




Fantasy



Ignore all  costs. Pick as many options in this CYOA and in as many other CYOAs as you want, changing anything and everything about them that you please, *so long as the build is something that you would want to experience.*


Those Left Behind



Some CYOAs whisk you away - but what of the home and family you leave behind? For  you may pause time in your home world while you're gone, bring along any or all family/friends, or both. For  instead, you can also (*in addition to the other things, or instead of them, your choice*) cause fate to greatly bless your home world, most especially your family and friends. This also guarantees a happy afterlife for them.

Afterlife Assurance




If and when you should ever die, you are guaranteed a happy afterlife. When your family and loved ones back home die, they are also guaranteed a happy afterlife. The same applies to people living in the setting of your CYOA. Spending  gives any or all of these effects.

This has obvious overlap and redundancy with **Those Left Behind** and **Setting Edit**'s afterlife option.

Toggle





For  you can now toggle things in the other CYOAs you do from permanent to temporary, and vice versa. This is a very open-ended ability, and potentially very powerful. You can't toggle lifespan to be immortal or anything, but you can toggle anything from prison sentences to spell durations,




so long as it's something directly caused by or related to any of the CYOAs you do.


Dial




For  you can now dial any effects of perks or options from CYOAs in your chain (*not including effects that are meant to be drawbacks*) from fully on to fully off and anywhere in between. Frankly, every CYOA should have this be default, so this fixes the oversight of those that don't.


Common Sense



For  people in the setting are less prone to stupidity and selfishness, and more inclined to being better people, cooperating with each other (*out of enlightened self-interest at the least*), not sacrificing long-term benefits for short-term gains (*at least less often*), and so on. There is far more empathy and acceptance as well. Villains will still be villains though.

Lockout



For  you can lock out any and all ROB, out-of-context problems, and other higher beings from a setting. You can selectively allow some in, and change who's allowed at any time. If a CYOA include gods or higher beings in it, they can also be locked out of their own setting if you like, restricting them to any personal domains they may have in the setting. This also stops them from sending angels, empowering clerics, etc, if you like.

Uncap



For  any limits that any CYOA places on



your abilities, or abilities of your companions, your items, etc, can be surpassed with time and effort. There is no real limit to how much you can improve, but depending on the ability it may take longer and longer to improve.

Buying this also lets you buy higher ranks (*of abilities*) that a CYOA explicitly says exist, while normally not allowing you to buy them.

No Diminishing Returns



For **1** you (*and/or your companions, if you choose*) don't suffer any diminishing returns for anything in your CYOA chain. This covers anything with diminishing returns, such as xp requirements per level increasing.

Infinite Mana



For **3** you will never run out of whatever resources you use to power any abilities you have. Despite the name, this doesn't have to be (*just*) mana, it can apply to any relevant resource, such as spell slots, limited daily uses, some other form of energy, etc. It also applies to any esoteric abilities you have, not just magic.

Waive Spellcasting



For **3** you can waive whatever special requirements your esoteric abilities have, that aren't covered by the **Infinite Mana** option. Long casting times, complex rituals, special materials, only being usable in a specific time or place, and so on: all these no longer apply to you. This can apply to any and all of your esoteric abilities, it doesn't have to be just spells.

Conveniences



A package of abilities for your convenience. You no longer require sustenance (*including sleep or air*). You can resculpt your form this once within the range of the species you play (*or human by default*). Porn physics, biology, and logic are in play for you. Your memory is perfect, though you can choose to selectively let things fade. You can toggle pain (*you'll still be aware of injuries*). You can toggle a comfort aura, making you and those around you very comfy.

For **1** you get everything in this package EXCEPT those which are available in your other CYOAs, aka the supplemental version. For **2** instead you simply get everything in this package, aka the full version.

