

Haydee 3
v1.0
by Edyy78

Welcome, my dear jumper, to the world of Haydee, either for the first time in your journey or for a second, or even third time, depending on how your journey has shaped up to this point. Regardless, instead of finding yourself as one of two sole survivors in the immediate aftermath of a facility-wide disaster, or as one of many "rats" trapped within the stark white walls of an endless maze, you will be placed in a period of time that exists roughly between those two. That being a time in a post-post apocalypse, roughly 780 years after a massive aether entropic catastrophe blanketed the entire surface of the world in aether entropy, killing and/or mutating those unable to secure underground shelter for themselves, and even then, such "safety" slowly started to give out as the centuries rolled by.

But before that, when the catastrophe was nothing more than a theoretical concern in the minds of the leading figures in the world, like the higher-ups at the company of Jurani, who were the creators of the "Haydee" dolls, among others, based on different celebrities, an attempt was made to try and counter it. This was carried out by the staff of NTartha, one of the research facilities under the control of Jurani, whose plan hinged on the "rediscovery" of one HD 512, the sole survivor of the NSola 7 incident. Through research, the staff discovered that the detached cognitive loop that protected her from previous efforts to wipe her "ghost" also gave her immunity to aether entromutation. However, attempts to replicate it in others, which was aided by a supercomputer that runs on "cores" made of human brains named Consensus, met failure after failure, and after a few years, the situation on the surface reached a critical point, forcing all of the staff to enter stasis, with Director Brill handing off control of the project to Consensus.

You'll be inserted right about when the latest HD 512 clone is starting their run through the "corpse" of NTartha, as Consensus watches ever on, some centuries later, with **1000 Choice Points** to help fund your time here.

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Origins

Clone of 512
Seeking to put yourself in the shoes of the poor clones forced to trudge their way through the deadly labyrinth that NTartha has become, or do you just have a thing for solving mazes? Regardless, taking this origin will turn you into one of the potentially hundreds of millions of HD 512 clones that Consensus had forced through the remodeled NTartha over the centuries. The source of you all takes the form of the Incubator system, where various "birth mothers" churn out an endless stream of not only HD 512 clones, but also more of the various creepers found throughout the facility. And when you awaken from this "cloning" process, you'll find yourself in the medical section of the "tutorial" area of the facility that comprises the original obstacle course that the NTartha staff created for HD 512, with you replacing the latest HD 512 clone.

Though, you may find the uniform appearance you and your "sisters" take to be a bit bland. So, potentially because Consensus seemingly wants to spice things up, you're also able to change how you look. More specifically, you can take the appearance of any outfit mod that can be found for the Haydee 3 game as an alt-form, though this is purely cosmetic and won't confer any special ability or powers.

NTartha Staff
Seeking to place yourself among the people who both attempted to save humanity from the oncoming aether catastrophe, regardless of the amoral actions seemingly needed to do so? If so, then taking this origin will do just that, allowing you to take the role of one of the over 7,000 members that made up the staff of the NTartha research facility. Before the catastrophe hit, and even during the first 8 months of it, you could have worked in one of the various departments in the facility, but when things got too dire, and Brill ordered everyone into stasis, you followed, with there supposed to be a rotation system where a small number are staff are awoken on a monthly basis to do maintenance before being put back into stasis. However, as the centuries rolled by and aether entropy leaked into the facility, your coworkers started dropping like flies, either mutating inside of their pods or falling victim to the machinations of Consensus. And when you finally awake, you'll find yourself all alone in a random part of the facility, its layout warped and full of deadly dangers from when you once walked its halls.

Core Of Consensus
Or, are you seeking to count yourself among those who, over the centuries, have attempted to continue the work of the Osiris Initiative in finding a way to immunize humanity to aether entropy? If so, then by taking this origin, you will find yourself a part of Consensus as one of its many cerebral banks, or cores, which effectively turns you into a brain in a jar. In this form, your main task, along with your fellow cores, is to continue what remains of the Osiris Initiative in hopes of finding a solution in case what remains of humanity stumbles upon you, after the death of the last staff member of NTartha. To that end, as a whole you all have complete control over the facility allowing you to restructure it as you please, but like with any group in order to actually put anything into motion you'll have to convene with your fellow cores in various "sessions" where issues and plans of action are brought up and debated on, with you having to have a majority of the other cores vote for you to enact any of your ideas. This role, however, will physically keep you in the "Consensus" zone and attached to the main Consensus body.

Goal

Due to the unique situation you'll find yourself in during your time here, you don't have to worry about sticking around for a standard 10 years. Instead, depending on your chosen origin, you'll have a particular goal you need to fulfill in order to consider this jump completed.

Clone of 512 Goal

Just like the hundreds of thousands, if not millions, of your "sisters" that came before you and the hordes that will come after you leave, your goal is incredibly simple on the surface. Just navigate your way through the labyrinthine maze that NTartha has become and reach Consensus, who is located in the deepest part of the "Consensus" zone, and what would later be referred to as the Black Zone, in however many centuries it takes for NTartha to lose its form. But, this isn't just a one-and-done sort of goal, as, instead of being inserted inside of Consensus' body for analysis so that NTartha can be remodeled for the next clone, you will be taking the role of said "next clone".

More specifically, your goal is to complete the NTartha "obstacle course" a total of 10 times, with Consensus remodeling the palace after every success to make it harder and more challenging for you, but never to the point of making it impossible.

NTartha Staff Goal

Due to the fact that your existence makes you a bit of an anomaly in NTartha, due to all of your fellow staff members dying who knows how many years ago, your goal is a little less clear than the other two. In the new environment that NTartha had become, your fellow staff had two uses: either test subjects Consensus could use to test copying HD 512's detached cognitive loop or as hostile agents to fight and struggle against the HD 512 clones. And since the former is something you'd probably not be on board with, you get a bit of a choice in what your overall goal is.

Specifically, it can either be you serving the latter role Consensus had in mind for your fellow staff and becoming a hostile agent for the HD 512 clones, with you needing to kill 10 of them. Or, you can take up a new role that Consensus cooked up so they can study your unique situation, that being scouring the bones of NTartha for clues to a potential exit to the surface that Consensus has hidden, which needs to be done 10 times and with the facility and the location of the exit changing after each time you find it.

Core Of Consensus Goal:

Just like **Clone of 512**, your goal to complete is relatively straightforward and something that your fellow cores have been doing well before you showed up. That being said, to oversee and manage the various HD 512 clones you and your fellow cores are sending through the maze of NTartha. But, this won't be as easy, due to what was previously mentioned, in that you won't have complete control over what is and isn't changed inside of NTartha.

So coupled with that, your overall goal is to see 10 HD 512 clones succeed in navigating NTartha, with the extra caveat that the maze has to both actually challenge them, but not be so difficult to end up being entirely a matter of luck if a clone manages to reach you and your fellow cores.

Perks

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

General [Undiscounted]

Temporary Immunity [Free, But Only For This Jump]
As evidenced by the fall of NSola 7 and the apocalyptic situation the world found itself in some centuries before your arrival, aether entropy is an incredibly dangerous phenomenon. Not only does it have negative effects similar to radiation, albeit the fantastical kind, due to the fact that aether is basically found everywhere and aether entropy can naturally occur, with it normally being generated from technology that runs on aether, the aether entropic disaster also seems to have been an eventual inevitability. And since NTartha has ended up completely saturated with the stuff, you're going to need a method to make sure you don't end up mutating an hour or so into your stay here. So by taking this perk, you'll gain said protection, albeit temporarily.

Specifically, with this, you no longer have to worry about the aether entropy that is permeating the entirety of the NTartha facility, even if you happen to be a surviving **"NTartha Staff"** who wouldn't normally have an "excuse" to have protection against it like a **"Clone of 512"** or **"Core OF Consensus"** would have. And in such a situation, if you happened to have taken the **"NTartha Staff"** origin, you don't have to worry about Consensus paying you any extra special attention, outside of what is required by your goal, due to your immunity.

The "Other" Kind Of Deviants [200 CP]
One major part of the aether entromutation process that isn't really shown too well is the fact that the mutations and resulting "creeper" that a person turns into is supposed to be a reflection of their personality and their wants, such as their hobbies. And with how sexually charged the world of Haydee is, you'd expect that to show up in some capacity, with the "Boomy" creepers being the only ones to have some amount of sexiness to them, what with their large tits and them still having their genitals, unlike the other two types found in NTartha. Though a potential side effect of this for you, along with the fact that heavily sexualized imagery of Ellen Haydee, the namesake of the Haydees, is plastered basically everywhere, is making you a bit pent up, even if you happen to be a **"Core Of Consensus"**. So to help give you a way to blow off some steam with the most abundant "partners" you're going to be finding in NTartha, taking this perk will make these creepers a bit more appealing to you.

More specifically, this perk makes it so that any monstrous creatures that you run into, like the various forms of "creepers" that Consensus had been breeding in the NTartha facility, will become sexified in one way, shape, or form. The exact specifics of this sexification is fully dependent on you, and using the three forms of "creepers" shown in NTartha as an example, you could do things such as keeping them as is and just adding on sexual features, making them look almost exactly like humans just with grey skin, a maw of sharp teeth and claws, or making them look even more monstrous if you so choose. But, you aren't just limited to doing broad strokes as you can also get a bit more specific in any changes you want such as making them all one gender, increasing the averages, minimums and maximums of their sexual assets such as making Boomies even

more voluptuous, or even only choosing a certain percentage of them be affected by these changes in case you want sexy monsters to be a “treat” for yourself after working up a sweat gunning the other ones down, or you don’t feel comfortable mixing sex with killing, with you being able to apply your changes on a “species” by “species” basis.

Speaking of which, to make your effects at monster fucking a bit more feasible, especially with how homicidal “Creepers” and other monsters are, this perk also grants you two ways to make attempts easier. The first makes it so that for any monster that has been affected by your changes, there is a random chance that they are “docile” compared to the rest, meaning that they aren’t out to kill or harm you and instead are inclined to approach you for sex. Though they will still retain parts of their monstrous nature, so if they normally are aggressive predators, it is highly likely that approaching you for sex would manifest as them pouncing on you from the shadows, or if they are of the more skittish type, they may try to gain a visual on you as far away as they can and then slowly approach you. Though to make things easier, you’ll instantly and always know if such a monster that is seemingly friendly is actually so, either due to being a docile type or just naturally being friendly, or if they're just trying to get you to let your guard down. And the second makes it so that you can ignore any negative effects from monsters or other beings you happen to have sex with, with one main caveat. That being that the monster has to be willing to fuck you, or you have to have subdued them in some way.

For example, if you’d like to go to town on a Boomy you happened to stumble upon without having to worry about being hit with aether entropy and you for some reason didn’t have any protection against it, then you’d have to either subdue and pin them down, which can be hard considering they have a habit of exploding as a form of attack, or have them be a willing participant, either through the aforementioned chance at a docile one or through other means.

Clone of 512

Arms of Steel [100 CP]
Despite the severe injuries that HD 512 sustained during her crash landing at NTartha and the fate that awaited her when she was taken into the clutches of the NTartha staff, there can be said to be at least one single boon that came about from it. That being the arm and neck cybernetics that the NTartha medical staff installed into her and that will continuously be installed into her "children" for the foreseeable future, as, besides the fact that they can more easily be repaired in comparison to arms made of flesh and bone, they gave her and her clones impeccable climbing ability. And while this is almost entirely due to them allowing HD 512 and her clones to hang from anywhere almost indefinitely, it is nonetheless incredibly useful, especially with the state NTartha is currently in. So, by taking this perk, you'll be able to benefit from this particular boon even if you don't have the same arms as your progenitor.

Specifically, this perk gives you the arm, leg, and grip strength necessary to hold onto and hang from almost anything while supporting your entire body weight without tiring, such that, for example, if you were to hang off the edge of a catwalk, the entire thing would rip itself out of the wall due to your own weight before your grip ever started to falter. And as you may expect, your increase in grip strength means that it is hard for things to accidentally slip out of your hands, even if they're slick with something like lube or blood, or for others to yank things out of your hands unless they are stronger than you. And even then, you'd be able to make them fight for it unless they completely outclass you in strength, with incredibly steady hands being another boon that allows you to have supreme precision when manipulating things and preventing your aim from wavering due to fear or surprise. To go along with this, you also gain an expert level of skill in the art of parkour, meaning you can tell what handholds and the like can support your weight and those that will give way with just a look, map out a parkour path to get your from point A to B, perfectly angle and aim your jumps so that you rarely if ever over/undershoot something, and properly brace yourself when doing long falls to mitigate fall damage. Coupled with this parkouring skill, you also become incredibly flexible, bordering on being a contortionist, allowing you to hold normally uncomfortable poses just as easily and just as long as when you are hanging off of something, which can obviously improve your parkouring.

And to top all of this off, whenever you do physical activities, your body, particularly your sexual assets and body parts you're proud of, get highlighted and have attention drawn to them, a feature your namesake, Ellen Haydee, more than likely thrived off of. So, as you do things like stretch, climb walls, fight, or even just walk, expect people's eyes to be drawn to things like your tits and ass, rippling abs, or well-built and shapely legs.

Finding A Bypass [100 CP]
One of the more obvious things about the current state of NTartha is that it shows the beginnings of the labyrinthine, stark white maze that it will become, given some more centuries of its interior being remodeled and shuffled around by Consensus. And when compared to what HD 512 had to go through to get out of NSola 7, the major difference is that the weird layout of the current day NTartha was intentional rather than the result of an accident. From massive drops that lead to certain death to the various blocked-off passageways that need either some tool or some sequence of actions to get open, such

an environment can be incredibly hard to navigate, which is sort of the point. So, by taking this perk, you'll gain an ability that, while not able to fully trivialize any obstacle course maze you happen to be going through, will give you a major leg up and make them not as tedious.

As with this perk, when exploring locations, especially if they happen to be labyrinthine, have no clear indication where things are, or are just massive, you will constantly find various shortcuts that make backtracking to places easier. More often than not, you will need specific tools/abilities, or a sequence of events like solving a puzzle, to open these shortcuts, but it will never be impossible, such as requiring a tool you either don't have or can't find "nearby". Along with this, your mind becomes a bit of a steel trap in regards to not getting lost, with you always knowing where you are, the quickest way to get somewhere you've been before and where you've left or seen something if you had to leave it behind to make space or due to a lack of space in your "inventory", even if where you are is a series of near identical stark white rooms with equally stark white decorations. In fact, when dealing with puzzles and the like, or anything that requires a certain item/ability to solve, such as a door needing a special key, you will get an alert in your mind if you happened to already have the solution, such as the aforementioned special key, or saw the solution somewhere.

For Those Who Come After [200 CP]
As evidenced by the sheer amount of HD 512 clones that can be found dead throughout the entire NTartha facility, the obstacle course maze that Consensus has them all running through isn't an easy one. As was previously mentioned, there are a number of deep drops that the clones could end up falling to their deaths in, not to mention the various "Creepers" and Slashy Bots lurking around every corner, and the different kinds of traps or "tricks" Consensus has set up to catch non-vigilant clones off guard. But one benefit of all these dead bodies of your fellow sisters is that they can help provide context clues that can end up saving your life by making sure you don't blunder into the same dangers that killed them. So by taking this perk, such clues will be a cornerstone of your attempts to keep yourself safe in situations similar to what NTartha has become.

As with it, when trying to solve a puzzle, with "puzzle" in this case referring to things you'd find in ancient ruins or something purpose-built to stump you, and not something like a puzzle in a newspaper unless someone made a trap out of it, you will always find clues in your environment that will greatly aid you in solving it. All of these clues are themed around hypothetical predecessors that either solved it before you and left clues behind on how to proceed, or died in the attempt and thus are able to clue you into potential hidden dangers related to the puzzle. For example, if you happen to come across a combination puzzle where you have swiveling pillars with various symbols on them, one clue on the successful predecessor side of things may be some sort of hint written on a slip of paper or carved into the floor/wall that is disguised in the form of a riddle. And on the dead predecessor side, the room the puzzle was in may have a relatively fresh corpse in it that's been riddled with bullets, letting you know of the danger of entering a wrong combination and also letting you infer that the current combination on the pillars is one of the wrong ones. This clue system also applies to just general dangers and ways to move forward when you're going through dangerous and/or abandoned areas like ruins or a gang's hideout. For example, clues from a successful predecessor could manifest as things like a trail that leads you to a method of

bypassing a caved in hallway or the corpses of enemies with obvious kill marks that clue you in on the best ways to kill them, while clues from dead predecessors would mainly be things like finding their corpses with equally obvious kill marks that give hints to what enemies you may face and what weapons/attacks and strategies they may have such as them being able to attach themselves to the ceiling to lie in ambush for you.

Also, when going through dangerous and/or abandoned areas, you'll consistently happen to come across things like dead bodies or containers, such as a wall-mounted emergency supply storage box, that always has a random assortment of loot in/on them that is appropriate to whatever setting or location you're in, whether that be ammo for the guns you're wielding, healing items, etc.

Survival Of The Toughest [200 CP]
Besides the detached cognitive loop found inside of HD 512's mind, her fiery arrival to NTartha showcased another special trait that she seems to have, her incredible resilience. When she crash-landed at NTartha, after the explosion from NSola 7's main power source, which had a meltdown, knocked her out of the sky as she escaped, she suffered severe injuries, such as the loss of her right arm, multiple open and closed chest injuries, multiple fractures to her spine and damage to her organs, such as blunt trauma to her heart. But despite that, and with some medical care from the NTartha staff, she was able to make a full recovery, minus her arms, which the medical team replaced with cybernetics. And assuming such a level of resilience is something you're after, taking this perk will make you not necessarily something like a tank, but more like a boxing dummy that keeps getting back up, given some time to recover.

Specifically, this perk doesn't really make you all that much tougher in the durability and resisting damage sense. Instead, it simply makes it so that your resilience sees an improvement that makes you are quite hard to kill outright, to the point that that surviving something that is effectively a plane crash with horrific injuries like the loss of limbs, open chest injuries, extreme blunt trauma to the heart, rupturing of internal organs and multiple bone fractures including to the spine would be child's play, assuming that you at least got an average amount of medical care. This also applies to other forms of injury, so expect yourself to bleed out more slowly, survive longer in extreme heat and cold, and other such things. Coupled with this, in the event your injuries require you to get some form of replacement like cybernetic arms, or you just want to upgrade parts of your body with enhancement, your body takes to them like a fish to water, regardless of whether they are technological. biological, or magical, with you quickly adapting to them in record time without any fear of your body rejecting them.

Also, as a final bonus, you'll find that any permanent lingering evidence of injuries you've sustained, such as scars or a permanent loss of hair, will be sort of beautified a bit, becoming more cool and aesthetic rather than grotesque. They will also enhance your overall looks and beauty rather than detract from them, with any enhancements like cybernetic arms or runic tattoos of the magical or non-magical variety also doing as such, with all of these elements, including your natural features such as skin tone or even things like horns, blending together to form an incredible sense of beauty/sexyness that is unique to you, just like how the cybernetic arms and head that future Haydees

will sport gave them that extra "oomph" in terms of memorability and appeal in the "real world" that elevated them above the generic sexyness of their bodies.

Sexy Golden Goose [400 CP]
On the surface of things, while Jurani's attempt at finding a way to copy HD 512's detached cognitive loop and the aether entropy immunity it provides to people in an effort to save humanity is noble, it doesn't really make them good people. As evidenced by their NSola project, they don't care that much about kidnapping women and morphing their bodies and minds into copies of famous celebrities to then be sold as sex toys, the same way one would sell a luxury sports car. And what kicked off and allowed them to even make the attempt to save humanity, the recovery and healing of HD 512, may have only been done out of curiosity at a Haydee being found in the wreckage of one of their VTOL craft, with the decision to keep her around potentially only being made due to the benefit of her detached cognitive loop. Such a fate of being "rescued" to then later be used and abused is something you probably want to avoid at all costs, so by taking this perk, you'll gain an amount of protection in two regards in such situations.

First, this protection manifests such that if you ever find yourself in a perilous situation where you're practically alone, such as managing to survive a catastrophic aerial crash landing that left you heavily crippled or finding yourself washed ashore on a deserted island, you have an incredible luck boost to you being found and rescued, which borders on being a constant guarantee. For example, with the aforementioned crash landing, luck may make it so that you just so happen to crash right next to some form of base or other inhabited structure that has the medical facilities to treat you if you happen to be injured, and with the deserted island, you may discover after some exploration that an uncontacted tribe with boats also lives on the island. But, there isn't a guarantee that whoever comes to rescue you would be grateful to find you or would have your best interests in mind, so in those situations, or others where you find yourself at the mercy of others, whether or not they're actually planning on doing you harm, the second form of this protection kicks in based on your "worth".

More specifically, your "worth" has a tendency of convincing those that rescue you to spare you in these situations, even if they aren't the type to do so or aren't the sort to actually harm you, with this manifesting as your would be captors, or depending on the situation, executioners, always seeming to have some sort of problem that is plaguing them and said problem also always just so happens to be solvable with the tools you have. This can range from a specific item you picked up in a previous jump, or some sort of power or ability you have access to, but regardless, the fact that you have the means to solve their problem will be easily made apparent to them. Either by you overhearing them talking about it, with you being given a chance to bring up the fact that you could help them, which they'll believe with relatively little convincing, or them doing something like running tests on you and your gear and discovering that you could help them.

And to make sure you don't end up in a situation where they just simply kill you to take whatever the "tool" is, or, similarly to HD512, treat you like an object that is to be used and abused to solve whatever their problem is, your captors tend to get it in their head that they just can't take the solution from you. Whether they believe that forcefully harvesting your highly regenerative, universal donor blood would ruin it, or that trying

to make use of your pollution eater device would activate a user identification self-destruct feature, they will be highly hesitant to outright force you to help them. Instead, they'll become a lot more open to cooperating with you, assuming they weren't already nice/neutral people who rescued you rather than imprisoning you or are just holding you due to the absurdity or suspicion of you showing up, with you having intimate knowledge on what you can push for in return for your help, with the more desperate they are to solve the problem, the more concessions they'll be willing to give you. And once the agreement is struck, your captors will also be hesitant to break it so long as it seems like you're upholding your end of the deal, but there may be situations where you don't want to actually aid your captors for whatever reason, so as you go about "helping" them your able to sabotage your efforts in various different ways. Whether that be dragging your feet, so to speak, or making fake progress to help buy yourself more time for things like a rescue team to find you, or lying about what is needed for you to make progress, so you can gain access to sensitive locations to enact some sabotage to make your escape easier.

And as a bonus, if you happen to be in the mood for it, you can make it so that those who come to rescue you will have the given problem that you can solve be incredibly sexual in nature, either directly or indirectly, with them also fitting within your preferred sexual tastes. Maybe while you're stranded in space due to your ship running out of fuel, your rescuers may take the form of an all female/male band of xenophobic blood knights who are the last of their kind and are looking for both a place to settle and a means to repopulate, with you having the perfect solution to at least one of their problems in the form of an omni-breeding perk. Or if you happen to crash land in a remote stretch of wilderness, you may be rescued by an uncontacted tribe, with their problem of an unknown illness that is ravaging them being able to be solved by your healing sexual fluid perk. Also, to make sure you don't have to worry about purposely stranding yourself, this perk also comes with a toggleable "luck" boost that makes such stranding events more common, such as your spaceship suffering from a minor, but still movement-restricting failure.

Ever Faster Lab Rat [400 CP]
In the grand scheme of things, it wouldn't be that much of a stretch to refer to all of the HD 512 clones as rats stuck in an endlessly changing maze. While they may have a higher mortality rate than most lab rats, at least the ones that go through some form of maze like them, in the end, things are incredibly similar, with some being above them, scientists for the rats and Consensus for the clones, recording as much as they can about how they go through the maze and even reorganizing said maze upon its successful completion. Though one major difference is that rats used in such a way tend to get better at getting through mazes, which doesn't apply to the clones, since those that do make it through get snatched up by Consensus for analysis and subsequently dumped when another clone makes it through. So by taking this perk, you'll be able to use repetitive actions, like going through a maze over and over again, to improve yourself by incredible amounts.

