff at NSola 7, albeit one that managed to avoid mutating into the gray lumbering Creepers that now infest its halls. And as a slight bonus you have the fortune of not having to worry about the Slashy bots due to them not attacking staff, but they only account for a small amount of the potential enemies you'd have to face

Goal

Now, regardless of which origin you decide to pick and barring you taking the origin locked scenarios your main goal remains the same, that being to escape the hellhole NSola 7 has become.

But this relatively simple goal has some complications, the main one being that the only practical way out is via a MR2 VTOL craft that's docked at the landing pad in the Security Zone. However, the keycard needed to operate it isn't on board, meaning you have to go find it. And another important one is that due to the main reactor being offline, the facility had switched to its backup power supply, but by the time you enter this jump it's down to only 5%. This means if you don't put some pep in your step you're going to have to deal with the entirety of NSola 7 being pitch black like the Technical Zone with the Creepers and Slashy bots still being able to navigate and find you just fine.

But if you manage to put in the work and escape, you can consider this jump done. Though, if you'd like to spend the remainder of your ten years here [See Notes].

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Entropy Immunity [Free, But Only For This Jump]
One of the main culprits in NSola 7 falling after the attack by Shansky is the Aether reactor called the Anchor being damaged. This led to a sort of mini meltdown that caused a massive temporary "flash" of Aether Entropy throughout the entire facility and for a lower, but still deadly concentration of Aether Entropy to flood the place. This is a major problem as Aether Entropy affects anyone who has "thoughts and desires" which is a condition that spared HD 512 and the Slashy bots as they had their original consciousnesses replaced with more robotic ones, but won't do the same for you.

So this perk, which you'll have until the end of the jump, will grant you absolute protection against Aether Entropy, meaning you don't have another time pressure forcing you to move even faster.

Sexual Evolution [100 CP]
One sort of strange quirk about the world of Haydee is that unlike some others you may have been to, it has never had any religious dogma against sexuality. This has led to both violence and sexuality serving as equal participants in its evolution, meaning various normally shunned elements of sexuality are commonplace, such as how Ellen Haydee with all of her porn work is considered just as much as a super celebrity as someone like a world-famous actor. So by taking this perk, such open mindedness will retroactively become a part of your future journey.

More specifically, in future jumps, it will cause changes which will make sex and sexuality in general a lot less taboo in the realm of public opinion. One way this manifests is porn and other kinds of sex work will be seen as completely ordinary occupations and hobbies, with you being able to become a celebrity doing them just as easily as you would doing music or acting. Another is that media, and the economic sector as a whole, becomes a lot more sexually charged with nude models being common on various kinds of branding and advertisements like food or weapons, sex toys/dolls being considered normal purchases that are freely advertised and sold in public, and sex and nudity being common in movies, video games, and the like. And a final, more physical way, this manifests is in terms of bodily proportions and beauty as everyone, including yourself if you wish, will go up a few notches in both areas. To be more specific, body types like that of Ellen Haydee, with some being a bit more well-endowed than her, will be a lot more common with the male equivalents being applied as well. This also includes an increased sexual appetite and stamina reservemeaning that you all get to better enjoy this new sexually changed world.

But if all of this is a bit too much for you, you can dial back certain elements, either reducing how strong they are or completely negating them entirely.

Where Did I Leave That? [100 CP]
Unlike the facility in Haydee 1, NSola 7 is a lot easier to navigate. Not only is this due to various signs strewn about and the fact that it's a place normal people are expected to move through, there are plenty of maps around, meaning that it's very hard to get turned around. However, due to the fact people both work and live in NSola 7, there is a fair amount of clutter which makes it a pain in the ass when you have to temporarily leave something behind due to not having enough space. So to help remedy this minor thorn in your side, by taking this perk you gain an eidetic memory in terms of remembering the locations of objects.

So long as you've seen an object, or location, you'll be able to remember its exact last known location to the point you could guide someone to it with just verbal directions. However, if the object is moved by someone else, you won't know until you check.

Deep Pockets [200 CP]
But what if you didn't have to worry about leaving things behind. What if you had a way to carry much more than what a normal person could. That is where this perk comes in, as it will grant you an invisible inventory that makes lugging around all the things you need to help you get out a lot easier.

The inventory has sixteen slots for you to use, with each slot capable of holding a single item around the size of a torso or smaller. Everything in it is weightless, and it can stack multiple of certain items in a single slot like ammo, health kits and other consumable items, and man-portable traps like mines, but the larger these items are the less a single slot can hold.

Gunslinger [200 CP]
In situations like the one befalling NSola 7 one of the greatest skills you need to know is how to shoot. While being fast and agile may get you past the lumbering Creepers, the Slashy bots can likely keep pace with you and in the event you can't run from either trying to fight them in melee can leave you mauled. So to help you on that front, this perk will grant you a good level of firearm proficiency

Specifically, this includes the basic principles of how to efficiently shoot and reload, as well as maintain and repair various kinds of pistols, submachine guns, rifles, and shotguns. While this won't make you a dealer of death who can snipe people from faraway with just a pistol, you're still a damn good shot with the skill to confidently go after things like the head or limbs at a distance, and you have a higher chance of landing snapshots in the event something is rushing you. This skill set also comes with knowledge on how to make mundane pistol/rifle rounds, as well as shotgun shells, of various different calibers and gauges.

Aether Spellcaster [600 CP]
Now, something that may come as a big surprise in regard to the world of Haydee is that a form of magic exists. Generally referred to as Aether, it is made up of two main components. That being Aether Charges, which is the actual energy, and the Aether Field, which is the environment where the charges interact with each other, both of which are found everywhere. In the past, Aether was used by various kinds of spell casters, but with the advent of magitech that makes use of Aether they were rendered

obsolete. But by taking this perk, it seems you've become one of the few ones left in the world that still knows how to manipulate Aether by yourself, as you now have your own well of Aether Charges and your own Aether Field to cast spells with.

But to call them "spells" in the traditional sense is a bit wrong, as what you're now able to do is make use of a principle called Aether Resonance. Every process, which includes physical changes, chemical changes, and other phenomena that exist outside the two like FTL travel or even other magical spells, gives off a pattern in your personal Aether Field when you observe them occurring. These patterns, which are made up of your Aether Charges interacting in various different ways, resonate inside a special section of your brain you now have and when they do you're able to mentally isolate and study them. Once you fully "understand" the pattern of a process, with the more complex the process the harder this is, your able to replicate it by imagining the effect which manipulates your internal Aether Charges to mimic the pattern, and using your will power to bring it into reality, with the difficulty of which also being based on how complex the process is. For example, if you set something on fire the process of burning would resonate in your brain, allowing you to isolate and study the pattern and then manifest it on anything you can see, setting them on fire.

But this isn't all you are capable of, as you also gain the ability to create and manipulate the scourge of NSola 7, Aether Entropy. By condensing some of your Aether Charges, you're able to make them unstable and turn them into Aether Entropy. From here you can use them in a manner similar to radiation powers, as while Aether Entropy can't be used to replicate processes it can cause various stages of Aether Entropic Mutation or Entromutation [See Notes]. And as a bonus to that, you can use your own thoughts and desires to influence what mutations occur to someone in the third and last stages rather than their own, such as turning them into sex monsters, and regardless of if you do so the resulting monster will be under your control.

Also, in case you were worrying your Aether Entropy will never negatively affect you, and you can even get some benefit out of it as a form of mutation based shapeshifting. By applying Aether Entropy to yourself, you're able to cause various changes based on your wants and desires without having to worry about any logical downsides. Want to be tougher? Your skin, bones, and muscles will harden without impeding movement or increasing weight. Want to make a mini ocean every time you cum? Your production of sexual fluids will get jacked up without having to worry about eating or drinking more. Want to be able to fuck the multiple Haydees you may bring along with you? You could grow multiple tentacle dicks that you can control as if you've always had them.

Haydee

Softer Imprisonment [100 CP]
It wouldn't be an over exaggeration to say that the life of a Haydee completely sucks. Being kidnapped from your home, subjected to various invasive and violating surgeries, having your own mind basically deleted, and finally being packaged like an item and shipped off to spend the rest of your days with a horny millionaire. And if that wasn't bad enough they have to endure the lecherous gaze and hands of the NSola 7 staff which, while minor in comparison to what they have to go through during the Haydee process, is still a source of maltreatment. So to sort of aid you in case you ever end up in a similar position, this perk will help dial back any of the abuse you might face.

Whenever you're in a situation where abuse is expected, like being a slave, you seem to be shielded from any "excess". Basically, in such situations, you no longer have to worry about your captors dealing out any abuse or "punishments" for fun. For example, if you're a slave, you don't have to worry about your captors whipping you because they find your squeals funny nor worry about them trying to rape you in order to blow off some steam. However, this doesn't work on abuses/punishments that either are related to the reason for your imprisonment or come from you disobeying. So if the reason you're imprisoned is so they can painfully harvest your blood or the general punishment for mouthing off to your captors is a strong right hook to the jaw, this isn't going to stop that, with it at most making sure they don't go overboard.

Flexible Physics [100 CP]
While the various elements of the Haydee process are pretty obvious, from the plastic surgeries to make the women look more like Ellen or the fact they effectively get body jacked, there is one element that is a bit low-key. That being the apparent "flexibility" of their genitals, as evidenced by the fact that some of the staff made a habit of stuffing random objects inside them which ranged from beer cans, the contents of a tool box, and engineering "probes" with the largest being forearm sized. And by taking this perk such a feat can be easily replicated by you, for as little practical use it may have in most cases.

Specifically, your asshole, pussy, and mouth have become a lot more flexible in a manner of speaking, with you now able to safely fit around four forearm length objects in the former two and just a single one in the latter. But this new level of flexibility isn't limited to just your genitals, as you also become more flexible in general, able to pull off various poses, especially some well known provocative ones, with ease as well as walk while fully crouched at a speed slightly slower than your normal walking speed.

Caught In The Public Eye [200 CP]
As explained in **Sexual Evolution,** the world of Haydee doesn't have many taboos on sexual related matters, as evidenced by the career of Ellen Haydee. Despite being a pornstar she has climbed to the heights of fame and fortune that many people would kill to reach. This has led her to becoming the face of not only four different drink brands, but also the gun manufacturer Etriss Industrial Group and the gun magazine ArmsTech. So by taking this perk, such a feat will become as easy as breathing for you.

To be precise, you now have an erotic aura about yourself that causes any and everyone to become enamored with your appearance, even if they dislike you. This is to the point

that various companies dealing in everything from weapons, food, video games, housing, etc., will be clamoring to offer you various kinds of high paying modeling/acting gigs to take advantage of it. This will effectively jumpstart your own modeling and acting career out of nothing, with you also gaining a moderate level of expertise in the various kinds of modeling and acting skills so you don't make a fool of yourself. And it seems whatever you model/act for or become the face of will have a boost to their overall success, whether it be a drink brand or a PSA on safe sex, due to people drawn to see you.

As a bonus this sort of attention isn't just limited to being hired as a model/actor as various kinds of lewd fanart of you, such as images, 3D models, fanfics, etc., will flood the internet. But this kind of attention can get to be a bit much at times, so you can also toggle this aura or make it selective in terms of who it affects.

Too Hot To Touch [200 CP]
One of the more background related elements of the NSola 7's Haydee process is the selection part of it. In order to reduce the amount of work they have to do and to deliver the "best" Haydees they can, two guides have been made to score possible candidates. The Compatibility Evaluation Guide, or how closely a woman already resembles Ellen Haydee, and the Risk Evaluation Guide, or how risky it seems to try and kidnap a woman, with an ideal candidate, such as Kay Davia who would later be turned into HD 512, having a score close to a hundred for the former and one close to zero in the latter. And taking this into account the best way to not be targeted for kidnapping is to be seen as the worst possible candidate, and so by taking this perk such a thing will become a strong piece of protection.

Using the two aforementioned guides as an example, if one of Jurani's research groups, who are in charge of finding and scoring women, took a peek at you your Compatibility Evaluation Guide score would be the minimum score of a zero and your Risk Evaluation Guide score would be the max score of four hundred and eighty. Though be aware that if the person or group that may want to kidnap you is desperate enough, like how Jurani was falling behind in production, or has no standards at all in who they target, such as going after the next person they see, this protection won't work.

Enamored Benefactor [400 CP]
During the lead up to Shansky's attack on NSola 7 one of the various events that struck the facility was HD 512's first escape attempt. With it, she managed to kill around twelve Slashy Bots, cause major structural and infrastructure damage, and inadvertently killed the Migration Engineer Wolf. But to say that she acted alone would be giving her too much credit, as the major player that kicked the whole thing off was a Diagnostics Engineer by the name of Strauss. Due to suffering from the second stage of Aether Entropic Mutation he had grown an obsession with HD 512 which culminated with him smuggling her a gun, an I.E.D, as well as planning her an escape route. And by taking this perk you are guaranteed to have such a person on your side if you ever end up imprisoned.

At its basis, whenever you're in a situation where you're enslaved, imprisoned, etc., someone among the staff where you're held will gain an obsession with you. This obsession will lead to them visiting you frequently, with every interaction making the obsession worse, and doing their best to make your imprisonment as comfortable as

they can. At a certain point, when their obsession reaches its peak, they will somehow be able to transfer you under their personal care, regardless of their position or rank. Not only will this greatly improve your situation, with none of their co-workers really caring about this preferential treatment outside some scornful words, they can also do their best to help you escape.

This includes things like getting you items such as weapons or tools, feeding you information like guard patrols, and even helping to plan and execute the escape. And to make it easier for them, they for some reason become quite skilled in getting their hands on things, sneaking stuff to you, and snooping around while under the effects of this perk. Also as a slight bonus the obsession they have for you becomes a bit infectious as the person you first ensnared will start talking about you with their co-workers which, depending on who they are, may make them take an interest in you and may start visiting you.

Combat Rework [400 CP]
If you were to take a look around NSola 7, both before and after the shitshow that went down, you would notice they make use of a unique security element. Besides just having standard armed guards, NSola 7, and possibly all of Jurani's facilities, make use of Slashy security bots who are cyborgs made out of those who "fail" the Haydee process for one reason or another. This use of cyborgs isn't limited to them, as in their kidnapping operations they make use of Operbots who bear a striking resemblance to the Haydee you may know and love. And by taking this perk, you get a chance to acquire the upgrades that they possess, possibly as a part of NSola 7's attempts to make something like a sex doll bodyguard.

The first part of this is you gaining an upper body harness like cybernetic which serves as the hub, for lack of a better word, for the rest of the upgrades. The next is the replacement of your arms with special cybernetics that have increased strength over what normal people can achieve and that can turn into the scythe arms of a Slashy. Another is specialty foot cybernetics that increase speed and sense of balance, letting you rush at full speed while also dodging. The next piece is either the replacement of your head with that of a Slashy/Operbot or some brain, eye, and ear cybernetics, with either granting you on demand night vision, better sight and hearing, and high level combat "programming" that has a higher focus on melee combat along with some spec-ops tactics and skills. And the final part of the entire thing is a bit more experimental, with you gaining integrated body armor for your fleshy bits that doesn't impact the softness or flexibility of your skin, as well as an Aether energy shield which can take a moderate amount of damage before needing to recharge.

Protection of The Second Loop [600 CP]
When it comes to HD 512, aka Kay Davia, there is one element to her that stands out, that being what the staff of NSola 7 refer to as a "second cognitive loop". Normally during the Haydee process, a woman's consciousness is removed/deleted, with it being replaced by a blank copy. However, in HD 512's case this didn't go as planned as seemingly a remnant of her former consciousness still inhabited a part of her mind, and was slowly reasserting its influence over her. While such a thing may be useful, you may not want to have to fall victim to mind control for it to work, so by taking this perk you'll gain a sort of active protection version of what HD 512 had.

More specifically, you gain a blank second consciousness in the back of your head that can “take the hit” for you in the face of anything affecting your mind/consciousness. When faced with anything trying to control, tamper, read, or damage/destroy your mind, the second consciousness can direct it towards itself, which at your discretion can happen automatically. The second consciousness will then isolate whatever is trying to affect your mind, and in the case of things like mind reading will return the equivalent of TV static, meaning it won't spread to your main consciousness and can then at any point fully cleanse itself of any mind control or other lingering effects, as well as regenerate itself if it's removed, damaged, or destroyed. Also, people won't be able to notice or detect that you have a second consciousness in you, nor that it just prevented whatever they were trying to do to your mind.

But, in the event you want to pretend that you're under the effects of any mind control used on you, you can allow the secondary consciousness to not cleanse itself and temporarily take control of your body. In this state, the secondary consciousness will behave in a manner determined by the specifics of the type of control used, so if the control would make you behave like an obedient slut, the secondary consciousness will behave like that. You can resume control at any time, as well as give commands to the secondary consciousness, which it will try to fulfill within the confines of the control.

What Could Possibly Go Wrong? [600 CP]
Planning a jailbreak is difficult at the best of times, but in the case of a Haydee that sentiment gets taken up a notch. Hell, the only reason HD 512 managed to attempt an escape attempt the first time was because of the help of Strauss and the second time only came around due to what seemed like luck. But taking a closer look, one could see that the true reason was due to a series of circumstances, some of which were caused by her first attempt, and by taking this perk such good fortune will bless you.