You may opt for the **upgraded** Conveniences package. This includes everything in the basic package plus some additional features. You get an inventory dimension, which only you or those you allow can access; it is infinite in space, but you can only put something in there if it's something that you could carry. You gain utility spells to do things like clean, making minor repairs, cook, etc; these are backed by the Archseal and can't be stopped by something like an antimagic field, and they don't require any effort or mana on your part. You no longer have to deal with minor annoyances that fictional characters usually don't have to deal with, such as worrying about bugs, accidentally stubbing your toe or getting splinters, etc. People believe you whenever you tell them the truth.

For **2** you get the supplemental version (*that is, you only get the basic and upgraded features that aren't offered by the other CYOAs in your chain*). For **3** instead you get the full version (*that is, everything in the package*).

Protections



Indomitable willpower. A danger sense. Minor plot armor guarding you from really bad things. Powers and items from your CYOAs can't be lost, stolen, copied, negated, etc, without your express permission. Moderately faster natural healing rate. Moderately increased resistance to any unwanted effects that aren't damage. Blanked against all hostile scrying, divination, PtV, etc. Costs **1** for the supplemental version, **2** for the full version.

You may opt for the **upgraded** Protections package. This includes everything in the basic package plus some additional features. When it comes to mind control and mind reading, body manipulation (*that which isn't damage*), spatial attacks, temporal attacks, destiny/fate manipulation, and being trapped or held in stasis - you are either outright

destiny/fate manipulation, and being trapped or held in stasis - you are either outright immune or can shrug off such effects easily and quickly. Your danger sense is also greatly improved, giving you several seconds of warning against any danger to anyone around you, what the danger is, and exactly where it's coming from. You can also sense general danger in an area.

For **3** you get the supplemental version (*that is, you only get the basic and upgraded features that aren't offered by the other CYOAs in your chain*). For **5** instead you get the full version (*that is, everything in the package*).

Inviolability



For **12** the Archseal grants you flat-out inviolability. This includes everything in the upgraded Protections package and more. Total immunity to anything you don't want. Total invulnerability. Immortality. The ability to negate any abilities of anyone or anything, temporarily or permanently. Plot armor and luck as absurdly good as you want them, extending even to making your family and friends inviolable if you want.

“Inviolability seems like a must-have for anyone with a shred of intelligence, doesn't it? So much so that that it can completely derail **YOUR** experience. Know that the Archseal won't offer **YOU** this option, or any other option, if it would derail the CYOA experience that **YOU** are aiming for.”

Immortality



For **1** you get biological immortality. You will never age past your prime. If you are currently already past your prime, you'll instantly revert back to it. This includes your mental faculties never degrading past their prime.

You can still be killed of course, and you still require sustenance, unless you have other options that take care of that.

If one of the CYOAs in your chain offers this sort of immortality, but you buy it here rather than there, it costs

2 instead.

Reincarnation



For 1 you'll reincarnate any time you die, and also at will. You'll be reborn as a species and gender you'll enjoy, and you can choose roughly how long it takes between dying and being reborn. Your abilities, memories, companions, etc, will return at appropriate times as you grow. You can fast-forward your awareness to being fully grown once again. If the world or universe you're in ever end, you'll be reincarnated elsewhere.

Phylactery



For 1 you get a phylactery. It can be pretty much any kind of small handheld item. By default it's durable enough to survive an artillery strike; you can upgrade it with any special materials you find that exist in your setting. If you ever die of anything except old age, you and anything you're carrying and wearing will respawn next to your phylactery (*this won't bring along items you wouldn't want*).

The phylactery is a failsafe, not a weakness: if it is destroyed, you don't automatically die. Its effect is backed by the Archseal, and cannot be stopped except by its destruction. You know a moderately complex ritual that will allow you to recreate your phylactery (*but not create new ones*). With appropriate intelligence and supernatural knowledge and power (*either gained from CYOAs or available in a setting*), you might eventually learn to make more.

You can buy this option multiple times to get multiple phylacteries, acting as backups. If you have multiple phylacteries, then you can choose which one you respawn next to whenever you die (*of anything except old age, that is*).

You can buy this, and any immortality-related option, for other people too if you want.