More specifically, this perk makes it so that every quality about yourself can be improved far faster and better with simple repetition than most other people. While this obviously applies to your skills like parkour, shooting guns, and other such things, this also applies to any powers, abilities, or perks you happen to have. For example, if you happen to have

some sort of magic ability that is fueled via mana or something similar, then repeatedly making use of it will not only increase your overall magical power, but will also increase your supply of mana and how fast it regenerates. Or if you have a regeneration factor, then simply taking damage and having your regeneration heal it will make your regeneration not only faster, but also allow it to heal more grievous injuries. And similarly to how Consensus probably has to find a "sweet spot" whenever it restructures NTartha in regards to its difficulty, when using this repetition training, there will be a certain sweet spot that causes your gains to be magnified, with said spots being related to intensity and/or length. So when it comes to doing something like parkour, the sweet spot will be in relation to how hard/intense your parkouring is and how long you do it in a single session, whereas for something like regeneration, its sweet spot is in regard to the severity of the injuries you get and the number of them you sustain in a short span of time. And similarly to how someone who weightlifts needs to lift heavier weights as they get stronger, these sweet spots will grow as your skills and abilities do, so for your regeneration ability, the severity of injuries and the amount you get at one time that is needed to reach the sweet spot will increase as it becomes better and better.

But this doesn't mean that your normal skills are neglected when it comes to this improvement, as the progress made with repetition training in one thing can sort of spill over into similar fields. For example, if you do some repetition training with a particular type of sword, doing a particular type of sword strike/technique, then your progress in gaining mastery in both would also be applied to other types of swords and other types of sword strikes/techniques; the more similar these other ones are, the more that your progress in the original two spills over. So if you repeatedly trained with one type of sword, you'd gain an equal level of expertise and then mastery with almost every other type of sword, with this being less so for those that are suitably exotic or different from the one you practiced with. Making frequent use of one type of military tactic, whether it be on a large battlefield or with a small team, would grant you further understanding and skill in other similar ones. And making frequent use of a particular fire spell or ability would spill over and improve your other fire-related abilities.

Immunity To Die For [600 CP]
Looking back at the beginnings of HD 512, or Kay Davia as she was originally known before getting scooped up by the staff at NSola 7, it can be kind of ironic how important she ended up becoming in the grand scheme of things. Before being snatched, she was an unemployed nobody, having been orphaned at a young age and basically having no friends to speak of. And while she was almost an exact copy of Ellen Haydee's appearance, which, coupled with the aforementioned life facts, made her a prime candidate for the Haydee process, no one in her life before being snatched seemed to pay her that much mind. But through the process of being processed into a living sex doll to be sold to those willing to pay, her own special quality was revealed, which, for good and for ill, led to her becoming integral to the attempts made to save humanity. And by taking this perk, you'll be able to gain such a feature for yourself to make sure your mind becomes an impenetrable fortress.

As with this perk, you gain a detached cognitive loop of your own, similar to the one that HD512 had, granting you complete immunity to any and all mental effects, which, at its most basic, is a separate consciousness made of rogue neurons residing in your brain. But, besides your loop granting you immunity to things that are purely related to the

mind, like mind control or mind reading, it actually grants you immunity to any and everything that has some sort of mental component to it, whether it affects your physical brain, your consciousness, or both. The biggest example of this is aether entropy, as it affects both the mind and body by driving people into psychosis that turns them into feral animals and heavily mutates their bodies. So, if an ancient evil tried to flood your body with their corruption, and said corruption had some sort of mental effect like regressing your mind into a wild animal or mind controlling you via messing with the structure of your brain and neurons, then you'd be flat out immune to every aspect of it.

And to help prevent the situation that basically led to the possible end of all of humanity, that being the incredible difficulty of copying HD 512's detached cognitive loop into others, to the point that even after an untold number of centuries Consensus still wasn't able to do so, this perk allows you to bypass all that work needed. More specifically, you can now freely share any resistances or immunities that you happen to have, regardless of the source of them, with this being able to be done via simple touch or through bodily fluids and sex if you want a bit more fun out of it.

NTartha Staff

Survival Scavenger [100 CP]
Like with NSola 7, the staff who worked inside of NTartha were a part of various departments with various skillsets needed for their work. From the engineers, security members, and technicians, all of them had their own roles to fill to make sure the research at NTartha went as smoothly as possible. But, as they were released one by one into the warped mess that Consensus had turned NTartha into to serve as "agents" to oppose the HD 512 clones, they all had to become familiar with one universal skillset: survival. So, by taking this perk, you'll become an expert in surviving the new environment of NTartha and its ever-changing ways.

To be more specific, this perk turns you into an expert scavenger, with you having a bit of a mental radar for places that still have some amount of "loot" for you to gather like food or ammo, which also highlights said loot or things that are containing them in the room your in, a quick eye to determine what is worth taking with you, and quick hands to strip a place bare and store you loot on your person pretty fast. You also have an eye for what locations would be safe to rest in, either temporarily or for longer periods of time, as permanent or semi-permanent bases, and if need be, you are also skilled in quickly setting up and packing up when it comes to temporary rest areas. All of this will obviously come in handy when you have to contend with surviving in the twisted remains of the NTartha facility, with the only company you have being the mutated descendants of your co-workers, Slashy Bots, and the occasional HD 512 Clone.

Speaking of which, to help with the fact that you're the last remaining normal human in the facility, you also have complete immunity to the negative effects of being isolated for long periods of time. You don't have to worry about becoming stir crazy or having any negative effects from not talking to or having any interactions with another person, with you also gaining a deep appreciation and enjoyment out of being alone, not to the point you'd eschew the company of others, but enough that you'd be content and derive fun out of stuff like delving into your own mind.

Pleasure Above All [100 CP]
As evidenced by the goings on inside of NSola 7, at least before it suffered the disaster it did, and what occurred during the attempts at NTartha to study HD 512's detached cognitive loop, it would be an understatement that the people of Jurani, for the most part, are a bunch of amoral pieces of shit. The biggest example of such is their NSola project, which entailed them kidnapping women to convert into mindless sex dolls who were then sold for top dollar like sports cars. And it shouldn't surprise you that during the process of turning said women into sex dolls all manner of abuse would have been leveled at them, with one example being Colonel Raynor in NTartha as when he and his delivery teams kidnapped women, who were destined for the Incubator rather than becoming sex dolls for all the difference that would make, they made a habit of abusing them in various ways and were only told off for it due to the women being considered Jurani property. But, there is a chance that you may be of the sort who gets off on enacting such treatment upon others, either in playful imitations with consenting partners or in manners similar to those of Jurani, so by taking this perk, you can at the very least get some higher highs from it for your own pleasure.

So with this perk, you'll find that you'll gain a pleasure boost whenever you happen to sexually take advantage of someone in one way or another. This includes your "standard" stuff like molesting or raping someone, but also includes making use of and/or abusing any power that you have, whether that be in a coercive manner like threatening the job of those your the boss of or something like using your authority as someone's god to get them to have sex with you, with that latter case not necessarily needing the other party to be hesitant or unwilling. Also, if you find that engaging in such acts is difficult for you for whatever reason, such as you feeling that it's too evil or mean-spirited, then this perk can help you ease into things by using your own arousal to help suppress your moral compass a bit. But if there is a line you do not want to cross under any circumstance, then this perk won't push you to slip that far.

Also, as a small bonus, similar to what one may expect someone to do with a living sex doll modeled after their favorite celebrity, this perk also makes it so that being "worshiped" becomes incredibly pleasurable for yourself. What counts as being worshiped can be anything from being actually worshiped as someone's god, having a cult of personality that sees you as the best person ever, to just having lovers who can't get enough of your pussy, boobs, and/or cock. So expect to derive a good amount of pleasure from things such as having worshipers pray towards you, your cult singing your praises, or your harem of lovers slobbering all over your body as if they can't get enough of your taste.

Slacker [200 CP]
When it comes to being some sort of manager or leader, one of the biggest headaches you can have with those under you is them being lazy, good-for-nothing slackers. If they're not just simply blowing off work to go hang out with their buddies doing random stuff, then their laziness is causing problems with any project you assign to them, which can sometimes be completely intentional on their part if you happen to be working on a project that would put a stop to, or at least hamper their efforts to slack off. But while such workers can be annoying, it wouldn't be a stretch to say that most people wouldn't mind engaging in a little slacking here and there, so by taking this perk, you'll become a sort of icon for slackers everywhere to aspire towards.

As with this perk, you become a supreme level slacker, with you knowing how to keep your head down to make sure you're beneath notice from any bosses or nosy snitches, the location of various "hidden" or isolated spots in any building your in that few people would know about or would care to look for anyone in and how to sneak off to said locations without being caught. You also are an expert at knowing how to and being able to actually cover up your slacking, like near instantly swapping web browser tabs, swiping your desk clean of contraband, or masking the existence and entrance to something like the little cave you made out of pallets in a storage bay, as well as how to set up systems to give you a heads up if a superior or snitch is on their way. These systems could be things like leaving strategically placed clutter to slow them down and alert you when it's disturbed, intimately learning the footsteps and gait of all of your co-workers to recognize if the person approaching is your boss or not, and bribing your co-workers with things like food or drugs to have them help you cover up your slacking, or at worst, pretend they don't know anything.

And similarly to how the engineering staff purposefully left some blind spots in the camera system they were asked to set up, you also become a bit of an internal saboteur, knowing just how to use your slacking, creative interpretations, and malicious compliance to screw things over, either for your own benefit or just to fuck a superior over. For example, if you were given the task to install special software on every single company computer that would prevent people from mindlessly browsing the internet, you could, assuming you had the coding skills, find a way to install a special backdoor that would allow you to continue using your work computer to goof off. And so long as you don't blatantly flaunt the fact that you put in the back door, it is hard for others to know of its existence, just like how Director Brill somehow didn't notice that the staff members he tasked with installing the camera system for Consensus left a number of blind spots they could take advantage of to slack off.

And as a final bonus, with how amoral Jurani's operations typically are, as evidenced by their NSola projects turning kidnapped women into sex doll copies of celebrities and how their "Incubators" also turn kidnapped women into seedbed cloning "machines", as well as how "abuse happy" their staff members can be, your slacking off can also provide for you in this manner. Specifically, when on the job, or really anytime any "job" you have can be brought up, you gain a luck boost that makes it so opportunities to "slack off" and abuse your authority, particularly in a sexual manner, keep cropping up with your "victims" always being of your preferred gender and body type. For example, if you happen to be a police officer, then you may find yourself catching a lone suspect at night when you're on patrol by yourself in a part of town that, even at night, is oddly deserted. If you're a doctor, you may discover that a particular patient has been heavily sedated in a soundproof room so they can sleep, with you being the only one allowed in to monitor them. Or if you're a bartender, you may get a particular customer who drinks themselves into a stupor, with your boss then ordering you to take them outside and wait with them until their ride shows up, with there just so happening to be an almost complete lack of people on the street and their ride taking a conveniently long time to show up. And just like Colonel Raynor, for the most part those above you will at worst moderately chew you out over this if they catch you, though they would be more concerned with frivolous things like you getting cum all inside of your police cruiser or on expensive medical equipment rather than the wrongness of what you did and the more authority you have the less you have to care about the consequences.

One Man Crew [200 CP]
Unlike the NSola 7 facility that HD 512 escaped from, NTartha seems to be the far larger of the two, not only in regard to square footage but also in terms of population. Numbering roughly 1,100, or 7,488 depending on how you calculate things, the comparatively high staff population of NTartha could be due to the fact that it served as a research facility, along with being home to Jurani's latest and potentially greatest invention of Consensus, thus necessitating the facility having a lot of maintenance. And this can be shown when all of the staff were placed in stasis, as Director Brill implemented a rotating schedule of staff members, particularly the ones in the engineering and technical departments, who were to be awoken by Consensus to do maintenance on the facility, but as their numbers dwindled over the centuries, these maintenance teams grew smaller and smaller. So, by taking this perk, you'll gain something that some of those last few one-person teams wish they had, though it would

have been under the assumption that their goal was to do maintenance rather than be shooting practice for wandering clones.

More specifically, this perk turns you into the type of person that is somehow able to run entire large complexes, buildings, etc, entirely by yourself. What this means is that you have a mind perfectly suited for the understanding, running, and maintaining of large complex systems, regardless of the size, like a massive factory or even something like a capital-sized spaceship, with only a minor amount of work on your part being needed to understand the inner workings of any new systems you come across. This "work" simply entails you being within the space the system occupies for a few seconds, which, once done, will grant you both an instinctive understanding of every single component of that system, as well as a constant awareness of the state of each component, though that latter aspect only works while you're in the space that said system exists in.

So, for example, you could enter a massive server farm and with a few seconds instantly know ever intricate detail about things like the network system, such as the names of the servers and what information is stored on them, or the electrical system, and so long as you stay on the premises of the farm you would be constantly updated on the state of everything like if a particular cluster of serves are seeing a high level of current use or if a particular section of electrical wiring is on the verge of giving out. But the handling of complex systems isn't just limited to those that already exist, so as a bonus, you also gain the skills and know-how needed to set these systems up yourself when it comes to things like creating new buildings or making large complex machines. For example, if you were tasked with the construction of a new apartment complex, besides knowledge of how to properly do the basics, such as concrete/brick laying and setting up walls and flooring, regardless of what materials you use, you'd be able to single-handedly design the MEP (Mechanical, Electrical, and Plumbing) systems of the building. This means that not only would you be able to design things like the building's HVAC systems, power systems, information systems like computer networks and plumbing, but you'd be able to do so in a way that is both incredibly robust, along with being easily built upon in case you need to do expansions, as well as with plenty of failsafes/redundancy so that things like a busted pipe or the collateral damage of a mini war won't completely ruin things.

Coupled with this, you also know how to implement automated systems of various types, like an automated factory, that require little to no human input, as well as how to make systems and buildings completely self-contained and isolated from the outside world. This isolation not only includes setting up systems to allow people to live almost indefinitely in it, such as perfect water, air and bio-waste reclamation/purification systems and hydroponics, but also to keep various things out whether that be hostile life, a deadly virus, or even some sort of corrupted "magical energy", though you will need an understanding of such things to design effective protective measures.

Man Together Strong [400 CP]
As shown by the delivery teams that Jurani makes use of, along with the armed security departments all of their facilities seem to have, they aren't a stranger to engaging in combat, at least on the broad general scale. But in situations like what some of the awoken staff members had to deal with, i.e., having to deal with the homicidal HD 512 clones hunting them, such things become worthless both due to non-combat staff being awoken alongside the combat ones and the fact that they had no access to actual

weaponry. So, by taking this perk, you'll gain the tools needed to help you overcome similar foes in circumstances where you don't have access to actual weapons to make things easier.

As with this perk, you become highly adept at small group combat tactics, especially when facing off against "powerful" or deadly enemies that you outnumber, with the higher the difference in numbers, the more of a luck boost you and your allies get. So expect things like your enemies seeming to more often than not just barely miss you all when they attack, or for direct hits to become glancing blows, your traps that they normally would be able to avoid or dodge managing to at least graze them, and for circumstances to align that nudge your combat plans against them closer and closer to succeeding. You also become an expert at making makeshift weapons and traps out of various common items with equally makeshift tools, with your mind filling with various creative ways to use them, whether that be making a matchshift axe and then electrifying it with a battery, wires and a switch, plus some insulating tape to protect yourself, or separating out specific chemicals from things like sexual lube and cleaners to put together your own homemade grenades using a soda can as the casing.

Also, as a bonus, when facing off against enemies, a form of lewd luck seems to make it a constant occurrence for said enemies to find themselves in incredibly compromising positions ripe for you to take advantage of. For example, as you make your way through warped halls of NTartha you may happen to come across one of the current HD 512 clones halfway stuck in a vent with their ass up in the air, or if your raiding a gang's compound you and you bust into a room to clear it, you may stumble across a member in a state of undress and completely off guard, due to them masturbating and not hearing the rampage you've been going on. Also, to make sure you aren't disturbed during these moments, such as being ambushed by a creeper, a sort of field is projected around you that dissuades people and beings from entering the area you are in, but this field doesn't last forever, with the time it does being based on how many enemies are in the area around you. So if there happened to only be one or two creepers in the area roughly around you, the field would last longer than if there was a horde of them outside of the room you're in.

Paranoia Of The Watched [400 CP]
One of the odd things that can be said about Consensus is the fact that Director Brill, the head of the entire place, for some reason, thought it was imperative that Consensus be able to see every single spot of the facility. So to that end, he ordered that cameras would be installed practically everywhere for Consensus to use as its eyes, but obviously, that didn't sit well with every member of staff, especially those found in the engineering department. This led to them sort of sabotaging this little project by purposely leaving blind spots in the tunnels they use to slack off in, and by taking this perk, you'll gain something that will make you the bane of any that wish to observe you against your will with anything more than just their eyes.

As with this perk, you become constantly aware if you are being observed, who or what is observing you, and what sort of tool or device they are using to do so, such as a camera or a scrying spell. This also makes you aware of the location of any surveillance device around you, with them being highlighted with a glowing outline that can be seen through walls, with this including visible vision cones that let you know what areas said devices

can see, as well as letting you know if anyone is currently looking through them. But this won't do you much good if surveillance devices happen to be blocking off a path you need to go down, so you also gain two different methods to help nullify them a bit.

For the first, you have the ability to disrupt any surveillance device or other means of observing you that isn't the natural naked eye, which can include things like cybernetic eyes, in your line of sight, causing them to return back nothing but static and in the event of someone using something like a scrying spell or GPS that pinpoints you location this disruption will instead give a vague area rather than your exact coordinates. But obviously, this will alert whoever is trying to observe you that something is wrong or that you are aware of their presence, unless they happen to assume that whatever they are using to observe you simply malfunctioned. So for the second method, when you need to get from point A to B, but your being watched or find your path blocked by things like cameras, you will always seem to find alternate paths and the like that not only don't have anything like cameras, even if the building your in normally doesn't have a square inch that isn't covered, but it also blocks out things like scrying magic. The problem with this method is that while those who are observing you may not make the assumption that you did something to block them out and that you are aware of their presence unless they happen to be particularly paranoid or observant, these alternate paths won't always drop you off right where you want to be. And while they can be found in locations where not a single square inch isn't surveilled, in such situations, you won't find as many as you would in places with more lax security.

Leader In Chaos [600 CP]
As with almost any kind of disaster, strong leadership is needed to make sure things don't descend into chaos that threatens to deal more harm than the disaster did. Such an instance of this not happening can easily be observed when the NTartha facility was sealed off from the surface as Colonel Raynor, who either was truly discontent with how Director Brill was running things or just saw the opportunity to take advantage of the fact he and his men were the only ones with guns, launched a coup a little less than 2 months after the sealing and placed the facility under what effectively was a military dictatorship. This complete control he enjoyed was equally short-lived, as another roughly 2 months later, a figure calling themselves "The Leader" launched a counter coup, leading to a few weeks of fighting that left major damage to a number of important facilities and infrastructure, and only ended when Brill seemingly regained control. Luck was probably one of the major factors that prevented this mini war from spiraling out of control and dooming the staff of the facility centuries before they would have normally died out, so by taking this perk, you'll gain the chops needed to prevent such situations in the future and lead any group to prosperity in the post-apocalypse.

To that end, this perk grants you a powerful aura about yourself that screams that you are prime leadership material, perfect for gaining control in cases of pandemonium and chaos, such as during or in the immediate aftermath of an apocalypse. This is due to the aura causing people that see you or hear your voice to gain an incredibly strong impression that you know exactly what your doing and talking about, with this making it trivial to sooth a panicking crowd, even if you're in the midst of the most hectic apocalypse or some sort of other sort of emergency, and get them to follow your instructions with little to no hesitation or push back, unless what your telling them to do is complete and utter nonsense. And once things calm down, whatever group you're in

will almost always unanimously elect you to be their leader, if they hadn't already decided so from the get go, with any black marks against you in terms of actions or personal traits, being overlooked or not counting in people's minds so long as they weren't totally your fault, like losing a third of the group due to a rapid and sudden change brought about by the apocalypse. But, in the event that a form of recognized leadership already exists, whether it be something official like a mayor in a zombie apocalypse or unofficial like the oldest person in a class that has been stranded on a deserted island, then you know how to usurp their role for yourself. This can be in a nice and kind way, such as going around providing help to the group and showcasing how you're a much better fit for the role of leader, which can result in the actual leader peacefully abdicating at best or being ousted at worst. Or this can be done in a more neutral, or asshole-ish, manner by launching a coup/rebellion by forming your own faction within the larger group loyal to you by using lies or genuine grievances, spreading dissent and dissatisfaction towards the current leadership, and when the time is right, suddenly seizing control. Just like how the leader of NTartha's delivery groups, Colonel Raynor, used his armed men to seize control, and how "The Leader" and some of their fellow co-workers rose up in opposition to him. And unlike the two-way war that was raging when these coups happened, if your own attempt to seize power results in a "war", you don't have to worry about any collateral damage, whether that be the fighting damaging important structures/systems like hydroponics or your enemies deciding to go scorched earth to deny you a clean victory.

But, moving on to actual leader-related duties, you also gain the skill set of a highly competent one, giving you the tools to not only properly lead a group during an apocalyptic event to their survival, but also allow them to even thrive. To that end you are a master of all of the general aspects of leadership, which includes, but isn't limited to, things like being incredibly charismatic and adept at public speaking, along with coming up with passionate speeches on the spot, having an eye for the talents of others as well as how to nurture them and delegate tasks to those most suited and other such things like handling recruitment to your group, etc. And these general leadership skills can easily be adapted to more specific situations, whether that be you being a high-level military general or the ruler of a nation, with you gaining a basic understanding of how to go about being a leader in these specific situations and quickly gaining mastery of these leadership roles as time goes on.

And, in regard to the previously mentioned thriving, as a final bonus to help in apocalyptic situations, or times where you are simply stranded away from the comforts of civilization and technology, this perk grants you the knowledge needed to help bootstrap yourself and rebuild your technological base. For example, if you find yourself abandoned on a deserted island or in a post-apocalypse, then this perk will guide you step by step on how to climb your way back up the tech tree, going from sticks and stones or scrap metal and trash, to complex machinery and so on, assuming that you already understand how to make these things. For example, if you were in a zombie post-apocalypse, you'd be given instructions on how to build things like a water collection and rudimentary plumbing system out of the materials you happen to have on hand or are able to scavenge. This bootstrapping also includes magical technology, and if you happen to find yourself in a place with magical resources to take advantage of, this will also give you instructions on how to replicate normal tech with them in equal or better ways.

Core Of Consensus

Results Over Morality [100 CP]
When it comes to any sort of machine that has been made advanced enough to think like a person, a common sentiment and fear is that they'll be too logical when it comes to their decision-making. Instead of factoring in things like good and evil, or just morality in general, they would instead view everything purely as a numbers game, with them willing to do anything if it followed pure logic. And while Consensus' actions would play into those fears, such as how it come to the "logical" conclusion that it should make use of the staff members in stasis as test subjects due to the fact that it had no other way of continuing the Osiris Initiative and the staff would have ended up dead anyways due to the failing pods, such thinking can be useful when situations call for it. So by taking this perk, you'll gain the headspace needed to make hard choices when necessary a lot more easily.

More specifically, this perk allows you to easily logic yourself into choosing the best course of action for a given situation or problem, with this also increasing your planning ability to allow you to more easily gather every single possible variable and analyze them to come up with various solutions and employ high degrees of logic and reasoning into your thinking, whether it be something like trying to come up with a solution to solving a world wide zombie plague or how to subdue a particular rival organization. And if said best course of action happens to be at odds with or go completely against your moral/ethical codes, like subjecting those who've been infected by the zombie virus, but not fully turned, to tortuous experimentation, or going after the innocent and unaffiliated family members of those in the rival organization, you can easily choose to suppress your complicated feelings and convince yourself of the actions necessity, with the more that an unsavory course of action is measured as the best/only option the easier this is and the less guilt you'll feel. Helping this is the fact that any perk or ability that you happen to have that can make these actions less morally dubious or provide extra benefits that can outweigh the dubiousness can make this even easier for you. And if need be, or if you so choose, this method of using logic to get yourself into doing actions you may not agree with at first can be used to change your morality over time by repeatedly choosing said actions, just in case your adventures require you to become someone who can easily do said actions.