Now, whenever you are imprisoned, various events that would make your escape easier start occurring, as if some invisible force is doing the prep work for you. For example, a member of the group holding you may end up in a stand-off with security, resulting in various holes blown into walls that can be used as shortcuts. Or a perfect getaway vehicle may be left at wherever you're held, maybe by someone trying to break someone else out. These events and the forms they take will be completely random, but you’ll always be aware of them and able to take advantage of them in one way or another, and they will never end up making your escape harder.

And if you are patient enough or simply want your escape to be even easier, these events will culminate in a single "disaster" event which will throw the place holding you in into complete chaos and break you out of whatever is holding you like a cell, status field, or forced coma, if you haven’t found a way already. These disaster events can be things like a rival group assaulting the prison or a massive explosion, demolishing half of it, but regardless it's guaranteed to be the main focus of the guards and staff.

But that doesn’t mean you can’t be proactive, as any action you take towards a goal, whether it be a specific one like trying to escape from somewhere or something vague like having a successful career, will cause knock-on events that help further the goal. The level of help these knock-on events provide is dependent on how important/impactful

the action you take is. For example, if you manage to steal a tool that lets you freely leave your jail cell, the knock-on event may be that the guard in charge of the workshop may panic and lose their keycard somewhere that you're guaranteed to be the only one to find. Or if you go through with your first ever small time modeling gig, the knock-on event may be that a small local fan club forms that catches the eye of a company in need of a model.

Surviving Staff

Jurani 101 [100 CP]
Like any normal facility, NSola 7 needed a diverse group of staff in order for things to run smoothly. From admin workers who handled salary payments, to the engineers who aid in the Haydee process, without these people NSola 7 would have crumbled long before Shansky arrival. And so by taking this perk, you can select **two** out of the six zones to gain the skill set of, but you purchase it again with no discount to select another one.

The zones and the skill sets you can gain from them are as follows.

- Engineering-By selecting this zone, you gain a skill set that's centered on the repair and maintenance of various cybernetics. This also comes with skill in programming, specifically robotic/A.I, as well as the know how to stress test any code/A.I you make, like having a building mock up to test your spec-ops bots.

- Medical-By selecting this zone, you gain a skill set that's centered on cybernetic and cosmetic surgery, with some more general medical things thrown in. So you'll be able to install a wide variety of cybernetics, even ones that replace the head or are put in the brain, and do various cosmetic operations like plastic surgery, changing someone's eye color, etc. This also comes with skill in drug synthesis, allowing you to synthesize various kinds, from pharmaceutical to recreational ones.

- Technical-By selecting this zone you gain a skill set that's centered on MEP (Mechanical, Electrical and Plumbing). Specifically, you will know how to install, maintain, and repair HVAC systems, power systems whether they be electrical or magical, information systems like computer networks, and plumbing. This also comes with skill in structure repair, so whether it be various holes blown in walls or an area crumbling from disuse, you'll know the best way to fix it.

- Security-By selecting this zone, you gain a skill set that's centered on securing a location. Specifically, this includes how to identify weak points in a defense and set up efficient patrols, checkpoints, and security camera systems both for external and internal threats. This also comes with skill in detective and interrogation work on the off chance you need to get to the bottom of something.

- Administration-By selecting this zone, you gain a skill set that's centered on being a sales representative. With this you become well acquainted with the words, body language, and the like needed to sell something to someone. This also comes with skill in psychiatry allowing you to diagnose various mental illnesses, whether they be "natural" or have a magical cause, and come up with treatments.

- Habitat-By selecting this zone, you gain a skill set that's centered on cooking. With it, you become a well-rounded chef able to make various tasty dishes even if your ingredients are all canned. This also comes with skill in mixology, giving you a good tongue for flavor profiles and pairs well with different types of food.

Dump A Load Off [100 CP]
While it wouldn't take a genius to understand this, working at NSola 7 can be a very stressful thing. From having to deal with tight deadlines to get Haydees shipped out the door to the fact that you're basically treating women kidnapped from their life as cattle, the amount of stress and anxiety that builds up can make this life almost unbearable. And while Jurani has tried to mitigate this via the strip club and private sex room area of the Habitat Zone, by taking this perk you'll gain a method that's similar, but a lot more effective.

Specifically, masturbation and sex are now the perfect stress reliever for you with all kinds of stress, no matter the severity, along with everything resulting from it washing away with every orgasm. This also includes anxiety and nervousness, and due to the fact you're more than likely going to be fucking and masturbating a lot more to get good use out of this, you also don't have to worry about become desensitized or growing bored with sex or masturbation.

Irreplaceable [200 CP]
If there is one thing that can be evidenced by the small amount of Diagnostic Engineer Strauss's career, that can be seen it pays to be considered irreplaceable. With that designation, he was able to get away with having his productivity fall, violating a rule of the private sex zone by trimming HD 512's hair, and even getting into a physical fight with one of the security officers with just light slaps on the wrist. However, this "immunity" did indirectly result in his death as the executive chief refused to discharge him after it came to light he was suffering from Aether Entropic Mutation, so by taking this perk you'll be able to build up a similar workplace immunity without having to worry about unintended consequences.

Taking the form of a bank of "good will", whenever you are a part of a company or other organization any bad or unprofessional behavior will subtract from it and then be "punished" with a light slap on the wrist with the offended party being satisfied, if a bit miffed. The worse the behavior/action is the more good will it drains, and if you have no more good will, with you always being aware of the amount you have, you will be punished as normal. This bank can be filled by simply putting in good work with a job of higher importance/rank and going above and beyond filling the bank more.

Eyes Of A Researcher [200 CP]
The Compatibility Evaluation and Risk Evaluation Guides are two pieces of Jurani protocol that are the cornerstone of their Haydee process. Instead of simply pointing out any random woman off the street to be kidnapped, the Research Groups of Jurani make use of the two aforementioned guides to score and then pick women, with an ideal candidate having high compatibility to the process in the former and low risk/difficulty when being kidnapped in the latter. But it seems Jurani could have just made you a one-man Research Group, as by taking this perk you turn into an automatic person scanner.

Now, by simply just looking at someone, you are able to glean various bits of information on them as if you had a mid-level private detective snooping around their life, with the info separated into two different categories.

The first is their physical/mental/spiritual traits which will grant an in-depth list of things like a person's body measurements, personality, fetishes, blood type, the state of their organs/bodily systems including cybernetics, if they can use "magic", and any physical/mental illnesses and diseases they are suffering from. You can also determine how "compatible" they are with certain procedures, whether that be something like cybernetic installation, brainwashing them, or infecting them with a virus. Specifically, if any of their physical, mental, or spiritual traits would make it more or less likely a procedure would be a success/failure, with you also able to factor in and see the effects of external factors like your own skill level. And in cases where there exists more than two outcomes for a procedure, like a virus that could mutate someone in four different ways, you'll know how likely each outcome is and which traits/external factors make which outcome more/less likely.

The second category is various bits of background info that would determine the ease at which the person could be kidnapped. This includes things like a list of their family and friend circle, along with how likely they would notice or care if the person went missing and if they are powerful or influential people, how much in the public eye they are in terms of things like their media presence or what kind of job they have, and various other minor features like what combat training/powers they have, if they live in an area with a lot of potential witnesses, etc. All of these factors are then used to calculate a score which determines a person's risk value, or how much trouble it would be for you to nab them in terms of them fighting back as well as others trying to find them. This score can also take into account your own ability/skills, as well as those under you, which can lower it. You also gain info that would aid in conducting a kidnapping, such as their home address and their general day-to-day schedule.

It Came From Inside [400 CP]
With the kind of work that Jurani gets up to, it wouldn't come as a surprise that there would be a fair number of people itching for revenge on them. Though, the main problem that such people have is they know next to nothing about the specifics of why a family member or friend randomly disappeared one day. But, luckily for one of these people, and unluckily for those at NSola 7, they had insider info due to being a Delivery Captain for Jurani allowing them to put two and two together after the disappearance of their daughter. And by taking this perk, you'll be able to emulate one Cpt. Shansky and their internal sabotage of Jurani.

To that end, you will be granted various skills needed to wreak havoc, specifically various forms of sabotage such as knowing the best way to destroy something to various degrees, knowing how to hack into things, and how to assassinate someone. This also includes an expertise in planning various kinds of sabotage, especially if you happen to be working for the group you're planning on attacking. In such cases, you're an expert at bypassing most of the security measures of your employers and if any of your sabotage, or the prep work for it, gets discovered, or is of a nature that can't be hidden, then your co-workers and managers will more often than not attribute it to a rival external group. At worst, they may cast their gaze inward, but so long as you don't leave anything

directly pointing to you, you're safe. Speaking of prep work, you have a high amount of luck in regard to your “dominoes”, or chance based prep work, falling into place. For example, if a part of your plan requires you to be transferred to a different facility, and you assassinate someone at the target facility who has the same job as you, then you are almost guaranteed to be transferred over.

As a bonus, you can also become a leech on whatever group you attach yourself to, being able to sneakily siphon away anything from money to resources with those around you never seeming to notice unless you take an extreme amount or take something really important.

Delivery Captain [400 CP]
But internal sabotage isn’t the only thing Shansky is known for, as due to being a Delivery Captain for Jurani his main job entailed being the one to go kidnap the women a Research Group have pointed out as being a potential candidate. This played nicely with his military experience, not only letting him make use of his personal combat, but also let him stretch his leadership legs by commanding his four “person” Operbot squad. So by taking this perk, you’ll gain various attributes that paint you as an ideal candidate for a Delivery Team Captain position, if you happen to still want to work for Jurani after all this is done.

The first, while not necessarily giving you skill in using a weapon or fighting style, grants you various skills needed to fight multiple combatants at once. This includes an ever present awareness of your immediate surroundings, including the location of enemies, and how to use it to split up enemies, a slight danger sense when nearby enemies are fixing to strike, and an awareness of opportunities to “kill two birds with one stone” such as shooting through someone to hit someone else or toppling a pile of crates onto two or more enemies. With this, you can comfortably tackle groups of around six enemies that are moderately below your skill/power level, with that number further going up or down depending on how skilled/strong in relation to you your opponents are.

The second, gives you the skills of an expert pilot, making you a wiz at piloting anything that flies even without a co-pilot, with the various intricacies coming to you naturally. You’ll be able to push anything you pilot to their absolute limits, fly in almost any kind of weather, pull off insane high speed acrobatic maneuvers to dodge attacks or shake off pursuers, and squeeze and fly your craft into tight spaces.

And the last, turns you into a capable spec-ops team leader in terms of planning and tactics. You’ll be an expert at planning and carrying out various kinds of spec-ops related missions, with a focus on kidnapping operations, as well as commanding a squad of around four to eight. From infiltrating the location of a kidnap target, breaking and entering into said location, subduing the target and witnesses, and extracting out, all of these elements are child’s play for you.

Also as a bonus when you do manage to kidnap someone those that would try to find and get them back, like local law enforcement or said person’s powerful friends, have a much harder time trying to track them down to the point that if one doesn’t have powerful connections in their back pocket they stand next to no chance of being found.

Aether Technician [600 CP]
As it was said in **Aether Spellcaster**, the world of Haydee has its own magical system known as Aether and in the past even had those who could use it to cast “spells”. However, as time went on people discovered crystals called Aetherite and with some trial and error managed to make various bits of technology that through the crystals are able to do everything an Aether spellcaster could, rendering them obsolete. And while it seems that NSola 7 doesn’t make any of its tech in-house, by taking this perk it seems you’ve been trained on the finer points of creating Aether tech, with you luckily not having to worry about Aether Entropy in any of your devices.

Some of the Aether tech related things you can now create or do are as follows:

- Synthetic Aetherite Crystals: The bedrock of all Aether tech, with them having three main uses. The first of these is that they can store the “patterns” you're able to decipher from **Aether Spellcaster** if you have the perk, or spells from other magic systems, either in simple to make one time use crystals or more labor-intensive multi-use ones. The next is that it can serve as conductors or batteries for different kinds of magical energies, allowing the creation of wiring and circuits for magitech devices. And the last is the ability to make copies of other Aetherite crystals that you’ve stored “spells” into via special ones you can make called “Replicators,” meaning you don’t have to store a spell in each one personally.

- Device Entanglement: With any device you make with the aforementioned Aetherite crystals, you're able to “entangle” them, which grants them a special link. This link basically allows the devices to “access” each other regardless of the distance between them. For example, you could entangle two phones together, and they’d be able to call or text each other regardless of how far apart they are. Or you could entangle a miniature computer monitor with both a computer tower and database, effectively giving you a man-portable desktop computer that can access, download, or upload anything from that database. However, any communications or transfer of data via this can be read or scrambled, so for things you absolutely want to keep private you're going to have to wire it.

- Rehab Healers: These are devices that put out a red light that seems to help speed up the recovery process. This isn’t to such an insane degree that it could heal grievous injuries in a few hours, but it can take the recovery period from various surgeries that normally have to be a few months, like plastic surgery or even brain surgery, and shave it down to less than a week. This also applies to operations that have even shorter recovery times, as well as diseases. For their appearance [See Notes].

- Cybernetics: While the true extent of cybernetic tech in Haydee is unknown you have knowledge on making a well-rounded selection of them. Specifically, you're capable of making “harness” cybernetics, which would be installed in the pelvis area and the area including and just below the collar bone. These serve as connection hubs for the other cybernetics you can make, which include cybernetic arms and legs, which can have weapons integrated into them, and

cybernetic heads. You can also create cybernetic brain chips that can be used for controlling a person, specifically putting them to sleep, and grants an access point to more easily mess with someone's mind via technological means.

- Haydee Process Trio: This is a bundle of the three devices and supplementary items used in the latter half of the Haydee process, and can be seen as the main stars of it.

  The first is called a Migration Table and when paired with an orange visor and the previously mentioned brain chips allows you to mess with a person's "ghost" or consciousness in different ways. This includes deleting their "ghost", creating and implanting a blank one, scrubbing subconscious reflexes and behaviors from their brain, and removing/storing their ghost with this coming with encrypted data banks with a large enough capacity to store them which totals around 2.5 petabytes. For their appearance [See Notes].

  The next is a special visor, similar in appearance to the one that works with the Migration table, that is able to transform someone's "ghost", which includes their personality and other mental traits, into an exact copy of someone else's via brainwashing. Said brainwashing entails the use of specific sounds, images, and brain stimulations with these being able to be created either from "ghosts" removed via the Migration table or from those you put the visor on. Also, while this works the best on those you've shoved a blank "ghost" into, with it basically having no chance of failing, it can still be used on those you haven't done that to. You just need to double-check that none of the original "ghost" remains.

  And the final one takes the form of a chair based fucking machine, or "body stimulation device", and dildo like probes of various sizes. When someone is strapped into one, and is given special drugs which you can also create that makes their brain more moldable, you're able to rewrite the sensation parts of their brain. This allows you to do things like changing what sensations can be felt, the level at which they are felt, what actions trigger what sensations, etc. For example, you could make someone get a heightened level of pleasure from all kinds of sex, gain pleasure from normally non-pleasurable things like a blowjob, or make it so they only can get pleasure from having their tits fucked. For their appearance [See Notes].

- Geothermal Aether Reactor: The beating heart of NSola 7, and as the name implies, is a reactor that converts geothermal heat into Aether Charges for use in powering your creations. And while you don't have to worry about this flooding a facility with mutagenic Aether Entropy, you still don't want it to explode.

- MR2 VTOL Craft: One of the "out of left field" things Jurani makes, the MR2 is a VTOL aircraft that is mainly used to carry Jurani Delivery Teams to and from their kidnapping missions. To that end it has room for a pilot, co-pilot, and seats for eight other passengers, whether they be the operbots the teams use or the people they've kidnapped. It also has various sensor systems and radar to aid in its spec-op kidnapping role. For its appearance [See Notes].

Leeching of Fame [600 CP]
When it comes to Jurani, it can be hard to imagine how they came into being. From whether they were a pre-existing company that got into making “sex dolls” or a start-up that luckily found a niche to how in the hell did they come up with their Haydee production process, not much is known, which is probably how they like it. But the one thing that can be said about them is that they’ve found and capitalized on a lucrative market as by making use of Ellen Haydee’s fame their Haydee dolls sell like a high-end luxury car, and by taking this perk such skills shall become yours.

To be more precise, this perk turns you into a master at building a business, regardless of if it's something legal or not. This means elements such as finding a niche, recruiting staff, creating various kinds of endearing advertisements, finding the best place to build facilities, and haggling/making deals with competitors or just in general becomes as easy as breathing. You can also become a bit of a fame leech, as you can make merchandise that uses the brand of a celebrity or famous piece of media, effectively using the fame that they built to drive sales to you. This gets pushed even further if you make sex related items that try to emulate the famous person or characters from the piece of media, whether it be a dildo, a fleshlight, or even a fully autonomous sex doll and the closer they actually are to the real deal the more effective this is. And for some odd reason, the celebrity or media company you're leaching off of never seems to bother going after you for this.

As a bonus, it seems that you're also a master of sweeping any concerns about the legality or amorality of things you do for your businesses. So long as you make an attempt to cover up what you're doing, with you also gaining a high level of skill in lying and doing said coverups, most people never seem to look too deep. For example, you could have a hospital that has an organ harvesting department that disassembles patients that die and to cover it up you could cremate the bodies and bullshit it as a part of your hospital's postmortem care package. Or you could run a brothel with all the "merchandise" being those you kidnap off the street and pumped full of drugs with the only thing you need to do to cover it up is making them wear masks and fuck clients in dim light as a part of your brand. This also includes getting your staff in on the whole thing to make sure they don’t blab by wearing down their own sense of morality to the point where they treat whatever you have them do as normal parts of the day-to-day job.