Transferral



For 1 you can transfer yourself at will into any robot, computer, or sapient being. This transfers everything that is you: your consciousness, your soul if you have one, etc. If your target already has a consciousness inside it, you can ride along (*secretly if you want*), take over, or share control. You can also boot them out instead, but this will kill them



unless you send them to another body or they can survive as a disembodied consciousness. Strong-willed beings can resist your intrusion. Transferral isn't automatic, you have to consciously use it; if you are killed unawares, then you are dead. Your range is unlimited, though you can't transfer to other universes without **Planeswalking** or similar.

Regeneration



For **1** you gain nearly absolute regeneration. You regenerate instantly from any damage, including things like poison and disease, even complete soul destruction. This means you don't need any sustenance either. You can toggle your sense of pain at will.

Due to the way the Archseal grants this, this does not stop you from aging, and you can still die of old age. You are also not immune to mental effects, bodily changes, fate curses, or other such things.

Spiritual Body



For **4** your body is replaced with a strange spiritual substance. It looks like your ideal self-image; if that changes, so too does your body. Your body can be artificially changed, but you can revert back to your ideal self-image at will. You do not age, and need no sustenance. You heal instantly from all damage, including soul destruction. If you are destroyed, you can choose to instantly respawn anywhere in the same setting rather than regenerating in place. You feel no pain and have no vitals; upon examination, there appears to be nothing but solid light under your skin. You can fly and turn intangible and invisible at will. Your physicality, including your reproductive ability, is otherwise the same as before.

Enjoy Life



For **1** the Archseal will prevent any kind of ennui, boredom, despair, bitterness, or whatever else of that nature that you don't want, from ever setting in due to your never-ending life. That's not to say you won't experience any of those things for other reasons, but it will never come about because of your immortal lifespan.

This includes the assurance that you'll always be able to relate to and empathise with mortals despite your immortal



relate to and empathize with mortals despite your immortal nature, unless you wouldn't want that.

Naturally, this option is useless if you don't have any form of immortality.

World Guarantee



For **2** any worlds you've ever considered home are guaranteed to survive and never become uninhabitable and, if you wish, to never dip below whatever prosperity level they have at the time you pick this option.

You can exclude places from this guarantee if you wish. This of course doesn't prevent these worlds from getting better, but doesn't guarantee it either.

Outlived



For **1** your loved ones (*including pets*) are guaranteed to outlive you without any negative consequences for such. This applies to any new loved ones you have after picking this option, too.

Yes, this is an easy hack to give them immortality if you yourself are immortal.

Save Slots



For **2** you now have several save slots that you can "save" into at will, and can revert back to them when you please. You also have an autosave function and can overwrite existing saves. You get the option automatically to load a save if you die or are incapacitated. You retain memories of the world before you reload a save, but nothing else. The next several options require this option, or for you to have a save slot ability from elsewhere.

Infinite Slots



The **Save Slots** option gives you several slots by default. The exact number you can either leave up to the Archseal or negotiate with the Archseal. But by spending **1** on this option, you now have as many save slots as you want,



including infinite!

To reiterate, this requires the **Save Slots** option above or a similar ability from elsewhere; you can't buy this alone and expect any slots, much less infinite.

Good as New



For **1** you can remove the downside that comes with keeping your memories after you reload a save: you won't retain any psychological trauma you incurred after a save point you reload.

Net Gain



For **2** then whenever you reload a save point, you will retain any positive and inherent abilities you gained after that save point. So for example, if you had gotten physically fit or learn magic after the save point you reloaded, you would retain your fitness and magic upon reloading.

You don't need this in order to keep knowledge when reloading, as you already keep your memories automatically.

Keepsakes



For **2** then whenever you reload a save point, you can keep any items you had before reloading with you. This also lets you optionally allow as many people as you want to also be aware of the reload and keep their pre-reload memories; you can choose different people, or none, every reload if you



like.

For anyone you allow to keep their memories when reloading, you may also apply to them any of your other relevant save slot perks, such as **Net Gain** or **Good as New**. You may also elect to have them appear by your side when reloading, rather than wherever they originally were.

