Master PC

Jump by 9anon. Original story by JR Parz.

"Welcome to the Master Command Center, where the Master allows you to become a virtual god to the people around you. Now, you possess the power to bend their reality to your specifications. You are the Master's representative."

In the late 90's, a young man bought a CD from a yard sale and installed it on his computer out of curiosity, only to find himself with the means to edit those around him through a reality warping computer program. This was the original story, and many others have been written, with a common thread being a person gaining access to some version of Master PC in some version of modern earth.

You find yourself in one of these worlds starting your decade here around the time one of the locals, or yourself, have gained access to Master PC. This can be a world featured in one of the many Master PC fics, or one of your own design.

Whatever the case, you receive an initial stipend of **+1000cp** to spend as desired. You don't need a genie when you have Master PC.

Setting

As mentioned, you have a free choice of which setting you visit through this document. It could be that of any given Master PC story, any world with something like Master PC, or a world of your own design that involves Master PC or something like it.

Location

While the usual Master PC story takes place in the suburb of a decently-sized American town, you are free to start in any location in the setting that you like. And as far as the time, you can start at any point in modern times where computers are an available consumer good.

Origin

In addition to choosing one of the following origins, you are free to choose your age, sex, customize your base form here within the range of human possibility, and choose whether you have a history or are dropping in.

User[-500cp]: You've received your own copy of Master PC and have intent on putting it to use.

Victim[Free]: You are already under the influence of someone using Master PC or will quickly find yourself in such a state, and you're the kind of person who enjoys it.

Bystander[Free]: You either don't care about the whole conceit of this setting or wish to work against it. You've got your work cut out for you.

Perks

Porn World[Free/Optional/+200cp, Jumper Only]: Master PC is a story written for the purpose of sexually exciting the user, so it makes sense that whatever world you use this document to visit benefits from a certain level of porn physics and porn logic.

STDs basically never come up, unwanted pregnancies don't happen, everyone's clean and ready when they get down to business, there's more attractive people around and people are generally more inclined to have sex, sex itself plays out a bit more like you'd see in a porno, and so on.

If you want, you can carry this physics and logic forward to future worlds. This application can be a sudden change upon your arrival or a retroactive change that Always Was, chosen on an individual basis for each world.

You may also forgo these benefits for the duration of your stay here in exchange for an extra **+200cp**, meaning that you'll be visiting a much more 'real' world, but you can still keep this perk and apply it to future worlds. Each of your created/imported companions also benefit from these extra points.

The Right Words[-100cp/Free to **User**]: You have a knack for picking the best words for the situation, whether you're making your point in a conversation, trying to fit everything you want to say within a character limit, or making edits to a target with Master PC.

Target Rich Environment[-200cp/Discounted to **User**]: Fate seems bent on surrounding you with those that you'd like to be surrounded by. This defaults to making people you'd find attractive show up more often than normal in the background and foreground of your life, but you can adjust the specifics beyond that whenever you like with nothing more than a whim. However, changes are far from instant, and this perk doesn't protect you from extra attention you might attract for being surrounded by an unusual crowd.

Your choice of attracted characteristics can range from simple stuff like particular physical attributes to the complex and abstract like specific desires. You also have a sense for who's been called by this perk and why.

You may set this perk to benefit someone else of your choice, working off of their tastes instead of your own. Or have it benefit you both, even with different settings for both. This choice can be made at the start of each jump, in case you change your mind later. And whatever your choice, this doesn't have a stacking effect - having multiple people with this perk keyed to attract the same characteristics won't call a greater number of fitting targets.

Finally, you can toggle the effects of this perk at will.

Nothing Unusual[-400cp/Discounted to **User**]: So long as you're even vaguely subtle about your unusual or supernatural activities, people tend to overlook anything about your life that might be odd. Going from a loner shut-in to a harem protagonist surrounded by bountiful beauty is the kind of thing that will somehow fly under the radar of anyone who wasn't already closely observing you, but throwing around fireballs will attract as much attention as normal.

Master's Craft[-600/Discounted to **User**]: Master PC may be a computer program, but it obviously isn't anything mundane. And it works fine, but you might want to make some

adjustments to it. Good for you, as taking this perk gives you a capacity for creating, modifying, and maintaining anomalous devices and programs like Master PC.
This doesn't provide you with any knowledge or skills to start off with, though, only the ability and potential to glean enough information to do as described. This process is greatly accelerated for anomalous devices and programs that are lewd in nature or use, taking weeks where it would normally take years.