Items

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

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

General [Undiscounted]

Slippery Fun [Free]
With how sexually charged the environment of NSola 7 is, it shouldn't be a surprise that the staff are quick to indulge in it. Whether that be having a "stress break" with a Haydee in the private sex zone or doing it by themselves, a lot of sex goes on. So to make sure things don't get chaffed, NSola 7 carries a large supply of a high strength water based lube gel called Triphenylamine Juicy and by taking this item you gain an infinite supply of it.

Taking the form of a large dispenser, this item can produce an infinite amount of Triphenylamine Juicy in containers of various different sizes, with the smallest being a 2fl oz bottle and the largest being a 275 gallon tank. It also comes with various hose spouts in case you need to shoot the lube out of a hose for whatever reason.

Snacks Galore [100 CP]
Depending on how skilled you are in forging your way through a place that is effectively a massive backtracking puzzle, your escape from NSola 7 is possibly going to take a while. And as a result of that, you're probably going to get hungry as you trudge along, though luckily there are a massive amount of snacks and drinks littered around so you should be fine. But if you happen to grow a hankering for the things you found and tasted here, this item will set you up.

Specifically, it will grant you an infinite supply of the various snacks and other types of food, [See Notes], found in the NSola 7 facility that never goes bad. This includes

- Four different canned drinks which include a green tea called Wumi, a cola called Sexi, a beer called Gynnies Draught, and an energy drink called Read Bool. They can be dispensed via their own branded chilled vending machines and can be found in any fridge you own.

- Three different snacks which includes two types of protein bars called Neo, which comes in Original, Banana, and Orange, and Cho-Kak, which seems to be more dessert-like with a chocolate and vanilla frosting, and a chip brand that goes by Elly's which has Classic, Barbecue, and Jalapeño flavors. Like the drinks, they can be dispensed via their own branded vending machines and can be found in any pantry you own.

- A chocolate cereal brand called G-Balls, which is very similar to Cocoa Puffs, which can be found in any pantry you own.

- And finally the two main brands of “actual” food which are “Cairne And Baine” which deals in canned braised beef and “Dory’s” which deals in canned Vegetable Soup, carrot and radish salad, and vinaigrette. Like G-Balls they can be found in any pantry you own.

Health Kit [200 CP]
While exploring and fighting your way through NSola 7 it's almost inevitable that you're going to suffer some kind of injury. Whether it be deep claw marks from a gaggle of Creepers that managed to corner you, slashes from a Slashy that dropped from the ceiling behind you, or a fractured jaw from tripping over wires and falling face-first into a wall, these can accumulate and ultimately result in your death. So to make sure things don’t reach that point, taking this item will grant you a method of healing yourself.

Taking the form of an Ewachi Pharmaceuticals branded regeneration health kit, said kit comes with three syringes in it that can be stuck anywhere without worrying about things like needing to hit a vein. Once injected, your body undergoes rapid regeneration, fully healing all kinds of damage and wounds whether they be deep cuts, fractures and broken bones, or bullet wounds. Any used syringes will be replenished individually in an hour.

Ammo Components [200 CP]
If there is one thing you're going to be short on during your time in NSola 7 It's going to be ammunition. While it can occasionally be found strewn around the place, with the Security Zone being a gold mine if you can break the gun cases, the main problem is less its scarcity and more about the fact that your enemies, particularly the Creepers, are bullet sponges. With it taking five headshots from the 9mm Squirt pistol to down a Creeper, with the powerful 12mm Impaler still taking two, you're going to chew through ammo to put them down. So to make sure you don’t have to resort to fist fighting your enemies, taking this item will grant you a solution to the problem.

Taking the form of six jars, all of which have red, blue, and yellow labels, they are full of materials used to create different kinds of bullets when two of them are combined. Specifically, they can create any kind of mundane pistol, rifle, or shotgun ammo of various calibers/gauges, with you getting either 20 pistol caliber rounds, 10 rifle caliber rounds, or 10 shotgun shells per use. This process can also create a magazine, clip, speed loader, or ammo box to hold the ammo in case you don’t want loose rounds. This item replenishes on a one-hour timer that starts when any of the jars are used and replenishes any that are used before it's up.

ArmsTech Subscription [200-300 CP]
As you creep through the hall of NSola 7 one of the things that may catch your eye is the abundance of a weapons magazine going by the name of ArmsTech. Mainly showcasing all the guns manufactured by Etriss Industrial Group, which are also held by Ellen Haydee modeling with them, they go in-depth on various aspects of them. And by taking this item, it seems you’ve gained a subscription to them, which come with two benefits.

The first is that you gain one of the four guns found in the facility, which are:

- Squirt-A 9mm semi-auto pistol with a 12 round capacity.
- Spitter-A 6mm full-auto submachine gun with a 30 round capacity.
- Impaler-A 12mm semi-auto rifle with a 6 round capacity.
- Flak-A 12mm semi-auto box magazine shotgun with a 6 shell capacity.

And the second benefit is a lifetime supply of ArmsTech Buyer's Manual magazines, with you getting sent a new issue every week. Similarly to the originals, these will showcase various weapons, with one being the main star of an issue, along with other bits of weapon related information such as weapons innovations, news, tips and tricks, tutorials like how to defend a home, and where to buy weapons in future jumps. For the appearance of both [See Notes]. But if you'd like a gun that is a bit more capable by paying an extra 100 CP, for a total of 300, you can get the upgraded version of one of the guns [See Notes].

This can be purchased multiple times for different guns.

Omni-Tool [400 CP]
One thing that's going to be a possible source of frustration is the amount of tools you're going to need in order to get out, due to a lot of passages and pathways being blocked by something. From door obstructing braces to various vents, you'll always need some kind of tool to progress further, which can get even more irritating due to some of them only being used one to two times. So to help free up your personal storage, this item will grant you a multi-tool to end all multi-tools.

Taking the form of an unbreakable nondescript tube as its default appearance, this item has the ability to absorb and then change into various kinds of tools, both powered and otherwise, that can be used/operated by one person. For example, this includes things like an electric drill, a shovel, or a jack hammer. It can also split itself into three other copies, in case you need to make use of multiple tools at the same time, and any tool that needs power or fuel will be provided an infinite amount. It also comes with the following tools it can already turn into: Screwdriver, Pliers, Wrench, Bolt Cutters, Crowbar, Hacksaw, Forceps, Sledgehammer, and Plasma Cutter.

Plug And Play [400 CP]
And while the previous tool can help you bypass more physical based impediments, NSola 7 has its fair share of technological based ones as well. This mainly includes security laser grids that lock off rooms/hallways when tripped, gates that for some reason are separate from the power grid and thus need power from somewhere else, and buttons that you have to activate remotely. So to help bypass these without you having to search around, this item will grant you better versions of their normal "solutions".

The first of which are three battery plugs that can be attached to anything that requires power, whether it be electrical, magical, or something else. This includes things like a computer, motorized gate, and something like a magical elevator. The battery plugs will provide infinite power to whatever they are attached to, but only to a single device, so if you're trying to power a computer you'd have to use a plug for both the monitor and the tower unless both are integrated into each other. The next is three jamming plugs that

can be attached to and used to disable various kinds of electrical, magical, etc., devices or systems like laser grids and security camera networks for as long as they are attached. And the final one is three remote triggers, along with a remote activation clicker, which can be used to remotely activate and turn on/off various things like buttons, levers, bombs, or magical devices at any distance. The clicker is also able to activate the triggers individually, two at a time, or all at once. For the appearance of all of them [See Notes].

Environmental Helmet [400 CP]
After Shansky's attack on NSola 7 two major hazards materialized in the facility, excluding the ever present Aether Entropy. One of them was a massive leak of a hazardous substance called B-234 that basically took over level 2 of the Medical Zone, and the other was the darkness that the entire Technical Zone was plunged into. And while the latter may not seem that bad, the main problem comes in when you learn that the Slashy bots and Creepers there can see you just fine. So to help you in both cases this item will provide a solution that may be a bit overkill.

Taking the form of a helmet of your own design, this item has three special main components, that being a respirator, night vision goggles, and ear protection. The respirator part of the helmet provides you a supply of infinite air, meaning that not only are you able to walk through anything that's hazardous to breathe, you can also use it when swimming or exploring a vacuum. The goggles part not only provides night vision, which can see through all kinds of darkness, but also thermal vision as well. And lastly, the ear protection part reduces all harmful noise to tolerable levels and can even selectively block out certain noises, with this happening preemptively in the case of sounds that cause unwanted effects.

MR2 816-8008-S[400 CP]
Out of everything, the main factor that allowed HD 512 to succeed in her second escape attempt was the MR2 left in the hangar. As the workhorse of Jurani's Delivery Teams, the MR2 sees heavy use in their kidnappings, but it seems this one has undergone some upgrades and by taking it you'll replace the one already in the hangar.

The first upgrade is a stealth package that includes a special paint job that makes it incredibly difficult to detect the craft both visually and via other detection means like radar, along with it being dead silent. The next upgrade comes in the form of storage space as the craft gains around fifty extra cubic meters of cargo space that is accessible via floor hatches. This can be used for supplies, weapons, or even storing kidnapping victims with air not being a problem and outsiders not being able to find the new storage space regardless of what they use. And the final upgrade is that the craft never runs out of fuel meaning that the only reason you'd need to land is to drop things off.

By default, its call sign will be 816-8008-S, aka Big Boobs, but this can be changed either to whatever you want or to another random lewd word and number pun. For its appearance [See Notes].

Safe Room [200-600 CP]
One thing that you're more than likely going to desire during your time in NSola 7 is some kind of space that you can take a break in. And while you can create one by just

killing whatever Creepers or Slashy bots are nearby, you never know when one may open the door to the room you're in, or randomly drop from the ceiling. So to help provide you with somewhere to collect yourself, this item will give you a perfect solution.

Taking the form of a door that will always be found nearby, when you open it and enter you'll be taken to a safe room. The specifics of the room will change each time you enter it, but it will typically be some kind of storage/utility room/closet or a small single person office with a lounge area. Also, unauthorized people can't enter this room, even if they were enemies right on your tail when you opened the door, but depending on who or what they are they may wait for you to exit. So it is better for you to break line of sight if you plan on using this to "escape" from pursuers.

But this isn't all this can do, as if you pay an extra 200 CP, for a total of 400, the safe room will gain a special storage chest that is linked to all the storage containers, rooms, etc., that you have. This allows you to pull almost any and everything in those places from the chest by thinking about what you'd like to pull out. For example, if you happen to have an armory somewhere you'd be able to pull from the storage chest any weapons, ammo, or armor stored in said armory. The only real limit on what you can pull out is size as whatever it is has to be able to fit through the top opening of the chest which has the dimensions in inches of 32L x 64W x 32H. Also, in the event you simply have a metric shit-ton of things in storage, the chest also has a holographic UI search function.

And if you want even more out of this, you can pay another 200 CP, for a grand total of 600, for access to a "save recorder" that gets placed in the safe room. As the name implies, this device allows you to make save points by slotting in a special orange floppy disk. Upon doing so you can then load said save point anytime you are inside the safe room which will take you back to the time you made it. However, you only get three of those floppy disks, which are found in the room and are used up when you make a save point, each save point can only be used once, and only the floppy disks you've used are replenished at the start of each jump meaning you can't stockpile them.

For the visuals of the chest, save recorder, and room examples [See Notes].

Lock Cracker [600 CP]
As stated in **Omni-Tool** and **Plug And Play**, there are a lot of impediments littered throughout NSola 7 that both items take care of. However, there is another group of impediments that neither item covers efficiently, that group being things that are locked in one way or another. And by taking this item, you'll gain a perfect tool for the job that completes the trifecta.

Taking the form of a PDA, this item has the ability to bypass any kind of lock that requires something like a key card, something biometric like a fingerprint, a digit/letter code, or some kind of magic. This can also be used to unlock computers, phones, and other such devices, as well as wirelessly access them and transfer files to and from with the PDA having infinite storage space. Another feature is its decoding ability that can decrypt any kind of data, no matter how protected. And finally, for locks that need an actual key, the PDA has a flip out lock picker whose end can morph to fit any kind of physical lock and pick it in seconds.

As a slight bonus, the PDA also comes with a trap detector that causes any and all hostile traps to beep, which is something only you can hear, with the beeps getting louder the closer you are. Once you're close enough, the device will also outline the trap and point out its triggers, which is also something only you can see.

Haydee

Branded Drinks[100 CP]
Among all the modeling gigs Ellen Haydee has taken in her career, the ones she seems to have taken the least of are food related ones. Out of the ten brands of food found in NSola 7 only four carry her on them, that being the four brands of drinks of Wumi, Sexi, Gynnies Draught and Read Bool. But while this pales in comparison to the number of other things she's modeled for, it seems that's all she really needs in the realm of food, as those drink brands are popular enough that NSola 7 has close to fifty of their vending machines strewn around. So by taking this item, you'll gain your own drink brands for you to do whatever you want with.

Specifically, you gain four different brands of canned drinks, with the exact type of them being something you can choose. Maybe you have a special kind of soda for one of them or some kind of canned alcohol like whiskey or wine. Also, similar to the drinks in **Snacks Galore,** these come with their own branded and chilled vending machine, which can be combined into a single one with you being the model on them regardless, along with being found in any fridges you own. You'll gain an infinite supply of these vending machines to place where you see fit, with the image of you on each being able to be changed on a brand by brand or individual basis by simply having a new photo and thinking of replacing the original one. In the event you decide to leave them in public, any money spent on them will be teleported to you, with officials never seeming to get around to removing them.

Diagnostics Chair[100 CP]
Like with anything, the Haydee process is bound to have some hiccups and errors every now and again. And due to their high selling price, Jurani will do everything to make sure those problems are solved, with the start of that process being in the Diagnostics area of the Engineering Zone. Here a special diagnostics chair is used to diagnose whatever is wrong with a specific Haydee and by taking this item you'll gain your own copy to work with.

This item takes the form of a medical exam chair which comes along with a supply of dildo/fleshlight based "probes" and connector cables, with both the chair and the probes looking like the "body stimulation device" and probes from **Aether Technician**, albeit without a fucking machine arm on the chair. The diagnostics process starts by having someone sit in the chair and inserting/attaching the "probes" into/on their genitals with the connector cables, which are omni-adaptable, connecting the probes to any computer you have.

From here a highly detailed medical report will be generated on the person in question which will detail various things about the state of their body and mind. On the body side of things this includes stuff like blood type, if they have diseases or injuries, the state of bodily organs/systems, etc., with the state of any cybernetics they have also getting included. On the mind side, things like their mental state, personality, mental illnesses, and if, for whatever reason, multiple consciousnesses/minds exist in one body will be included. And in terms of both a list of possible treatments for any ailments or defects will be created as well, but whether a possible treatment is provided is based on your

own knowledge, so if you don't know how to fix something the table can't give you anything.
Also, this item can be used on purely robotic beings and in the event they don't have genitals you can directly connect the connector cables to them.

I.E.D [200 CP]
During HD 512's first attempt at freedom, she was provided a few items by her obsessed benefactor, Strauss. One of those items was an I.E.D Strauss had somehow made, which allowed her to skip straight to the Security Zone by blowing a hole in the barrack bathroom in the Habitat Zone. And while this first attempt resulted in failure, it did pave the way for her second attempt, partially due to the facility being slow in repairing the hole. So by taking this item, you'll gain something similar to what she had.

Specifically, you gain an improvised explosive device that has the strength to punch through thick rebar reinforced concrete walls and make a hole big enough for you to get through. Also, any damage it causes is slow to be fixed, with it taking weeks for who ever owns what you damaged/destroyed to bother to get it done. Once used, the I.E.D replenishes in an hour.

Convenient Map [400 CP]
When compared to the facility in Haydee 1, NSola 7 is practically a cakewalk to get though, baring the various impediments like locked doors or hallways clogged with junk. This is mainly because it's a place that was intended for normal people to travel through, so there are various wall signs labeling rooms and zone wide maps found on walls everywhere. Though one problem with this is that it's a lot more cluttered and not everyone wants to have to search through it all to find anything worthwhile. So by taking this item, you gain a way to automatically pinpoint things of interest.

Taking the form of a handheld device, this item can show off the local area as either a 2D map or 3D holographic one, both of which can be zoomed in and out. The maps are highly detailed with them showing the exact location of things like vent systems, hidden rooms, various items of importance such as ammo, weapons, key cards, and other such things you may want to collect, locked/block doors and passageways along with what tool/item would be needed to open them, and nearby enemies including what type they are.

Twin of Haydee [600 CP]
As it was said with **Diagnostics Chair**, problems and errors aren't a rare thing in the Haydee process. From learning defects during the Projection process to errors happening when trying to mess with a woman's "ghost"/consciousness during Migration, these problems can cause unforeseen situations, such as with HD 512 and her "second cognitive loop". And it seems such a situation has befallen you, as by taking this item you gain what is effectively a second body under your control.

Besides being an exact copy of your body, with it also having copies of your perks, you're able to control both it and your original body, with both counting as you, at the same time as if you've been doing it your entire life, which grants a level of skill that can help in similar situations. But in the event you'd rather not have to control both, you can

either fork/copy your consciousness into the second body to treat it like a clone or “turn it off” and put it into perfect suspended animation, both of which can be reversed.
As a bonus, if you were to die while the second body is still alive your consciousness will be teleported into it, taking control of it and turning it into your new main body. This is treated like a One-Up with the second body only coming back after ten years or when you enter a new jump, whichever is shorter.