Echoes



For **1** then good things that happened after your save point, but before reloading, have a high chance to happen again when you reload. If you got really lucky before, you're likely to be really lucky at the same thing upon a new load. People, with whom you built friendships or romances before reloading, will be well-disposed to you, making it easy to befriend or romance them again.

Planeswalking



For **3** you get the ability to planeswalk! However, if one of your CYOAs offers the ability to planeswalk, and you buy it from here instead, it then costs **5** in that case. You can travel to any universe and anywhere in space within a universe, but only to places that are reasonably accessible. Planeswalking to a public place is easy-peasy; planeswalking inside the evil overlord's fortified lair, not so much.

You can bring up to a small group of people with you whenever you planeswalk, or send them without you if you choose. It takes very little effort for you to planeswalk, like taking a few steps.

Planeswalk Anywhere



For **1** your planeswalking is upgraded so that you can go anywhere. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Planeswalk through Time



For **1** your planeswalking is upgraded so that you can travel through time. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Planeswalking Leader



For **1** your planeswalking is upgraded so that you can bring along up to a large city's worth of people, objects, and/or mass. Obviously this requires you to have the **Planeswalking** option or a similar ability from another source.

Attunement



This option allows you to learn the special powers and abilities of any settings you ever find yourself in. Magic, psionics, ki, all that and more.

This is only potential, you must still learn or train. You retain any of these special abilities you learn in other settings, even if it normally wouldn't be possible to use them elsewhere.

This option, like several of the following options, is designed primarily for a planeswalker but can still be useful even if you don't have any kind of planeswalking ability.

The price of this option varies, as described below.

For **1** your maximum potential is average, relative to other users of those special abilities.

For 2 instead your maximum potential is on par with the greatest users of those special abilities, OR you can teach those special abilities you learn to people in other universes (*allowing them to use them even if normally wouldn't be possible*).

For 3 instead you get BOTH options in the previous paragraph.

Universal Translator



For 1 you get a potent translation ability that allows you to instantly understand, speak, and write any language you come across. This applies to every facet of that language, and allows you to retain fluency in any languages you come across even after you've left the relevant area.

If there are words that aren't meant to be understood by mortal minds and would madden or damage you by understanding them, they won't be automatically translated, unless you have some kind of protection against them.

Pause



For 1 you can pause time whenever you want, for as long as you want. You can't move or use any powers or anything while time is paused, it's just a way to consider your next move or carefully study a situation.

Fast Forward



For 1 you can fast-forward time at will. Your actions during fast-forwarded time are whatever your actions would have normally been, and you're aware of everything you do and experience during fast-forwarded time. Time will automatically stop fast-forwarding if you'd want it to stop, you won't be caught off-guard and hurriedly try to stop it a few seconds too late or anything.

Mental Contact



For **1** you and your companions gain the ability to mentally communicate with each other and loved ones, no matter the distance in space or time. The range even works across universes, so you can stay in touch with your home world family if a CYOA takes you somewhere else.

The communication is primarily verbal, but you can also send impressions of emotions and brief audiovisual clips. Nothing can block or hijack this communication, other than by reading or taking over the mind of someone in the network (*this won't compromise anyone else in the network or anything, aside from potential misinformation sent by a controlled mind and the like*).

Soulbind



For **1** you can soulbind items or powers to you, so that they can't be lost or stolen. This has some overlap with the **Protections** package's similar effect, but this applies to all powers and items you have, not just those directly given by CYOAs. In addition, you can soulbind any item you can touch, so it's a great way to add to your hoard. This and the **Protections** package each prevent CYOA effects stripping anything from you.

No Big Deal



For **1** no one will make a big fuss out of anything out of context you have, except whenever you'd want them to. If you have meta knowledge, they'll take your word for it. If you have magic in a fully mundane setting, they won't bat an eye unless you wish otherwise. Etc.

Friendly Neighbourhood R.O.B.