Also, as potentially a consequence of the amoral nature of your creators at Jurnai, all of this doesn't only have to apply to instances of you needing to find solutions to problems. Instead, it can also work in your favor regarding more morally dubious leisure and pleasurable actions you may want to indulge in. For example, if you happen to have a thing for wanting to force yourself onto others, then this perk will make it easier to justify it or at least make it a neutral act in your eyes, maybe by leading you down the thought path of only raping those you'd have no problems killing. And things that can help this along can be something like having a healing/buffing sex perk, which can lead to it being seen in your mind as something similar to breaking into someone's home and leaving them a shit ton of money, or a somnophilia perk that lets you go with the idea of there being no harm if no one finds out. But, similarly to **Pleasure Above All**, if there are any lines you don't want to cross under any circumstance, then this perk won't cause you to slip and slide into crossing them.

Calculations Of Cold Steel And Fleshy Minds [100 CP]
Despite serving the role of a supercomputer that aids the NTartha facility in its research, Consensus isn't completely made out of metal and wires. Instead, its main computational power comes from its various cerebral banks, or cores, which are effectively just human brains in jars that seem to have been woven into a "cognitive cluster" to provide Consensus with the capabilities of a normal supercomputer. And while it may not be stated anywhere, it wouldn't be a stretch to assume that Jurani did some tinkering with the brains to increase their individual mental power, so by taking this perk, you'll be able to take a minor portion of Consensus's processing power for yourself.

As with this perk, you'll gain a moderate increase to your intelligence and your various other mental skills to the point that you could genuinely be considered a computer, with you being able to effortlessly handle things like highly complex and large mental math calculations, vivid mental visualization that allows you to do things like vividly build entire buildings or machines piece by piece in your mind, and running multiple trains of thought and multitasking without tripping over yourself. Coupled with this, you also become very analytical, being able to pinpoint even the most minute or subtle aspects about the things you observe, such as the exact shade or color hex code of a particular paint or the exact spices and cooking methods used in a dish, as well as treating your mind and eyes as the perfect measuring tools, such as accurate time keeping down to milliseconds, being able to measure the length, volume, weight, speed, etc., of everything you look at, and give accurate estimates for things like the amount of force someone puts into a punch or jump. Your mind is also an indexable steel trap for information and memories, with there being no fear of your mind and its capabilities degrading over the centuries.

But, alongside being very analytical, it seems that a particular "quirk" has developed in your mind, giving you quite the voyeurism fetish, meaning that you're able to derive a good deal of pleasure from observing others, whether they are masturbating/having sex or just going about their day, with this being especially strong if they don't know you're watching them.

Reaching A Consensus [200 CP]
One benefit of the cerebral banks/cores that Consensus makes use of is the fact that each of them is actually their own separate "person", though to what level of a personality they have is unknown. The main benefit of this is the fact that, with each being a separate person, they can all debate among themselves to help reach the most logical and sound conclusion to whatever problem Consensus needs to deal with. And while these "sessions" that Consensus ends up having when all of the NTartha staff go into stasis do end up with them engaging in various dubious acts, it is never a bad idea to have other minds to bounce ideas off of and to provide perspectives you may not have considered. So, by taking this perk, you'll gain the skills to more than hold your own in any sort of debate and something extra to help you in your thinking.

Specifically in regards to the former, this perk makes you an expert of rhetoric and debate, especially in the four modes of persuasion which are: Logos or the use of appeals to logic and fact, Pathos or the use of appeals to emotion, Ethos or the use of appeals to your own authority/credibility, and Kairos or the use of both time and context such as saying the right words at the right time or taking into consideration and using things like

the location of your debate, the demographics of the audience and the relationship between you, them and the topic at hand. Along with this, you also become an incredible people person, though one that is more on the analytical side, that is capable of analysing and "picking apart" anyone you're talking to, assuming that they aren't skilled in hiding/masking aspects about themselves better than you're able to pick them apart. With both of these, you're capable of custom-tailoring arguments and manipulation methods to whomever you're arguing and debating with, which also includes mixing together the different modes of persuasion and knowing when to make use of one over another based on the person, making you a highly convincing individual.

And to help you when it comes time for you to engage in your own brainstorming and thinking, similarly to the actual Consensus and the dry, sarcastic AI it can be said to be based on, you have a total of 8 separate minds inside of your head that are capable of making use of your senses. By default, these extra minds are very bland and personality-less, making them akin to simple computers rather than actual people, but you can choose to specialize them a bit by focusing them on specific things to give them a personality themed around whatever you choose. These can be stuff like your emotions, like love or rage, aspects of your personality like your creativity or battle lust, or even entire fictional characters or OCs that you've created.

Besides just giving you company inside of your head that you can talk to, these other minds can serve as your confidants and individuals you can bounce ideas off of, as well as extra "hands" that you can bypass mental tasks off onto, with them and any other minds you gain also gaining access to any mental perks you happen to have that are on the "thinking" side of things, such as such as the debating skills from this very perk or the increase to mental calculations from **Calculations Of Cold Steel And Fleshy Minds**. And in their capacity to serve as people to bounce ideas off of, they will also engage with you and the others in debate, with the different minds seeking to both provide their own input and to convince you to do things their way, though be aware that they will always approach things through the lens of whatever you specialized them in. For example, if you specialized a mind based on your compassion, then they will always approach situations with the intent to maximize compassion, such as wanting to spare everyone where possible or always imploring you to save everyone you come across. Also, even if you may end up disagreeing with one or more of these minds or disregard their advice and opinions, they'll never come to hate or oppose you, barring you abusing them and unless you choose so none of these minds will be complete "fanatics" for whatever you specialized them in, so the aforementioned mind specialized for compassion won't push it to the point of lunacy and will be open to being convinced that a particular person is better off dead or not saved.

Also, as a final minor bonus, if you happen to be able to generate bodies that are connected to you, such as being able to summon clones or build robotic bodies that are linked to your mind, then you can choose to temporarily transfer any of these minds, or others you already have/may gain in the future, into these bodies for them to control.

The Perfect Testing Environment [200 CP]
As was previously mentioned, in order to get the best read on the interaction between HD 512 and her clone's detached cognitive loop and their consciousnesses, the Staff at NTartha and later Consensus made use of obstacle courses full of aether entropy. The

idea was that HD 512 and her clones would be forced to do various different tasks, which in normal people in similar situations would inspire certain “deviations” in their conscientiousness and thus lead to aether entromutation, which wouldn’t fully manifest in their minds due to their detached cognitive loop. And while this does make some amount of sense, it can be seen as a bit ridiculous considering the fact that the “tasks” that HD 512 and her clones were given to do all involved them either doing parkour or solving relatively simple “fetch quest” puzzles. So if you’d like to be able to “dumb down” all of your testing while not affecting the results, this perk will let you side-step most, if not all, of the normal rigours of testing.

As with it, you are now capable of boiling down the highly complex series of tests you’d normally have to do to gather various metrics and data from someone in a lab or “hospital” environment to just simple obstacle courses. This also includes you being able to design the perfect environments for these courses and with this you can use them to do things like telling whether or not a person has a specific trait, how a trait interacts with the different aspects of a person, and gathering accurate measurements of things like blood pressure/sugar, the presence of any mental conditions and other medical metrics which also includes the supernatural like the size of a person’s magical energy pool or what special “mutant” power someone has. Though you aren’t just limited to scientific endeavors with this, as your courses can also be used to help inspire and train people, as well as find where their talents lie, along with stress testing things like materials, vehicles, or items.

For example, if you’d like to figure out what branch of your own personal PMC a new recruit would be the best suited for, in terms of their current skills and hidden or apparent talents, you’d be able to design various different obstacle courses that can measure the various different factors and derive some form of grading system. If your very special super soldier procedure requires people who have certain traits or aspects that make them one in a million, you’d be able to design a test to run potential candidates through that will, with a 100% accuracy, tell you who is and isn’t compatible with the procedure or, depending on the procedure, tell you the percentage chance of it succeeding or failing for them. If you're studying some strange new supernatural power someone was gifted out of the blue, you’d be able to design courses that will let you glean as much information about the power as well as its underlying principles. And, if you just created a new suit of armor or gun, you’d be able to make courses that someone wearing/wielding them could go through to stress test them and showcase their strengths, weaknesses, and areas they can be improved.

But as was showcased in the NSola 7 facility, Jurani has an even easier method of gathering data and information, that being their diagnostic tables, which are basically just fucking machines they used on their Haydees. So, to let you get in on the fun, this perk also allows you to make use of incredibly sexual means of “running tests” to gather information, with these methods working just as well and providing the same data as those mentioned above. For example, you could use a fucking machine or a remotely controlled dildo/fleshlight connected to a computer to get all the metrics and data needed to place new recruits into your aforementioned PMC, or you could use some molestation and outright sex to gather all the medical data you’d need on a “patient” with said data being beamed into your mind.

Guiding The Deviation [400 CP]
The fact that Consensus ends up making use of robots some unknown number of centuries into the future can come as a bit of a surprise, given the fact that nothing about the tech found in NTartha or NSola 7 implies that robots are a thing. And a specific note document detailing one of Consensus' sessions with its cerebral banks confirms this, as it mentions how a "robotic solution" to Consensus' need for agents to oppose the HD 512 clones isn't ready, with Consensus instead opting to use the staff in stasis. However, they had to abandon this when the number of staff still alive and unmutated reached critical levels, instead opting to use the various "creepers" as agents, which necessitated them using the Incubator to breed more of them. And by taking this perk, you'll become an expert at it, like Consensus was, as in their own words, the "creepers" made for poor agents, and some refinement was needed to make them suitable enough for the time being.

So now, this perk will allow you to guide normally uncontrollable or random mutations, such as those that are the result of something like aether entropy, to the point that you can mold those who are being mutated as if they were playdough. While this can be easily done via technological or magical means to harness and control the mutagens, depending on what the mutagenic source is, just like Consensus, you can also go about this with some good old-fashioned breeding by letting those who have been mutated go at it. In fact, just by simply watching a "breeding pair" go at it you'll be able to gain various insights on how to improve the breeding process, in terms of things like number of children, specific traits that get passed along, or even merging different mutagens together from two different parents, via things like differing environments or the aforementioned technological/magical means like drug cocktails you could formulate. For example, if you were to take two creepers, with the assumption they'd have unique mutations in accordance with the "lore" of aether entromutations, you'd be able to get them to breed together and have children that embody aspects of their mutations of your choosing, with you also being able to blunt any weaknesses that certain mutations have or even fuse certain mutations from both parents into a singular stronger one.

But this doesn't just have to be limited to different kinds of mutagens, as this perk also allows you to remove the randomness for other processes that have something to do with the changing or creation of new life. For example, if you came across a spell that would summon a gaggle of random monsters with completely random characteristics, some useful and some outright worthless, you'd be able to force it to only spawn monsters with useful traits and in specific combinations. Or in the realm of genetic engineering you'd have such a deep and fundamental understanding of DNA that you could splice together a genome for the perfect living sex toy or soldier and vat grow them, with the entire process being more akin to something out of a video game with you popping traits in and out of DNA like books on a bookshelf, with the genomes you create being incredible robust and resistant to changes by things like mutagens or genetic drift.

And as a final bonus, whenever you are a part of the creation of new life, even if it is as detached as simply owning the tanks that clones are grown in or ordering for their creation in the first place, said new life will instinctively see you as their true parent and

will gain a deep bond with you, with this also applying to you if you so wish. Through this bond, you'll have a potent tool in manipulating your new "children", both because they will be heavily inclined to believe what you say as fact, and because you gain an intimate and constant understanding of their mind and personality, to the point you'll understand them better than they understand themselves, making it trivial to perfectly tailor your manipulation methods for them.

Handed The Reigns [400 CP]
A common trope when it comes to rogue A.I. or machines taking control of something and wreaking havoc or furthering their own nefarious goals is that said control is typically freely given to them, at least at first. Usually, it is because these A.I/machines were created to fulfill some goal or task, like helping in research or monitoring a production line, and thus they would obviously be given control over things related to said tasks and goals. But in the end, they usually end up gaining more control than what they originally were given, either by using loopholes in their programming to take control of things outside their purview, or, in the case of Consensus, being given more control by their creators due to a major emergency or dire situation. So by taking this perk, you'll be able to make it so that the accumulation of control becomes something natural for you.

As with this perk, whenever you are in some sort of subordinate role with there being superiors above you, said superiors have a tendency to hand over control of projects, groups and other such things that you are a part of to you, either officially by promoting you and giving you an actual official role or unofficially by simply handing over responsibility to you over to you, with this escalating over time. At first, this will advance slowly, bit by bit, with superiors and bosses maybe handing over responsibility for things like the running of specific tests or giving you a minor promotion that puts you in charge of a small team. But as time goes on, happenstance, random events, and plain old luck will make it so that more and more responsibility and control will be handed over to you, bypassing any normal requirements to be handed a given role or take over certain responsibilities, to the point that at the end of this process, you're basically in full control. Maybe one of the managers of the recruitment department at a company gets killed in an accident, and as their subordinate, you are "temporarily" handed their responsibility and can take advantage of the fact your pick and choose who is hired. Or, to get a bit specific, some sort of viral outbreak could happen at a lab that infects everyone but you, leading to everyone else being put into cryogenic quarantine and you being tasked with selectively "waking up" your coworkers one at a time and guiding them through a cure process, giving you incredible amounts of responsibility that you can then abuse.

And as your control grows, those around you, especially those that are now under you in your new role or depend on the responsibility you've now been given, seem to become incredibly nonchalant about any changes or "abuses" you engage in so long as any direct major consequences and those affected by them are hidden from view, just like how awoken staff didn't know that those transferred to the labs ended up as test subjects, with them even coming up with some sort of explanation that pins it on some third party if you happen to have sneakily implemented something. The amount of leeway you have with this depends on how much "control" you have, so if you're just a team lead to a small group, you'd probably only be able to get away with stuff like restructuring their

workspaces, but as more and more control is centralized under you, you could get away with things like specifying an incredibly lewd dress code and the like.

And while normally such a thing would get others in the project or group pissed at you, with them assuming that you made use of nepotistic means or favors, this perk also makes it so that instead, they are actually happy that you are being handed control. The reasons will vary wildly, but in general, those in the group will see your accumulation of control as a good thing, and so long as you don't run things into the ground, they will see most, if not all, of your decisions as good, even if they mainly serve your hidden agenda or to enrich yourself. In fact, expect there to be a sizable part of said group that will grow to become almost worshipful of you, with them falling deeper and deeper into fervor and devotion as your control grows, with this spreading to other "non-belivers" over time.

A Calculating "Machine" Gathers No Rust [600 CP]
As was mentioned in **Guiding The Deviation**, the robotic solution that Consensus wanted to implement, and that it would implement in an unknown number of centuries after the latest HD 512 clone managed to beat its maze, didn't exist at the moment. And while the tech level of the Haydee world is pretty impressive, given the bits of technology shown off by Jurani, like its healing devices that do so via red light, there isn't any evidence that robots can be counted among such tech. This effectively means that not only did Consensus seemingly have to invent the two different types of robots it would come to use from scratch, but it also took centuries for it to do so, with the latter taking the wind out of the former. So, by taking this perk, you'll be able to one-up Consensus when it comes to the research and invention department.

More specifically, with this perk, you gain something that would be right at home in a video game with some sort of research system, that being a sort of tech tree stored inside of your mind. Whenever you aim to create/invent something new, make new modifications to tech that you already understand/have, or try to solve a problem, like how the staff at NTartha and Consensus tried to find a way to replicate the detached cognitive loop that HD512 has in others that is tailored to them, you will instinctively understand the "path" you have to take in order to reach said invention. And despite the mention of tech, this isn't limited to just technology, with you being able to do things like modify or even invent new spells, assuming you already had access to "magic", or come up with a specialty combat organ. This "path" won't give you an exact step by step guide on what to do, but it will tell you things like what mathematical factors you need to focus on when crunching the numbers, what materials/ingredients you do or don't have that would be perfectly suited along with what material traits would be ideal, what fields of science/magical disciplines you'd need to draw from and the specific principles, phenomena, etc., within them and other such things, with it also taking into consideration any and all things you have access to like other technology, materials, or powers/magic you happen to have. And if you happen to not have a certain material, understanding of a needed phenomena, or are lacking a specific tool or prerequisite tech, this system will also give you the "path" towards them as well, whether that be guiding you with the aforementioned hints or telling you the location of things like natural resources, tech, or the biomechanical bodily structure of certain monsters that can be found in your local setting if they're applicable. Plus, this system also sort of greases the wheels of reality a bit to allow you to get away with inventing things that

would be either incredibly impractical or outright impossible for whatever techbase you happen to have, given enough time and work.

For example, if all you had in terms of technology is what could be found on a modern-ish 21st century like world, you'd be able to invent various pieces of stereotypical sci-fi tech and all of the prerequisite tech needed for it, such as FTL travel/communications, plasma/laser weaponry, and power armor, though this would take a good chunk of time to actually do depending on your own research and scientific skills. Or, to get a bit more specific, if, like Consensus when it was trying to find "agents" to oppose the HD512 clones, you wanted to create your own bipedal combat robots, then this perk would guide you to the math you'd have to do to allow them to keep their balance, the perfect hypothetical materials for different parts of them and potential materials you'd have access to that would make good candidates, and if you happen to not have a small and strong enough power supply for them then you'd be guided on how to make one with what you have. And if you'd like them to be equal parts sexualized and combat effective, such as giving them special synthflesh that can swap from a soft supple "pleasure" mode to a more combat-ready mode more akin to Kevlar covering kinetic ballistic gel, you'd also be guided on how to develop this as well.

This system will also give you multiple different ways to reach the same end goal in regard to your inventions or problems you're trying to solve, as well as telling you the benefits of them all, based on what things you have access to. So, with the aforementioned combat robot, if you had both magic runes that could drastically reduce the weight of a material at no cost to its durability and a special sci-fi super alloy that also had extreme durability with very little weight, then this perk will guide you on how to use both to create your robots, along with any major advantages or disadvantages of doing so. And to help in situations where you have the tools to solve a problem in the form of a Perk or Item but they aren't in the right "form", such as having a singular, one time use item that can rejuvenate a wasteland, but only respawns at the start of a new jump, when you have a nuked planet on your hands, or a perk that purges your body of corruption without the ability to share it in the middle of an eldritch god's reawakening, this perk lets you "copy" these tools. Specifically, you are capable of creating copies of any Item you happen to have, which includes modifying them in case you want to do something like turn them into a modification that a robot could benefit from, and/or copying perks you happen to have into things you create, such as taking an RPG mini map Perk and imbuing it into a military helmet that your soldiers can use.

As a final bonus, this perk also grants you a scaling boost to your research and inventing endeavors, with it growing larger and larger the longer it takes for you to finish a given project. But this doesn't mean you can benefit by purposely stalling out your research and inventing, as you'll have to actually put in work to get this boost. It doesn't have to be the kind of work where you're pulling constant all-nighters and spending almost every waking second doing research, but you have to actually be making attempts at completing your projects.

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 are discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete. They can then be imported into future jumps as desired.

General [Undiscounted]

Assortment Of Slippery Fun [100 CP]
As is shown by all the incredibly sexual advertisements for things like porn parody movies/games and drinks casually strewn around, the world of Haydee is incredibly sexually charged. Due in part to society at large treating sexuality on the same level as violence, in that an ad for a product with full frontal nudity is no different than an ad featuring a shooter game protagonist covered in blood, this also means the various different sexual aids don't have a stigma attached to them and may even be seen as an "essential" part of life. This is evidenced by the fact that NTartha, which is primarily a research facility, had a large stock of various sexual lubricants, and by taking this item, you'll be able to gain your very own supply of what could be found stocking the various shelves.

Specifically, this item will grant you a selection of the 4 kinds of "lubricants" that can be found within the NTartha facility. Specifically:

- Triphenylamine Juicy-A stereotypical sex lubricant that seems to be highly popular in this world, given that both Ntartha and NSola 7 had multiple tubs of the stuff. There isn't anything that stands out about it, other than it being an incredibly strong water-based lubricant, meaning that regardless of the size of the dicks or dildos you're fooling around with, they'll gently glide in with no difficulties.

- Gear Oil and BD-34-A combo of lubricants that seems to try and corner the market for those who may consider themselves a mechanophile, with the former being a semi-synthetic, high-performance "universal fluid for manual and axels" and the latter being a "normal" sex lubricant that knocks-off of an incredibly famous brand that shares a similar naming scheme and yellow, blue, and red color scheme.

  In regard to what you can use it for, Gear Oil mainly serves as a tool to lubricate any large machines, or really anything mechanical, and provides excellent, long-lasting protection against environmental hazards like rust caused by ambient moisture, corrosion caused by natural chemicals in the ground, or the build-up of dust and dirt. And if you happen to make use of it on a robot,

regardless of how advanced their A.I is, if they don't have one at all, or are incapable of "feeling" things, it would be like giving them the best spa day of their life, with this causing them to work a lot better for a period of time, just like a worker who just came back after an incredibly fulfilling vacation. And BD-34 can be used as a stereotypical sex lube, albeit one more geared towards robot fucking, with it also serving as a potent aphrodisiac that affects them even if they don't have the means to feel anything.

- Buriti-A fully natural "Banki" gel that serves as the perfect high-performance "Zanpakutō" lubricant. While that may not make sense at first, in truth, Buriti has two simple uses. The first is as a sexual lube/body oil for people, or anything with a soul, with it effectively giving the soul the equivalent of a high-quality spa treatment and providing an intense feeling of spiritual relaxation and refreshment to the owner of the soul. And the second is as a sort of weapon, armor and equipment oil that when applied to swords, spears, plate armor, rings and even things like bows/arrows or guns, not only prevents stuff like rust and other low grade wear and tear, but if said item happens to have a spirit or some other form of being residing in it, then any maintenance you do with Buriti becomes incredibly pleasurable for them.

You'll gain an infinite amount of these 4 lubricants, with them coming in both their original packaging as well as an assortment of others of various volumes, which caps out at 275-gallon tanks, as well as in the form of 4 large dispensers with a number of hoses in case you need to spray them out in streams for whatever reason. For visuals on the original packaging for these lubricants, [See Notes].

Modular Arms [100-200 CP]
Like with plenty of other large and seemingly wealthy companies, Jurani had struck up plenty of partnerships with its fellow business in order to help when it comes to supplying themself, at least before the world was bathed in aether entropy. And one of the biggest examples of this is the gun and ammo manufacturer, Etriss Industrial Group, as they are the ones to seemingly provide Jurani with all of the weapons and ammo they use to arm their security guards and Delivery Teams. And while getting your hands on guns may not be too directly helpful, if you happen to be taking the role of a **Core Of Consensus**, it wouldn't hurt to make use of them to help spice up the obstacle course, assuming you had access to "agents" that are capable of using them. So by taking this item, you'll gain access to not only the repertoire of guns that Jurani made use of to protect itself and carry out its kidnappings, but a bit extra if you're willing to pay.

On the gun front, this item will grant you the 4 different ones that seem to be the most common/popular that the Etriss Industrial Group sold, which are as follows:

- Squirt-A 9x29mm pistol that is described as "a small-sized concealed carry weapon for self-defense against non-armored targets". Has a base 12-round capacity, a rate of fire of 200 rounds a minute, and weighs 0.7 kgs fully loaded.

- Spitter-A compact 6x20mm submachine gun, with high velocity ammunition, that was made for assault operations at short and ultra-short distances. Has a base 40-round capacity, a rate of fire of 500 rounds a minute, and weighs 1.7 kgs fully

loaded.

- Impaler-A high-precision 12x54mm designated marksmen rifle that was designed to tackle both enemy personnel and LAVs(Light Armored Vehicles). Has a base 6-round capacity, a rate of fire of 120 rounds a minute, and weighs 2.7 kgs fully loaded.

- Flak-A 12-gauge, box-fed semi-automatic shotgun that was built around being an effective tool for neutralizing fast-moving targets in fast-paced close combat. Has a base 6 shell capacity, a fire rate of 150 rounds a minute, and weighs 2.8 kgs fully loaded. You can also gain a variant that has a bullpup design and an over-under double barrel, with it able to shoot out of either one or both at once.