Surviving Staff

Drug Supply [100 CP]
While Jurani does its best to reduce the stress levels of its staff at NSola 7 via the implementation of its private sex zone. Though it can be said that this didn't work for everyone as showcased by an incident at NSola 7 where a medical staff by the name of Dorian was selling the facility's supply of prescription drugs to an engineer named Lorentz. And while this whole thing resulted in the death of Dorian after a stand-off with security, by taking this item you'll gain a supply that won't result in your death.

Taking the form of an infinite supply of various Class C drugs, which includes prescription tranquilizers, prescription narcotics, and cannabis among other things. Taking these will never cause any negative side effects for you or others with you all never becoming resistant to them, meaning you could treat them like candy without worrying about addiction, withdrawal, side effects, or needing higher and higher doses. This supply also comes with the drug Prozium, which comes in an injectable and tablet form, that heavily blunts emotions.

As a bonus, when others acquire or make use of these drugs you either sell or give to them, they have a hard time trying to remember you in the event they try to snitch or are questioned by police.

Chief's Apartment [100 CP]
Partially due to the fact that NSola 7 is located out in the middle of a wasteland, which is because they want to avoid the jurisdiction of the nations they treat as a hunting ground, the staff of the facility have their own living quarters. Though while the lowly grunts have to make due with sharing barracks with each other, the various chiefs of the zones get to have their own apartments to themselves. But by taking this perk, it seems there is a sixth apartment in the Habitat Zone that's under your ownership.

In terms of layout, this apartment has a separated kitchen, "living room", and bedroom areas with plenty of shelves and/or lockers for storage along with some decorative plants. The kitchen has a stove, sink, microwave, coffee machine, electric kettle, refrigerator, pantry, and ample counter space along with having an infinite amount of various dishes, utensils, and cookware. The bedroom area has a king-size bed along with a desk, computer, and ultra comfy chair. And the living room area has a couch, some chairs, and a coffee table. For examples of how the ones in-game look [See Notes].

Saboteur's Choice [200 CP]
When Shansky landed at NSola 7 and started his assault, one part of his plan was to disrupt the staff as much as possible to give him enough time to get his daughter and get out. To that end, he and his Operbots littered NSola 7 with mines as they went through it, even seemingly in areas they didn't need to go. And while you may not need mines in your day-to-day life, by taking this item you'll gain a supply of them to do with what you please.

Specifically, you gain three mines that you can seemingly pull out of nowhere, which can be planted on any relatively flat surface, meaning you have a lot more versatility in where you can place them. They have a detection range of about three feet, though you

and allies can't trigger it, and can be simply unarmed by picking them up. They also are hard to spot for your enemies, with this being especially true if you place them in unconventional locations, meaning that unless they are really perceptive or know their exact location, enemies will more often than not run into them. Any mines that go off are replenished in an hour. For their appearance [See Notes].

X Level Protective Suit [400 CP]
While it may seem that the presence of Aether Entropy is the result of the main reactor being damaged, the truth is that Aether Entropy is a byproduct of all Aether based tech. Due to that fact the entire facility is saturated in levels that, while low, still necessitate preventative measures which manifests as the staff rotating in and out of NSola 7 at intervals around a week or two. And while there does exist protective gear of various levels, the sheer amount of Aether Entropy rendered them useless, but by taking this perk you'll gain something that can stand up to Aether Entropy and anything similar.

Taking the form of a hoodie-like suit, this item provides a maximum of 24 hours of protection against all kinds of harmful radiations and magical energies, regardless of their ability to normally bypass protective measures. This 24 hour time limit will instantly refresh itself the second you enter an area that's free of the radiation/magical energy, with the suit coming with an ultra precise measurement feature. For its appearance [See Notes].

Ethical Production [600 CP]
One of the more obvious things that you can say about NSola 7, and Jurani as a whole, is that they are some evil bastards. From trying to mooch off of the mass celebrity Ellen Haydee by selling sex dolls of her, with it being unknown if she approved of them, to the process of making them being centered on the kidnapping violation of women it wouldn't be a stretch to say their collapse would be a net benefit to the world. Though, the idea of selling autonomous sex dolls isn't a bad one, so in case you want to set up your own business making them without any of the moral murkiness, this item is for you.

Taking the form of a large room sized device, this item is effectively a mini-factory for making artificial robotic Haydees. The process begins with a panel attached to the device with software, that can be downloaded to computers and the like, that functions similarly to a highly detailed character/robot creator from a video game.

Using this software, you are capable of creating multiple fully customized templates for the device to make with you already having access to a Haydee base template. With it your options include stuff like changing their skin tone to something human or unnatural like making it pitch black, changing their height to a max of nine feet and a min of three, modifying their bodily proportions and facial structure, making them flexible as hell, and even giving them a penis or turning them male. This also extends to their A.I with you being able to modify their personality, likes and dislikes, fetishes, etc., to a high level of detail and even install skill software you create if you don't want to teach them. These Haydees also come with various mechanical features to make them more life like, that you can choose to omit, which includes high quality synth-skin that behaves like the real deal, the ability to produce and use their own bodily fluids like

sweat and cum, an artificial heartbeat, the ability to grow hair, body heat regulation, and even the ability to eat and taste with there being an 100% efficient artificial stomach.

But you aren't just limited to making "boring" old Haydees as not only do you also have access to Slashy bot and Operbot base templates, which includes security and spec-ops software, you can upload blueprints or use the device to scan either entire robots to serve as more base templates for you to play with or components to use in customizing your templates. For example, you could upload or scan an artificial womb you found in your later journeys and add it to a template that's based off the Haydee one or add in a robot you found and create a new temple of it that makes use of synth-flesh to make it more sexy.

And after all that, the second and final part of the process is to feed in raw materials to the device, which it will list off to you, to create any one of the templates you've saved. Templates can be produced in batches of a hundred max or one at a time in case you want to test out a design, with it taking around a week to make the max batch size and a day to make an individual.

Also as a final note you gain two more additions. The first is a series of pods, with blueprints to make more, which allows pre-existing robots and cyborgs to modify themselves, whether that be swapping their entire body out for that of a template, uploading new skill software and changing their fetishes, or simply swapping out their arms. And the second is that the device can print out any blueprints for things its scanned, with this including its starting selection of stuff like the robotic Haydee, Slashy bot, and Operbot templates, the synth-skin, and the artificial stomach in case you want to build them by hand.

Companions

Companions are not affected by origin discounts.

Companion Import [50-200]
So you think you need a helping hand to aid you through the halls of NSola 7, whether they be someone who's always had your back or someone who's as new to this hell as you are. Regardless, you may either import/create a Companion for 50 CP or do eight for 200 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

Pet Slashy [50-100 CP]
With how big NSola 7 is and the fact that security staff seem to be in low numbers, they've had to look to other means of patrolling and protecting the facility. And that other means is the Slashy security bots, which are cyborgs that are created from those women who fail the Haydee process in one way or another. Though this one seems to have had a small malfunction as instead of behaving like a cold robotic sentry they seem more like a loveable pet, with them imprinting on you and serving as a guardian even if you happen to be a Haydee.

She comes equipped with cybernetic scythe arms that can tear their way through mundane body armor, foot attachments that make her faster and more agile than a normal Slashy, and her cybernetic head increases her sight, hearing, and grants her night vision. In her role as your guardian, she can either patrol a location of your choosing or follow you around. And in either case she is exceptionally sneaky, able to find locations to hide or tail you without being seen and then suddenly surprise any enemies. If she is killed/destroyed, she will respawn in about a week. For a visual on her [See Notes].

Also, if you pay an extra 50 CP, for a total of 100, you gain a group of Slashy bots at your beck and call which numbers around twelve.

Staff Fan Club [50-100 CP/Restricted To Haydee]
As was showcased with Strauss, having someone who's obsessed with you in your back pocket can be helpful. This goes especially in cases where they happen to be employed in places where you want/need something done that may go against their employer's wants. And it seems like you're in luck if you want someone like that, as it seems that a sole staff member of NSola 7 managed to survive and even luckier they, like Strauss, have developed an obsession with you.

They come with the skill set of one of the zones listed in **Jurani 101**, with the exact zone they worked in being up to you. Though instead of a simple grunt, they are a high level master, with the skills to guarantee them any job in fields related to their skills, with them also being a capable teacher. And in regard to their obsession with you, it's to the point that it borders on outright worship, meaning you can get them to do practically anything. They also get temporary access to **Entropy Immunity**.

Also, if you pay an extra 50 CP, for a total of 100, your sole survivor becomes a group of six which by default are evenly spread among the six zones.

Operbot Squad [50-100 CP/Restricted To Surviving Staff]
Just like how Jurani, NSola 7 in particular, makes use of "defective" Haydees as a security force in the form of Slashy bots, they also make use of them in their kidnapping ops. Specifically in the form of cyborgs known as Operbots who, along with a captain and co-pilot, make up a Delivery Team who go around and extract potential candidates for the Haydee process. And it seems before the shit show at NSola 7 went down, one of the higher ups in Jurani decided to gift one of them to you, despite you not being a Delivery Team captain.

She is a skilled bodyguard and spec-ops operative, with a lot more focus on the latter, and is a crack shot with her chosen weapon which can be either a Squirt pistol, Spitter SMG, Imapler Rifle, or Flak Shotgun. On the cybernetic side, she has pretty much the same things as **Pet Slashy** minus the arms which are normal cybernetic ones. For a visual on her [See Notes].

Also, if you pay an extra 50 CP, for a total of 100, your Operbot bodyguard becomes a six person spec-ops team with each Operbot being well versed in a role on said team with their also being a team leader in case you don't want to directly lead them. By default, the team's weapon spread is three Squirt pistols, and one Spitter SMG, Imapler Rifle, and Flak Shotgun

Haydee-nator [100 CP]
As the intro stated, your stint in the world of Haydee takes place an unknown number of centuries before Haydee 1. And while you may think that your actions inside NSola 7 will have no bearing on what will happen in said centuries, it seems someone in the far future thinks otherwise. So in order to make sure you do whatever you end up doing during your time in NSola 7 they decided to send help in the form of a special protector with one primary objective programmed deeply into its code: SERVE AND PROTECT THE JUMPER. And luckily, they find you right around when your "journey" starts, with them appearing in front of you via a sphere of visible Aether and electricity that carved out its surroundings and leaving them red-hot.

Taking the form of a Haydee model from Haydee 1, she is a highly skilled combatant, scrounger, and survivalist, seemingly from braving the Master's maze again, again, and again. This skill set goes well with her special and unique construction as her body is a lot tougher, with even her skin behaving like Kevlar with no loss of softness or flexibility, along with having the strength to dent metal, pry open doors, and easily beat Creepers to death. And to round all this out, she comes equipped with the pistol, magnum, and SMG from Haydee 1 along with a night vision visor, respirator, and vest that protects against bullets, stabs, and slashes.

Scenarios

Magnetizer

As a possible consequence of Ellen Haydee's acting and modeling career, or maybe the catalyst for said career, she seems to heavily enjoy cosplay, which can be seen by the various parody movies and games she is a star in. And in order to help further their sales, Jurani has incorporated this fact into the Haydees they sell by providing cosmetic options in the form of wigs and accessories to mimic various characters.

This is related to the overall goal of this scenario, as you have to collect what seems to be merch that either Ellen or Jurani make, which takes the form of thirty magnets strewn around NSola 7 that show off various cosplays that Ellen has done.

Reward:

As a reward for having to brave the clutter of NSola 7 to find the thirty palm sized magnets, you gain a well sized harem of thirty Haydees all of whom come packaged in cases in their sleep mode and are exact physical copies of the characters displayed on the magnets [See Notes]. Not only do they look the same as the characters, they also share their exact personality and even skill set, though memories and anything magical isn't included. They also come with every outfit and accessory they have worn throughout their specific media. And finally, due to the Haydee process, they are completely subservient to you, so you don't have to worry about them trying to run off and escape.

Not A Lie

Among the staff of NSola 7 there was a rumor of a special room somewhere in the facility holding a special prize. It was said that every now and again a robotic voice would speak on the intercom giving cryptic clues on how to find the room, but so far no one has managed to track it down and claim the "sweet" treat within. However, you seem to be an exception to that, as the main goal of this scenario is to do what no one else could and find that room.

But unlike how it would be in-game, this is a lot harder than normal, as the room has changed locations from its original home in the Admin Zone technical tunnel to somewhere else in the facility. Luckily, you have help in the form of a monotone robotic voice that will occasionally come on over the intercom that will hand out clues and puzzle in a sarcastic and dismissive manner, as well as just general comments on you, that will guide you to the room.

Reward:

After managing to track the room down and entering it, you'll find yourself face to face with your reward surrounded by robots that you may recognize, albeit with them in a more advanced form. To start, the "main" prize of the room is a Black Forest gâteau cake, which also comes with a recipe, which you are free to eat. And the "secondary" reward is a gaggle of three Slasher and three Walker robots, though they are of a more advanced nature than their Haydee 1 counterparts. This entails the V2 Slashers being faster, tougher, and more deadly and the V2 Walkers sharing the increased deadliness along with being a hell of a lot tougher, with both being taller than their younger siblings. For visuals on how the V2s look [See Notes].

Rescue Op [Exclusive To Haydee]

As it has been mentioned time and time again, the fate of the women taken to NSola 7 is a tragic one. Violated both mentally and physically to then end up the personal plaything of some rich asshole, it wouldn't be a stretch to say that plenty of people would want to see them saved from their predicament. And now it seems like you're going to be playing the part of that savior, as for this scenario your overall goal is to rescue your fellow Haydees that are in NSola 7 and escape with them.

In total, there are around forty of them you have to go around and find, with them being found in all zones excluding Security. This number also includes the Haydees on display in the Administration/Habitat Zones, the few found in the incinerator in the Technical Zone, and the six women who were held in the Medical Zone holding cells that have now been scattered to other parts of the facility due to the scenario. But there are two complications, the first of which is that all of these Haydees are in comas due to the brain chips they have putting them into a "sleep mode", meaning you're going to have to carry them one by one or get someone else to do it if you bring help. And the other is that trying to save your fellow Haydees has triggered something in the Creepers, possibly a leftover of their minds before their personalities disintegrated. Now they are actively hunting you, with them being faster than normal, and will try to drag your fellow Haydees back to where they belong.

But there is one small upside in that the MR2 you escape on will have its internal space be increased to accommodate the sheer amount of bodies you're going to have to escape with, and in the event you purchased **MR2 816-8008-S** this will temporarily apply to it as well.

Reward:

Upon managing to escape from NSola 7 all the Haydees undergo a change similar to HD 512, aka Kay Davia. Specifically, a "second cognitive loop" that is a remnant of their original personalities quickly forms and reasserts control over their bodies, waking them up and breaking the control the brain chip had over them. After they express an indescribable level of sincere gratitude, with some asking to gather their families, news of your escape somehow reaches the one and only Ellen Haydee and, taking pity on you all, she's decided to gift you something that will help you all provide for yourselves.

That "thing" takes the form of a modeling, acting, and media company with you being the CEO and the forty other Haydees being your staff, who all oddly have versatile relevant skill sets. As you would expect, your new company deals in and has the various tools for things like leasing out models for advertisements and the like, leasing actors for TV shows and movies, and even creating your own pieces of media like books or video games. And the one special thing about the company is that any lewd things that you offer, such offering naked modeling gigs for advertising clients, letting your actors be hired for pornos, or creating your own series of porn games, will attract potential customers like flies to honey with you also able to ignore any laws or public sentiment related to nudity, sex. This gets further boosted by Ellen Haydee's name, and the fame behind it, being attached to your company meaning that in future jumps people will recognize and respect that she has vouched for you, with them somehow knowing who she is, which means the company, and by extension you and your staff, always start new jumps with a high level of fame and renown.

Salvageable Disaster [Exclusive To Surviving Staff]

In the grand scheme of things, while what happened at NSola 7 was a disaster, it wasn't an overly big one. While yes, all the staff there, excluding you, effectively died, not much damage has been done to the facility itself, meaning all it needs is an extermination of the Creepers within. Or that would be the case if it wasn't for the fact that the Aether reactor is heavily damaged and leaking Aether Entropy which, along with the comms system being down, means that any incoming Jurani staff will be walking into a death trap. So due to your loyalty to Jurani, or because you think having them come and help is more preferable than trying to escape into the surrounding wasteland, your goal for this scenario is to repair the Aether reactor to restore full power along with the comms system in order to send a distress signal to Jurani.

And luckily for you, instructions on how to go about doing that as well as replacement parts can be found in NSola 7. But such a job isn't as simple as it seems, as it turns out that Shansky had brought more than just four Operbots with him. These six other Operbots will do their best to carry out the last order Shansky gave them, the destruction of NSola 7 which entails stopping you. To that end, they have scattered the parts all around the facility and will be on the hunt for you in teams of two that will all quickly converge on you if one of them spots you, but will just as quickly disperse if the tide turns.

Reward:

Upon getting the signal out and Jurani quickly responding by sending some security teams to clean the place, you will be greeted by an official who will thank you for handling the situation on your lonesome as well as give you your reward. As a show of good favor by the higher ups at Jurani they have decided to make you the new Administrative Chief of NSola 7, bringing the entire facility under your control.