Beauty Personified[-100cp/Free to **Victim**]: You possess incredible physical beauty, to the point that someone of more average attractiveness would seem ugly when compared to you. The nature of this beauty is up to you, allowing you to focus it on particular parts of your body and/or decide on the overall direction of your beauty - like being especially cute and girly or being boyishly handsome.

Master's Desires[-200cp/Discounted to **Victim**]: Your sense for the desires of those who control you is uncanny. Not only is it always accurate, but you'll always know what's wanted with enough lead time to have it arranged before your master thinks to ask for it.

Timely Gaps[-400cp/Discounted to **Victim**]: Even when you are fully dedicated to your master, you are somehow able to always find enough time and energy to see to your own goals and projects without interfering with any work you might be doing. So you'll never find yourself falling behind with your hobbies or training, no matter how demanding your master is.

Luck of a Victim[-600cp/Discounted to **Victim**]: Those that victimize you tend to only be those you'd *like* to victimize you, and they only do so in ways you'd be okay with. And in the unlikely event that someone you don't want to victimize you does so, circumstances will align so that you end up being "saved" by someone more fitting to your desires.

Anti-Normalization[-100cp/Free to **Bystander**]: You have an eye for things that seem normal, but aren't. Like the edits of a User who had the foresight to tick that 'normalize' box, or somebody reprogramming the world to their whims. This includes insight into whatever has changed, so you'll have a sense for what edits have been made to a Victim or how the world has been reprogrammed. That latter point is important for fitting into a world that's been altered in such a way.

Emancipation[-200cp/Discounted to **Bystander**]: With just words, you are able to free others of any mental alterations they may be suffering from, particularly those imposed via supernatural means. This includes alterations that would normally be permanent and irremovable, but this ability isn't without drawbacks. For one, you need to be able to communicate with your target. For another, the more extreme the alterations are and the more powerful the ability that made them is, the more work is needed to pull the person back to the surface.

Read-Only[-400cp/Discounted to **Bystander**]: You are like a file that's permanently set to 'read only'. So while a Master PC user can still find your profile, they can't make any edits to you, at

least not without getting your permission. This immunity also extends to any other supernatural efforts to edit your mind or body against your will.

Hidden Folder[-600cp/Discounted to **Bystander**]: Have you ever tried to find your AppData folder? Well, that's you now, like a 'hidden' file. No matter what form Master PC takes, you'll simply just never appear as a potential target. This also extends to hiding you from any supernatural means of detecting or gathering information on you against your will. If you decide to appear to such things, you can control what information appears about you, even supplying false information if desired.

Digital Sprite[-400cp/No Discount]: You have the ability to possess technology, taking on an ethereal form attached to said technology. While doing so, you can manipulate whatever system you're inhabiting, which includes the modification, creation and use of programs, controlling devices connected to the system, and so on. You can only inhabit one system at a time, but you can easily and quickly move between connected systems. Finally, you don't take up system resources, so you're practically undetectable through normal means.
Possessing a system requires you to be touching a device connected to it and causes your physical form to disappear, including things on your person. Stopping your possession causes you to physically manifest touching a device attached to the system you were possessing. This can be used for travel purposes.

Items

You receive 1 discount per price tier, with discounted 100cp items being free.
You may apply higher tier discounts to lower tier items.
These discounts only apply to the Item section.
All of the items you purchase here resupply, respawn, return, and repair each week.
You can freely fuse, combine, and attach your existing items with items you purchase here, and vice versa.
Between jumps you may freely import, combine, integrate, separate, and recombine any items you pick up from this section into, from, and with other similar items.

Battle Station[-100cp]: A handy computational device for all your needs. The exact form it takes is up to you, but it always has the following features.

-It doesn't need power.

-Where there are local public networks, it has a connection that's secure, quick, and constant.

-It has infinite data storage, and its computing power adjusts to be enough to handle anything you install on it.

-Whatever peripherals you need, which are perfectly compatible with your chosen device. Aside from their fiat-backing and the auto-repair/return, they are perfectly mundane. You can choose what peripherals you have at the start of each jump, which can include a desk if you have a particularly large setup - even if your chosen device is a mere smartphone.