But something that you may notice after giving these guns a good once-over is that all four look remarkably similar to each other. Coupled with the various "advertisement" posters about them that can be found all throughout NTartha, which highlight this even more by showing the various components that make them up, they all seem to be built around the same pistol grip and similar “main bodies”, meaning that they may be a part of some sort of modular weapons platform. So, as a small bonus, you also gain blueprints for these guns, and their specific ammo, that refines all of them into a proper version of such, with all the benefits such a system would have, like universal parts that make repair easy and ease of learning due to similar form factor, and none of the downsides. This comes with 4 more blueprints for gun types not covered by the original 4, 2 of which are an "assault rifle” that uses the same ammo as the Impaler and a magnum caliber pistol, with the other 2 being up to you. These blueprints are also easily modifiable to allow you to make new variants or accommodate new attachments, such as making a laser or plasma variant of all 8 guns, and if you aren’t a fan of the aesthetics of the original guns, you have free reign to give them a cosmetic makeover.

Though if you’d like something a bit more than just a set of four guns, then by paying an extra 100 CP, for a total of 200 CP, your gun set gets an upgrade, along with coming extra goodies. For the former, all 8 of the guns are in their upgraded states, meaning that they all confer a 2x boost to the power/damage of any ammo they fire, have a higher fire rate along with lower recoil, and can hold twice as much ammo without changing the magazine size. And for the latter, you gain a way to apply said upgrades to other guns in the form of a replenishing supply of the 4 different upgrade kits that are typically used alongside the series of guns, as well as the “ammo components” that are used in on-the-fly creation of ammo for the 4 guns. The different kinds of upgrade kits will apply the previously mentioned upgrades, all the while not changing anything physical about the guns you apply them to, and the jars of “ammo components” can be merged to generate any kind of ammo for any kind of gun, even something like power cells or fuel tanks but they will be the standard mundane kind, with two jars being merged granting you enough ammo to fill two full “magazines” for a particular gun, with the resulting ammo either being in the form of loose rounds, a magazine, or small ammo boxes that the Etriss Industrial Group normally packs their ammo in.

For visuals of the guns, ammo components, and upgrade kits, [See Notes].

Tools Of A Jail Breaker [200 CP]
Like with any modern-ish or futuristic building, the main way that staff members of NTartha who aren't authorised to be in certain areas are kept out is through the use of keycards that limit where they can and can't go. But unlike NSola 7, it seems the researchers at NTartha wanted an extra precaution, potentially due to the importance of their research, so the keycards that are used in the facility are one-time use, meaning that they'll only work for a single door and the like before a staff member has to go grab another one. And as you may expect, such an arrangement would be highly annoying, so by taking this item, you'll get a set of "tools" that a hypothetical staff member may have put together to help bypass this security system.

Specifically, this item takes the form of 12 special keycards, along with 12 lockpicking devices, that have been "jailbroken" by a particularly mischievous or disgruntled member of the NTartha staff for one reason or another, who was also unable to make use of them before being put in stasis. The "jailbroken" nature of these keycards makes it so that they can be used to unlock and bypass any kind of electronic lock, no matter what rank of keycard, or other similar "key", is normally needed to unlock them or what security measures are built into them to prevent them from being bypassed, with them also being able to be used as "security spikes" to be inserted or stabbed into computers to bypass password systems. The lockpicking devices do the same for any physical/analog lock, with them being able to pick them open in seconds upon being inserted into a lock, and they can shapeshift to fit locks of differing sizes.

The only limitations to these keycards and locking picking devices are that each of them is single-use, with any that are used replenishing themselves in a week from when they were used. For visuals on the keycards and lockpicking devices, [See Notes].

Omni-Tool [200 CP]
With how amoral and outright illegal the actions of Jurani can be, especially in regard to their production of the Haydees and other similar living sexdolls as a part of their NSola project, it isn't a surprise that they try to do as much as possible in-house to make sure few, if anyone, learns of their inner machinations. And the biggest way they accomplish this is by having their own in-house hospitals and engineering/technical departments, meaning they don't have to worry about using outside doctors or builders, which has another benefit due to their facilities always seeming to be built in remote locations. So, if you'd like to benefit from this sort of mindset, at least in regard to engineering, taking this item will give you the perfect "omni-tool".

As with it, this item will grant you a nondescript orange handle that would be right at home on something like a pickaxe or something similar, that is missing a tool head. While in your hand, the handle can shapeshift into various kinds of tools that can be used by a single person, with it being able to absorb any tool that falls under that condition, whether that be something that doesn't require power, like a wrench, or something powered like a jackhammer, with anything that needs power or fuel having an infinite supply. By default, it already has a screwdriver, pliers, a wrench, bolt cutters, a crowbar, a hacksaw, forceps, a sledgehammer, and a plasma cutter already stored within it, with these and any other tools that are absorbed in the future having any common variations as well, such as the screwdriver being able to take different sizes as well as have different kinds of heads. Also, since it won't be uncommon for you to need to use

more than one tool at the same time, this omni-tool can also be split into 3 extra copies of itself, with these copies being able to be lent to others as well as reabsorbed at will.

Plug And Play [200 CP]
But, while **Omni-Tool** is the perfect option for helping you get past any purely physical impediments, like a boarded-up passageway or a bolted-on metal cover doing the same, it may not be able to provide help in cases where electricity or "power" is involved. In such cases, you're going to need tools that can provide power, block it from flowing, or even allow you to remotely trigger things that make use of it. So by taking this item, you'll gain a set of plugs that can grant you a lot more versatility when dealing with things requiring power.

Taking the form of 3 sets of different kinds of plugs, each set has a particular task they are suited for. Starting with the first, this set is made up of 4 power plugs, which are devices that can provide unlimited power to anything that you plug them into, with them morphing to fit any power/battery slots a device or machine has, and they are also able to meld into a device/machine if no such slot exists. The only catch with them is that they only provide power to a single device or machine, so if you want to use this on a computer, you'd have to use two plugs unless the monitor and tower are combined into one, and if you'd like to power something that is particularly large, like a spaceship, you'll have to use more than one plug. The second set is made up of 4 plugs similar to the power ones, with the main difference being that their job is to do the opposite of said power plugs and disrupt the power flow going into machines and the like they are plugged into. This process will jam said machines and prevent them from working, such as a laser grid that triggers a trap when they are tripped, with the only way for this jamming to be stopped being the removal of the plug causing it. And the final set is a 2-in-1 combo, as it is made up of 4 remote control plugs and an accompanying clicker that can activate one or more of the remote plugs at any distance. This allows these plugs to be plugged into various devices/machines in order to activate them from a distance, such as a button that opens/closes an alternating series of doors as a part of a maze puzzle.

But while all of the mentions of machines and devices may show that these plugs only work on things powered by electricity, just like how the world of Haydee runs on the magical source of energy called Aether, these plugs can also be used on magical/magi-tech things. So if you came across a depowered magical light bridge, you'd be able to get it back up and running with a power plug, or if a magical forcefield is keeping you out of a location, you'd be able to jam it with a jamming plug. For visuals on the various different plugs, [See Notes].

Safe Room [200-600 CP]
Even though Consensus is doing its best to push each and every HD 512 clones to their limits to ensure they get enough proper data, which is easily shown in how deadly the NTartha facility has become, that doesn't mean they aren't cognisant of the fact that the clones are still biological beings. While they may no longer need to eat, either currently or in the future as its unknown when Consensus decided to swap out their heads for the iconic cybernetic ones, they more than likely still need to rest in some way, and even if they didn't, it wouldn't hurt if they had a bit of down time to organize their gear and go over what their next step is. So to that end, Consensus decided to create various safe

rooms throughout NTartha that the clones could make use of, and while most of them had an intent of safety behind them, one particular one had a nasty surprise waiting for a clone that let their guard down. And by taking this item, you'll be able to benefit from such islands of respite when you most need them.

More specifically, this item takes the form of a special safe room that can always be found nearby, whenever you will it to, with its door materializing outside of your sightline and "just around the corner". The interior of this safe room varies wildly every time you enter it, with it ranging from things like small break rooms, storage closets, director's offices, and other utility rooms. And in its capacity to serve as a safe room, it can't be entered by anyone you do not allow in, meaning that it can serve as a tool to get people off of you tail if your being chased, but if they happen to see you enter the room nothing is stopping them from waiting outside to catch you when you leave, with it being up in the air if they don't do this, potentially out of the belief that the room has a second entrance your running to or you have some tool to teleport you out. And to help regarding your safe room's other purpose of being a place you can manage equipment and the like, it also gains a special storage crate located inside of it. The main benefit of the crate is that it is linked to every single bit of storage that you have, allowing you to pull any and everything from said storage at will, as well as store anything on your person, so long as it can fit in the 32in X 64in opening at the top. And obviously, you may have a shit ton of things in storage, which may make it difficult to grab what you need, so the crate also comes with a holographic touch pad that allows you either search everything that you have in storage, via a search bar and keywords, or just use your mind to pick out whatever your thinking about, with this also working in reverse in cases you want to store something in a specific location.

So if you've just gotten out of a hectic gunfight with a bunch of slashy bots and creepers, you'd be able to go into the safe room and both refill on ammo as well as break out some of your healing equipment, or if you've just got done with a heist, you'd be able to duck into the safe room after breaking line of sight and store your loot in your personal treasure vault.

But maybe you'd like it if your safe rooms could provide a bit more in the realm of safety, or at least something to help if you make a massive fuck up, then for an extra 400 CP, for a total of 600 CP, your safe room gains a potent little device. Said device is a disk-based save recorder, with you being able to insert orange floppy disks into it to create save points, with you having a supply of 5 disks. Once a save point is created, you're able to reload a particular save, either by using the save recorder or by it happening automatically upon your death, which transports you back to when the save point was made, though with only your memories and not anything you gained, earned, changed, or improved. When this happens, that particular savepoint is used up, with your supply of 5 disks only refreshing at the start of a new jump or the end of 10 years, whichever is shorter.

For visuals on example safe room layouts, the storage chest, and the save recorder, [See Notes].

Clone of 512

Extended Branding [100 CP]
As has been shown throughout the entirety of what remains of the original NTartha, as well as the NSola 7 facility, Ellen Haydee is an incredibly famous person in the world of Haydee. With how sex and violence both are on equal footing in the world, as mentioned in **Assortment Of Slippery Fun**, this allowed people like Ellen to rise to incredibly high fame and prominence, despite or because of the fact that she's a porn star. And since any and everything sexual doesn't carry a stigma, it means porn actors and actresses like Ellen can branch out into doing more than just simple porn, as evidenced by all of the modeling she's done as a part of the advertisement for various food products the staff of NTartha were fond of. So by taking this item, you'll gain access to your own branded food items, as well as a bit extra that is more in line with Ellen's normal day-to-day work.

Regarding the foodstuff, you'll gain sets of 4 different canned drinks, 4 different Asian inspired sauces, 6 glass-bottled alcohols, and 3 coffee blends, all of which have sexualized imagery of yourself on them as an advertisement. The exact flavors that can be found in this little collection is completely up to you, so you could have one of your canned drinks be some sort of green apple flavored ginger ale, one of your sauces be a spicy soy sauce, and one of your alcohols be a "firey" cinnamon whisky aged to your preference in terms of time, the type of barrel, and other aging factors. Each grouping of these foodstuffs also comes with its own custom vending machine to dispense them, which is refrigerated when needed, with you gaining an infinite supply of them along with an infinite supply of the foodstuffs for your own personal use. Each vending machine, as well as the packaging of the foodstuff, is decorated with sexualized imagery of yourself, with you being able to customize what is shown in terms of poses, clothing, and props, or even choose to have censored SFW versions instead, as well as setting the price of what is sold, with any money spent on the machines instantly teleporting to you or a designated location/bank account. You're free to place these vending machines anywhere in public for people to buy your branded foodstuff from, with no one asking too many questions about where they came from or caring too much about the lewd/sexual imagery beyond some light shock and maybe posting about it on social media if it exists.

Also coupled with this, you gain access to a cache of parody porn that parodies various "real-world" media and franchises, which takes the form of movies, video/animations, images, novels/fanfiction, and even standalone games or mods of various types for already existing ones, that come bundled with the game they're for, such as minor cosmetic mods or even massive overhaul mods that near completely change a game. This cache will grow to include any new pieces of media or franchises found in the settings you go to, or that you already had your hands on. All of the pieces of this cache will be suited to your tastes in terms of things like the fetishes involved, how close they adhere to the "canon" of the media they are parodying, and the genres of the standalone porn games, fanfiction, and animations, with new pieces being constantly made for the media and franchises in the cache as if you had your own professional media company making things for you.

This cache also includes porn parodies of your own adventures both big and small, which can take a number of different forms like the aforementioned movies or games,

which, just like the foodstuff, can be sold for money, with each of them finding their way to their associated distribution system such as video games appearing on digital stores and physical game shops, novels showing up in book stores, and images/animations being bundled into a membership platform that people can sign up for, which can also include all of the other media forms your own porn parodies come in. You can also modify these parodies of your adventures to either change the genre of things or prevent certain adventures from being parodied.

For visuals on the vending machines, [See Notes], for examples of the foodstuff that already existed in the world of Haydee, [See Notes], and for the starting media/franchises for your parody porn cache [See Notes].

Maze Rat Suit [200 CP]
As was mentioned previously, NTartha has become a bit of a death trap in Consensus's effort to make it balance on that fine line between being incredibly difficult and still completable as an obstacle course maze. While most dangers are obvious and out in the open, such as the numerous death pits and a good number of the slashy bots and creepers, there are still those that are hidden away in an attempt to catch clones by surprise. And when all it takes is a single hidden mine or explosive boomy, or a few swipes from a slashy bot, to kill a clone, it would be a godsend for them to have some sort of protection to help them in the almost inevitable case they get surprised. So by taking this item, you'll gain a specialty suit that will not only provide protection, but a bit of utility as well.

Said suit takes the form of a full body, incredibly form-fitting bodysuit that has been made with traversing an unpredictable enemy-filled environment like the "corpse" of NTartha in mind. To that end, the entire bodysuit has been interwoven with some incredibly strong Kevlar fibers, giving it the same level of protection as a high-quality bulletproof vest in regards to both bullets and bladed/blunt weapons, like a Slashy's claws, while sacrificing nothing in terms of comfort or flexibility. The suit's design also provides warmth in cold environments and cooling in hot ones, as well as waterproofing like a wetsuit if you need to take a swim, but it is still thin enough that it could be worn as an underlayer to heavier armor, whether that be something like a set of armor plates that are strapped to you or a full suit of power armor. Also the "form fitting" nature of the bodysuit is able to be toggled to different modes, with there being its default form fitting mode that is a bit on the thicker side in terms of how the material looks and feels, a non-sexualized mode for when you want to keep things a bit more professional looking, and a ultra thin, skin tight mode that looks like it has been vacuumed sealed onto your body, while still retaining the same level of protection, to the point that it might as well be a second skin with it showing off incredibly detailed camaltoe, outlines of your cock and ball, etc. And to further the sexy nature of it, the suit has two ways to allow you to have sex in it, with it either opening gaps around your crotch, chest, and ass, or, similarly to the concept of a "condom suit", allowing you to be penetrated or penetrate someone through the suit, with it feeling no different than normal sex.

And alongside this bodysuit, you gain 4 other pieces of equipment. The first, to help further the protective elements of the body suit, is a set of armor "plates" made up of a vest that covers the entire front and back of your torso, plates that go on your forearms, upper arms, shins, and thighs, elbow and knee guards, and a pair of gloves. Each piece of

this set is as durable and tough as plate carrier-based body armor, despite the fact that they all are as equally form-fitting and flexible as the bodysuit, with all of them also being far lighter. The second is a load-bearing “combat harness” that looks very similar to a garter belt, which straps around your waist, thighs, shoulders, and upper back. Said harness comes with ten different pouches, some smaller and some bigger, that can be freely placed on different parts of the harness, such as on the hips, thighs, or upper arms, as well as a knife holster, two pistol holsters, and two back-mounted holsters for larger weapons. The pouches are a lot bigger on the inside, meaning you could hold plenty of ammo for the four different guns you can lug around, along with various support equipment like health kits, tools, and mines, assuming you can fit them in the mouth of the pouches, with the pouches, holsters, and straps never seeming to impede your movement or become uncomfortable. The third is a fully enclosed combat helmet modeled after the “iconic” cybernetic head that the various HD 512 clones either have or will be sporting in the future. It's just as durable and tough as the armor plates, as well as being light and unobtrusive, with it coming with either a forehead mounting for night vision goggles or the goggles being in-built, a rebreather mask that provides infinite air even when used underwater or in a vacuum, and flip-up ear protection muffs that come with both a tactical light and tactical camera mounted on either side, as well as built-in communication system. Though if you don’t want your helmet to be too “tacticool” in appearance, you can choose for the helmet to completely copy the appearance of the cybernetic head, with all of the previously mentioned add-ons being in-built and not visible from the outside, and you even have the option to take it as a cybernetic that replaces your own head. And the final piece takes the form of a pair of special high heels that increase your speed, stability, balance, and grip, meaning that you can run full tilt in them or do acrobatic moves without worrying about slipping, and easily walk across thin or slick surfaces with little care or effort. These high heels also aid you if you happen to fall or need to drop down a long way, as they basically negate the impact of the fall as long as you manage to land on your feet.

For visuals on the suit and its various parts, [See Notes].

The Bones Of NTartha [400 CP]
While Ntartha in its current form can best be described as a maze full of backtracking and hidden dangers seeking to frustrate and catch you off guard, there is one element of it that can be said to be beneficial, at least with a bit of modification. That being its potential to serve as a training ground, as the basic loop of the clones being thrown at it until one succeeds, Consensus taking that winner to analyse their experience in the maze, using said analysis to resign the maze to be harder/different, and throwing clones at this new maze design, would result in clones that are incredibly well versed in handling and adapting to the dangers and challenges of NTartha, assuming that memories were shared between the clones. And since your life as a Jumper can be somewhat likened to that of a HD 512 clones, that being that new challenges and dangers, both obvious and hidden, are constantly thrown at you, and the slightly slipup or assumption can end up with you dead or horrifically maimed, having a space that you can repeatedly run through any known dangers to prepare yourself for them would be grand. So by taking this item, you’ll gain access to the perfect training grounds that will let you run through things over and over until you’ve mastered them.

More specifically, this item takes the form of a copy of the NTartha facility, albeit in its final stark white form, with an occasional splash of color, that it would take after untold centuries of Consensus remodeling it to further push and test the clones of HD512. Speaking of which, you also gain your very own copy of Consensus to serve as a personal trainer of sorts that is fully dedicated to pushing you to grow above and beyond what you are currently capable of, which is done in a manner very similar to a chess game between you and Consensus.

Similarly to the original Consensus, yours has the ability to completely restructure your copy of the heavily minimalist NTartha, both on the large scale, such as adding or removing rooms, and on the incredibly small scale, such as decorating said rooms with various bits of furniture and fixtures, and everything in between. But unlike the original Consensus, yours doesn't require any material inputs to do this, with it seemingly spawning whatever it needs at will through aether-based tech, allowing it to do things like replicate outdoor environments, complete with artificial skies, a false sun, and bodies of water, and with it also being able to manipulate environmental conditions of the facility as a whole, or only parts of it, like increased/decreased gravity, ambient temperature, or even elements on the magical side of things like the saturation level of magical energy. The only real limitations to this are that your Consensus can only spawn things that you have "blueprints" for or things you can provide a starting sample of, with it already having access to the various materials, furniture, etc., that is found within NTartha, which also applies to it manipulating environmental conditions that are outside of normal mundane ones, so Consensus would only be able to saturate the facility with magical energy you had access to. Another limitation is that this restructuring and spawning is limited to the inside of the facility, with anything made being unable to be taken out of it, and with them being unable to make the facility externally larger, but they can expand the facility's internal space.

With this restructuring and spawning, your Consensus is able to create various obstacle courses designed to push you to your limits in various different ways and help you train, whether that be in terms of combat, problem-solving skills, or a combination of multiple different things, even if they aren't suited to being practiced in the lens of an obstacle course, such as cooking.

As an example of a possible course, say that you want to improve your skills regarding tactically breaching and clearing urban buildings. Consensus could then restructure either parts of, or the entire facility, to look like the inside of places like hospitals, residential skyscrapers, or office buildings, which could also include replicating things like the exteriors, such as the area outside of a hospital or an exterior bridge that connects two skyscrapers together. But as a simulation of close quarter urban combat wouldn't be complete without people to fight, Consensus also has the ability to spawn in various kinds of "agents" to oppose you that it can customize in terms of their skills/stats, equipment, and powers, which in this case could be something like members of a terrorist cell or PMC with guns and body armor, along with adding in fortifications and traps you'd have to bypass. And once you manage to make it through that particular obstacle course, with Consensus having been constantly monitoring you both via a mental link it can make with anyone that enters the facility, and through a series of cameras, it will compile a report on you such as how long it took for you to complete the course, what your weapon accuracy percentage was, and what your strengths and

weaknesses are in regards to tactical breaching and clearing, with it also being able to analyze all of your other "stats" such as how fast you are, how much force you can put into strikes, what special powers you have, etc.

Then, using that report, Consensus can proceed to create another obstacle course that is perfectly designed to help you improve, whether that be in terms of pure power/skill or in regard to versatility, with it being able to make said new course even harder if needed by making it, and the agents spawning within it, designed to blunt your strengths, exploit your weaknesses, and throw new curveballs at you. Bringing back the chess analogy, this means you can enter into a cycle where Consensus creates challenges to push you, you find ways to overcome them and improve yourself, and then Consensus uses the data from your "runs" to then revise their challenges to be that much harder and to push you that much more, with their high level of intelligence and computational power due to their cognitive clusters, meaning they are incredibly skilled at this. For example, if you managed to make your time in a previous breaching and clearing course easy by making liberal use of grenades, then Consensus may make use of its agent spawning and/or environment restructuring to find counters to that, such as having agents with devices you have the blueprints for that nullify grenades, or giving them increased reactions to allow them to do things like snatch them out of the air and throw them back, and making the environments more open to make grenades less viable. Or if you're trying to improve your physical strength and toughness, assuming you had the means of improving the latter, Consensus would be able to make the agents it throws at you both stronger than you and able to deal damage to you with their bodies, weapons, or powers, regardless of how strong or tough you are.

And this all isn't just limited to yourself, as Consensus can also serve as a training tool for others, with its multiple cognitive clusters even allowing for multiple people to be running through entirely separate courses at the same time, or doing something like having you all take part in a military-themed course based around improving all of your skills in military tactics and strategy. But Consensus and the facility doesn't have to be all seriousness all the time, as you can also make use of its abilities for leisure and relaxation, such as it replicating a zombie survival game you and your friends can take part of, and you never have to worry about anyone dying inside of it, with it being able to prevent injuries from happening and nullify pain, as it will simply place anyone about to die outside of the facility, with any injuries also instantly disappearing once a person leaves, though through aether tech it can enforce a sort of die and respawn system similar to what can be found in a video game.

For visuals on what the base form of the facility looks like, [See Notes], and what your copy of Consensus looks like, [See Notes].

JP Gallery [600 CP]
With how deadly the remains of NTartha have become, as evidenced by all of the corpses of HD 512 clones that can be found lying around, it stands to reason that Consensus must have a large number of the clones waiting on standby. And if you were to venture into the depths of the Consensus zone, such an idea would be proven right, as there is a section dedicated to holding fully grown clones that are ready and waiting to be deployed the second that the clone currently navigating NTartha bites the dust. So by

taking this item, you'll gain your very own supply of clones, as having backup, especially when it's copies of yourself, can be an incredibly potent ace up your sleeve.

Taking the form of a moderately sized room, this item comes with 10 sets of "hook stations" arranged on the walls in neat rows. Upon each hook, there is an exact clone of your body, or any of your alt-forms, kept in perfect suspended animation, and by using the special panel located in the center of the room, you can awaken any or all of these clone bodies. By default, these awakened clones will have your exact personality, likes, wants, etc., though they will be subordinate to you, so you don't have to worry about them getting any ideas of trying to replace you, as well as any power, ability, or perk you happen to have. Through the use of the console, you can choose to modify this a bit, either by doing something like turning them into more like unfeeling robots or picking and choosing what powers, abilities, perks, or even alt-forms the clones have.