Not only can you bring the facility along with you, which comes with all the tools to turn people into Haydees, Slashy bots, and Operbots, but you gain a standing staff which numbers around 220 people and 140 Slashy bots. The normal staff are split between the six zones, which includes chiefs for each excluding Administration, with a higher percentage located in Technical and Security. On top of this sizable population, you also gain two different departments, those being a Research Group and Delivery Group department, which brings your total to 400 "bodies".

The former is made up of four Research Groups with seven members each, which includes a chief that leads them, whose main goal is to scope out potential candidates for the Haydee process in a specific town or city. This makes them highly skilled private detectives who are good at bending/breaking laws to get info. By default, they will make use of the original Compatibility Evaluation Guide, along with the Risk Evaluation Guide, which grades a candidate based on their resemblance to Ellen Haydee, but you can create new guides that grade candidates based on different templates. And the latter is made up of two Delivery Teams, each of which comes with their own MR2 VTOL craft and are made up of a pilot/team captain, co-pilot, and four Operbots. Both of them are skilled spec-ops units, though with a higher focus on kidnapping people, capable of leaving little to no trace of their operations. For a layout of NSola 7 [See Notes].

Drawbacks

Breasted Boobily [+100 CP/Restricted To Haydee]
It wouldn't take a genius to understand that the Haydees were created solely to be sexualized and used by those willing to pay their high price. From being modified to copy the appearance of a super celebrity pornstar to being "taught" various sex acts to perform on their soon-to-be owners, their very being oozes sexiness, even if it is a bit artificial. But by taking this drawback, it seems when it came time to work on you, the staff at NSola 7 may have gone a bit too far.

As now, you are afflicted by a quirk in the Haydee process which forces you to walk, run, etc., in a very sexualized manner like that of a stereotypical bimbo. This includes an exaggerated hip sway when you walk or run, squatting like you're trying to show off the goods whenever you pick something up off the floor, and various other things that make it seem like you're trying to seduce an unseen onlooker. Not only does this slow you down a bit, it is also uncomfortable, like trying to go all day walking around with a hunch.

Overstimulation [+100 CP/Restricted To Surviving Staff]
Now, while the saying "don't get high off your own supply" is a thing, it seems that the staff at NSola 7 never paid it any heed. Various bits of Ellen Haydee's work litters the entire facility in the form of her movie/video game posters and the drink brands she is the face of, not to mention the fact that all the Haydees are naked throughout the process and that there exists the private sex zone where mildly defective ones are "used" by staff. And by taking this drawback, it seems that all of this in your face sexiness has gotten to you.

Now as you make your way through the halls of NSola 7 you have a compulsion to fondle every Haydee or Slashy bot you come across for at least a few minutes. While you can resist it, the longer you go without fondling them, the stronger the compulsion becomes until you have to stop whatever you're doing to search out the nearest one of them. This also includes a chronic need to orgasm, which behaves in the same way as the fondling compulsion.

Drop-in From The Vents [+200 CP]
As evidenced by the fact that around twenty-three percent of the total staff at NSola 7 is made up of security personnel, which doesn't factor in the Slashy bots, Jurani takes the protection of the facility seriously. It's sort of to the point that they even installed numerous fake ceiling vents in various different locations in order for some Slashy bots to drop on unsuspecting intruders. And by taking this drawback, it seems Jurani had taken such a measure to the extreme.

Now as you make your way throughout NSola 7 you have to keep your eyes and ears peeled for enemies falling from vents as the number of them has drastically gone up. What makes it worse for you is that the vents have a random chance of "rearming" themselves, meaning that walking under a vent you've already triggered has a chance of a new enemy falling out. For **Surviving Staff,** the enemies in the vents will always be Creepers unless you take **Vengeful Security**.

Defective Chip [+200 CP/Restricted To Haydee]
With the fact that NSola 7 has managed to pump out almost five hundred and fifty Haydees you would assume that they have the entire process perfected. However, with the discovery of the "second cognitive loop" inside HD 512, along with the high likelihood a similar problem exists in all the other ones, it seems that things can still go wrong. And by taking this drawback, it seems that such a fate has befallen you and not in a positive way like HD 512.

Specifically your brain chip, which all Haydees, has turned back on, but the process has caused it to malfunction. Luckily you don't have to worry about it putting you into a sleep like coma, but unluckily it will randomly and temporarily fuck with your vision and motor skills. This manifests as random spasming and jittering, which can throw off your shots or make you throw things across the room, as well as causing your vision to blur and/or darken.

Vengeful Security [+200 CP/Restricted To Surviving Staff]
Now normally as a member of staff at NSola 7 you wouldn't have to worry about the Slashy bots. Being mainly used to patrol against outside threats, with them even still recognizing the Creepers as staff members, you could treat them as a piece of scenery, all things considered. However, by taking this drawback, it seems something has awoken in all the Slashy bots, something that is praying for your blood.

Now instead of being able to treat them like complete non-factors, you have to treat them as equal of a threat as the Creepers are. Possibly even more of a threat as they've become a lot more aggressive towards you, as well as a bit animalistic, so expect them to know when you've entered the same room as them and to make a mad beeline for you in order to maul you like a frenzied animal.

Bullet Scarcity [+200-400 CP]
As was said in **Ammo Components** bullets and shotgun shells are going to be a rare luxury that you're going to have to constantly expend. And normally you'd find enough throughout NSola 7 that, given you can place your shots well enough to mainly hit headshots, you'd be set. But, by taking this drawback, it seems you're heading for a bit of a dry spell.

Whether due to the sabotaging efforts of Shansky, or some other cause, you now have to trudge through an NSola 7 that is almost devoid of ammo. You're going to be lucky if you find more than a dozen ammo boxes, with this also applying to the ammo components you can find lying around. But if you think that this isn't punishing enough you can for an extra 200 CP, for a total payout of 400, make it so that no ammo can be found inside the facility. And if you've taken **Ammo Components**, for the remainder of the jump the jars from it don't respawn.

Entropic Desires [+400 CP]
One major part of Aether Entropic Mutations that isn't really shown well is the fact that the changes they cause are tailored to whoever is affected. Specifically, a person's thoughts and desires will color what physical mutations they get, basically meaning that no two should be the exact same. And by taking this drawback such a fact will rear its ugly head in.

Now every single Creeper that you would face while making your escape will have their own unique forms of mutation rather than being copies of each other. While this won't necessarily make them any more dangerous than the Creepers you may be used to, at least in general terms, they are now a lot more versatile, meaning that you're basically always in for a surprise when running into one of them. Maybe you'll run into one that became a camouflage wall crawler that sits in waiting in order to ambush you, or one that turned into a long ranged opponent that shoots teeth at you.

Never Ending Horde [+400 CP]
One of the big benefits of the NSola 7 disaster being limited to just the facility is that eventually you will have cleared the entire place of hostiles. Unless you make a point of running/sneaking past everything, you're bound to have killed almost everything which would let you walk through the place without fear of being attacked. But by taking this drawback, it seems NSola 7 becomes equivalent to a rat's nest that never seems to empty.

More specifically, now the number of Creepers and Slashy bots never seems to decrease, no matter how many of them you kill. This means that no area will remain cleared, with new enemies popping up whenever you leave a room or area. Also, these new enemies will never be in the exact same place as their predecessors so, for example, in one room an enemy could be sitting in ambush around a corner and when a new one respawns they could instead be sitting right next to the door.

Gone in 60 Minutes [+400-600 CP]
Now, normally there really isn't a time limit for you to get out of NSola 7. Besides the fact that the whole place is only running on 5% of backup power, which will drop the entire place into darkness when it runs out, you could take your sweet time getting through everything. However, such a sentiment can be seen as a bit too laid back considering the predicament you're in, and by taking this drawback you'll be forced to speed things up.

Specifically, you now have a time limit of an hour to get out of NSola 7 and if you fail to escape before then you will have failed this jump. But if you're feeling that this isn't hard enough for you then for an extra 200 CP, for a total payout of 600, the timer will be drastically cut down to only nine minutes.

Clean Up Crew[+600 CP]
One big question that may hang over you is why Jurani hasn't responded to the situation of NSola 7 yet. While it's only been a day since Shansky's attack on the place, you would assume Jurani would be in panic mode when one of their biggest moneymakers that they've invested a lot of security into goes radio silent. However, it seems by taking this drawback, Jurani has decided to tackle the problem immediately and with indiscriminate violence.

Now, not only do you have to worry about the Creepers and/or the Slashy bots, you have to contend with a Jurani taskforce that has landed at NSola 7 to reestablish control. They are made up of a force of elite security staff and Operbots equipped with body armor and firearms, and they are hostile towards everything in the facility including you, even if you happen to be a Surviving Staff. Killing the entirety of the taskforce will be hard, as reinforcements will be constantly landing.

Decisions
You have three choices …

Go to next Jump

Stay

Go back

Change Log
v0.1

3/31/24-Initial Template Creation

v1.0

4/27/24-Doc Completion

Credits
Along with the various people who have helped with spell checking and offering suggestions, I'd like to credit DOOM-Knight009, as they had it in their Haydee 1 jump, for the inspiration of letting those who choose the Haydee origin to pick an appearance mod to model their body off of.

Notes

World of Haydee Background

All the information that is available on the world outside NSola 7 is relegated to dev posts on their Discord. To that end I will simply list off various elements they have revealed, along with trying to explain them, and you'll have to fanwank the rest.

- The world of Haydee, as per the dev's words, is completely flat with nothing existing outside of it like planets, stars, etc. Word of god doesn't clarify if it's infinite, but the common thought of the inhabitants is that it is. The best way I can visualize it is that it looks like a primitive cube object from Unity or Blender that has infinite length and width, just with things like mountains, forests, etc.

- In terms of the land, there exists an "atmospheric fog" that covers the entire world, which makes it so you can't just go high up in the air and see everything. I sort of visualize it as something similar to an RTS's fog of war. Also, it's a bit vague if the world is also infinite in terms of depth, but inside the ground Aetherite crystals and what the dev calls "something similar to magma" can be found.

- And in terms of the Sky the dev mentions that it "loses its 'density' with altitude," and that the current Aether tech the inhabitants have isn't enough to fly past a certain height. And while there is no star to illuminate the world there does exist a "skylight" in place of the sun with the dev describing it as "the 'sky' itself is a light source". This "skylight" changes direction during the day, seemingly to simulate a sunrise and sunset, with the intensity changing too during the "day and year cycle".

- A final point about the world itself is the presence of Aether. I have already described the basics in **Aether Spellcaster** and **Aether Technician**, but to reiterate some points. Aether Entropy exists wherever tech that uses Aether is, which is all tech in the world of Haydee, it just seems like common devices like phones and the like put out so little that it is basically harmless. Also, there used to be people capable of using Aether to cast "spell", but due to Aether tech they've been rendered obsolete, though I would assume that there may be some people who still practice the art.

- Moving on to how the society/culture of the world is, like was mentioned in **Sexual Evolution**, the world never had any religious dogma against sexuality meaning that it and violence are basically equal. The best I can extrapolate is that taboos around sex, nudity, etc., just don't exist for the most part, so people wouldn't be called sluts for having too much sex, and you could have naked models on things you want to sell.

- And finally, branching off of that in terms of general feel, it seems the world of Haydee is something close to a dystopia with the various stereotypical traits. One of them manifests as there being various nations in states of Cold War with each other that seem to occasionally turn hot between some of them. Also, there doesn't seem to be an equivalent of the World Wide Web with each nation having their own network. This seems to lead to miscommunication problems between

all the nations, along with allowing nations complete control over information among their own citizens, and the way I visualize this series of networks unique to nations is like this, but I don't have the knowledge to know if this is how it would actually work:

- Country A has a network with their citizens having access to Youtube, Twitter, and Reddit
- Country B has a network with their citizens having access to Pinterest, Rule 34, and Spacebattles

Aether Spellcaster: Aether Entropic Mutation Stages

Aether Entropic Mutation has four main stages, with the time between them depending on how much Aether Entropy you'd like to affect them with. They are:

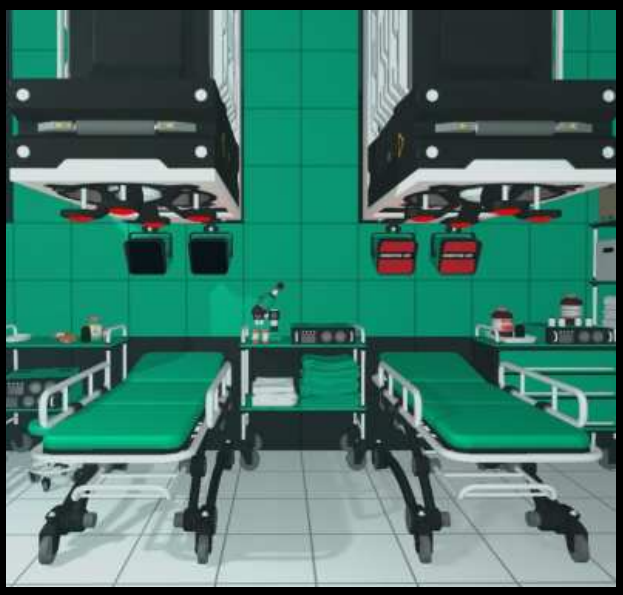
1. Victims gain a light obsession with their jobs and/or hobbies along with having their emotions, thoughts, and desires amplified. This can be mistaken for someone knuckling down for or being affected by a deadline.

2. Victims gain a strong obsession with their jobs and/or hobbies, along with minor breathing problems. This obsession, coupled with their emotions, thoughts, and desires becoming distorted and even stronger, is to the point where the victim may start acting irrationally while lashing out at others, especially when their job/hobby is in the mix. They'll also start hyper-focusing on one specific facet of their job or hobby, for example, trying to find the perfect paints if they build miniatures or having their obsession focus on a particular work related project that's giving them trouble.

3. Victims start to suffer from various fixable minor physical mutations/changes, all of which are influenced by and, for lack of a better word, take "inspiration" from their emotions, thoughts, and desires. As an example, if a victim's obsession is with cooking, specifically getting the perfect cut of meat, they may start growing butcher knife-like growths on their body. Also, they will suffer from multiple organ failure.

4. Finally, victims reach the true point of no return as their physical mutations become irreversible via conventional means and turn their entire body into that of a monster. Using the previous example of an obsession with getting the perfect cut of meat, said victim might turn into a monster whose arms and legs have taken on the appearance of kitchen knives, with the top of their head mutating into a chef's hat and butcher cut outlines appearing all over their body. Also at this stage the victims' personality completely disintegrates, leaving behind what amounts to an animal that is hostile to any and everything, with the only thing left being their obsession.

Aether Technician: Rehab Healer



Aether Technician: Migration Table, Visor, and Data Banks

Left to Right, Top to Bottom: Migration Table, Visors, Data Banks







Aether Technician: Injection “Body Stimulator” and Probes

Top to Bottom: “Body Stimulation Device”, Various Probes of Different sizes (Left to Right: Type A-Around the Size of A Forearm, Type B, Type C, Type D)





MR2 Images

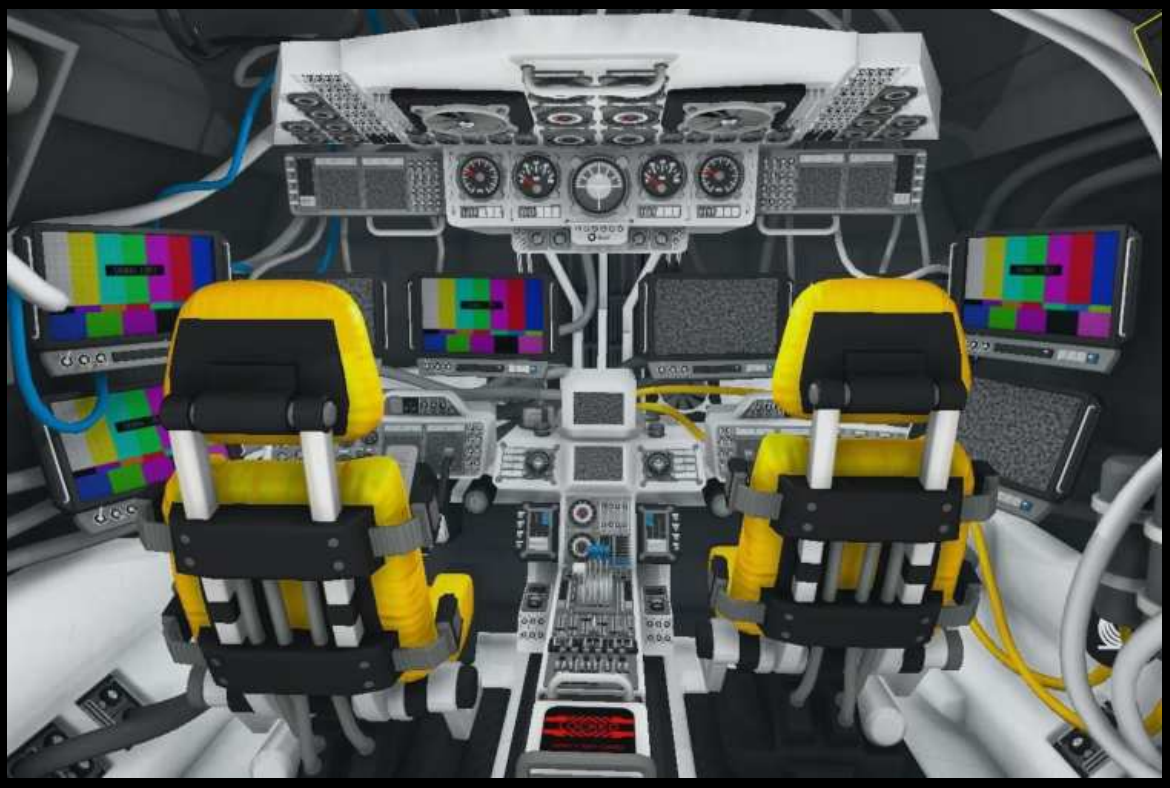












Snacks Galore Images

Top to Bottom, Left to Right: Drink Brand Cans, Drink Brand Vending Machines, Neo and Cho-Kak Protein Bars, Elly's Branded Chips, G-Balls, Dory's Canned Vegetable Soup and Vinaigrette, "Cairne And Baine" Canned Braised Beef