Sexy Wardrobe[-100cp]: A literal wardrobe full of clothing and accessories that are fit for all occasions, though with the caveat that it's all sexual in some way…at least where it can be. In addition to always perfectly fitting whoever wears them, all of this stuff is self-cleaning and self-repairing. While this wardrobe can provide an infinite amount of whatever otherwise mundane apparel you want, you can also add existing apparel to this item, giving it the benefits of the apparel this item can generate at the cost of making it sexier. You can also 'delete' generated apparel by putting it back in the wardrobe, though only when intended, and you can remove any apparel that you've added to the wardrobe - causing it to lose both the benefits and drawbacks from this item.

Also included is a steady supply of top quality beauty products to keep a person's appearance in tip-top shape. These products have the benefit of not harming the user's body like regular varieties might, so they won't look like a crack-addicted ghoul when they don't have the time to get themselves ready.

Employment[-200cp]: A highly convenient job. The hours are great, the commute is never an issue, and the work itself is at least easy if not fulfilling. It provides enough wages to live a comfortable life, while leaving enough time to get up to whatever shenanigans you feel like. This job also works as an avenue for introducing you to potential prey or playmates that align with your preferences and/or those of another person of your choice - a setting that can be adjusted between jumps.

When you want or need a different one, you'll very quickly find one with all the mentioned qualities.

Sole Beneficiary[-200cp]: For whatever reason, you're the sole inheritor to a comfortable residence. This residence doesn't cost anything to keep - whether that's rent, utilities or taxes, and the neighbors remain blissfully unaware of anything odd regarding your activities here. Also, repairs, cleaning, and maintenance happen for free when no one is looking, with no one questioning why your house was repaired so quickly.

You'll find a similar residence in any place you'll be staying on a permanent basis, fitting to the location and setting where you find it.

Playground[-400cp]: A decently sized town of your own, though not necessarily under your ownership. The form it takes depends on the local setting, but it's always an excellent place for you to play around with your powers without attracting inconvenient attention from the setting at large. As long as you keep your play within the bounds of the town, you won't face interference from outside actors, any drama being limited to local figures.

What makes this town so perfect is that it is rife with targets optimized for whatever activities you feel like getting up to during your time in a jump. Want to play hero and save damsels? The place will be full of vulnerable hotties and contemptible abusers. Just want to quietly build a harem while everyone else goes about their day? There'll be a suspiciously large amount of unattached and attractive women around.

If you want, you can key this settlement to someone else's desires, a decision that you can change between jumps if you change your mind.

Sandbox[-400cp]: An apartment complex that's under your ownership. The building itself has all the features of **Sole Beneficiary**, except that the building is obviously composed of many smaller individual residences.

As the owner of this property, you're able to rent out these apartments, but the real benefit is that all the potential tenants that show up are people you'd find attractive in addition to being good tenants - for example, not trashing their apartments, paying their rent on time, not feuding with their neighbors, and so on. When inserting your Sandbox into a new world, you may choose to have it already populated with local tenants who fit those criteria.

This supply of tenants can be set to fit someone else's tastes if you want, and you can change this decision between jumps.

Master PC[-400cp/Free to **User**]: Your very own copy of the eponymous reality warping computer program. Purchasing this provides access to the Master PC Customization section.

Master PC Customization

Requires purchase of the Master PC item.
Users receive a +1000cp stipend for this section.
Points received from downgrades can only be spent in this section.

Program: The core characteristics of your copy.

UI: To make your User experience as comfortable as possible, your copy of Master PC features an adaptive and highly customizable interface that is highly intuitive for your use. It could be anything from a simple command prompt to a comprehensive collection of sliders and toggles, or anything in between. It adjusts to whatever platform you install your copy on, whatever features you purchase here or add later, as well as your wants and needs. If you purchase **Power Channeling**, it'll even update itself to reflect any relevant abilities you acquire on your journey.

Access: Choose one.

Unrestricted [+200cp]: You are unable to put any limits on who can use your copy. Try to keep it secure, will you?

Password [Free]: You are able to set a password for your copy, which must be entered at the start of a session. Just remember to close out when you are done and keep the password safe.

Master User [-200cp]: You have complete control over who can use your copy, as well as how. The only way anyone but you will have access is by your will, and they can only use it as you allow.

DRM: Choose one. You can install and uninstall your copy on any computing device you perceive or touch as a simple act of will. The program itself has no ‘weight’, taking up no storage space and using no system resources to run.

It Wants To Be Used [+200cp]: There's no limit on the number of simultaneous installs of your copy there can be, but your copy will actively spread itself in search of potential Users. When it finds one, they essentially gain their own instance of your copy that counts as theirs. This spread can be mitigated by keeping your installed copies on non-connective devices, but you should still be careful.