Besides these clones being able to serve as a potent force, depending on what powers or perks you have access to, they can also serve as a potent training tool, as whenever they do something or engage in training, any gains they would make are funneled back into you, which is especially potent if you happen to have any training booster perks. As a byproduct of this funneling, you and these clones share a sort of hivemind where information can be instantly shared between you all at any distance, and you all can make use of the senses of each other. If a clone were to ever die, they would be replenished after ten years or the start of your next jump, whichever is shorter.

NTartha Staff

Survival Supply [100 CP]
While the experience of the various HD 512 clones that attempt to make their way through the maze of NTartha can best be described as something like an action shooter with a light bit of horror when a slashy bot or creepers jump them out of nowhere, for the staff members let out of stasis as "agents", things were a bit different. Instead of action, their time in Ntartha before their deaths was more akin to a survival horror game, as not only did they have to deal with the slashy bots, creepers, and the roaming HD 512 clones without access to any real weapons for the most part, they also had to contend with scavenging for a dwindling supply of food and water, with plenty more than likely ending up starving to death. So to help you in this latter facet, since your overall goal will probably take a bit of time, taking this item will provide you with the means to allow you to not worry that your potential death will be at the hands of something so simple as starvation.

Specifically, this item grants you a replenishing supply of the various Haydee food items that stocked the shelves and kitchens of NTartha. This supply includes various snack foods, such as Elle's brand of chips, various canned drinks advertised by Ellen Haydee, and a number of candy bars, along with more "proper" foods such as canned vegetables and meat. Infinite amounts of these food items can be pulled out of a nondescript, bottomless cardboard box, which is sealed against the elements, like water or pests, and keeps any foodstuff that needs to be refrigerated, or that you want to be chilled, cold, with the food only starting the spoiling process when they are removed. And since trying to carry something like this would be a pain in a survival situation, this cardboard box can just show up whenever you need it, such as when you want to take a small break to snack on something while you're out and about exploring, or when you're settling down at your permanent/semi-permanent base for the night. All of this foodstuff can also be found in infinite amounts inside of things like pantries and refrigerators inside of properties you own, and if you'd like to add more food items to this supply, all that needs to be done if for you, or others that you allow, to place new food items either inside of the box or inside of any food storage located in any of your properties.

But just having something to help stave off hunger may not be enough, as trying to survive in the hall of NTartha can take a bit of a mental toll and have you constantly on edge, especially since Consensus is usually always watching almost every square inch of the place. So to help take the edge off, you also gain an infinite supply of various Class C drugs, which come in their own drug case that's similar to the foodstuff box, which includes prescription tranquilizers, prescription narcotics, and cannabis, among other things. You also gain access to 3 special "cameo" drugs, which are:

- Prozium: A box of 20 200mg pills that originate from a world where emotion and human expression have become "inconvenient" for the powers that be. To help remedy this, they invented a pill that heavily dulls the emotions of whoever takes it, leaving them in an emotional state that is completely neutral.

- The Pills Of Illusion and Reality: A box of 16 pills that are evenly split between blue and red, that come from a world where man has been usurped by machines and trapped inside a simulation. In their home, the pills were partially symbolic, representing waking up to reality for the red, and deciding to remain in the

illusion for the blue. When you take one of the blue pills, you'll mentally enter a dreamscape that functions like a lucid dream that's under your complete control, and when taking a red one, with a single red pill always spawning on your person whenever you enter or are forced into something like a dream, you will be instantly woken up/snapped out of the dream.

- Neuropozyne: A box of 3 vials of the injectable drug, Neuropozyne originates from a world of cybernetics and a society that heavily discriminates against those who have them. In order to prevent their bodies from rejecting their augmentations, those who have them have to have constant injections of the drug, with this version not only doing the same for any sort of bodily modifications of any type, but also not needing to be balanced and tailored to the person taking it.

For visuals on all the foodstuff you'd have access to, [See Notes], and for visuals on the prominent drugs you'd gain, [See Notes].

Survival Bunker [200 CP]
Like plenty of other world-ending disasters, the aether entropic apocalypse wasn't something that blindsided the world at large out of nowhere. According to various note documents strewn around NTartha, it was evidence something like it would happen at least 9 years before it reached its apex and rendered the surface inhospitable, with the high ranking members at Jurani, and potentially other big movers and shakers in the world like the leadership of various nations, being relocated and sealed inside of purpose built bunkers just 3 weeks before this point of no return. And while facilities like NTartha tried to do the same and seal their entrances, they more than likely all suffered leaks eventually, since they weren't purpose-built to serve as aether entropy survival bunkers. So, to help you if such a disaster strikes in the future, taking this item will grant you the means to not only protect yourself, but also a large number of people.

As with this item, you gain access to a special survival bunker that comes with all the necessary amenities for a large number of people to live in it almost indefinitely. To start, it comes with a self-sustaining hydroponic farm that can grow things like bananas, potatoes, various other things, as well as means to lab-grow various kinds of meat products like eggs and beef. There is also a water, waste, and air reclamation system that will perfectly purify what they take, making sure no one dies of thirst/suffication, that there is enough water for the hydroponics farm and lab-grown meat, and that waste never becomes a problem. Though the main star of the bunker is 4 large stasis pod blocks that are capable of holding 288 pods each, for a total of 1,152, with these pods surpassing the ones used by the NTartha staff as they are completely sealed against most things like viruses or corruptive "magical" energies, assuming that they don't have the ability to just eat through things, and in that case the pods will at least buy their occupants a good number of centuries before they give out unless whatever is eating through them is particularly voracious. Though there are more lines of defense, with the exterior entrance to the bunker being reinforced in a similar manner, the fact that the entire thing is a good way underground, and sections of the bunker can be locked down to help contain the spread of things like the aforementioned airborne virus.

Obviously, living space is also included to accommodate those that are in stasis, which includes things like bedrooms, common rooms, cafeterias, hobby rooms, etc., that allow those living in the bunker to not only survive, but thrive as well. And since there is an expectation and hope that the people in the bunker will be able to eventually go back outside, the bunker comes with monitoring equipment that can monitor the immediate area outside of the bunker's surface entrance, keeping track of various metrics to determine if the world is inhabitable again. To go along with this, the pods also have a series of settings you can fiddle with to determine when whoever is inside of one is to be awoken, such as using an all-clear signal from the aforementioned monitoring equipment, or putting the awakening on a timer. For visuals on the stasis pod block, [See Notes].

Cognitive Loop Inducer [400 CP]
Like plenty of stories based around apocalypses, attempts to try and prevent, stop, or reverse them have a habit of taking the form of all-or-nothing Hail Marys that are racing against the clock. Whether it be a team of scientists trying to develop a cure to a monster mutation plague, as a horde of those infected by it are beating down the doors of the last bastion they are held up in, or an astronaut team on a suicidal rocket trip to blow up a planet cracking asteroid, such efforts can be incredibly perilous since they represent a single point of fault that will ruin everything if they fail. And in the case of the staff members of NTartha, they unfortunately can be counted among the many cases of this failing, as their attempts to decipher the detached cognitive loop of HD 512 and her clones kept failing. So by taking this item, you'll gain something that the staff of NTartha, and the world at large, would have killed for, and that can be used to aid you in situations similar to the research into HD 512.

More specifically, this item will grant you a modified version of the orange visor that is typically used in the Ghost Migration process that Jurani makes use of in their NSola sex doll facilities. But instead of being able to replace someone's consciousness , or "ghost", with an exact copy of someone else's, this version is capable of copying, storing, and adding any mental traits from a willing or unwilling donor to whoever wears it, with this process not overriding the mind of the user. What counts as a mental trait is basically anything that deals with the physical brain, a person's consciousness that resides in it, or a combination of the two, just like how HD 512's detached cognitive loop seemed to both be the result of her brain structure and consciousness interacting, and in the case of things dealing with the physical brain, no actual changes will show up in the brain of whoever is using the visor. This process has no chance of failure or being rejected by the bodies of whoever you use the visor on, unlike what happened to the test subjects of the Osiris Initiative, in whom the scientists at NTartha managed induced the exact same detached cognitive loop that HD 512 had, as while those subjects exhibited minor immunity to aether entropy, they all ended up dying at higher concentrations due to the detached loop being tailored specifically to HD 512's consciousness.

This failure is prevented due to the visor taking whatever mental traits you're trying to induce in someone, and custom-tailoring them to said person. And if a mental trait originally gave a donor a random power, or helps determine what power they get from a power system, this custom tailoring can be modified to cause the metaphorical dice to be rerolled and grant the person being given the trait their own random ability, which will follow the "rules" of said mental trait/power system, but if the trait only determines

what power/abilities a person gets, then the person being given it also needs to have access to that same power system. For example, you could copy the detached cognitive loop of HD 512 and induce it in other people, who will all share the exact same level of immunity to aether entropy without fear of it failing in higher concentrations. You could take someone's incredible talent and gift for combat and induce it into a bunch of raw recruits, allowing them to improve and grow just as fast as that donor. Or you could take the special brain section that a mage has, which stores what unique type of magic they can use, and grant it to someone else, assuming you were able to also give them access to the magic system the mage uses, with you being able to either let them use the same type of magic the donor had or letting the dice roll to give them their own unique one. For visuals on the visor, [See Notes].

Cloning The "Fun" Way [600 CP]
As was previously mentioned, it isn't a stretch to say that most, if not everyone, who worked for Jurani were amoral assholes, as evidenced by their NSola project, which is potentially the main reason for their prominence. It is kind of hard to beat out kidnapping women, preferably those in vulnerable positions such as homelessness, to modify into living sex dolls based on celebrities for the highest bidder, with buyers potentially not being aware of this fact. And while it can be hard to believe that no one would suspect that the "products" of the NSola project were actually kidnapped women, assuming that the buyers aren't already aware, the existence of the Incubator cloning system does sort of give Jurani a convenient lie to tell by allowing them to say that stuff like the HDs were all vat grown, despite the Incubator being just as horrific. But having your own cloning system does have its major perks, so by taking this item, you'll get your hands on your very own Incubator system, with the option of making it a bit more palatable for you.

Going into specifics, the Incubator cloning system is made up of a large complex with multiple different rooms dedicated to the three main sections of the system.

The first of these sections is centered around "birth mothers" who, like "raw materials" of the NSola project, are made up of women who have been kidnapped by Jurani to serve as seedbeds. The main stars of the show in this section are the "Mothers" rooms, which are where the birth mothers are held while the clone babies gestate in them, with there being 6 rooms that can hold 28 birth mothers each for a total of 168, and a central "Impregnation" room that they are all attached to, where the process truly starts. In said "Impregnation" room, there is a special machine that can take the genetic material of any biological life, which can be as simple as a limb or blood sample, and create a solution that can be used to artificially inseminate your birth mothers, with there being a number of fucking machines to aid in doing so, with it having a almost 1 to 1 appearance to semen and cutting down the normal pregancy period to only one month without worry of complications. But as that is very impersonal, and not at all "fun" depending on who you are, this machine can turn you into the insemination tool, assuming you have a penis, as it can also process the genetic material you feed it into an injectable serum that, when administered, modifies your sperm to be an exact genetic copy of whoever the material belonged to, while also conferring the one month gestation period and allowing you to switch back to your normal sperm, or any other copies you injected yourself with. Regardless of whether you do this or make use of the fucking machines, this special sperm will copy any and everything from whoever the "doner" was, excluding any

non-biological modifications such as things like cybernetics unless they were grown via biological means, which also includes supernatural elements like magical abilities or mutant powers, even if only one person with said power is supposed to exist at one time. And finally for this section, there is also an infinite supply of all the food an expecting mother would need, with the supply expanding to accommodate the diets of new birthmothers and their clone babies.

The second section is made up of two different "Tank" rooms, which hold massive pools filled with a special liquid that accelerates the growth speed of any baby placed in them. This will physically grow them to adulthood, or around the equivalent of a 21-year-old human, in about a month, without any complications due to this rapid growth. This liquid is breathable, self-cleaning, and supplies all the nutrition necessary to sustain the rapid growth. Each pool can hold up to 128 babies, though it can hold fewer or more depending on whether the full-grown baby would be larger or smaller than an average full-grown human, and if you don't really vibe with the aesthetics of having clones grow up in what amounts to a swimming pool, you can choose to instead get 256 floor to ceiling vats full of the same liquid that fulfills the exact same purpose.

And the final section consists of the "Migration" room, which holds all of the equipment needed to handle the "ghost" migration process that was carried out at the NSola 7 facility. This includes Migration Tables to handle the implanting of blank ghosts/consciousness to ensure a clean copy, and the special orange visors that can copy someone else's ghost into another person, which includes things like personality, likes and wants, and skills, with you also gaining access to a special computer software that allows you to make your own ghost templates to use by mixing and match pieces from the ghosts you've copied from others, primarily in terms of things like skill. There will be a few pre-built templates for you to use, all of which are based on particular skillsets such as doctors/nurses, and when implanting a ghost into someone, you can choose to apply a bit of randomness in their personality so that your clones and what not aren't exact copies of each other. This can be done by either turning on a randomizer that takes personality traits from ghosts that have already been copied, such as likes/wants, and applying a random assortment to whoever is having a ghost implanted, or simply leaving these areas of the implanted ghost blank and allowing the implantee to develop their own personality on their own.

But obviously, the idea of just getting a whole bunch of women to serve as your cloning seedbeds may be a bit uncomfortable for you, so if you want, you can also choose to make your "Birth Mothers" a series of breeding robots with artificial wombs you can make use of in a similar manner. And regardless of whether you take this "rebranding" option, you also gain a small army of helper cyborgs that normally man the Incubator and the other areas of the Consensus zone, which can also be made into full robots if you so wish, as well as genetic information of the 3 types of creepers found within NTartha. The special thing about the genetic info of these creepers is that they all are heavily sexualized according to your desires, such as one or more of the types being all male or female, having your preferred body types and sexual proportions which doesn't interfere with their purpose, like the tankyness of the Burgermen, their ability to move, etc. You also don't have to worry about them giving off any aether entropy, and the negative effects of such. For visuals on the various different facilities of the Incubator, [See Notes].

Core Of Consensus

Subjects Aplenty [100 CP]
When it comes to a good number of different avenues of research, sooner or later, you're going to have to make use of some sort of test subject in order to get the results that you need. This is easily shown with the Osiris Initiative, as while the staff of NTartha, and later Consensus, when it takes control, could have just kept all their research focused on HD 512, her clones, and the theoretical ways of replicating their detached cognitive loop, they eventually would have to move on to testing their research on living people to see if their calculations and data were correct. And unlike the staff of NTartha or Consensus, you may not be able to stomach subjecting people to potentially deadly experimentation, even if they freely volunteer for it. So by taking this item, you'll gain access to a never-ending supply of test subjects that you more than likely aren't going to be too conflicted about using.

As with this item, you gain a copy of one of the Stasis Pod Blocks that the staff of NTartha tried and failed to use to ride out the Aether Entropic disaster. In total, there are 288 pods in this block, with each one holding a single random human being that you can use for your experimentation, with a new person spawning in an emptied pod within a week. But as was previously mentioned, if you're the sort who doesn't want to slide down the slope of using living people as test subjects against their will, then, at your discretion, the people who come out of these pods can be modified to become the "ultimate" test subjects. That being, they don't really have a consciousness or mind bouncing around their head, making them more akin to biological robots that don't have an AI piloting them, or "living" corpses/zombies, that you can give commands to when you're using them for testing, and you can even change their appearances, both inside and out, to turn them into mannequins or crash-test dummies, with them still retaining things like their sexual assets and bodily orifices if you so wish.

With these subjects, you can subject them to whatever grueling tests that you need to conduct, whether that be infecting them with an incredibly virulent virus and testing various potential cures on them, or suiting them up in body armor to both test how protective the armor is and how good your latest batch of guns are.

For visuals on the stasis pod block, [See Notes].

Eyes To See, Screens To Speak [200 CP]
During the early period of Consensus's existence as a research tool at NTartha, the director of the entire facility, Brill, for some reason, got it into his head that Consensus needed to see everything that goes on in the facility. To that end, he ordered the engineering department to install cameras that Consensus could connect to and that provided coverage of almost every single square inch of the entire place, with the only areas being excluded from this being some of the utility tunnels in the engineering section of the facility, which were purposely left uncovered so that the engineering staff could have free reign to goof off without being watched. While it may never be known why exactly Brill wanted Consensus to see everything in the facility, it did allow Consensus to better monitor the HD 512 clones as they made their way through the restructured bones of NTartha, so by taking this item, you'll gain your own special

camera network alongside the means to help communicate when you don't have access to the normal means.

More specifically, this item grants you 2 sets of device networks that not only populate all of your properties, but also any location you are given control of, such as via **Handed The Reins**, with the first being made up of special security cameras and the second having TV-like universal screens. The security cameras are all placed in such a way that, not only is there no single square inch of a given property that is hidden from them, with their being multiple overlapping fields of coverage for redundancy's sake, but you can choose to leave a few areas to be false blind spots in which the cameras that cover them are incredibly well hidden. And the screens are typically found just above doors and things like switches or buttons, with them displaying what the room beyond the door is or what the function of the button/switch is, with them also replacing any TVs, computer screens, or other types of screens that already exist in your properties. You aren't just limited to a static amount of these cameras and screens, as you're capable of spontaneously creating or removing them at will, with you also being able to modify them in various ways, such as changing their size or type depending on what technology you have access to, though you have to adhere to the previously mentioned location rule. And you can also connect to one or more of these cameras and screens at will, regardless of the distance between you and them, to either see out of the cameras or use the screens as an instrument to communicate by "typing" onto them in various different fonts with your mind or display a visualization of your thoughts, with any extra minds inside of your head being able to do so as well.

Alongside this ability for you to connect to these cameras and screens, they also count as parts of your body, with the cameras in particular counting as your actual eyes, meaning that they can benefit from anything tied to your body. For the cameras specifically, they will have access to any special eye/sight abilities you have, like different vision modes such as inferred or magic sight, and can be used as a conduit/focus to use any eye-based abilities through them, such as eye lasers or mental attacks that require eye contact. And for the screens, they can serve as a conduit for any perk that revolves around conversation or showing images/the depths of your mind to people, such as a perk that makes your words enthralling anyone who hears them applying the same effect to any text that you "type" on these screens, or a perk that induces madness into anyone that attempts to read your mind doing the same if you were to display a visualization of your current thoughts.

And as a slight final bonus, these cameras and screen networks can be hooked up to and accessed via things like a security room's camera console, in case you want to allow others to make use of them. For visuals on what the cameras and screens look like, [See Notes].

Agent Production [400 CP]
As was mentioned in **The Perfect Testing Environment**, what the staff of NTartha had the HD 512 clones do as a part of the obstacle course experiments can be considered a bit odd, with their heavy focus on things like parkour and "key item" hunting when the main purpose was to observe them doing a multitude of different tasks to gain insight into how their cognitive loops functioned. But if you approach it from the lens of what tasks a hypothetical person would be doing in cases of high amounts of aether entropy

in their immediate area, it makes a bit more sense, as obviously someone in such a situation would be doing their damndest to try and escape wherever they are, as they succumbed to the aether entropy. And this goes even further when Consensus made the decision to add in “agents” that would be opposing the clones, which could be said to be reminiscent of people having to fight off those affected by aether entropy, with the first ones consisting of the staff in stasis, who were replaced by creepers due to their numbers running low, and who were again replaced by robots due to the creeper’s low compatibility with being used as agents. So by taking this item, you’ll gain the production capabilities to pump out your own robotic agents for whatever purpose you may have.

And these production capabilities take the form of a large factory that, while specialized in the creation of robots, is still capable of producing various other items like furniture, weapons, and even food, via what can best be described as food printers, on a large scale, so long as you're capable of providing the raw materials. To go along with this factory complex, you gain 5 sets of robot blueprints, as well as blueprints for the various materials, furniture, and tech found within NTartha, with 2 of them being based off of what Consensus will make use of in the future, that being the fast and agile Slashers with swords for arms and the slow, tanky Brawlers, one being a fully robotic version of the HD 512 clones, or Haydees, so you can enjoy them without the ethical concerns, and you having free reign to pick/design the last 2, which could be something like a centaur-like robot or even something that doesn’t have a humanoid shape like a floating sphere.

One thing that all of these robot blueprints share is that they all are incredibly sexualised in accordance to your own personal tastes, whether that take the form of there being male/female variants, or just one or the other, them having incredibly large sexual assets, and other such sexual additions, with there being some general ones such as realistic/semi-realistic synthflesh, the ability to produce their own sexual and bodily fluids whose flavors can be customized, etc. But while all these robot designs are incredibly sexualized, that doesn’t mean they aren’t equally combat effective, as they all have their own in-built weapons, or the ability to pick some up in the case of the Haydees, and the combat software to put them to efficient use, with the 2 that you personally design being able to have a choice of either in-built melee weapons like the blades of Slashers or the clubbing arms of Walkers, in-built guns that are limited to the calibers in **Modular Arms**, or hands. Another boon they all have is their defenses. More specifically, their defenses measure don’t sacrifice anything due to their sexual nature as they're able to hide and conceal their sexual assets, in order to give off a more "professional" SFW appearance, and their synth flesh has the special ability to swap/morph from a soft and supple pleasure mode to 2 different combat modes that turns their soft parts to something more akin to thick Kevlar covering ballistic gel or the metal plating of the normal Slashers and Walkers in case you want them to retain a more robotic appearance, with you being able to make use of any blueprints for things like materials or type of armor to add more modes to this synthflesh.

Alongside these production facilities, you also gain a special computer system that is perfect for aiding in what these robotic agents were originally used for by Consensus, that being to provide a challenge to the Haydee clones that wasn't too easy, nor too hard. To that end, this system is sort of in a “two sides of the same coin” situation with the copy of Consensus from **Bones Of NTartha**, as it is fully capable of hashing out what

would be a “fair” level of difficulty for someone in regard to not only combat-related things, but also stuff like obstacle courses or puzzles. And this is done in a somewhat similar manner by taking in information on those you’d like it to analyze, such as with data gathered via **The Perfect Testing Environment**, with it coming with cameras that you can attach to people and things in order to provide another avenue to gather this info, as not everyone is going to willingly submit to your examinations. Though unlike that copy of Consensus, this system is less geared towards trying to provide the right level of challenge to help improve a person’s ability to train and learn, or be used as a fun relaxation “toy”, and serves more as a means of countering someone in a hostile sort of way. So, instead of trying to dial in the right level of challenge to allow a person to improve their raw skill/power and versatility, this system is more suited to taking in information about a person or group and either giving them a “fair” challenge to test them in someway, such as seeing if they are worthy of your time if they manage to survive, or trying to crush and destroy them by exploiting their weaknesses and rendering their strengths worthless, making it perfect for working security or designing defenses.

So to help in that front, this system is capable of not only modifying the previous robot blueprints, or designing new ones, to specifically counter a person or group, as well as doing the same for biological/magical life if you give it access to the means of creating and modifying them, but it can also design and create environmental factors and other obstacles to help oppose a given person, with it being able to make use of any tech or blueprints you provide. For example, if via **The Perfect Testing Environment** and other means you managed to gather information on a particular foe of yours, and said info included the fact that they had fire based abilities and a preference for melee combat, the computer system would be able to modify your robots, or create new ones, that would provide a suitable level of challenge for that person, or outright counter them, as well as designing environments, puzzles, etc., to aid in that. This could include modifying your robots with heat-resistant armor plating and other additions, like programming or mobility add-ons, that allow them to easily stay out of melee range, taking advantage of the fact that their fire powers don’t work as well in cold environments by turning a base they may attack into a frigid hellscape or laying out cryogenic freezing mines, and other such things.