ELLY'S
ARBECUE
CHIPS
ELLY'S
CLASSIC
CHIPS
ELLY'S
JALAPENO


WHOLE GRAIN
HIGH IN FIBRE
G-BallZ
IRON
VIT B6
VIT B3
VIT B5
Made with
WHOLE GRAIN
NO ARTIFICAL
COLOURS OR FLAVORS
NEW WT
11 OZ (311g)


DORY'S
condensed
VEGETABLE
SOUP
DORY'S
VINAIGRETTE
CARROT AND
RADISH SALAD
DORY'S
CAIRNE AND BAINE
CAIRNE AND BAINE
CAIRNE AND BAINE

ArmsTech Subscription Gun And Magazine Images

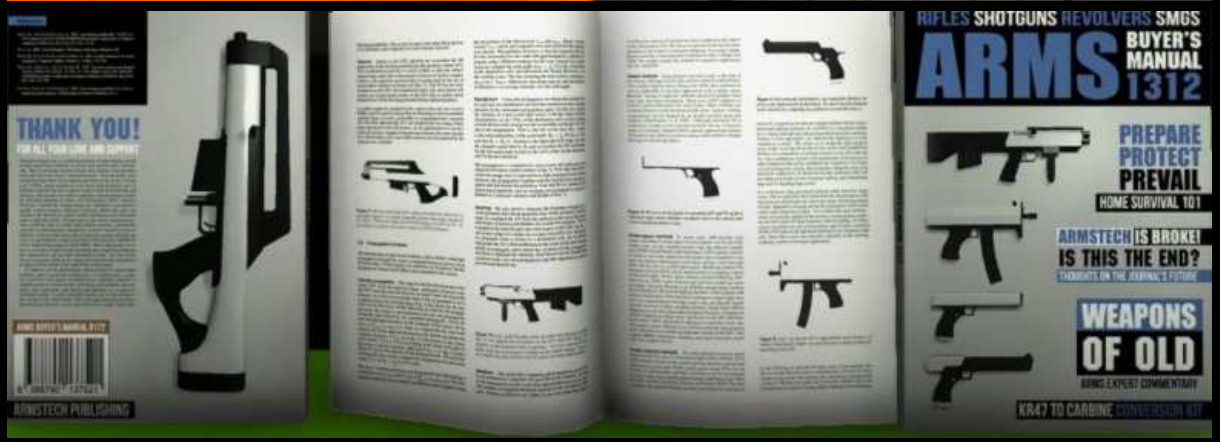
Top to Bottom, Left to Right: Squirt, Spitter, Imapler, Flak



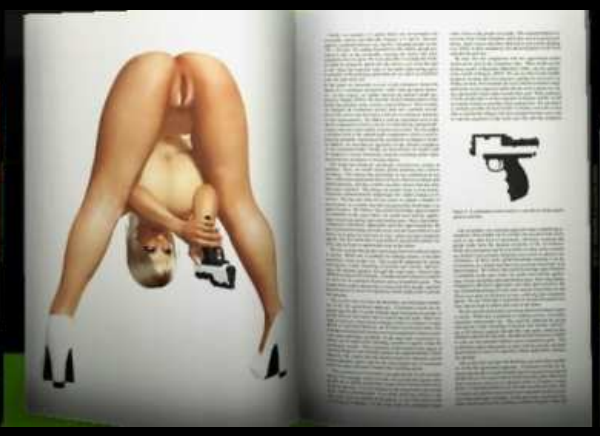






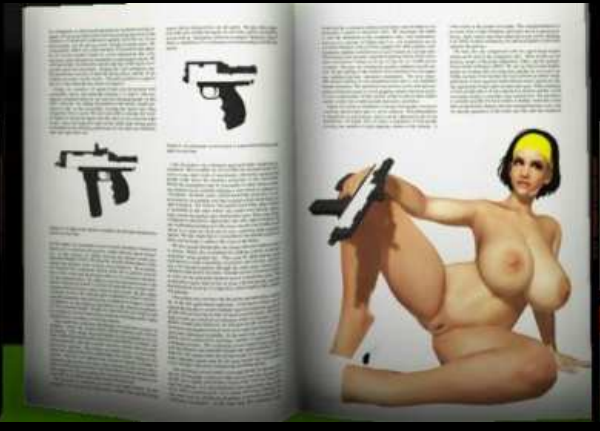



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9MM
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RIFLES SHOTGUNS REVOLVERS SMGS
ARMS
BUYER'S MANUAL 1314
WITH ELLEN HAYDEE
A NEW GUY IN TOWN
SPITTER
FULL AUTO FIRESTORM
QUESTIONABLE ETHICS?
CAEDITE EOS
NOVIT ENIM DOMINUS QUI SUNT EIUS
TOP 5
SIDEARM BATTLEFIELD PICKUPS
SMG

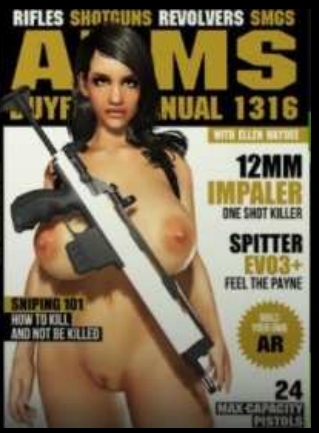

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RIFLES SHOTGUNS REVOLVERS SMGS
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FLAC
EXCLUSIVE
KRA2+
RENEGADE
A POCKET GUN
HOW NOT TO SHOOT YOURSELF
INSTANT CLASSIC
JUDGE 1211 V4
MOAR GUNS


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RIFLES SHOTGUNS REVOLVERS SMGS
ARMS
BUYER'S MANUAL 1316
WITH ELLEN HAYDEE
12MM
IMPALER
ONE SHOT KILLER
SPITTER
EVO3+
FEEL THE PAYNE
SNIPING 101
HOW TO KILL AND NOT BE KILLED
AR
24
MAX CAPACITY PISTOLS

ArmsTech Subscription Gun Stats

Here are both the base and upgraded stats for the guns in **ArmsTech Subscription**. The only stat not shown is damage, both because simply giving you numbers wouldn't really do anything and when upgraded, I decided they all will share a two times increase to damage with the guns applying that to any bullet/shell they shoot.

Stats	Squirt	Squirt+	Spitter	Spitter+	Impaler	Impaler+	Flak	Flak+
Rate of Fire:RPM	200	600	500	600	120	200	150	240
Capacity	12	20	30	40	6	10	6	10
Recoil	Moderate	Light	Light	Minimal	Heavy	Moderate	Heavy	Moderate

Plug And Play Images

Left to Right: Remote Triggers and Activation Clicker, Power Plugs, Jamming Plugs



Save Room: Storage Chest, Save Recorder, and Room Examples

Top to Bottom: Storage Chest, Save Recorder, Room Examples








ENTROPY ALERT
EVACUATE IMMEDIATELY







Chief's Apartment Example Images











Saboteur's Choice Image



X Level Protective Suit Image

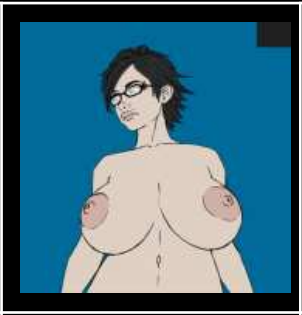
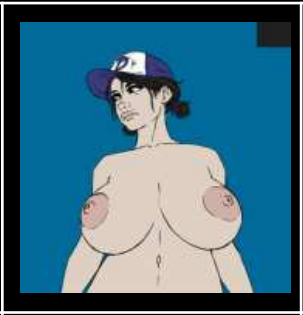
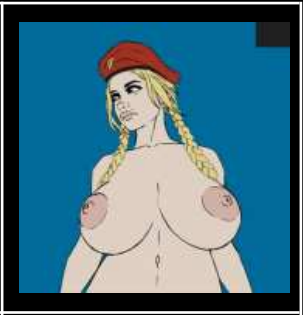
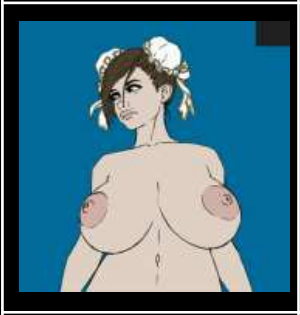
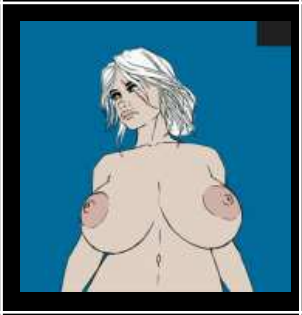
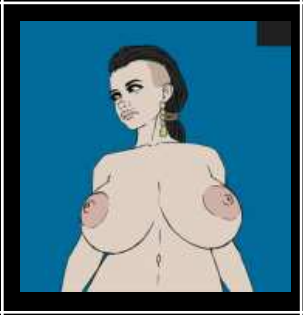
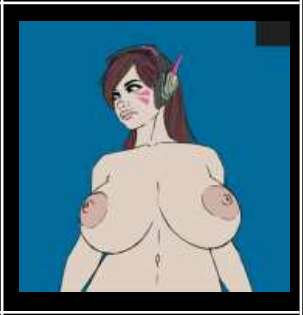
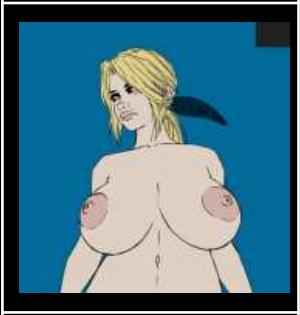
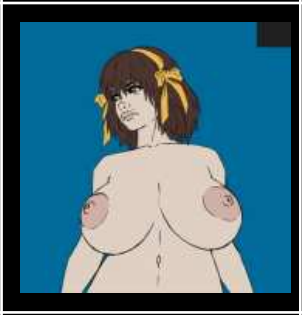
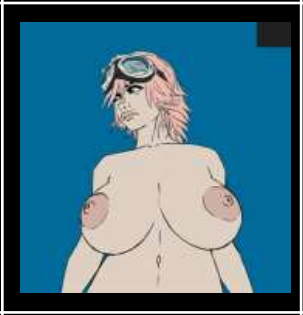
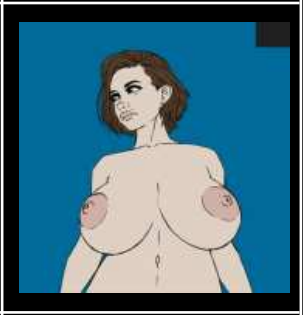
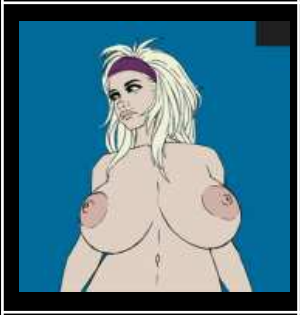
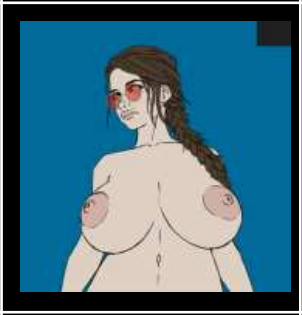
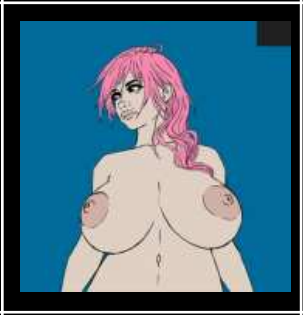
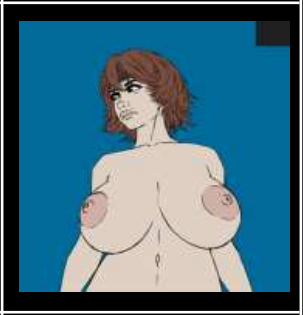


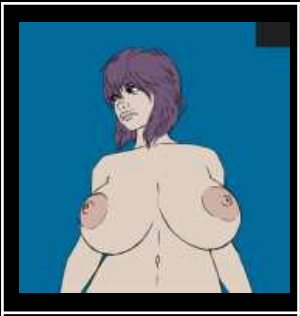
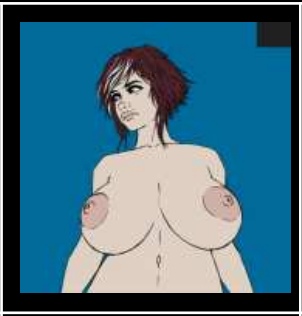
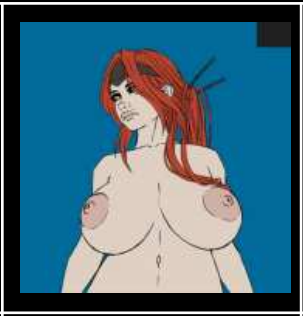
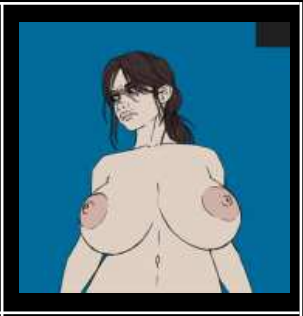
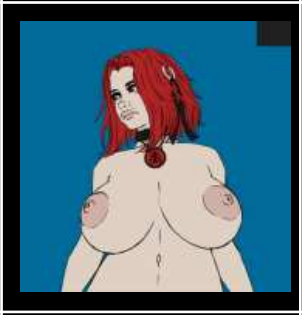
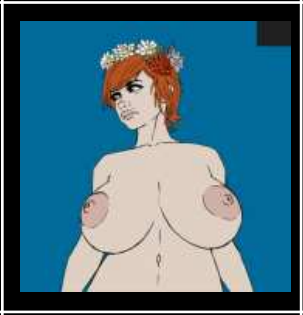
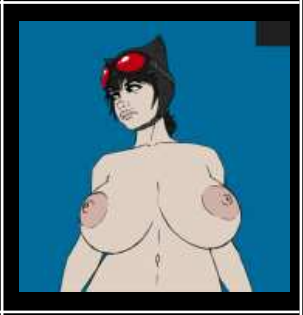
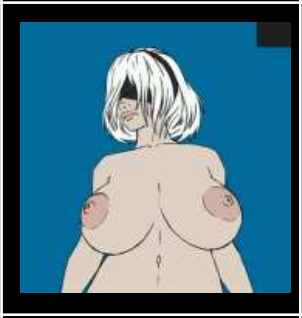
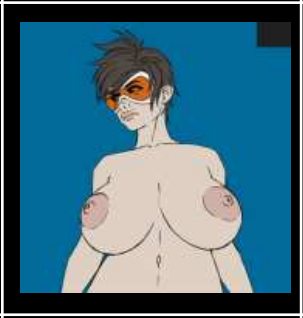
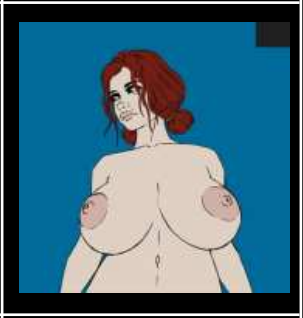
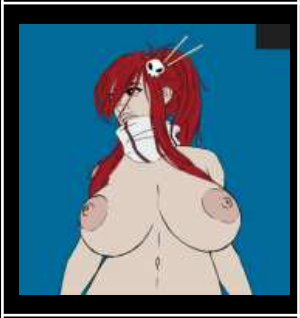
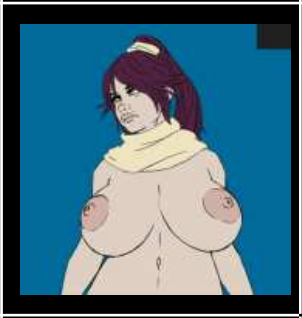
Pet Slashy And Operbot Squad Image

Left to Right: Example of a Slashy, Example of an Operbot



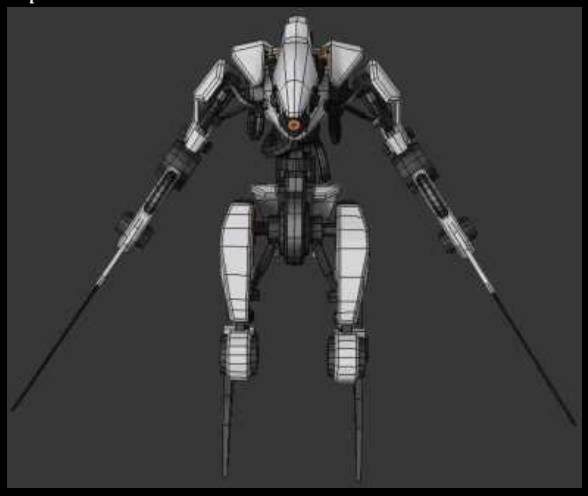
Magnetizer Magnet Images

			
Alex Vance: Half Life Two	Bayonetta: Bayonetta Series	Clementine: Telltale's The Walking Dead	Cammy: Street Fighter
			