Restrictive [Free]: You can only have 1 install of your copy at a time, and there is a 1 week cooldown after uninstalling or losing access to that install before you can create another install.

Free [-200cp]: You can have as many simultaneous installs of your copy as you like, and there's no cooldown after you uninstall one.

Targeting: How your copy acquires targets.

Viable Targets: Master PC is only able to target ‘people’, as well as certain related objects with the right upgrade. What exactly that means depends on the User, but still needs to be a reasonable interpretation of the idea of ‘people’. This can include artificial, supernatural, and ethereal creatures.

Range: Choose one.

Hypno-App [+200cp]: In order for your copy to target a person, they need to look at it, after which they are 'hooked' and you can apply edits to them as long as they are within your immediate vicinity.

Room [+100cp]: This range is enough to cover the room you are in and out into adjacent rooms.

Building [Free]: This range is enough to cover a dense urban city block and portions of surrounding blocks.

Blocks [-100cp]: This range is enough to cover about 1/3rd of a major metropolis.

City[-200cp]: This range is enough to cover a major metropolitan area and its surroundings.

Country [-300cp]: This range is enough to cover a large country and much of its surroundings.

World [-400cp]: This range is enough to cover whatever planet you're on, as well as into close orbit.

Universe [-600cp]: This range is enough to cover whatever universe you are in, including any attached demiplanes, pocket dimensions, and so on.

Acquisition: Choose one.

Name & Face [Free]: In order to target someone, you need to know their name and face, in addition to them needing to be in range.

Searchable Index [-200cp]: Your copy provides you with a complete index of all viable targets within range. This index is incredibly easy to search through, filter and browse, allowing you to quickly find a particular target based on vague details or just look through potential targets.

Profiles: Choose one.

Basics [Free]: When you select a target, you may access a profile on them that includes an image of them, their name, their race/species/state of being, sex, age, physical measurements, location, and any past and present changes that have been made to them by Master PC or similar powers. The image can be anything from a still face shot to a live 3D representation of the target that matches their current appearance and actions.

In addition to simply viewing profiles, you can pin them in order to maintain access even when the target is out of range, as well as to quickly select the target again.

Important [-100cp]: As per the previous tier, but also includes all manner of official and personal information on the target. This includes details about their employment, education, relationships, affiliations, addresses, contact information, sexual fetishes, and so on.

Everything [-200cp]: As per the previous tiers, but includes any and all information about the target, starting with what's relevant to your interests and ending with whatever you'd prefer not to know.

Selection: Choose one.

Singular [Free]: You can only select one target at a time.

Multiple [-100cp]: You can have multiple targets selected at a time, allowing for batch edits to precisely chosen groups.

Area of Effect: Choose one.

Narrow Focus [Free]: Your edits may only apply to the target(s) you have selected. They may also apply to the things on the target's person, and within - clothing, built up filth, cybernetics, parasites, piercings, tattoos, and so on - but you can only alter what's present. So while you could adjust someone's clothing to fit their newly expanded bust, you can't clothing someone who's nude.

Expanded Focus [-100cp]: Your edits may also apply to secondary targets in relation to your selected target(s). You can set whatever criteria you can describe for who gets affected by which edits and when. This can be used to create 'infectious' edits that spread beyond your range, but it should be noted that the range from the selected target at which someone can be a secondary target matches the range of your copy of Master PC.

Independent [-200cp]: As per the previous tier, except that you may also center edits on locations, applying said edits to those who enter the area. You can set whatever criteria you can describe for who gets affected by which edits and when. The area of these location-centered edits can only be up to as large as your Range, and you can only create and alter these edits when the target location is within range.

Editor: How your copy can control and edit its targets.

Basic [Free]: You can edit the mind and body of your target in any way you can describe, as well as dictate their thoughts and actions, though with some restrictions.

Your edits cannot change their species, nor can they bring your target beyond the peak of their species. This limit does adjust depending on the current setting, and those you edit won't lose capabilities when moving into a setting where said capabilities are above this cap.

Your edits cannot grant or interact with the supernatural aspects of your target, including things like psionics, magic, ki, reality warping, and exotic physics/matter.

Examples of what you can do with this include granting skills and knowledge, healing wounds and illnesses by just editing them away, effectively granting eternal youth by creating an edit that reverts the target to the desired age on a regular interval, making the target's boobs grow a little whenever someone says a particular word nearby, and so on.