For **2** the Archseal assigns you a Random Omnipotent Being who is guaranteed to always understand you, have your best interests in mind, and share your ethics. They're not allowed to do whatever you want, but will invisibly prevent most bad things from happening to you or loved ones. They won't guarantee your success in every task, but you can pray to them for minor things, and they'll bestow frequent gifts or favours on you.

Karmic Insurance



For **1** then people who are hurt, as a result (*intentionally, accidentally, or incidentally*) of any of your CYOAs or your choices in them, get karmic restitution, or in some cases if you wish, having the harm completely avoided (*but without nullifying the CYOA that caused it, which can potentially make for some very weird scenarios in some cases*). This ability is selective, applying only when you want it to apply, and only to whom whom you'd want it to apply.

Soundtrack



For **1** your life gets a soundtrack. It plays music suitable to the moment, either music existing somewhere already or brand new music. You can also have it play custom requests. You can toggle whether only you can hear it, everyone can hear it, or only certain people can hear it. You can also adjust the volume at will, including muting it, though you can't weaponise it or anything (*no sonic booms*). It's generally intelligent enough to adjust itself to your moods though.

Stylish Danache

Original Paraphrase



For **1** you always effortlessly manage to be cool and stylish. Your hair blows majestically in the wind. You're never without a witty one-liner. You cut an impressive silhouette no matter your physique. And so on.

You can toggle this at will of course.

Summary

All your selected choices put here at the end for easy sharing.



TELEPATHY

Cost: 3

You can effortlessly and instantly gain control of your victims mind by simply concentrating on them. This will be done consciously and will never happen unconsciously.

You can also issue commands telepathically to your slaves.



MINDLESS SLAVE

Cost: 1

Mindless slaves will be completely robbed of their free will and will follow your every command. They will behave like mindless automatons and won't be able to function independently.



RELUCTANT SLAVE

Cost: 1

Reluctant slaves will keep their personality and free will, you will be able to control and command their bodies, but not their minds. These slaves might verbally insult you during sex, become embarrassed, cry or glare at you with eyes full of resentment and anger.



HAPPY SLAVE

Cost: 1

Happy slaves will have their personality and free will slightly suppressed. They will want nothing more then to serve you and doing so will make them blissfully happy.



PET SLAVE

Cost: 1

Choose a animal for each pet slave. Your pet slaves will be reprogrammed to make them believe they are the animal you have chosen for them. They will behave and act like that animal and think that you are their loving owner, they will be both loving and affectionate pets. While pet slaves are almost completely useless as slaves, they are still very satisfying to keep around.



CONDITIONED SLAVE

Cost: 1

Conditioned slaves will get to keep their personality and free will intact, but whenever they follow one of your orders it will make them happy and it will feel really good to follow your orders. They will struggle against you in the beginning, but eventually the pleasure of serving you will overcome them and they will give in to you, fully subjugating themselves to your every command, while loving every second of it. A fully trained conditioned slave could be released from your mind control and still serve you as loyally as ever.



UNAWARE SLAVE

Cost: 1

Unaware slaves are unaware that they are slaves, they will follow all of your commands no matter how ludicrous they are and think that they simply wanted to do as you asked them. Everything odd you make them do will seem completely normal and innocent to them.



SENSITIVITY

Cost: 1

You can adjust a slaves sensitivity to pleasure. The change can be anything from slightly more sensitive to a slight touch leading to a orgasm cascade.



LIBIDO

Cost: 1

You can adjust a slaves sex drive. The change can be anything from a slightly higher libido to turning



LACTATION

Cost: 1

You can adjust your slaves breast size and how much milk they produce. If they are not milked



REWRITE MEMORY

Cost: 1

You gain the power to re-write your slaves memories. As an



REWRITE PERSONALITY

Cost: 1

You gain the power to re-write your slaves personality. As an

your slave into a constant aroused nymphomaniac.

regularly their breasts will swell up due to all the milk.

example, you can make them believe you are their brother, father, friend or lover. You can also use this to remove certain memories or create new memories.

your slaves personality. As an example, you can turn them into a tsundere, a bimbo, a bratty tomboy, a pure and chaste virgin, a feminine sissy, a yandere, a cum slut or a motherly house wife.