Chun Li: Street Fighter	Ciri: The Witcher	Citra Talugmai: Far Cry 3	D.VA: Overwatch
			
Helena Douglas: Dead or Alive	Haruhi Suzumiya: The Melancholy of Haruhi Suzumiya	Haruhara Haruko: FLCL	Jill Valentine: Resident Evil Series
			
Lula: Lula-The Sexy Empire	Lara Croft: Tomb Raider Series	Lighting: Final Fantasy 13	Meryl Silverburgh: Metal Gear

			
Motoko Kusanagi: Ghost In The Shell	Nilin: Remember Me	Nariko: Heavenly Sword	Quite: Metal Gear
			
Rei Ayanami: Evangelion	Rayne: BloodRayne	Shani: The Witcher 3: Wild Hunt	Catwoman/Selina Kyle: DC Comics
			
Sonico: Nitroplus	2B: NieR: Automata	Tracer: Overwatch	Triss: The Witcher
			
Yoko Littner: Tengen Toppa Gurren Lagann	Yoruichi Shihouin: Bleach		

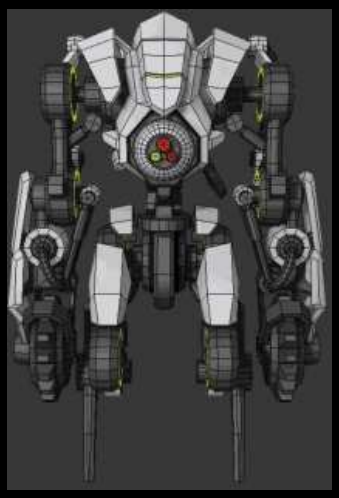
Not A Lie: V2 Robot Images

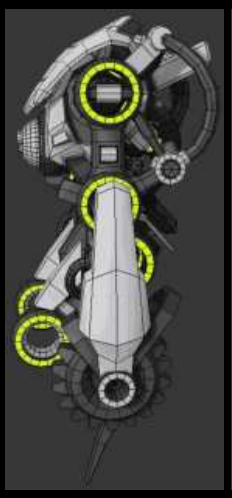
Top Three Pictures: Slasher V2 Bottom Three Pictures: Walker V2

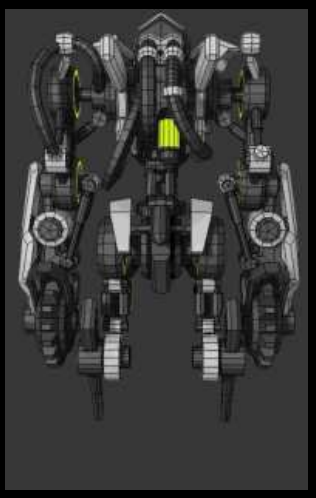










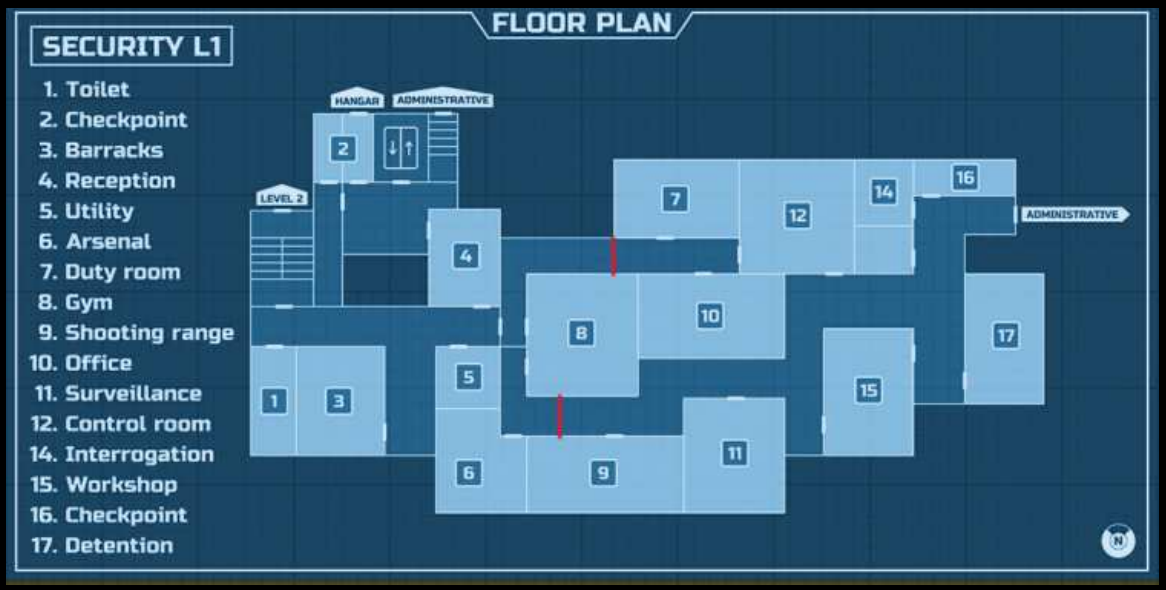


Salvageable Disaster: Map Of NSola 7

Red Lines are laser grid sections of a hallway that when tripped by an unregistered person drop a gate behind them forcing them to move forwards. There are wall mounted boxes with pull down handles that reset the grids and lift back up the gate. Also, these maps are in order from the top of the facility to the bottom.

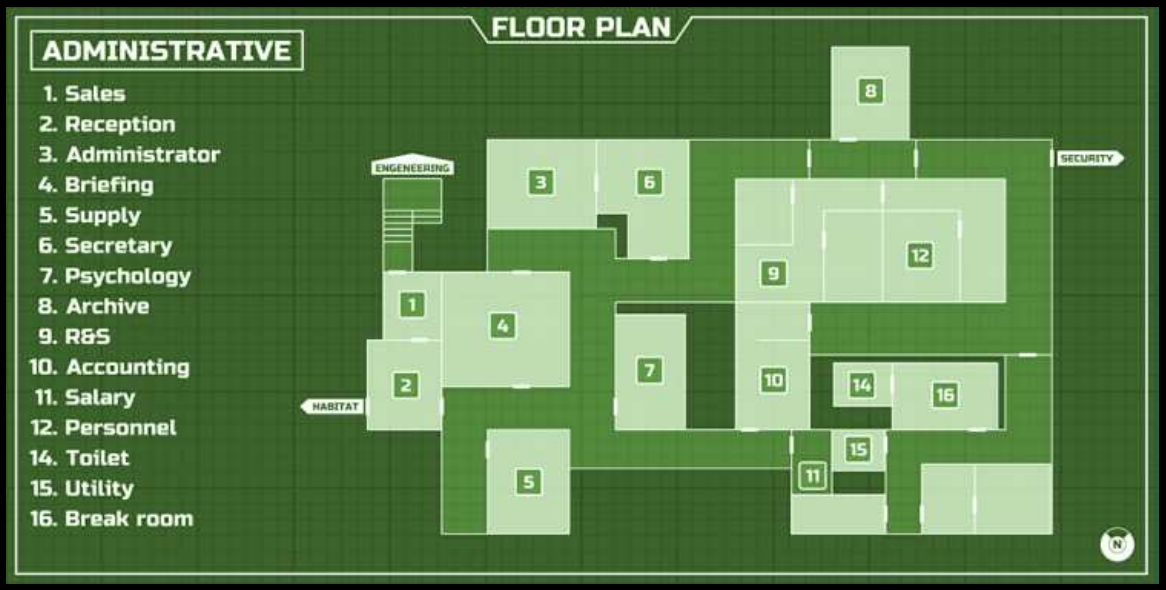


1. Flight Control-Where security staff members perform the various tasks needed for the safe landing and takeoff of craft. Has a small balcony that overlooks the hanger.
2. Mainframe-Seems to be the central data hub for all of NSola 7.
3. Comms-The communication station and what allows them to stay in contact with Jurani Headquarters.



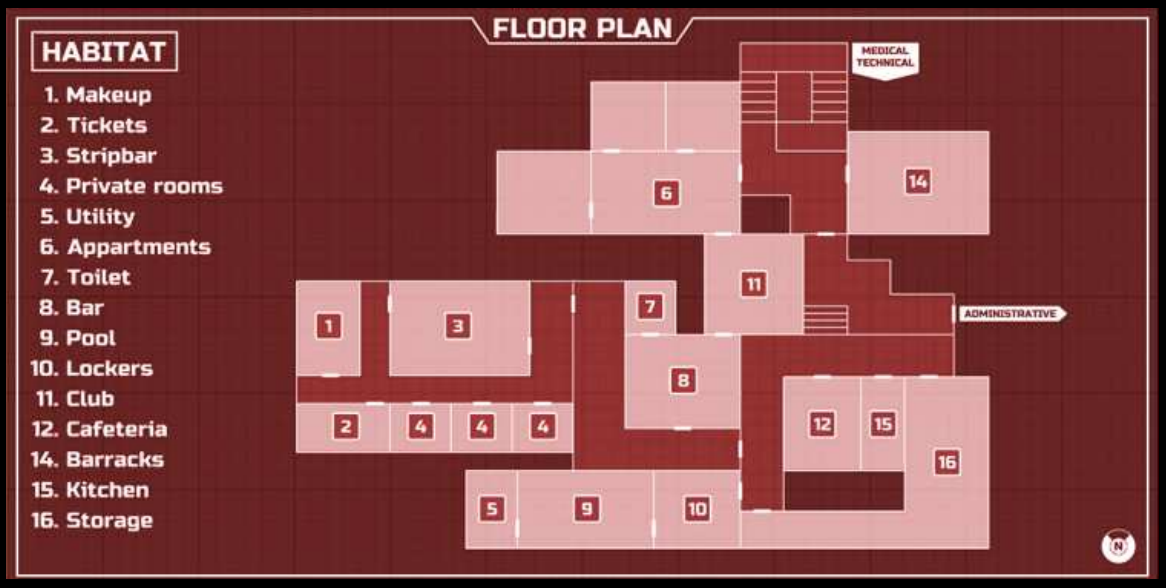
1. Toilet-What it says on the tin.
2. Checkpoint-A checkpoint that handles people leaving or arriving at NSola 7 and directly connects with the Hanger. The left side is for the checkpoint operator.

3. Barracks-A living space that is separate from the barracks in the Habitat Zone.
4. Reception-Seems to function as a secondary checkpoint for people leaving or coming to NSola 7.
5. Utility-A utility closet.
6. Arsenal-Seems to be where a majority of the facility's weapons, including mines, are stored. Though there are weapon racks all throughout the zone. It also has two doors, the outer one needing a key card and the inner one needing to be opened from the Surveillance Room.
7. Duty Room-Seemingly where security staff hang around when they are on duty, but nothing pressing has occurred.
8. Gym-What it says on the tin.
9. Shooting Range-What it says on the tin.
10. Office-The office for the Security Chief, who has their own small little room, and a few others. Also has locked area that can only be opened from the Security Chief's little office that has a few weapon racks.
11. Surveillance-Where all the facility's security cameras are monitored.
12. Control Room-Seemingly the place where security efforts are ordered and coordinated.
13. (13 doesn't seem to exist on the map)Interrogation-Where staff members, and possibly captured outsiders, are interrogated. Has two sections, one with a table where the target is interrogated and another that can look into the first via one way glass.
14. Workshop-Seems to serve both as a mini repair area so Slashy bots don't have to go all the way to Engineering and possible where patrols paths and other such things get put into them.
15. Checkpoint-A second checkpoint that handles people entering and leaving the Administration Zone.
16. Detention-Where unruly staff members are held.



1. Sales-As a part of the idea that potential buyers of a Haydee could visit the facility, this may be where both they and those who “order online” can place an order. Also in the area between this room and the Engineering Zone there is a “private room” which could be where those on tour get to test a Haydee before buying.
2. Reception
3. Administrator-The office of the Administration Chief.
4. Briefing-A room that looks like a college classroom with rows of elevated seating. It is probably where meetings occur.
5. Supply-A supply closet.
6. Secretary-The office of the Administration Chief’s secretary.
7. Psychology-Where the on-site psychologist works.
8. Archive-More than likely where various documents and the like are stored.
9. R&S-Besides being office space with a small storage room this seems to be where the files on potential candidates for the Haydee process are reviewed.
10. Accounting
11. Salary-Where staff seem to be paid through a slot in a grated window.
12. Personnel-Besides being office space this could be where either new staff are considered or where current staff and their productivity are analyzed.
13. Toilet-What it says on the tin.
14. Utility-A utility closet.
15. Break Room-A small break room with a fridge, stove, and microwave.

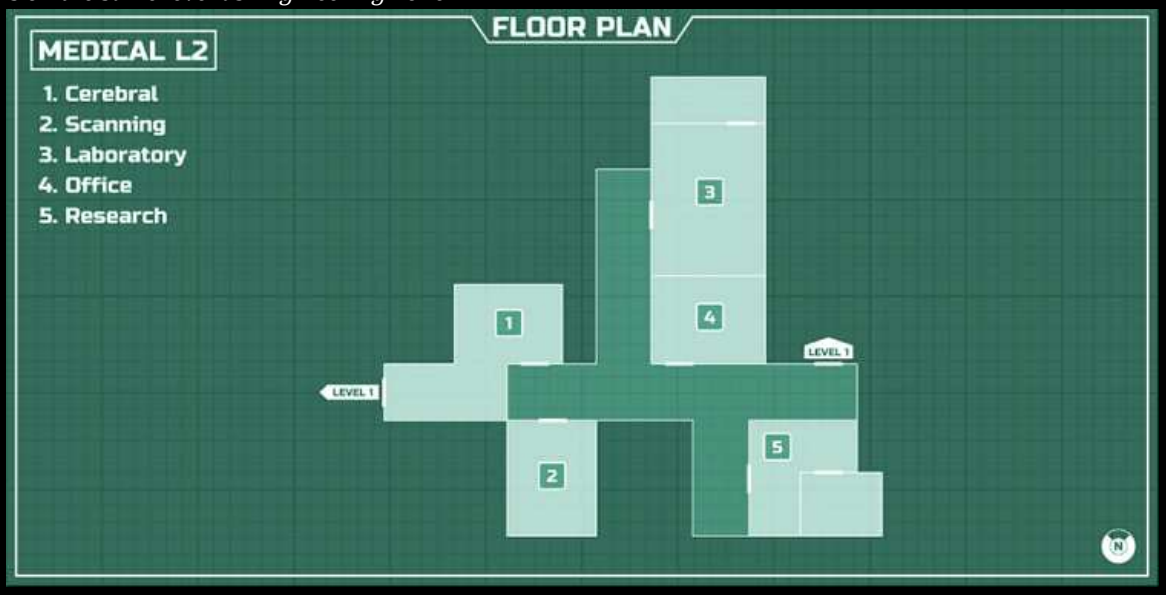
Is on the same level as the Administration Zone



1. Makeup-Where Haydees used in the Private Rooms get gussied up with wigs and makeup.
2. Tickets-Seems to be a ticket booth, which implies that the Private Rooms aren't something staff can freely enter at any time.
3. Stripbar-A small strip club and bar for staff to enjoy Haydee dancers.
4. Private Rooms-Small rooms in which staff members can fuck Haydees assigned to the Habitat Zone.
5. Utility-A utility room that seems to service the pool.
6. Apartments-A two floor area where all the Chiefs of the various zones, with the Habitat Zone seemingly not having one, live while on facility grounds.
7. Toilet-A small restroom.
8. Bar-A bar for those who don't a strip club mixed in with their drinking.
9. Pool-A small pool.
10. Lockers-A locker area so people going to the pool can change and store their things.
11. Club-A small two floor area where staff can seemingly hang out.
12. Cafeteria-A place for staff to eat. It is connected to the kitchen via a window.
13. Barracks-Where all the staff, excluding chiefs and a minority of security staff, stay. It is split into six floors with either two barrack rooms per floor or a single barrack room with two doors.
14. Kitchen-Where food for the Cafeteria is made.