Also included is the option to easily undo any of your edits.

Lewd Exceptions [Free]: Your edits may optionally be supported by porn physics, allowing for things like overlarge features, ridiculous production of sexual fluids, and other things without any physical drawbacks.

This exception also allows you to grant all manner of lewd 'powers' to your target. Things like being able to wear heels without any loss of mobility or increased risk of ankle injuries, not being subject to mental degradation from sleeping around, flavored

fluids, being able to take extreme penetrations and stretch to extreme levels, making cervical penetration possible and pleasurable, and so on.

Cosmetic Exceptions [Free]: When your edits are purely cosmetic in nature, the sky's the limit. Reshape a phantom's body, give someone skin resembling a sky of twinkling stars, adding animal ears and tail to a normal human, and so on.

Normalization [Free]: You can toggle a setting that automatically 'normalizes' your edits, adjusting the perceptions and/or memories of everyone who perceives the edits to make them seem normal and/or having always been. Of course, the extent of this is limited by your chosen Area of Effect. This automatically excludes yourself and those you would want to be excluded.

Species Shift [-100cp]: Your edits can transcend the species of your target, allowing you to change their species or give them a chimeric mix of characteristics from various species. This even lets you do things like add extra limbs. This also increases the cap for how powerful you can make someone to include the capabilities of local species.

Supernatural Access [-200cp]: Your edits are no longer limited to the physical and mental, but can also affect and grant the supernatural and exotic. However, whatever limits there are on how powerful you can make someone remain.

Visitor Pass [-200cp]: Where the capabilities of you, your followers, and your companions exceed the limits of whatever other options you've acquired from this section, said capabilities serve as the upper limit for how powerful you can make someone. This also allows you to apply your own technical knowledge and material supplies to the edit you make to the things on or in a target's person.

Allowed Resistance: Choose one.

Loose Grip [+400cp]: Any target can resist or shrug off your edits, provided that they notice them. This isn't an issue with the grand majority of targets if you're being even a little thorough or subtle, but caution is advised when targeting those who are notably powerful or perceptive - or those that such targets would care about.

Some [Free]: While normal targets cannot ever hope to resist your edits, the truly exceptional or transcendent can. Beings like gods, embodiments of natural forces, arbitrarily powerful individuals, and so on. Be careful, as targets that can resist your edits also potentially have the means to notice and trace them.

None [-600cp]: Nothing you can target has any hope of resisting your edits.

Interpretation: Choose one.

As Written [+200cp]: Your copy requires careful syntax and wording in order for you to get the most out of it, making hasty edits a bad idea that often leads to unintended consequences. It at least includes a comprehensive guide on how to make commands, so you aren't flying totally blind.

As Intended [Free]: Your copy is able to interpret your intent with incredible accuracy, allowing for incredible ease of use as even vague commands and edits turn out exactly as you want. You still need to be a little specific, though: entering ‘do the thing’ isn’t going to do anything.

Power Channeling [-200cp]: In addition to whatever edits you can make, you can channel your powers through your copy of Master PC in order to use them on those you have targeted with the program. This counts them as being in range or touched, and you still need to fulfill any other activation conditions for the power. With **Access: Master User**, authorized users may use their own powers through your copy in the same manner.

Companions and Followers

Any companions you gain through these options may instead be taken as followers, waiving any fiat benefits from this jump in exchange for counting as “items” - and thus benefiting from the weekly repair/return feature detailed at the start of the item section. They lose the benefit of counting as an item if they are imported in a later jump as a companion.

‘Existing Companions’ includes those purchased in this document.

You may take liberties with the details of the OC companions, including swapping their sex.

Create/Import [-100cp]: Each purchase allows you to create up to 8 companions with your choice of origin and 800cp to spend on perks and items. The specifics of this companion are up to you as long as they fit the setting that you’re visiting with this document.

Export [Free]: You may freely export anyone you convince to come with you, taking them along with you as a companion or follower at the end of your time here if they’re still alive. This includes those you’ve coerced or controlled.

Accidental Bimbo [Free]: A friend of yours who somehow gained access to a limited copy of Master PC and accidentally used it to turn herself into a bimbo slut who is perfectly suited to your tastes and completely dedicated to being **your** bimbo slut. You may optionally also receive her roommate who suffered the same fate, in which case they share a companion slot. In either case, all the people you gain through this option have the **Master’s Desires** perk.