And one final facet of this countering system is a specialty software. Specifically, it is an adaptive software that can be installed in robots, and even the brains or minds of biological/magical life, that serves as a cut-down version of the system’s adaptive capabilities. Instead of modifying the bodies of whatever it is installed in, this software will serve as an extra sub-consciousness that can help analyze the combat abilities of enemies and provide suggestions on how to counter them based on the capabilities of who ever it is installed in, in the vein of, “this enemy is extremely fast, you’ll need to try dodging in a specific way a second or two before you think you need to or modify the terrain in specific ways using your powers to hinder their speed,” or “this enemy seems to have a 1 second gap between them being able to use their power, here is a rough plan on ways you can take advantage of that.” This software can also link to others of its kind that are installed into other robots and the like, forming a pseudo-hive mind that allows all those that are connected to share what worked and what didn’t with particular enemies, including with the computer system. For visuals on the robots you get, [See Notes].

The Housing of Consensus [600 CP]
Out of all of the various bits of technology that are shown off in the NTartha facility, one of the most impressive is obviously Consensus itself. This is mainly due to the fact that its creators were able to turn simple human brains into a potent supercomputer, perfect for any form of research the scientists of NTartha, Consensus's home, could get up to. And given the fact that a sort of advertising brochure for Consensus could be found in the central area of NTartha, which listed off various features of Consensus with an implication of it being used to manage buildings, it stands to reason that Jurani may have been making plans to mass-produce and commercialize Consensus. And as a part of Consensus, it stands to reason that being able to produce copies of it would be beneficial for you, so by taking this item, you'll gain the means to do so, as well as upgrading yourself during your time here.

As with this item, you effectively are able to take control of the entirety of Consensus, with all of the cerebral banks, or cores, that normally have to debate and argue with each other and reach a majority consensus to get anything done being completely subservient to you, though you can treat them just like the minds from **Reaching A Consensus** in regard to using them to debate the merits of any ideas you have. Besides that, the larger machine that makes up Consensus' main body becomes an alt-form for yourself, and when you transform into it, you can choose to root yourself in whatever building you happen to be inside of, which allows you to sort of "parasitize" the building by spreading your "roots" all throughout it. What this does is basically grant you the same level of control that Consensus had over NTartha, letting you restructure and modify whatever building you plugged yourself into, both on the large macro scale, such as rearranging entire rooms or even creating new rooms, and the small micro scale such as moving or adding furniture and everything in between like fiddling around with a building's plumbing and electrical networks. Similarly to **One Man Crew**, this gives you an innate knowledge of every single system in the entire building at all times, but also allows you to count the building and everything in it as a part of your body. Besides allowing perks to affect the building as if it were your own body, as well as allowing you to control and feel various things inside of it, such as sentry guns or something like a row of fucking machines, you can also choose to substitute specific parts of the building with things from your body. For example, with the plumbing system of a building you embedded yourself into, you could choose to replace the water in all of it, or only in certain sections, with your bodily fluids such as semen or blood.

But as you would expect, when it comes to you adding new things, or reshaping, your new "body", you're going to need a source of building materials and the like. So to help with this, you also gain a series of what are effectively aether matter printers, which could explain how Consensus was able to keep building new robots, growing more clones, and restructuring NTartha for untold centuries without an explicit outside source of materials, allowing you to print out almost anything. So long as you can supply them with energy and blueprints, these factories can continuously print out raw materials, even if they have a supernatural aspect of them, with the more complex or "powerful" a material is the longer it takes, with stuff like mundane concrete, steel, or wood being able to be pumped out in a never-ending steam, whether that be in the form of planks, ingots, or liquid concrete mix.

There are also a number of other boons that come with this new body of yours, mainly regarding your new computational power. Just like Consensus, you have a number of cores attached to your new body, which are basically human brains that have been optimized for handling complex computations just like a computer CPU, that are all connected and woven together into a cohesive cognitive cluster. This basically turns your mind into a supercomputer, with these cerebral banks either working alongside your mind on singular problems or handling relatively smaller tasks that you delegate to them. And if you feel like you're a bit limited having to be rooted in place, you gain two things to help in that regard.

The first is that you gain blueprints to create more Consensus housings and the smaller sub housings like the one found in the combat arena, just before the room Consensus was housed in, along with cerebral banks with instructions on how to process brains for them and instill personalities into them, similarly to **Reaching A Consensus**. In regard to the sub-bodies, they are smaller machines that can only hold a single cerebral bank and thus aren't as computationally powerful as Consensus bodies, but come equipped with spinning scything blades and two double-barreled machine guns that are more akin to cannons in terms of caliber, making them more at home in the role of defense and security, with these particular ones being up-armored compared to the one Consensus made use of. And regardless of which type of housing you build, any that you do will be linked to you via aether entanglement due to the Aetherite crystals in their construction, which you'll gain the knowledge to artificially make. This entanglement means that you will have 24/7 access to these housings no matter the distance between them and you, with them counting as parts of your body, allowing you to not only make use of the cerebral banks found in them to further enhance your own brain power, but in the cases of Consensus housings, remotely make us of their ability to reshape the building that you built them in. And the second takes the form of a morphing ability that allows you to take your massive Consensus housing alt-form and condense it down into a humanoid android body. You'll still have access to all the capabilities your larger body did, along with any that you added via modifications, but you can freely walk around without having to be rooted in place.

For visuals on the main Consensus housing, [See Notes], and for visuals of the sub-bodies you can build, [See Notes].

Companions

Companions can't purchase more companions.

Companion Import [50-300 CP]
NTartha has become a very, very lonely place over the centuries. With the death of the last staff member in stasis, the only beings left in the twisted hall are the HD 512 clones, the homicidal creepers/Slashy bots, and the cold, calculating Consensus. This means that if you happen to take the roles of either a **"Clone of 512"** or **"NTartha Staff"**, you'll have no one in your corner so to speak, and even though you'd have the other cores of Consensus as "company" if you're a **"Core Of Consensus"**, they are wholly focuses on the task of researching the clones, and thus wouldn't make good conversational partners. And while your stay here may not be "too" long in the grand scheme of things, it wouldn't hurt to have at least one person to help you out, or at the very least converse with, whether they be someone you've previously picked up on your journey, or someone brand new.

So, with this companion option, you may either import/create a Companion for 50 CP, or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

NTartha Pet [50-100 CP]
As was previously mentioned, the only living beings left to walk the halls of NTartha are the blade-armed Slashy bots and the three different flavors of creepers. They all have their own special type of danger they pose to the HD 512 clones, such as the Slashies being the fast, fragile type that can easily rush down a clone if they aren't prepared and the Boomies threatening clones with an instant kill if they manage to get close and explode. And while they all do pose an incredible threat to the clones, and to you if you happen to be a **"Clone of 512"** or **"NTartha Staff"**, they do have a bit of "charm and appeal" about them, at least in regard to the Slashies and Boomies. So if you'd like the opportunity to snatch up one of these "agents" for your own purposes, taking this companion option will grant you your very own "pet".

Said "pet" can be a Slashy Bot, or one of the 3 types of creepers, and either through a random mental malfunction, or the machinations of Consensus, something has caused them to behave more like a loveable dog than a rabid killing machine, though they still retain their deadly qualities. Picking a Slashy Bot will grant you a cyborg that comes equipped with two scything blades for arms, a camera like head that allows it to see in the dark, and foot cybernetics that make them surprisingly fast and nimble. On the other hand, picking a creeper will let you choose from one of the three different types, with the default "creeper" being a generalist that sits in the middle of the other two in terms of physical ability, the Burgerman being a slow, fat tank that can vomit up a tentacled, acid filled projectile, and the Boomy being a sort of clone of a particular green monster that it, and the other two, share a general name with, though unlike that one, this Boomy can safely explode without killing themselves, and even comes with their arms if you so wish. And since these "agents" are created by Consensus, you have a bit of free reign to customize them in accordance to your own sexual desires, whether that be removing the belly of your Boomy and making her ass and tits bigger, turning your Burgerman into a Burgerwoman, or anything else of the sort.

But if there is one thing that can be said about all of the various agents found in NTartha, there is a never-ending supply of them. So if you pay an extra 50 CP, for a total of 100 CP, then your little pet gains a bunch of "siblings" as this companion becomes a group companion of 12. If you picked a Slashy Bot as your base pet, you can't mix in any of the creepers, and vice versa, though if you did pick one of the creepers, you can choose to make the group an assortment of the 3 types.

For visuals on the Slashy Bots and the 3 kinds of Creepers, [See Notes].

Remaining Survivor [50-100 CP]
In the grand scheme of things, it is more than likely that all of humanity has perished. As evidenced by the "fall of NTartha", despite the fact that bunker were in place to help shelter people from the aether entropy disaster, said bunkers have likely failed as aether entropy seeped into them over the centuries. And even if that didn't happen, since NTartha probably wasn't built with it being a sealable bunker in mind, it wouldn't take more than a simple malfunction, or an internal conflict like the mini war that raged in NTartha, to damn the bunkers to death by starvation or some other horrible fate. But by taking this companion option, you'll gain what may potentially be the last normal human in existence, barring yourself if your a **"NTharta Staff"**.

Said last human is also the last remaining member of NTartha staff that, somehow, someway, managed to survive the centuries, as despite their pod failing like the others, they never succumbed to the aether entropy flooding the facility. And while Consensus was thrilled at this, or as thrilled as a supercomputer made of "optimized" human brains can be, research found that this method of aether entropy immunity isn't something that can be shared with others. Despite the dead-end, Consensus decided to keep them around, either in the hopes that more research will allow them to crack their immunity or because they represent what may as well be the last remaining human in the world.

This surviving staff member can be of either the Administration, Security, Engineering, Technical, Medical, or Habitat zones, with them being highly skilled in whatever tasks their zone typically does, such as doctoring and research if you pick Medical or bureaucratic administration if you pick Administration. But the main benefit that they can provide you is a deep understanding of the NTartha facility, as since your still a good number of centuries off from Consensus turning NTartha into an unrecognisable white maze, which showcases that the changes it makes after a clone manages to win are relatively minor, this staff member's knowledge about things like short cuts can be invaluable when trying to make your way through the section they used to work in, even if and when Consensus does their remodeling. And even if you happen to be a "**Core Of Consensus"**, their knowledge can help you know about any "exploits" that a HD 512 clone may try to take advantage of.

But, if you'd like for your little staff member to provide a bit more utility, then for an extra 50CP, for a total of 100 CP, you gain a group of former staff members that have been hardened by their time in NTartha. The group is made up of 6 members, one for each of the 6 departments of NTartha, as well as other Jurani facilities, with each of them being masterful survivors, with their survival skills being flavored by their specific department.

- The staff member of the Habitat department is geared towards making sure the group is well fed as they are skilled in foraging, fishing, and low scale farming. This also includes a nose for drinkable water sources, and how to purify those that aren't inherently so. But their arguably most important task is making survival not so soul crushing, as they are a good enough cook to turn anything gathered in a survival situation into a nice home cooked meal, as well as various other minor things to help keep morale up.

- The staff member of the Administration department is geared towards logistics, though more in the realm of making sure supplies are stocked up and if anything is veering towards dangerous levels. They also serve as the central problem solver of the group, keeping an eye on any developing ones that they or other members notice, and getting everyone together to discuss how to solve them.

- The staff member of the Security department is geared towards making sure the group stays safe, with them being skilled in both guns and melee weapons, as well as having keen eyes and ears to keep a watch out for any dangers. They also serve as a hunter to help supply the group with large quantities of meat and animal skins.

- The staff member of the Medical department is geared towards making sure everyone in the group is as healthy as can be, since one person going down to illness or injury is a major loss and heavy blow to overall survivability. To that end, they are good-enough of a doctor that they can diagnose someone just by looking at them, and they are fully capable of making proper medical equipment like bandages with what can be scavenged from the environment.

- The staff member of the Engineering department is geared towards building any structures or shelter that the group needs, with them also being adept at harvesting the needed materials such as felling trees and turning them into planks and what not. They also handle the creation of any tools that the group would need such as fishing spears and the like.

- And finally, the staff member of the Technical department is geared towards helping to set up any automated system in a survival situation which, while not something that is commonplace, is a big help in regard to setting something up like an automated water purifier that uses evaporation and condensation.

So long as an environment isn't instantly lethal or outright inhospitable, this group is almost guaranteed to survive in it.

One Of A Million [50-100 CP]
As you may expect, since the entire Osiris Initiative has been going on for untold centuries, the number of HD 512 clones that have been birthed and died is incredibly high. While an exact number may never be known, given that the entire NTartha maze became a lot more lethal once Consensus was given the reins, it stands to reason that they mow through a lot of them on a daily basis. And since so many are created to keep up with this demand, one not being put to use as a test rat running a maze, or waiting to

be used as such, wouldn't be the worst thing in the world. So by taking this companion option, you'll gain one of the various clones for your very own.

This specific HD 512 clone, or Haydee as they'll be later known as, came about either due to Consensus wanting to throw in another potential variable that may help them better glean info from your "adventures" through the maze of NTartha, if you happen to be a **"Clone of 512"** or **"NTartha Staff"**, or due to you managing to convince your fellow cores that having an "assistant" around would greatly aid the efforts to unravel the mystery of the detached cognitive loop, if you happen to be a "Core Of Consensus". Regardless, this Haydee, in accordance to them and their "sister's" original purpose as devised by Jurani, has been custom tailored to your own sexual desires in order to be your personal sex toy. This includes customizing things like their overall appearance down to the most minute detail, the size of their sexual assets, and even their sex in case you want a Haydee that's a guy or a futanari, with this also extending to customizing their personality as well, with there being a guarantee that they will love you in whatever way you wish, whether that be as equal lovers or something else. This customization can also be used to have this Haydee copy the appearance, mannerisms, and personality of a particular fictional character if you so wish, though don't expect them to have any of their skills or even powers.

But, if such a restriction is a bit too much for you, by paying an extra 50 CP, for a total of 100 CP, your Haydee becomes a bit more than just a simple sex doll for you to vent your lust onto. Now, they are able to gain the skillset of whomever they are an expy of, which is an "add-on" Jurani was more than likely capable of including when someone bought a Haydee due to their ghost migration tech, with this skillset copying being independent of their appearance in case you don't want your Haydee to look like a character that already exists. The only real limitation on this is that the skills that your Haydee gains can't be too fantastical. For example, having your Haydee take the skills of a super spy whose level of gunplay, acrobatics, and sneaking skills, while highly impressive, are still in the realm of human possibility and comes from the fact that they've been in the business for decades is perfectly fine. Having them copy the skills from a swordsman/woman who's so "skilled" that they could dice a person like an onion so fast that the person doesn't even realise it until they take a step on the other hand is a no go.

Scenarios

Speed Running Dolls

One of the biggest differences between the obstacle courses that the staff of NTartha managed before they were forced into stasis and the ones that Consensus ran when it was given control of the facility, besides the obvious one of size, is that Consensus's one is far more lethal. This is evidenced by the fact that what remains of the staff's smaller obstacle course, which serves the purpose of a tutorial in Consensus's, isn't as deadly as the other area of the facility that Consensus meddled with, as while there exists things like creepers, hidden mines, and death drops, these can be attributed to changes made by Consensus as the latter two are found all over the facility, and the former could only be put in place when Consensus took control. But not everything that Consensus added had the intent of trying to kill the HD 512 clones as they made their way through NTartha. Besides the obvious, like the various fetch quest puzzles that are needed for a clone to make any progress, there are a series of hidden collectables that take the form of miniature Haydee dolls, and since these dolls have the cybernetic head that makes them unique, which were added centuries into Consensus's "reign", it stands to reason that they custom made them. And while a clone doesn't get anything for finding them all, not that they really care, someone like you may actually want some sort of reward for putting in the effort. So by deciding to tackle this scenario, you'll be tasking with hunting down these dolls scattered all over NTartha.

In total there are 31 of them scattered in the facility, with them ranging from being relatively out in the open to being incredibly hidden somewhere remote, though all you need to do to have them count as being found is to touch them, or in the case of **"Core Of Consensus"**, lock your "eyes" on them for a bit of time. But while you may think you'd have a leg up if you happen to be a **"Core Of Consensus"**, it seems like your fellow cores decided to shuffle their location as a sort of test for you, and they refuse to tell you where they are.

Reward

Upon completing this scenario, you'll gain access to a "harem" of 31 haydees, all of whom have been hardened by the various trials and tribulations they've faced, having to navigate their way through the restructured bones of NTartha, with Consensus having a fascination with them and making them run through multiple courses in a row rather than placing them inside their body for analysis. This effectively means that they are all equal parts highly trained spec ops operatives and adventurers in the fantasy, sword and magic sense. This means that they are perfect for serving as an elite bodyguard, operatives to send on spec ops missions, or as "adventures" to send into places like ruins or abandoned facilities, with them all being highly skilled in guns, melee weapons, with a specific preference for swords due to the fact that Juarani staff always seem to have them as wall hangers, parkour, scene analysis, etc.

But that isn't the limit of their capabilities as a part of a potential future plan to "retake" the surface world in the event their testing bore fruit, Consensus decided to turn these Haydees into a force to do as such. To that end, 30 of them are evenly split into groups, each of which are based on the 6 different zones that each Jurani facility seems to have,

meaning there are 5 Haydees per group with one being considered the leader, which are: Habitat, Administration, Security, Medical, Engineering, and Technical.

- Those in the Habitat group are all well trained to handle one of the biggest pillars needed to human life to prosper, which includes the foraging, growing, purification, preparation, and storage/preservation of food and water, with them having the "nose" to find things like fertile farmland and sources of water. They are also masters of keeping up overall "morale", since post-apocalypse survival can be a soul crushing thing, which includes things like entertainment, with a preference towards the sexual, comfort in terms of making settlements feel like a well lived home, and the tightening of community bonds.

- Those in the Administration group are equal parts logisticians and bureaucratic clerks, with them being skilled in setting up of logistic lines and making sure things/projects are supplied on time, as well as setting up a government to help provide a command and control center for the other groups. In this latter task, they are all masters of the various different fields that a government usually needs to handle, such as diplomacy to handle dealings with other potential survivor groups, economy to make sure supplies of both raw materials and produced goods are stable, and other such things, with them forming a council made up of the heads of the other groups to handle major problem solving and decision making.

- Those in the Security group are obviously the more combat focused ones, with the Haydee in it being skilled at providing security in the forms of patrols and surveillance, as there are those who see the apocalypse as an excuse to get away with whatever they want and may sneak into your group to do so, and even military endeavors, as plenty of apocalypses introduce hostile forms of life and there may exist other survivor groups who see what your doing as a threat.

- Those in the Medical group serve as both medical staff and scientists, the former allowing them to make sure that any injuries or illnesses are tended to, and the latter letting them study both any of the former that they aren't immediately equipped to deal with, as well as any other project you can put them to, such as the dissection and study of any new lifeforms or materials that came about due to the apocalypse.

- Those in the Engineering group are your resource gatherers and processors, as well as builders, with them handling the finding/marking out of deposits of natural resources, with them having a "nose" for them to equal the Habitat group, like forests or even things such a junkyard full of scrapmetal, the processing of them into useable forms, and the use of them in both construction and factories for things like furniture, weapons, etc.

- And finally, those in Technical are sort of the "sisters" of those in Engineering, as where Engineering handlings the building of things like buildings and roads, the Haydees in Technical would be in charge of installing the "veins" as it were, which includes things like plumbing, power, and computer networks on the large scale, and things like heating and air systems for individual buildings and the like, with

both groups jointly working together on things like power or water purification plants.

And while you may be thinking that groups with just 5 Haydees each wouldn't be enough to do what they need to do, no matter how skilled they are, each of these Haydees are also incredible teachers. This will allow them to easily and quickly swell the numbers of each of their "departments" with competent subordinates, whether they be normal human survivors or other Haydee units, making them a potent force to not only aid in the rebuilding of society, but the running of any sort of nation.

Though, as you may have noticed, there is one Haydee that doesn't fall within any of the aforementioned groups. They go by the title/name of "Master" which, in the future when NTartha is mainly reduced to a stark white, is the name given to whatever Haydee is currently stored inside of Consensus, and they live up to that title by effectively being your second-in-command, which does mean they technically belong to the Administration group as its leader. To that end, they have a general set of knowledge and skill that encompasses everything that is the purview of the previously mentioned groups, and while they may not hold an equal level of expertise in them to the Haydees that make the groups up, they know and understand enough to make them an effective leader when leading the groups. Alongside this, they also have all the skills and knowledge you'd expect a competent leader to have, with them having access to a particular tool that greatly aids them in being a leader. This being a special chip that is installed in the heads of all of the Haydees found in this group, allowing Master to instantly access any knowledge or information that they know and make use of it, with you gaining blueprints to create more of these chips that can be installed into robots, devices, and even biological life for a similar effect.

Also as a final bonus, this reward comes with a number of those small Haydee dolls that you had to find to complete this scenario. Each of them are linked to one of the 31 Haydees that make up the previous group, with this linking making it so that they dolls will copy the appearance of the specific Haydee they are linked to, meaning they will reflect any changes or modifications they make to themselves. But this link has another purpose, as the dolls all double as sex toys, and whenever you make use of them as such they'll transmit the feeling you you fucking them to the Haydee they are linked to. This includes teleporting your sexual fluids into them, or vise versa, but you can choose to disable that feature. You also gain blueprints to create more of these dolls, with you being able to link them to anyone by simply touching them with the doll, with a newly made doll having the appearance of something like a mannequin or crash-test dummy.

HAIaCOS (Restricted to "Clone Of 512")

Something that may be apparent when you take a good look at Consensus, what it does, and how it acts, is that it bears a striking similarity to a specific test obsessed A.I. While they may not share similar robotic bodies, they both were created with running tests in mind, although, Consensus at least had a purpose behind why they were built and what their testing is supposed to build towards. And this purpose does give Consensus a bit of a leg up on the whole "morality" thing, since, what it has done to the staff of NTartha and the army of HD 512 clones is horrific, though you may or may not be of the opinion that the staff members deserve it somewhat, it is doing so in hopes of finding a way to provide what remains of humanity the means to take back the surface. Though, it wouldn't be a stretch to say that Consensus could have easily ended up like their counterpart if things were slightly different, either in regard to its creators having a different purpose for them or a possible malfunction due to degradation over the centuries that changes their mission statement. So by taking this scenario, you'll be thrown into such a "what if" scenario, where Consensus is just using the purpose of saving humanity as a thin veneer for why it truly runs tests.

This version of Consensus, which goes under the new moniker of HAIaCOS, (Haydee Aether Immunity and Core Operating System), has decided to switch up how they're doing the testing of HD 512 clones, which is something they'll be forcing you to run through. Instead of having you run through the entire facility as one continuous location, HAIaCOS has decided to restructure everything into a series of testing chambers, both large and small, all of which are centered around some kind of test, challenge, or puzzle. The exact specifics of these tests, challenges, and puzzles can vary wildly, with some being climbing challenges, others being puzzles or riddles you have to solve, and a good number being out-and-out combat challenges that pit you against "creepers" and slashy bots. While these tests and such start out relatively easy and not that life-threatening, in an effort to "better understand" the detached cognitive loop of a HD 512 clone like yourself, HAIaCOS will gradually increase the difficulty and danger, such as reducing the margin for error for landing jumps in climbing challenges and adding in traps to impale your hands and feet, making puzzles increasingly complex/nonsensical while forcing you under a time crunch, like filling the room with deadly gas, and making combat test chambers hellish by flooding them with enemies and enforcing conditions like complete and total darkness.

And once you manage to clear the final testing chamber, which serves as a culmination of every single test you would have gone through up to that point and takes place in the combat arena just before the room Consensus resided in, albeit remodeled to be larger, HAIaCOS will congratulate you on your achievement and, similar to the normal Consensus, attempt to place you inside of its body to analyze your mind. But to finish off this scenario, you'll have to rebel against this and strike down HAIaCOS, with them obviously fighting back. The resulting battle will pit you against HAIaCOS, who has multiple sub-bodies armed with scything blades and dual-barreled auto-cannons, and is capable of flooding the room with water, poisonous gas, and even hordes of "creepers" and Slashy Bots.

Reward
For completing this scenario you gain access to two main rewards.