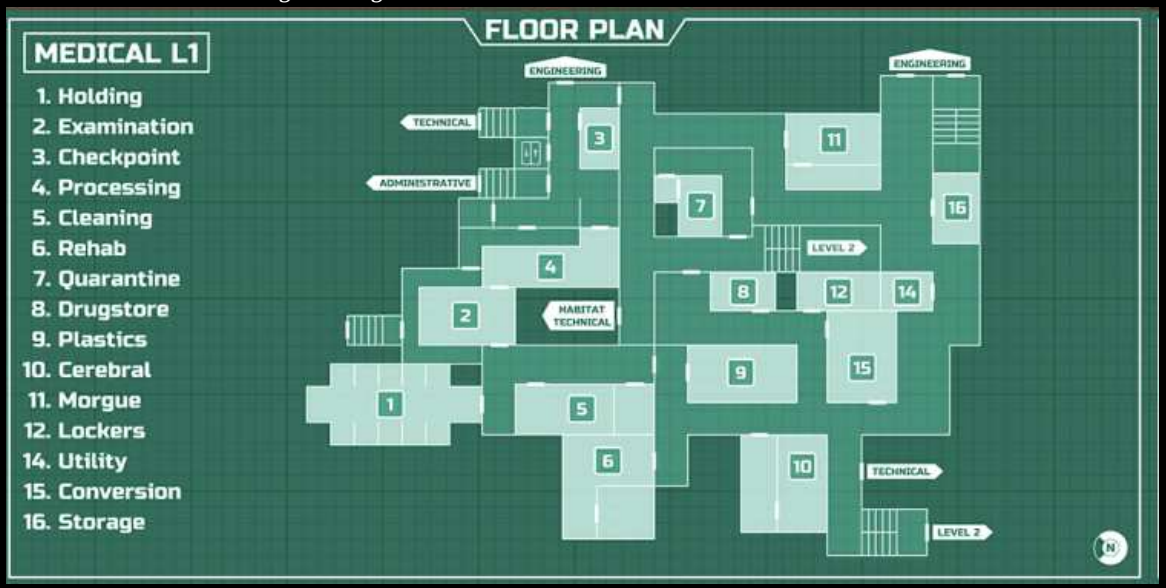
15. Storage-Storage area for the Habitat Zone that has a large amount of food and cookware.

Is on the same level as Engineering Zone L2



1. Cerebral-The top viewing area of the Cerebral surgery room.
2. Scanning-A room where for various different reasons Haydees are scanned.
3. Laboratory-An area for more than likely drug based research.
4. Office-The office of the Medical Zone Chief.
5. Research-Where Haydees for one reason or another are researched, possible in relation to defects.

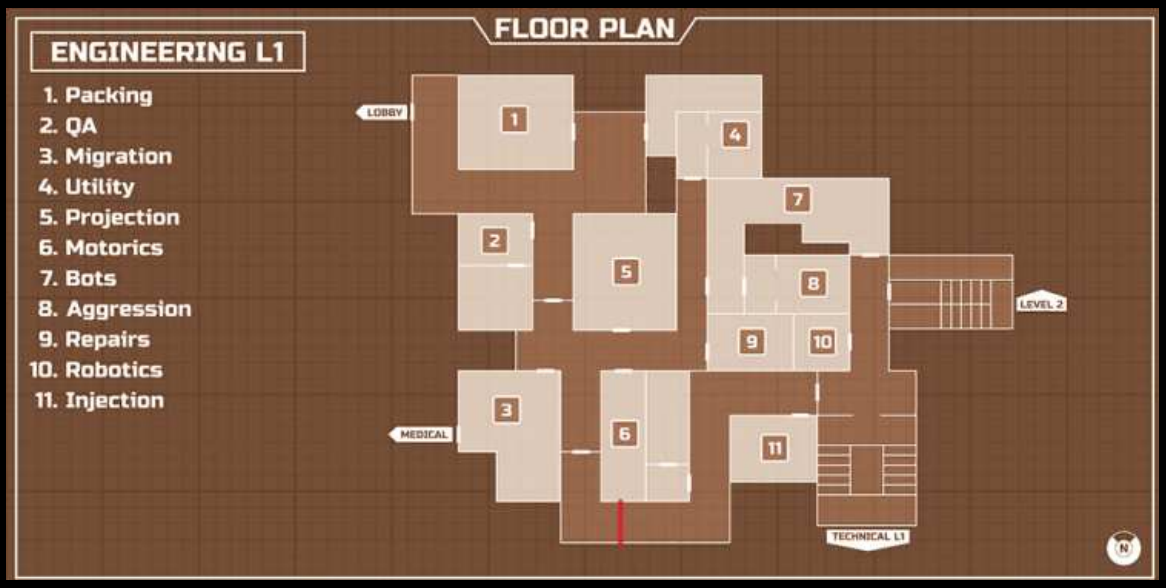
Is on the same level as Engineering L1



1. Holding-Where women captured by Delivery Teams are held before starting the Haydee process.

2. Examination-Where women are examined before being placed in the Holding area. This examination seems to include being fucked by a fucking machine and having their hair shaved off.
3. Checkpoint-A simple checkpoint where Delivery Teams officially transfer capture candidates to the facility.
4. Processing-Where women are cleaned before going into Examination, with guards watching them from an elevated area.
5. Cleaning-Where the women are cleaned again after their stint in the Holding area. Also has a separate area with cameras filming them.
6. Rehab-Seems to be an area where Haydees recover after all the surgeries, with there being the red light healing machines to aid in that.
7. Quarantine-Where women who either arrived with diseases or caught some during the process are held. There are also red light healing machines.
8. Drugstore-Where all the drugs used in the facility are stored as well as where staff can fill out a prescription.
9. Plastics-Where women undergo various plastic surgeries and possibly other cosmetic ones to make them look more like Ellen Haydee.
10. Cerebral-The lower area where the brain surgery to install the brain chip occurs.
11. Morgue-Where the dead bodies of staff members are stored.
12. Lockers-Possible an area where medical staff can store belongings.
13. Utility-A utility room.
14. Conversion-Where Haydees with defects too great to be fixed are sent to start the process of beginning a Slashy. This first step entails having their arms and head cut off, along with a harness being installed in their place.
15. Storage-A storage room.

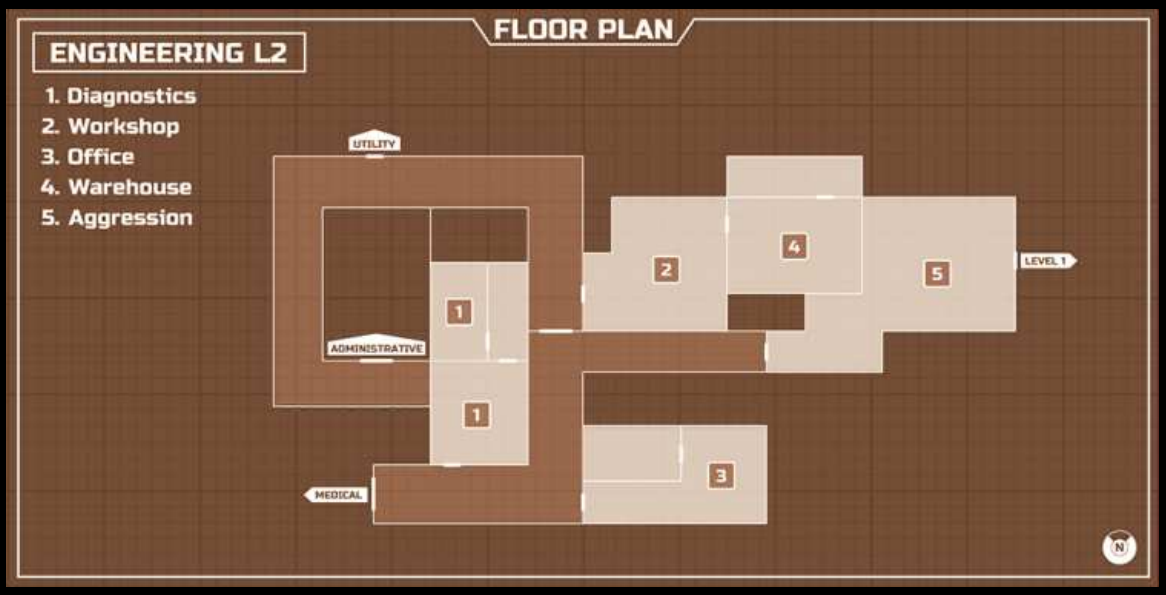
Is on the same level as Medical L1



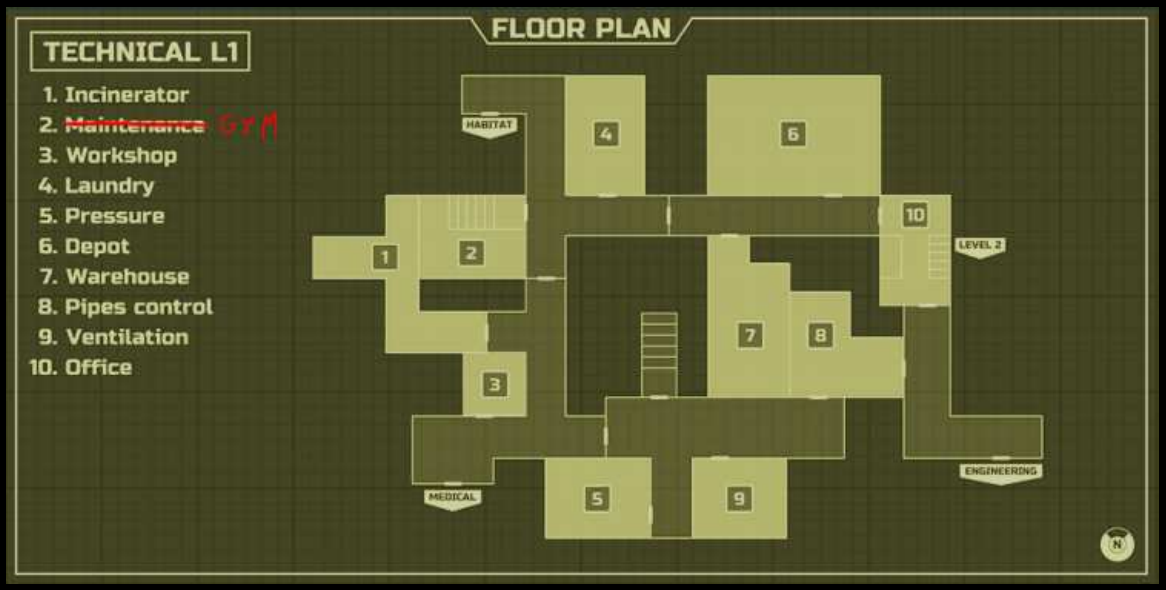
1. Packing-Where completed Haydees are shipped out to clients in 34 x 64 x 16 containers
2. QA-A room split in two, with the bottom one styled like a porno casting couch and the top having cameras and computers. This is where Haydees are "vigorously tested" before shipping
3. Migration-Where the Migration part of the Haydee process happens, in which a Haydee's original "ghost"/consciousness is removed and replaced with a blank one.
4. Utility-A utility storage room with two separated floors.
5. Projection-Where the Projection part of the Haydee process happens, in which the blank ghost implanted during Migration is brainwashed into a copy of Ellen Haydee.
6. Motorics-Where the Haydees are "trained" by staff in various different sexual acts. The left side is for onlooking staff and the right is for the actual training.
7. Bots-Unsure of the exact purpose though it seems to play the part of a storage area for Slashy bots for the entire zone.
8. Aggression-A small combat arena where Slashy bots are more than likely tested against each other.
9. Repairs-Where Slashy bots are sent to be repaired.
10. Robotics-Where Slashy bots go, after being converted from failed Haydee candidates, to have their cybernetic arms and legs attached along with other related things such as possible installing security programming.

11. Injection-Where the Injection part of the Haydee process occurs, which entails strapping the women into fucking machines, along with administering a special drug, in order to make them derive a heightened level of pleasure.

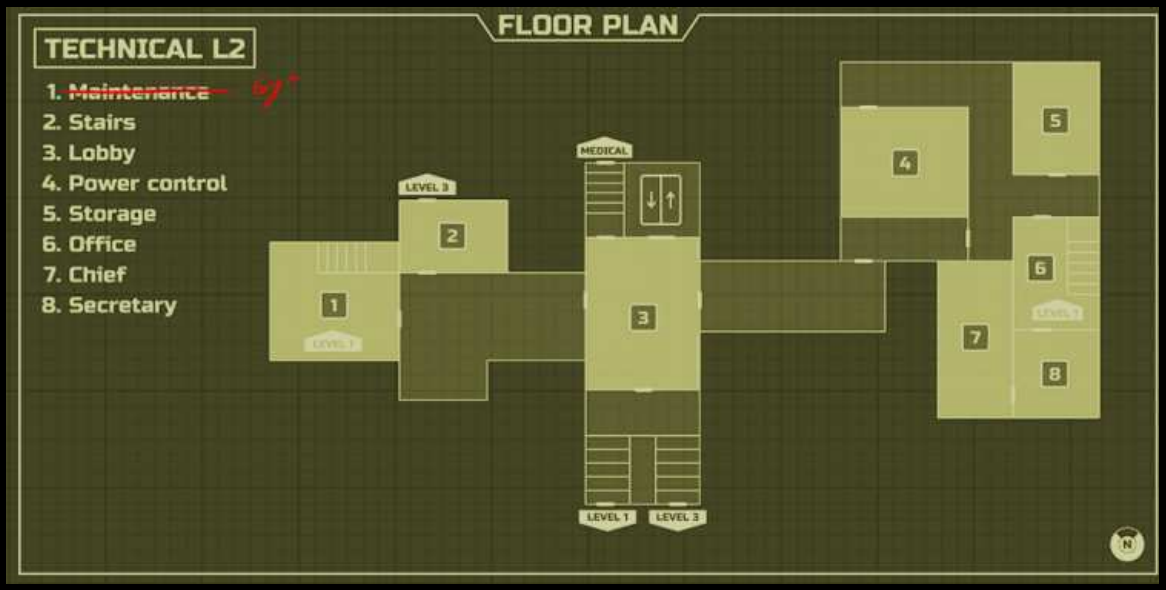
Is on the same level as Medical L2



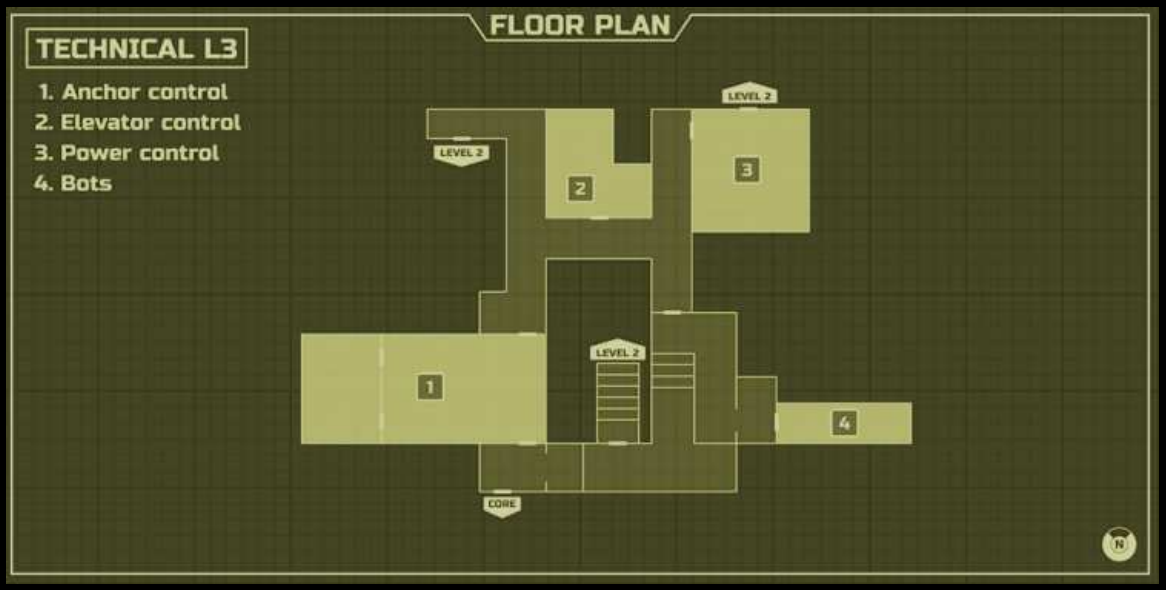
1. Diagnostics-A small room where faulty Haydees are taken in order to try and figure out what is wrong with them. The top left area seems to be a small office for a Diagnostics Engineer.
2. Workshop-Just seems to be a normal work area as it has some desks with computers on them.
3. Office-The office of the Engineering Chief which may have also been used by someone like a direct assistant.
4. Warehouse-What it says on the tin. It does have a small upstairs area that holds a single work desk.
5. Aggression-The upper observation area of the combat arena.



1. Incinerator-Where trash and any discarded Haydees are burned.
2. Maintenance/Gym-The upper level of a simple maintenance room that was partially turned into a gym due to complaints by security staff of others trying to use theirs.
3. Workshop-A small workshop area that also serves as a small storage area.
4. Laundry-Where all the clothes in the facility are washed.
5. Pressure-Possibly a room that works alongside the Pipe Control room.
6. Depot-A large two floor storage area.
7. Warehouse-A smaller two floor storage area.
8. Pipes Control-An area that may work into the plumbing system.
9. Ventilation-Area that controls the vent system of the facility.
10. Office-The upper floor of the office area.



1. Maintenance/Gym-The lower are of the maintenance/makeshift gym room.
2. Stairs-What it says on the tin.
3. Lobby-A center area that holds the elevator for the zone.
4. Power Control-A room that, in my own words, seems to be the middleman between the reactor and the rest of the facility.
5. Storage-A small storage room.
6. Office-The lower area of the office room that has a few cubicles.
7. Chief-The Technical Zone Chief's office.
8. Secretary-The Technical Zone Chief's Secretary's office.



1. Anchor Control-The control room for the main reactor called the Anchor.
2. Elevator Control-The control room for the facility's lone elevator.
3. Power Control-The bottom floor of the room.
4. Bots-Seemingly where all the Slashy bots for the zone are stored.