Bitchy Ex-Wife [Free]: She’s stuck on you to a pathetic degree, loving you as much as she hates you. She probably spends countless sleepless nights listening to your songs while thinking about you like a washed up loser. And she is washed up, considering that her life isn’t anywhere as good as it was when she was with you, no matter how successful she may be at this point given her **Employment**.

Compatible Master [Free]: Someone else has received a copy of Master PC and they’ve decided to focus their new power on you. This would be a concern, but your new master’s tastes are completely compatible with yours, so the end results are quite pleasant for the both of you. Your new master gets **1500cp** to spend in the **Master PC Customization** section.

Dark Desires [Free]: A woman blessed with exceptional physical capabilities, a rocking bod, and a copy of the **Read-Only** perk. But as if to balance out these blessings, she’s burdened with an overwhelming fetish for being subject to the whims of some evil mastermind, her mind and body twisted to his dark desires…unfortunately for her, she can’t turn off that perk. At least not unless you decide to take her with you, and even then the perk will only become toggleable after she leaves this world with you.

Family Fun [Free]: By taking this option, you gain an immediate family in this world. The details of your family are up to you, aside from there being no more than 9 members other than yourself and the effects of the **Family Friction** drawback if you take it. Your family members all share a single companion slot and can insert as your family for free in each jump you visit.

Landlady [Free]: A frumpy old woman who owns an apartment building, potentially one that you live in. She's uptight, repressed, and generally a bitter person - which has led her to be rather lonely, with all her friends and family having either died or cut ties. She comes with the **Sandbox** item, and she could probably stand to have a friend…or some *adjustments*.

Persistent Assistant [Free]: Some versions of Master PC have a cute little figure of a woman who introduces the user to their copy of the program, usually dressed up like a genie. Well, you've got something similar to that, but she's decided to stick around. She comes with the **Digital Sprite** perk, an intuitive skill and ability for the use of computers, and she's intelligent enough to make use of the two. It should be noted that she cannot physically manifest until you import her somewhere to give her a physical form to manifest as.

Willing Victim [Free]: Somehow, this individual found out about your access to Master PC and found themselves aroused by the idea of being your thrall instead of fearful. Aside from that, their **Victim** origin, and **800cp** to spend on perks and items, the rest of their details are up to you.

Drawbacks

No drawback limit.

Supplement Mode [Free/Toggle]: Have a particular non-Master PC setting in mind that you'd like to play around in with your copy? With this toggle, you can combine this jump with another, so long as the other one has computers in widespread use. As usual, the stipends of each jump remain separate, so you can't use points from the other jump to purchase options in this one and vice versa.

Actually Ugly [+100cp]: As it says, you are physically unattractive. Beyond the obvious social disadvantages of this, it also means sex and romance are incredibly unlikely for you under normal circumstances, and that people will be at least a little suspicious if you do experience sex or romance.

Family Friction [+100cp]: At least one member of your family utterly despises you, likely a sibling. They'll actively harass you and try to get in the way of whatever it is you want to be doing that isn't dealing with them.

Impotent [+100cp]: You just can't get your engine going, so to speak. You can still get mildly horny, but you aren't going to get hard or wet, and you aren't likely to get off for the duration of your time here.

School Life [+100cp]: Taking this drawback, you'll be stuck going to school for the duration of your stay here. This overrides your choice of starting age and time, adjusting them so that you enter at an appropriate time and age for starting at the lowest grade of a school of your choice. When you graduate from the mandatory schooling of the country you're living in, you'll quickly find yourself enrolled in college or similar post-secondary education.

Ugly [+100cp]: The people you tend to encounter are much less attractive than they'd normally be, in body and spirit. Not only are they not much to look at, but they are unpleasant to deal with or even just be around. You'll basically never encounter anyone genuinely physically attractive, and the few nice people in your life will be a god-send. There is good news, as this doesn't apply to anyone who's fiat-backed or who you've brought along with you.

Unpopular [+100cp]: For whatever reason, people who you haven't been personally acquainted with for a decent amount of time just don't like you. While it isn't as though you can't make friends, it just takes a while to find someone who'll tolerate you long enough to get to know you. This will make your life difficult in obvious ways.

This drawback doesn't affect how members of your fiat-backed entourage think of you.

Dick-based Thinking [+200cp]: Sex dominates your moment to moment thoughts and your desires strongly influence what decisions you make. Put in a clearer manner, you are always horny, and this tends to lead you to making poor decisions. Like making edits to people as they watch you do so.