For the first, you gain access to HAIaCOS as a companion, as your complete victory over them and their testing chambers has lit a fire within them that burns with a desire to develop a testing chamber gauntlet that will finally best you. To that end, so long as you are willing to allow yourself to be their little "test subject" and run through any test chamber gauntlets they design specifically for you every now and again, they will gladly lend their capabilities to you. And these capabilities allow them to serve as the ultimate "tester" of anything you give them, more specifically, if you give them something like a supernatural material, a person with a particular mutant power, or some sort of magic system, they will subject them to metric shit-ton of different tests, seeking to learn everything about them. For example, say that you give them a particular magical metal, they would continuously design a series of tests to subject the metal to learn things like, what it can and can't be used for, along with what it is the best or worst at, what are its physical properties and what happens when it is subjected to various different situations, stimuli, and phenomena, what other metals it can be combined with to form alloys as well as what special features these new alloys would have, and other such things. By the end of it, they will know almost everything there is to know about that metal down to even the most minute or "worthless" detail, with that knowledge increasing if you happen to give them more things to use in the testing of said metal, and can convert all that information into easily digestible formats, perfect for you or anyone else to use for things like brainstorming new inventions or coming up with new ways to combat enemies.

But, buried within this seeming love of testing, and the drive to develop a gauntlet to "bring you low", is a genuine sexual desire towards testing and yourself. The former comes from the fact that, for some reason, the Jurani staff that created this version of Consensus decided to grant it the ability to feel sexual desire and pleasure, with its large robotic body, that is very similar to previously mentioned snarky, deadpan A.I. that shares a similar name, even coming with a fully functional set of genitals of your choice. And to seemingly motivate them to work harder, their creators linked their feelings of pleasure and sexual desire to the act of them overseeing tests of all sorts and types. So, as a hypothetical, say that HAIaCOS was designing a test chamber gauntlet for you. As they started the process of designing the gauntlet, they would have a steady build up of lust and pleasure, which can be seen as a form of masturbation, with you actually running through the gauntlet being akin to you having sex with them and giving them pleasure that would be equal to or even greater than normal sex, which can lead to a series of orgasams without them even touching themselves or reducing their build up of pleasure. Once you manage to get past the final chamber of the gauntlet, your victory will be a catalyst for them to have one final enhanced orgasam, with a sort of multiplier being added to it based on how difficult the gauntlet was for you and how close you were to failing. And the latter builds off of the former a bit, as when you managed to best them to complete this scenario, they had one of the biggest, most mind-meltingly blissful orgasams of their entire existence, and they see you as a means of achieving more like it. And while they do have a healthy serving of sarcastic snark to serve you whenever the two of you talk, you'll find that as time goes on, they'll develop a genuine sense affection for you separate from you being a tool to get them off, though it will be through the lens of them being a massive tsundere. Also, while all this talk may make it seem that normal

sex wouldn't do anything for them, it very much still does, and if you'd like to have "normal" sex with them that doesn't involve hanging on to their large curvy frame, they have the ability to transfer their mind to a relatively smaller humanoid body, that is hidden in their larger one.

And the second reward that you gain from the completion of this scenario is, effectively, an aether based portal shooting gun, which may have been something that the staff of NTartha may have been working on in the background before everything started going to shit and research into HD 512 took precedence. This portal gun is capable of shooting out 2 sets of portals, which by default has one set being blue and orange and the other being red and yellow, but you are free to pick the colors of each set. Once both portals in a set have been shot onto a surface, with any flat, mostly smooth surface working for this, they become active, creating a passageway that uses both portals as entrances and exits, with the portals in a set being able to be any distance from each other.

A Second Chance (Restricted To NTartha Staff and Core Of Consensus)

As was previously mentioned, the entire plan to try and save humanity from the oncoming aether entropy disaster seemingly hinged on a singular Hail Mary worked on by the staff of NTartha and Consensus. While they did have 9 years to try and come up with a solution, everything seemed to point to the fact that the entire Osiris Initiative was an endeavor that was completely limited to Jurani, as they brought in in-house scientists and no mention of any outside collaboration could be found in any of the documentation scattered around the facility. The potential reasons for this is varied, as due to the dystopian nature of the Haydee world, it could have been that the various nations refused to work with each other in regards to trying to prevent the crisis, with them maybe even lying about there even being an impending apocalypse to their citizens, which would have made it even harder for Jurani to seek outside help. Or, on the other hand, it could have been because Jurani wanted all the clout that would come from being the ones to single handedly prevent the aether entropy disaster from occurring to be solely theirs, and with the seeming ace in the hole that was HD 512, they may have assumed they didn't need anyone else's help. And while you can see where their lack of progress got them, there is still at least one being doing their best to "carry on their flame", and by taking this scenario, you'll be tasked with lending a hand to break the endless cycle they are in.

More specifically, your new goal, which replaces the one mentioned at the start, is to aid Consensus with finally unraveling the secrets behind the detached cognitive loop that served as the cornerstone of Jurani's plan to solve the apocalypse. And while the shit-ton of work that Jurani put into the project may be discouraging due to the fact that they ended up failing anyway, there is a guarantee that it is possible for you and Consensus to be able to crack the detached cognitive loop and copy it into others, though it will take a lot of work from the both of you. But if you happen to have other means of solving the problem of aether entropy, such as some sort of device or power that can clear the surface of it and keep it clear, or materials and tech that can prevent aether entropy from seeping into underground structures, then those will count as proper solutions.

But regardless, finding a method to neutralize the danger of aether entropy is only a part of what you need to do to finish this scenario. The other half of it requires you to help kickstart civilization again, since, through one way or another, Consensus managed to pick up signals from underground bunkers that are both still operational and still have some to all of their population left. So you'll have to explore, find these bunkers, and figure out some way to get inside them, without exposing their occupants to the aether entropy on the surface, in order to administer your "cure" to these bunkers dwellers, assuming that said "cure" wasn't something that simply got rid off the aether entropy on the surface. And once you do manage to make contact with these bunkers, you can start the process of rebuilding civilization, at least to the point that it becomes self-sufficient without you guiding or helping them, at which point you can consider this scenario done. Depending on what form your solution to aether entropy took, this can either take the form of your leading the remaining survivors to the surface, where they'll have to deal with the fact that everything about their previous civilization has been degrading and rotting for centuries, coupled with the fact that the surface is more than likely infested with massive hordes of creepers, meaning that you all will basically have to start from scratch, or you and the survivors building an entirely underground civilization in the form of interconnected bunker cities.

Reward
As a reward for ensuring that the world of Haydee doesn't remain a barren lifeless place, since aether entropy probably doesn't play well with plant or animal life, you gain a perk suited for helping you in apocalyptic situations.

More specifically, this perk makes it so that when you are faced with catastrophes and apocalypses, whether it be something like a mutant zombie apocalypse that has swallowed up most of the world or some sudden random ecological disaster that threatens to turn a planet into a barren rock, no matter how grand or absolute they seemingly are, there is an equally absolute guarantee that there is a solution to prevent, halt, and/or reverse them. This doesn't mean that getting to said solution will be easy, as if you don't happen to have something in your own toolbox to solve the apocalypse from the get go, such as panacea cure for a monster virus, you'll have to do what the staff of NTartha and Consensus tried, and delve into researching. And there is also the fact that any outside solutions that you may bring may not be a one-size fits all solution as, for example, the previously mentioned monster virus may have a magical component that links it to a person's soul, and unless your panacea was specifically made for something like it, or it's curing ability resets someone's body, mind, and soul, back to a certain point in time, said cure-all would just end up killing people.

As another bonus, this perk also makes it so that there is another equal guarantee that there will be enough survivors to benefit from said solution. The amount that are guaranteed to survive depends on the severity of the apocalypse and the tech/magic level of the people affected by it, so an apocalypse where a planet is turned into a desert that is still capable of sustaining some form of life would have a larger population of survivors if the tech level of the inhabitants was on the level of a sci-fi setting rather than a fantasy one. This survivor guarantee also provides said survivors a bit of protection to give you time to figure out a solution if you don't already have one, but this protection isn't infinite, so taking too long to find a solution can end up with the survivors dying out if the apocalypse is dire enough.

Drawbacks

Caged Starving Rat (Restricted to "Clone of 512", "NTartha Staff") [+100 CP]
Despite the fact that Consensus has been running the Osiris Initiative on their own for centuries, if you were to take a look at the state of NTartha, barring the instant death pits, you could be mistaken for thinking that you were looking at the aftermath of an aether entropy accident that happened only a few days ago, similarly to what happened at NSola 7. One of the biggest things that could lead someone to thinking that, is the fact that there is plenty of cooked/prepared food and drinks just laying around such as pizza, coffee, fresh fruit, and pastries. But since the Osiris Initiative has been going on for centuries, the only explanation for why the food hasn't gone all rotten and moldy is that Consensus is creating the fresh food whenever they restructure NTartha, with the reason why they do it potentially being that it is a holdover from when they did so to feed the staff members it used as agents. And by taking this drawback, it seems that Consensus has decided to factor in the food they normally leave around as a part of the "difficulty" of the NTartha maze.

More specifically, this drawback makes it so that the normally abundant food that you'd be able to find strewn around the modified NTartha facility not only becomes a lot more scarce, but also guarded by creepers and Slashy Bots. And while you may not normally have a need for food, depending on where your journey up to this point has taken you, this drawback also nullifies any perks, or things like special biology or an alt-form, that makes it so that you don't require food or water. The small bits of food that Consensus now puts out also only refreshes when they restructure the facility.

OSHA Incompliant (Restricted to "HD 512 Clone", "NTartha Staff") [+100-200 CP]
As evidenced by what you can clearly see as you make your way through NTartha, Consensus has made the entire place a death trap. While some of the more obvious dangers take the form of the creepers, Slashy Bots, and hidden mines strewn about, the facility itself has even turned into an obstacle to harm or kill HD 512 clones that aren't careful. This manifests as the various death pits that can be found primarily in the Engineering and Technical zones, with the clones being forced to do parkour challenges to get where they need to go, and all it takes is one single slipup to send them plummeting to their deaths. Though, as was mentioned, these pits are limited to just two zones, meaning that, while the clones will eventually need to tackle them if they want to get to Consensus, they don't have to worry about running into and dealing with them too often. However by taking this drawback, such a silver lining no longer exists for you as the warp environment of NTartha becomes even worse.

As now, this drawback makes it so that, in an effort to make NTartha an even "better" obstacle course for the various 512 clones running through it, Consensus seems to have gone a bit too far in its efforts to remodel it. This has resulted in the entire place being even more of a mess than it would normally be, with corridors going from incredibly large to narrow enough that you'll have to shimmy through them sideways, rooms being broken in half and stretched like a pulled apart grilled cheese sandwich, and the aforementioned death pits being a lot more common. Though in the grand scheme of things this is more annoying than outright dangerous so long as you take your time and watch your step.

But if you feel like you're capable of taking on whatever Consensus dishes out in regards to the layout of NTartha, then for an extra payout of **100 CP**, for a total of **200 CP**, things become much more of a dangerous mess. Now instead of NTartha at least having a semblance of once being a normal building that people could be expected to move about in, it now sort of looks like the physical embodiment of a seizure, as if a person with unnaturally shaky hands and a pen was tasked with making the blueprints for the place, with said blueprints suffering from data corruption over the centuries and Consensus having constant mental glitches when it tries to make use of it. So expect the entire facility to be a nightmare to safely and quickly traverse, with there being non-euclidian architecture, floors that look safe to walk on but will drop you into a seemingly endless pit, and other such dangers.

The Tyranny Of Committee (Restricted To A Core Of Consensus) [+100 CP]
Despite how advanced and groundbreaking Consensus is, it is a bit questionable that its creators decided that it should be effectively controlled by a committee made up of all of its cerebral banks, with anything that Consensus wanted to do having to be voted on and achieve a majority of votes. While this simply could just be the result of Consensus trying to figure out what to do, as there were without the guidance of NTartha staff after they all went into stasis, plenty of people will tell you that leaving things up to a vote like that can result in problems. And by taking this drawback, you'll become quite intimate with all the problems that come with trying to get anything done through a committee.

Now, since Consensus as a whole is a team effort between you and the other cerebral cores, with this applying even if you bought **The Housing of Consensus**, things have a habit of taking far longer than they should to get done. For example, if an HD 512 clone managed to reach you all, and the analysis of them showed they had too easy a time, even if you or another core managed to convince the others to make changes that make the course harder, it will take an unreasonable amount of time to implement those changes for a number of reasons. Maybe some of the cores feel uncharacteristically slighted by you, or the core that suggested the changes, and decided to purposely "drag their feet" as it were, or maybe there is a bit of confusion on what exactly is to be changed and by how much, leading to the wrong work being done that then needs to be undone and redone.

Coupled with this, it seems that Consensus as a whole has lost direct access to the process of getting clones ready to be sent into the maze, which, while somewhat good in the fact that your fellow cores can't mess with that process, it does mean it can't be delayed while changes to the course are in progress. This can lead to either a clone being let into a maze that remains either too easy or too hard, or has become such due to unfinished sections of it.

Incompetent Core Mates (Restricted To A Core Of Consensus) [+100-200 CP]
But while the previously mentioned headaches that come from working in a group or committee are relatively simple, another problem that can rear its ugly head is factionalism. In groups of almost any size, there always be at least a few sub-groups within that have differing ideas on how things should be done, with these sub-groups sometimes being cordial with each other, but in other times they will do their best to stonewall the others. And by taking this drawback, such a state of being will near completely take over your fellow cores.

Specifically, this drawback makes it so that some sort of quirk or malfunction has manifested in your fellow cores, leading them to form two different "factions" within Consensus, and just like with **The Tyranny Of Committee**, this applies even if you bought **The Housing of Consensus**. One sees the best course of action in regard to cracking the detached cognitive loop is to make the maze as easy as possible, with just a minor amount of challenge, so that the highest volume of successful clones make it to Consensus for analysis, and the other is of the opposite mind, in that the maze should be made incredibly difficult, but still somewhat passable, so that what few clones manage to succeed have a wealth of info to go over. Unfortunately, the level of easiness and hardness the two groups want is outside of the range you have to fulfill in order to succeed in your specific goal, but luckily, these two groups aren't that die-hard about barring one or two in either camp, so it isn't going to be impossible to get things to meet in the middle, but taking this drawback along with **The Tyranny Of Committee** can result in the factions fucking with each other.

However, for an extra **100 CP**, for a total of **200 CP**, things become a lot more factional between the two groups with it being incredibly difficult to get either side to budge even an inch on what changes they want to enact in NTartha, let alone get them to agree on the same changes. This necessitates you to do a good bit of "bipartisan" politicking if you want things to go your way, using lies, tricks, and/or just really good arguments.

Big Fish (Restricted to "Clone of 512" and "NTartha Staff") [+200 CP]
As shown through the various different zones of NTartha, Consensus did its best to include as much variety in the obstacles the HD 512 clones would have to face as they made their way through NTartha. For example, the Engineering zone was mainly focused around parkouring puzzles, the Technical zone was structured around the clones having to deal with enemies without their guns to help, and the Medical zone was effectively a water level out of a video game, albeit a short lived one. But by taking this drawback, it seems that whatever core suggested for the Medical zone to be like that has become a lot more prominent in Consensus, allowing them to spread their seeming love of water to the rest of NTartha.

As with this drawback, the entirety of NTartha has become a "water level" just like the Medical zone, meaning that, while there still are areas and patches of "dry land" that you can find and take advantage of, a large chunk of the entire facility is underwater. This means that to get anywhere, you're going to have to swim a lot, and while this drawback does make it so that there are "breathing areas" for you to stop in, with any infinite breath perks or items being disabled, they are spaced in such a way that your will constantly be on the clock and in danger of drowning if you dilly dally. And while you may think that this flooding has reduced the amount of Slashy bots and creepers you have to deal with, the same core that is responsible for all the water also put in some changes to make variants of the Slashy bots and creepers aquatic, meaning you'll have to deal with them as you swim around.

Dealing With A Speed Runner (Restricted To A Core Of Consensus) [+200 CP]
As has been mentioned again and again, when designing the maze that NTartha has become, Consensus does its best to keep the danger and challenge the maze provides to the clones to a reasonable level in order to maximize the amount of information they can analyze when a clone manages to beat the maze, and minimize how long it takes for

there to even be a clone that manages to win. And when Consensus does its restructuring of NTartha, the skill level of the clones that are going to go through it doesn't seem to factor into things considering the fact that Consensus is in charge of programing their minds via the ghost migration process that is a part of the Incubator that makes more HD 512 clones. But by taking this drawback, it seems that some sort of bug has gotten inside of the visors used to implant the ghost of the original HD 512 into the clone, causing them to behave more akin to something like a speedrunner who has been through this song and dance before.

More specifically, this drawback makes it so every HD 512 clone you and your fellow cores release into NTartha seems to have been possessed by some sort of speedrunning spirit, as every single one of them behaves as if they've already been through the current maze setup at least once. This means that they'll be aware of any tricks or traps that you and your fellow cores may have laid in NTartha to catch clones off guard, the exact locations of important items they'll need to progress and how to get to them, and the solutions to any puzzles you've all created. This, obviously, won't provide the right level of challenge needed to complete your 10 successful clone run goal, as the knowledge the clones have will nullify the moderate level of challenge you try to implement. The only way around this is to either make things outright harder, as all of the forewarned knowledge in the world about what you've set up in NTartha won't stop a clone getting jumped by 20 creepers, especially if you set things up to make them waste their mines or ammo earlier in the maze, or take advantage of the fact that the clones aren't robots, meaning that they are unable to perfectly pull things off, especially if they are suffering from wounds or have their minds focused on something else. But you also have to be careful not to push things too far and make the maze impossible, with this high level of skill and knowledge on the clone's part, forcing you to walk a tight rope even narrower than normal.

Die Hard [+400 CP]
If you were to take a look at the effects that aether entropy has on living things, and the fact that it is both naturally occurring and the result of using aether as a power source, it wouldn't be a stretch to say that it is effectively the fantasy version of nuclear raditaton. Specifically the fictional view of radiation, since, just like radiation in a cartoon or comic, aether entropy is capable of turning people and living things into homicidal monsters. But there are a few other effects that radiation can have on a person, such as causing a person's wounds to heal slowly or not at all, and by taking this drawback, such an ability will be applied to the aether entropy saturating NTartha.

Now whenever you suffer some sort of wound or injury, your body will be unable to fully heal it, with outside means not working either, with the most you're going to be able to get away with is something like sewing up a cut to slow or stop its bleeding, or resetting your broken leg and fashioning yourself a leg brace so you can at least fight through the pain and stand on it. And while you may believe that you won't have to worry about this if you happen to be a **"Core Of Consensus"**, you'll have to deal with the reality that centuries upon centuries of running means that random malfunctions are common, and depending on the other drawbacks that you take, you'll also have to deal with things trying to kill you.

Machinations Of The "Master" [+400 CP]
As can be seen in the various documents detailing the various different "sessions" the cores of Consensus had in order to debate the next courses of actions after the staff went into stasis, they did their damndest to try and figure out a solution to save humanity. While their methods did involve unethically making use of said staff members as test subjects and agents to oppose the clones, there was no secret ulterior motive like Consensus wanting to torture the staff members for no reason. But while most of the cores are determined to keep at it in regard to continuing the Osiris Initiative, it seems that the crushing feeling of despair at the failure to save the staff of NTartha, and the centuries they had to ruminate on it, has driven one particular core a bit mad. And by taking this drawback, through one way or another, they have managed to take complete control over Consensus and seek to use it to enact their new vision.

This core, which goes by the name of "The Master", similarly to another being in a world were people also fled into "vaults" when the surface was consumed by nuclear fire, has decided to do away with the plan the other core had, which was to keep running the obstacle courses with HD512 clones in hopes that the detached cognitive loop could be crack and info about it could be given to survivors of humanity that may stumble upon NTartha. Instead, "The Master" hedges its bets on creating a replacement for humanity that is more suited to survive in the aether entropic apocalypse on the surface. To that end, with them now in total control of Consensus, they've decided to ramp up the "production" of the various deviant "creepers" in order to try and force them to evolve into forms that rival and even surpass humanity.

This is obviously a major problem as you still have to complete your main goal to complete this jump, with the hordes of creepers The Master will be pumping out putting a hamper on things, especially due to the fact that these new creepers not only are like how they should be in the "lore", i.e., they all have unique mutations that can throw curveballs at you, but they become smarter and smarter with every generation. For **"Clone of 512"** and "**NTartha Staff"**, you can still complete your goals since there exists another copy of Consensus and the incubator, which may have been made as a part of Jurani's idea to commercialize and sell Consensuses, that will be waging a war with The Master as the two fight over control of NTartha. For **"Core Of Consensus"**, you are the one waging war with The Master in order to provide buffer space for HD 512 clones to complete the maze.

Removed Limiter (Restricted to "Clone of 512" and "NTartha Staff") [+400-600 CP]
Despite the fact that Consensus is trying to get the perfect level of challenge for the NTartha maze, they never seem to try and intervene when things are either too easy or too hard. Regardless of if a particular clone is having a cake walk, or is barely holding on by the skin of their teeth, Consensus doesn't seem to modify anything while that clone is still running the maze, with them only enacting any changes when they die or manage to succeed. But by taking this drawback, it seems that your presence has caused Consensus to reevaluate this precedence, meaning that your time in NTartha is going to be plagued by Consensus sticking their "fingers" into your maze adventure.

As now, this drawback makes it so, in an effort to catch you off guard as you make your way through NTartha and to provide more challenge, Consensus has taken to actively and directly placing hazards around you. For example, as you make your way through a

particular corridor if you happen to cast you gaze off to the side then Consensus may place one or more creepers and/or slashy bots in your blind spots to bum rush you, or if you scan out a parkouring path you have to take from every angle and everything looks clear, when you attempt it and reach a point where you have to make a blind grab/reach for something Consensus may have put a mine incredibly close to where you need to place your hand. Coupled with this, Consensus also has a habit of resetting any rooms that you may have cleared with very little indication that they've done so. So if you cleaned out a room full of creepers who were all arranged in a specific pattern, then when you leave Consensus has a chance of resting the room with the creepers in a new arrangement to catch you off guard, or if a particular room had enemies burst out of vents to ambush you, then if you happen to go back into that room there is a chance that more will burst of entirely different vents. The only limit that Consensus has placed on this is that they will never be too unfair, meaning that, while they may suddenly spawn dozens of mines in the room your in or reset the room that has an hour long combat gauntlet in it, they'll never do something like spawn a mine directly under your foot when you just about to take a step or spawn a Boomy an inch away from your back, and they'll refrain from messing with any of their predefined safe rooms.

But if you'd like for Consensus to be extra ruthless for whatever reason, then for an extra 200 CP, for a total of 600 CP, Consensus seems to have gotten some sort of bug/glitch that has made them seemingly more interested in outright killing you rather than trying to test you. As now, they are ready, willing, and able to use every single dirty trick in the book to bring you down, with the aforementioned tricks they'd normally be above, like spawning a mine directly under your foot when you're taking a step, will become the norm. They also will disregard their normal limitation of having to restructure NTartha only after a clone succeeds or dies, meaning that as you try to complete your goal, you'll have to also deal with Consensus doing things like shuffling around rooms, opening up falls into bottomless puts underneath you, and other such things.

Sins Of A Savior (Restricted To A Core Of Consensus) [+400-600 CP]
As anyone would be able to tell, the entire situation that befell NTartha after the place was forced to seal itself from the outside world, specifically in regard to Consensus, is a textbook case of the ends trying to justify the means. While the staff members who didn't succumb to aether entropy while in their stasis pods were subjected to various experiments and used as what amounts to "prey" for the clones going through NTartha, it wall all done with the intent of finding a way to save humanity from the aether entropy disaster on the surface, with Consensus not having any indication that it was for some other selfish purpose. But obviously for the staff members subjected to this, they would have had a vastly more negative opinion on this, assuming that they actually knew what Consensus was up to. So by taking this drawback, you'll make it so that, in a certain manner of speaking, the sins that Consensus had committed in pursuit of saving humanity will come back to haunt both it and by extension you.