NORMALIZE

Cost: 1

Your mind control powers will be able to radiate from your slaves and affect people you have not enslaved. They will perceive anything your slaves does as completely normal, as long as they don't hurt anyone or steal anything.



FUCKABLE NIPPLES

Cost: 1

You can make your slaves nipples stretchy and fuckable. The nipple holes will be turned into a erogenous zone, making penetration feel pleasurable.



STRETCHY

Cost: 1

You can make your slaves stomach and intestines stretchy, they will be able to fit any dildo and inflation will be made possible.



FUCKABLE URETHRA

Cost: 1

You can make your slaves pee hole stretchy and fuckable. The urethra will be turned into a erogenous zone, making penetration feel pleasurable.



AGE MANIPULATION

Cost: 1

You can change your slaves biological age, making them younger or older as you please. You can choose if the age manipulation on your slaves body will affect the mind and maturity of your slaves as well.



BODY SWAP

Cost: 1

You can make two slaves swap bodies with each other.



INDUCE FETISH

Cost: 1

You can give your slaves any fetishes you want and even change the gender they are sexually attracted to. For example, you could give them a fetish for getting spanked and they will beg you to spank them.



FUTANARI

Cost: 1

You gain the awesome power to turn your female slaves into futas. You get to decide how big their cocks are.



GENDER SWAP

Cost: 1

You can change the gender of your slaves, they will look similar to their original appearance.



TWINNING

Cost: 1

Choose a appearance, your chosen appearance for twinning can be applied to any of your slaves, essentially turning them all into "twins".



CUM ADDICTION

Cost: 1

You can make any slave addicted to your cum, they will do anything to drink your cum and if they don't drink it regularly they will suffer withdrawal symptoms.



PAUSE

Cost: 1

You can pause a slaves mind and/or body, essentially "time freezing" them.



MASS CONTROL

Cost: 3

You are able to effortlessly mind control large groups containing hundreds of people at the same



TRIGGERS

Cost: 1



IMMORTALITY

Cost: 2

You can stop a slave from aging and if they manage to die, they will be revived after 1 day. While



ORGASM CONTROL

time. Together with the boon: Pause you can virtually freeze time in a large area. This boon requires Telepathy or Familiar.

You can make your slaves experience a specific feeling when a specified condition is met. Here are some examples, when you head pat their head they will feel joy and happiness, when they feel pain they will also feel sexual pleasure, when someone calls them derogatory words they will become aroused or if they didn't receive any praise from you for an entire day they will become sad.

will be revived after 1 day. While a immortal slave won't die from lack of food, drink or sleep they will suffer from it. If you manage to break a slaves mind beyond repair you can use this boon to restore them to a previous saner state. This boon is great if you are into yore, guro or just don't want your slaves to die.

Cost: 1
You gain full control over your slaves orgasms. With this boon you can make them orgasm at your command or deny them the ability to orgasm until you change your mind. You are also able to set specific conditions which will trigger a slave to orgasm. For example, when they hear the word "you", when they see a yellow car or if anyone tickles them.



TIRELESS SERVANT

Cost: 1

You can remove a slaves need to eat, sleep, drink and make them immune to diseases. They can still eat, sleep and drink if they want too, but won't suffer any ill effects if they refrain from doing so.



SELF-HYPNOSIS

Cost: 1

You are able to use your mind control powers on yourself and as a result you are able to give yourself boons. You won't need this boon if you have a Familiar.



SHRINK

Cost: 1

You can shrink your slaves to any size you want, if you plan on fucking them while they are shrunk I recommend that you pick the boon: Stretchy or things can get messy.



SHARED SENSES

Cost: 1

You are able to create telepathic links between your slaves. Two linked slaves will experience all the sensations of their linked counterpart. For example, if you fuck a mind linked slave their linked counterpart will feel like they are being fucked.