High School Never Ended [+200cp]: The world at large seems stuck in the stereotypical cliquishness you'd expect from a class of high schoolers. People lump themselves into social groups based on their interests and relative level of attractiveness, judging outsiders harshly and feuding with other social groups for no real reason.
The bright side is that your companions and followers aren't affected by default.

Luddite [+200cp]: For the duration of your stay here, you just can't get your head around computers and similar devices. You can't learn how to use them and attempting to use them will cause all kinds of havoc.

Multiplayer [+200cp]: There are multiple copies of Master PC floating around, and their users are rather active. They aren't aware of you or each other initially, and they aren't guaranteed to be hostile, but keep in mind that they are mortal men and women who've gained god-like power - nothing inflates someone's ego quite like that.

Suspicious [+200cp]: Something about you just sticks out to those with authority, making them pay far more attention to you than they should. You are more likely to get caught up in random searches or pulled over, any bosses you have will levy that much more scrutiny on your work and general manner, and any parents or guardians will be incredibly strict.

Unintended Effects [+200cp/Requires **Master PC** item]: Your copy of Master PC has a habit of occasionally misinterpreting your commands, selecting the wrong targets, or outright making edits when you aren't. Maybe the UI is laggy and rather buggy, or maybe the program is a little mischievous.

Aware [+300cp]: The local authorities are aware of your nature as a jumper as well as whatever capabilities you acquired on your way into this world, which is to say your build for this jump. Reactions will vary - some governments will try to black bag or outright kill you, while others may attempt to be diplomatic to convince you to use your abilities to their benefit.

Bimbo Grindset [+300cp]: You are a ditzy dumbass, deserving of the title of Bimbo or Himbo. You aren't completely non-functional, but you are highly gullible and your lack of intelligence is obvious to others, so you're rather easy to take advantage of. Be careful out there, honey.

Domination Loss [+300cp]: Your victims are guaranteed to get access to your copy of Master PC at least once and use it against you. Your results may vary, but I doubt that it's pleasant having someone subvert your will like that.
If you don't have a copy of Master PC, someone with a copy of it has it out for you. They'll be looking to humiliate you and drag you through the mud before doing what they can to turn you into a member of their flock. If you want to know the capabilities of their copy, take as many points as you spent on your build and make a build in the Master PC Customization section with that amount of points.

Emancipator [+300cp/Requires **Master PC** item]: No matter how subtle or beneficent you are with your copy of Master PC, you've got someone out there who's dedicated to opposing your use of Master PC at every step. This individual has all the perks of the Bystander origin and a knack for tracking you down.

High School Mindset [+300cp]: Nerd. Jock. Chad. Stacy. You are stuck in an extremely stereotypical high school mindset where you see everything through the lens of social cliques, including how you define yourself. So this will likely make you think and act like either a bitter incel or an arrogant asshole.

Interesting Times [+300cp]: Good news, you are going to be very entertaining for your benefactor. Bad news, you aren't going to get any rest for the duration of your time here, because fate will conspire to put you through all manner of contrived and cheesy action and drama. And just when one series of events is at a close, you'll get swept up in another train of bullshit.

Power Loss [+300cp]: You lose access to all perks, items, and companions that you acquired prior to this jump for the duration of your stay here. This excludes the benefits of your body mod and any companions you pay to import. If you wanted to combine items you'd previously acquired with those you acquired here, you'll get an opportunity to do so on your way out of this jump.

Ending

Return Home / Stay Here / Continue Chain

If you're under any mental influences at the end of your time here, they are suppressed for long enough to allow you to make a clear decision regarding your ending choice. If these influences are unwanted, they are instead removed entirely.

If you've stolen someone else's copy of Master PC, it won't work outside of this jump.

If you've purchased your own copy of Master PC, you may treat it as a "trial" copy which unlocks all of its features post-Spark. In other words, it gets all the upgrades from the Customization section. Also, the range becomes universal after you spark and the restrictions on how you can edit your targets are lifted as well, with the only remaining limitation being your ability to describe the changes.

Notes

Here's a bunch of Master PC stories.

Being under someone else's control at the end of this jump doesn't mean a chain end. In fact, when the time comes to choose your ending, you'll have your free will returned so you can make the choice as lucidly as possible.

Master PC can be installed on any computer, even one installed in your body.

You can make fantastical-but-purely-cosmetic edits. This includes making cosmetic alterations to the "bodies" of spiritual/ephemeral beings.