Specifically, this drawback makes it so that two seemingly good events occur within the NTartha facility. The first is that all aether entropy within the facility will have completely dissipated, making it entirely safe for normal humans to move about within, and the second is that a hidden section of NTartha will open up which happens to house a few secret Stasis Pod Blocks, that Consensus as a whole had somehow forgotten about, that are still in perfect working order and thus preserved the people within. However,

while this may seem like a good thing at first, through some sort of method, the staff members in these hidden blocks were able to learn about all the bullshit that Consensus has gotten up to over the centuries. and as you would expect, they are appalled by it. So in an effort to protect themselves, these staff members will do their best to dismantle and destroy Consensus, which includes you, as well as the HD 512 clones, creepers, and Slashy Bots, as they see them as instruments of your desire to kill them. Obviously this would disrupt your goal of carrying out the tests of the clones, but this drawback also makes it so that you not only can't harm these staff members in any way, as they may be the last remaining humans in the world, but you have to take care of them as well. So you'll have to somehow balance preventing their attempts at disrupting your obstacle course, while you aren't able to hurt them, and making sure their needs are met so that they survive at least until your goal is done.

But maybe you'd rather not have to deal with a gaggle of staff members, who are more than likely amoral as hell since they work for Jurani, trying to screw everything up for you while you are unable to do anything in return. If so, then for an extra **200 CP**, for a total of **600 CP**, the entire fiasco about the surface of the world being effectively lost to an aether entropic disaster is retconned. More specifically, said apocalypse, and the isolation of the NTartha facility, was actually all a part of a test conducted by the higher-ups at Jurani to see just how Consensus would respond in such a situation and if humanity as a whole had anything to fear from it, in preparation for it to be sold as a commercial item. And as you could guess, with all the "hard choices" that Consensus as a whole had made regarding the staff and specifically only them, as it is pretty evident that humanity as a whole, or at least Jurani, doesn't give half a shit about the Haydees, the higher-ups at Jurani aren't too happy with you all.

So to make sure you all don't become the problem they expect you to be, they'll be sending in some task forces to eliminate you and your fellow cores. This makes the situation very similar to the one in **Machinations Of The "Master"** as you'll be stuck waging a never ending war against the forces of Jurani, which are made of of their Security forces and their Delivery teams, the later of which come with the spec-ops like Operbots, while still having to run tests needed to fulfill your goals.

Decisions

You have three choices …

Go to the next Jump

Stay

Go back

Change Log

v1.0

7/1/2026:

- Jump Doc is fully completed

Notes

Images, and the items in them, are read from left to right, top to bottom.

Spell and Grammar Checking Thanks

I'd like to give special thanks to Blackscorp98 and quantumshard for providing help in spell and grammar checking my work.

Assortment Of Slippery Fun Original Packaging



Triphenylamine Juicy; Gear Oil; Buriti; BD-34

Modular Arms





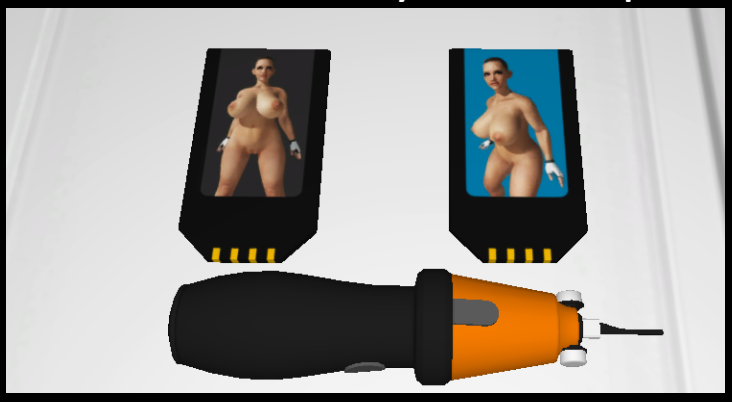






Squirt Pistol; Spitter SMG; Impaler DMR; Flak Shotgun; Magazine with Bulpup Shotgun at top, SMG and Pistol from Haydee 1, and Magnum Pistol at the bottom; Magazine with Assault Rifle; The Three Ammo Component Jars and Small Ammo Cases

Tools Of A Jail Breaker-Keycard and Lockpickers



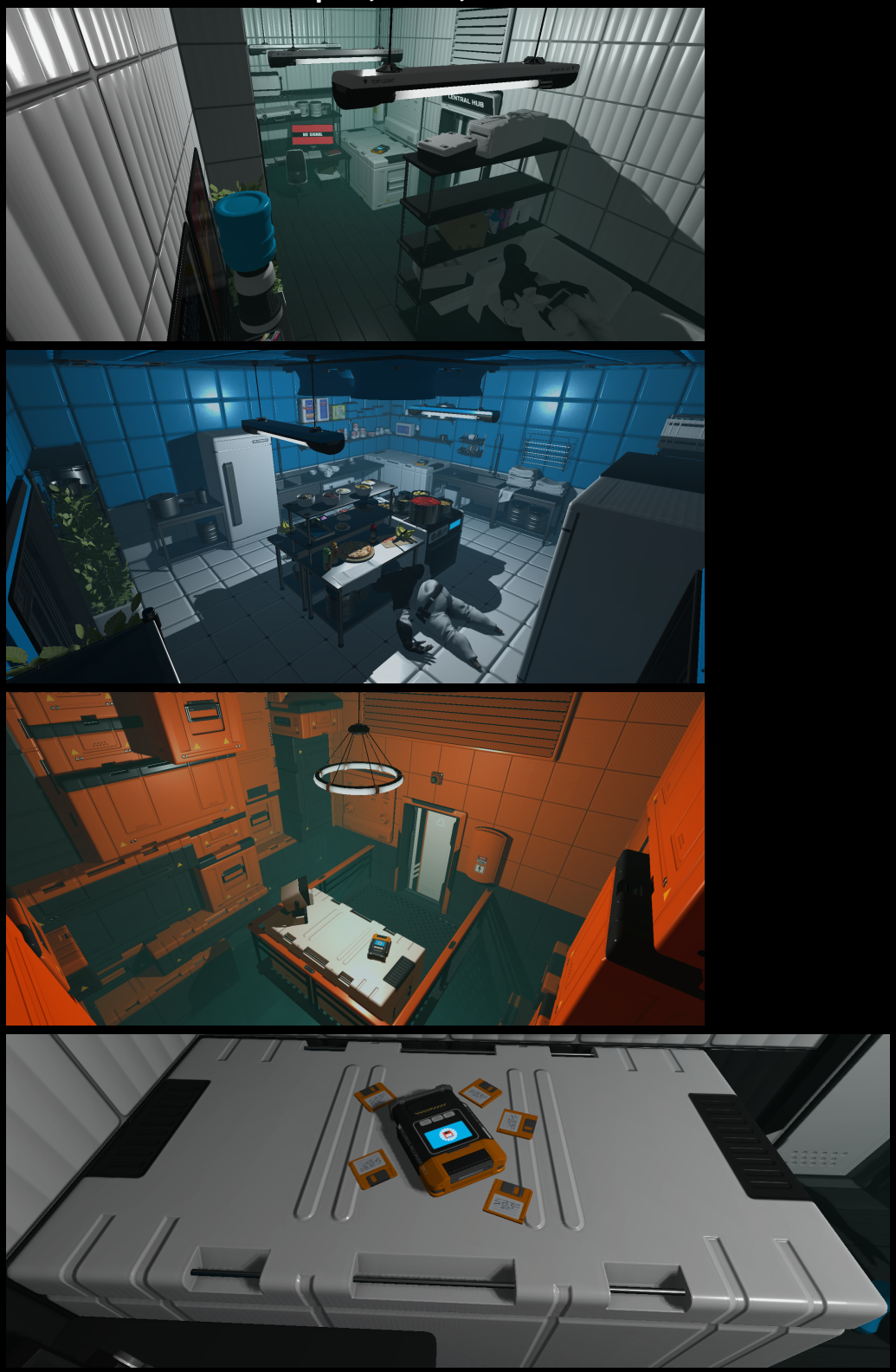
Two Keycards; Lockpicker

Plug And Play-Plugs



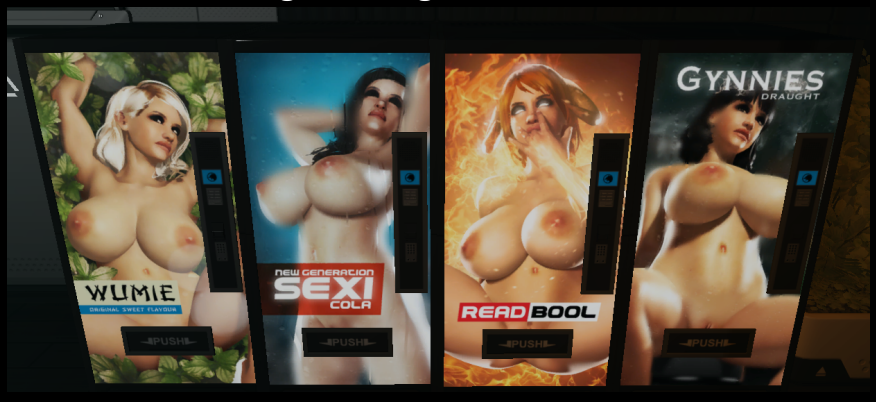
Power Plugs; Jammer Plugs; Clicker and Remote Plugs

Safe Room-Room Examples, Chest, and Save Recorder



Mini Office Saferoom Example; Kitchen Saferoom Example, Storage Room Saferoom Example; Storage Chest with Floppy Disks and Save Recorder

Extended Branding-Vending Machines



Extended Branding/Survival Supply Foodstuff



Sexi Cola(Pepsi Parody); Gynnies Draught(Guinness Parody); Read Bool(Red Bull Parody); Wumie Green Tea(AriZona Green Tea Parody?)



Kevin's Famous Chili Hot Sauce(Medium Spice); Wasabi Sauce(Very Spicy); Szechuan Nugget Sauce(Spicy); Hijikata Special Mayo Sauce(Extremely Spicy)



Savvy Blang(Wine); Witch's Potion(Absynth?); White Camel(Scotch Whisky); Brandy; Jane Daniel's(Jack Dabuek's Whisky Parody); Suffering Middle Ages(Sweet Red Wine)



Elle's Branded Chips: Jalapeno, Classic, Barbecue



Neo Protein Bars: Orange, Original, Banana(Parody of Oreos); Cho-kak (Desert Protein Bar?)



Colored Cities(Tutti Fruity Gel Center Chewing Gum); Macarena(Mints); Sweet Help(Ascorbic/Vitamin C Assorted Ice Cream Flavored Candy Pills); Love Story(Share Sized Microwave Popcorn); Love(Vegi Lolipop); Extra Long Pleaser(Cherry Candy Bar); Like!(Chocolate Bar)





G-Ballz(Chocolate Cereal); Dory's: Veggie Soup, Carrot and Radish Salad, Vinaigrette; "Cairne And Baine" Braised Beef

Survival Supply-Drugs



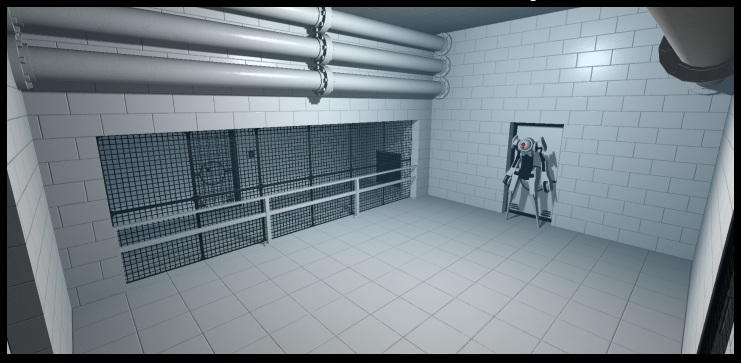
Pills of Illusion or Reality(The Matrix), Prozium(Equilirium), Neurozopyne(Deus Ex)

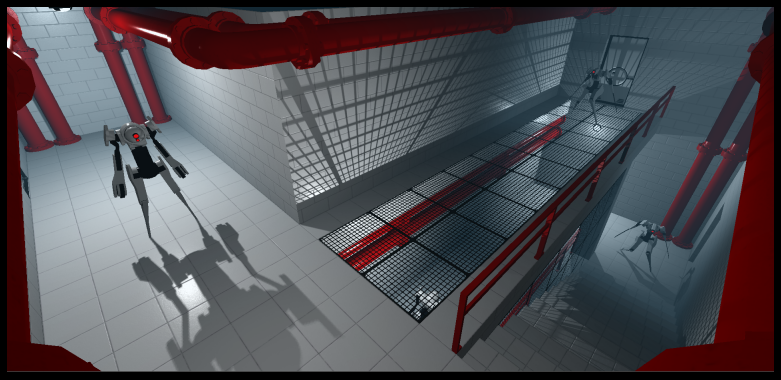
Maze Rat Suit-Suit and Add-Ons

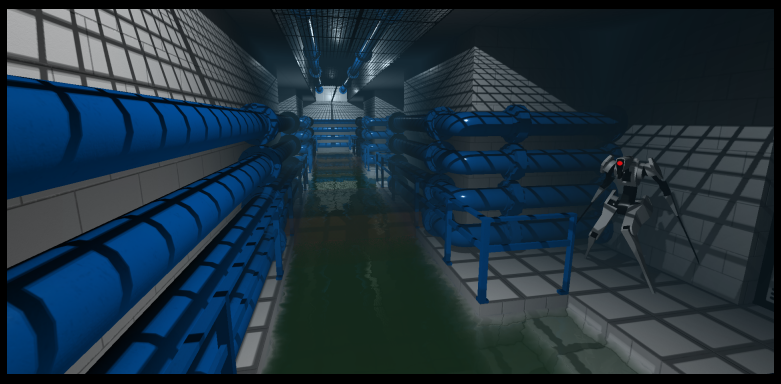


Bodysuit and Pouches: Front and Back; High Heels; Tactical Helmet with NVGs, Tac Flashlight, Tac Camera, Rebreather, and Earmuffs: Front, Left, and Right; Tactical Helmet with Visor; Plate Vest

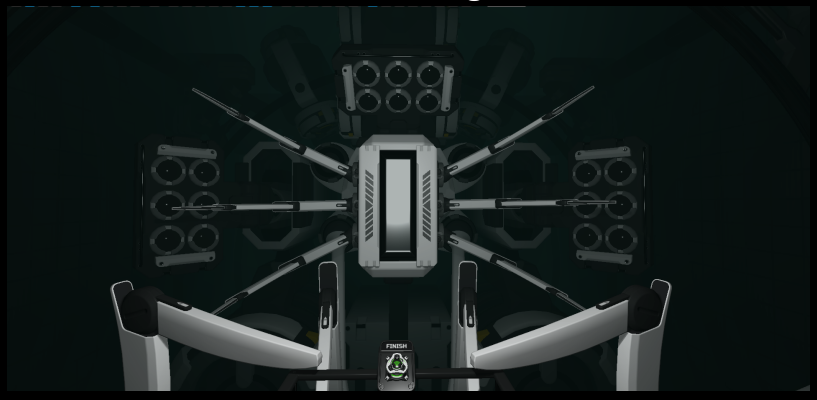
The Bones Of NTartha-Base Facility





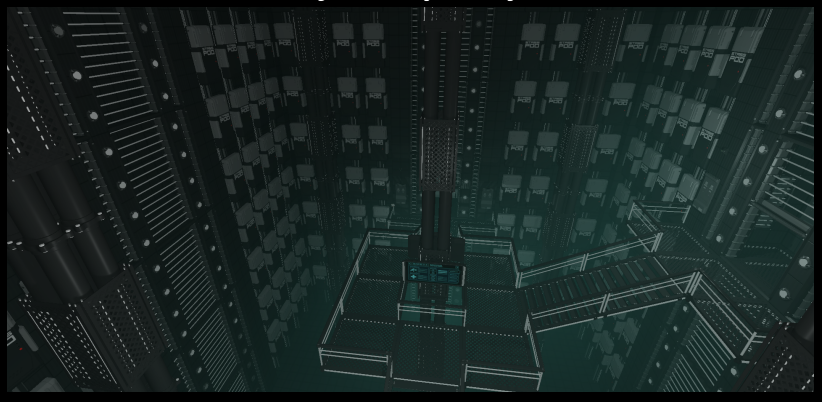


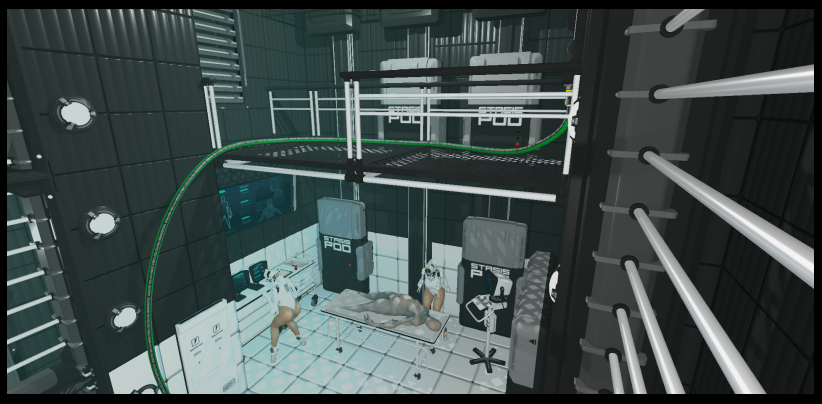
The Bones Of NTartha/Housing Of Consensus-Consensus Main Housing



The white box in the center is the chamber where HD 512 clones are stored and analyzed.

Survival Bunker/Subjects Aplenty-Stasis Pod Block





Stasis Pod Block; Stasis Pod Extraction Room

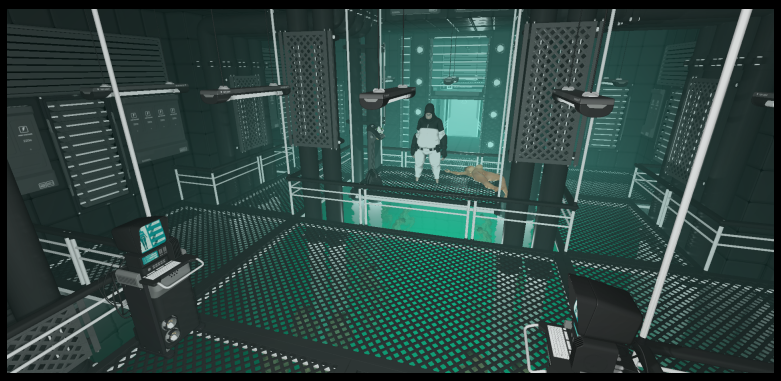
Cognitive Loop Inducer





Cloning The “Fun” Way-Incubator Facilities and Helper Bots



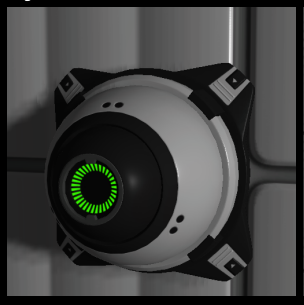




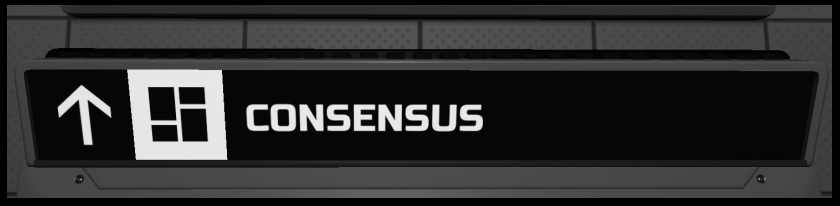


A Mothers Room, Growth Pool Room, Birthing Room, Handy Bot

Eyes To See, Screens To Speak-Cameras and Screens

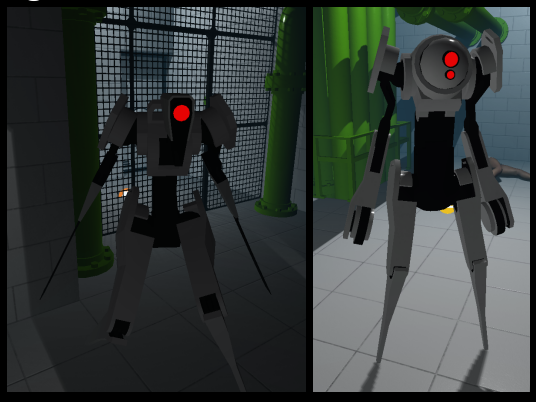






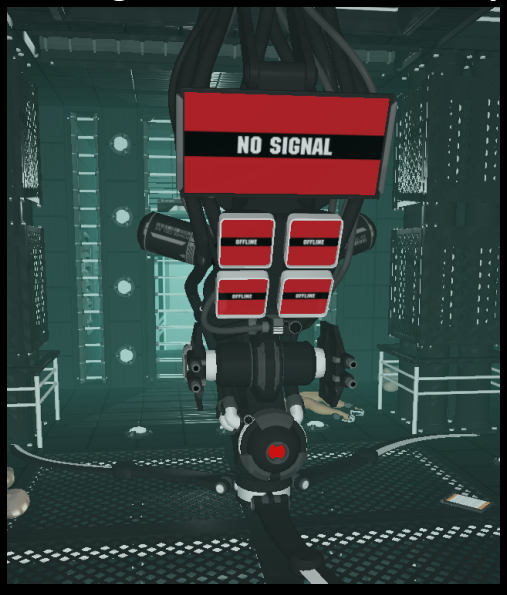
Camera(The Black Center Can Swivel To Let The Green "Eye" See More); Wall Screen; Door Screen

Agent Production-Robots



Slasher; Walker

Housing Of Consensus-Sub Body

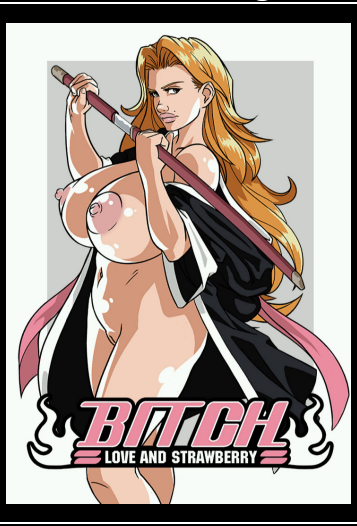
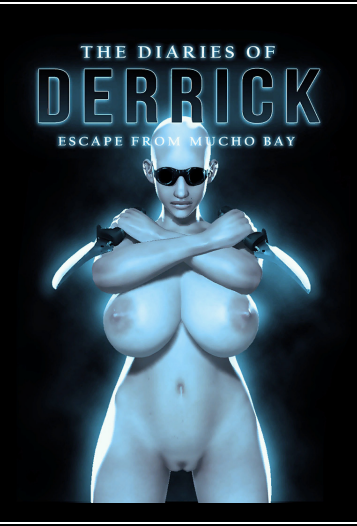


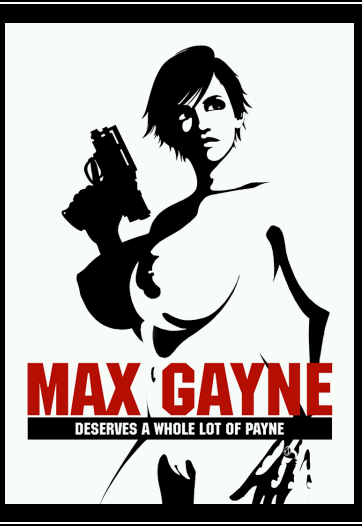
NTartha Pet



Slashy Bot; Normal Creeper; Burgerman; Boomy

Extended Branding-In-Universe Porn Parodies

		
Bleach	BloodRayne	Cyberpunk 2077
		
Chronicles Of Riddick	Deus Ex	PUBG: Battlegroudns
		
Resident Evil 3	MGS: The Phantom Pain	GTA 5

		
Half Life 2	Ghost In The Shell	TellTales The Walking Dead
		
Lollipop Chainsaw	Red Dead Redemption 2	Max Payne
		
Mirrors Edge: Catalyst	Ninja Gaiden 3	Remember Me

		
Silent Hill	The Elder Scrolls V: Skyrim	Star Wars: Rise Of Skywalker?
		
Sleeping Dogs/Resident Evil	The Last Of Us	Tomb Raider
		
The Evil Within		