Master's Craft;
It would take a couple centuries spent solely on studying your copy of Master PC to bypass the restrictions on the Editor…or you could just pick Power Channeling and collect other options relevant to the changes you're wanting to make. It'd take the same time to unlock the maximum upgrade of each feature, individually. And that's every second of every day completely dedicated to the task. I leave it to you to figure out how long it'll actually take to jailbreak your copy of Master PC and how to cheese the process.
You can use this perk to create things along the lines of the Persistent Assistant, though you'll need to study relevant beings to do so.

Digital Sprite: Physically manifesting from a possessed system may happen slowly instead of instantly, including something like pulling yourself out of a monitor or screen.

Battle Station: The exact form of the device is chosen when taking the option, while the peripherals can be changed between jumps.

Area of Effect and Items on a target's person: All levels of area of effect allow you to affect the items on or in a target's person.

Changelog

2025-11-29

- Folded Accoutrements into Narrow Focus.
- Added note that the Accoutrements effect applies to all levels of Area of Effect.
- Reduced price of Supernatural Access to 200.
- Increased price of Visitor Pass to 200.
- Consolidated power loss drawbacks into a single drawback.
- Consolidated Create/Import and added line to Export to let people know that exporting the controlled or coerced is 100% kosher.

2025-11-27

- Adjusted formatting.
- Made OC companions free to purchase.

v1r21 - Clarified ability to add and remove items to Sexy Wardrobe. Clarified that Target Rich Environment is toggleable.

v1r20 - Altered companion pricing. Added edit record to Basic level of Profiles feature. Added line regarding undoing edits in the Basic Editor feature. Made Porn World perk limited to jumper, but allowed companions with stipends to also benefit from the extra points from opting out of it. Clarified that Unpopular doesn't affect companions and followers. Adjusted Target Rich Environment, Employment, Playground, and Sandbox so that they can be keyed to someone else's desires. Replaced Slave Export with a more general Export option. Added persistent item recombination clause to item section. Clarified that Target Rich Environment isn't a stacking effect. Added some features to Sexy Wardrobe.

v1r19 - Added further details to Accoutrements and expanded Species Shift a touch.

v1r18 - Re-organized MPC Customization section. Darkened background color a little to reduce eye strain.

v1r17 - Added exception for fiat-backed individuals and those you bring with you to the Ugly drawback.

v1r16 - Adjusted descriptions of Visitor Pass and Accoutrements.

v1r15 - Cleaned up notes regarding things that are now integrated into the MPC customization section.

v1r14 - Added Porn World perk. Added Ugly, Suspicious, Aware, and Interesting Times drawbacks. Brought Companions sections in-line with Neon Dreams. Revamped and reorganized MPC Customization section.

v1r13 - Added Willing Victim "OC".

v1r12 - Added notes regarding cybernetics and robotics. Expanded note regarding unrealistic-but-cosmetic edits.

v1r11 - Remembered to add mention of how long the jump lasts and that Master PC can directly control a target's thoughts and actions.

v1r10 - Added Sandbox and Landlady, refined Power Channeling description a bit to make it clearer that it can be used to bypass the Editor restrictions. Add Digital Sprite and adjusted Persistent Assistant. Numerous adjustments based on feedback.

v1r9 - Consolidated Mobile Platform and Battle Station. Renamed Form options to DRM and slightly reworked the section.

v1r8 - Replaced Valuable Target with Beauty Personified. Added whole perkline for Users. Added Sexy Wardrobe Item.
v1r7 - Added option to take 1 OC companion for free, expanded capabilities of Master PC post-spark. Reduced companion costs.
v1r6 - Added Interpretation options and expanded note regarding racial transformations.
v1r5 - Improved Editor and Effect Targeting options.
v1r4 - Elucidated on the Persistent Assistant OC companion and added options to import existing companions into purchased OC companion options. Expanded notes.
v1r3 - Added more drawbacks and OC Companions.
v1r2 - Minor adjustments across document. Added ability to control what authorized users can do. Add Compatible Master OC Companion.
v1r1 - Doubled price of Allowed Resistance options. Added OC Companions and The Right Words perk. Expanded notes section.
v1r0 - Minimally done.

Links

Live Document:
https://docs.google.com/document/d/1XUrURviD8ml-YVJ50Qii4kzLn2wZgE-0vM-P5a1YjdA/edit?usp=sharing
My Stuff:
https://drive.google.com/drive/folders/12YV2nzxuqpyAPoee-Fil6wXLMK9r1HNY?usp=drive_link