HIVE MIND

Cost: 3

You can link your slaves minds together to form a hive mind, you can even include yourself into a hive mind and be its dominant will. If you include yourself into a hive mind you will be able to share your mind control powers to anyone who is a part of your hive mind.



CUM PRODUCTION

Cost: 1

You can adjust a slaves cum production to make them able to ejaculate anything from slightly more cum to being able to filling a swimming pool with cum. If their cock isn't milked regularly, they will feel unconformable and pent up, if they have any balls they will swell up.



MAID TRAINING

Cost: 1

You can instantly grant a slave all the knowledge and training necessary to become a first class maid.



COMBAT TRAINING

Cost: 3

You can infuse a slave with superhuman fighting skills and the ability to push their body beyond its limits, to preform amazing feats.



CHARM

Cost: 1

Granting this boon to a slave will make them fall in love with you. This can be done instantly or gradually over a long period of time.



FERTILITY

Cost: 1

You are able to adjust the fertility of a slave. You can make them anything in between infertile and making a single drop of semen enough for impregnation.



OBJECTIFICATION

Cost: 1

You will be able to turn slaves into inanimate objects, like a onahole, sex doll for example. They will still remain conscious and be to feel any sensations their bodies experience, they will also



MONSTRIFICATION

Cost: 3

You can turn slaves into monster girls, but this boon won't be able to change their general appearance (breast size, face, body type etc). If the monster girl you turned your slave into has

be able to see if they have any eyes.

any special or magical abilities associated with them your slave will gain those abilities.



ILLUSIONIST

Cost: 1

You can project illusions into the minds of your slaves. Your illusions will be able to affect all of the five senses and your slaves won't be able to distinguish what is real and what is an illusion. You will be able to see the illusions you create, but they will appear as ghostly apparitions for you and you won't be able to touch and feel them like your slaves are able to.



POCKET DIMENSION

Cost: 3

If you plan on building a massive harem and need somewhere to store all your slaves this is the power for you! By sacrificing a lot of your power you will be able to create your own pocket dimension through pure force of will. When you create your pocket dimension you will be able to manipulate how time works in relation to the real world's time. This time manipulation won't make time-based events like Star Guardians or Laura happen less frequently. Your pocket dimension will also have an unlimited supply of food and drink.



SUMMONING

Cost: 1

You can unsummon and re-summon any of your slaves, unsummoned slaves can be stored in a timeless void or they can become invisible and incorporeal and be forced to follow you until you re-summon them. This is a great boon if you want lots of slaves but have nowhere to store them. Unsummoned slaves do not need to eat, sleep, drink or go to the bathroom and they do not age. If you have a Familiar you will be able to make it take a physical form.



EXPANDED MIND

Cost: 3

Your mind will expand beyond the puny limits of biology. You will be able to think and process data in a way that would be impossible for a mortal mind. Your memory will become perfect and you will be able to recall anything you have experienced in vivid details. If you put in a lot of effort, you will be capable of advancing technology to unthinkable heights.



TELEKINESIS

Cost: 3

With the power of your mind you can manipulate objects and matter. Your telekinetic powers will be able to send cars flying through the air, stop bullets, rip trucks apart, throw people like they were rag dolls, creating invisible barriers, make yourself fly or levitate and stuff like that. If you strain yourself you will even be able to crush entire buildings but doing so will be very exhausting.



FLESH SCULPTOR

Cost: 5

You are able to change a slave's or your own body to look however you want. This power is for changing appearance, it can't add magical functions. It allows for physical changes, but it doesn't change physical properties. If you take this power Twinning, Gender Swap, Age Manipulation, Shrink and Futanari will be redundant.



PLANESWALKER

Cost: 6

Why limit yourself to only bending minds? Why not bend the fabric of reality? With this power you will be able to rip holes in reality to open up portals to other universes and there exists an infinite amount of universes, even universes that are exact copies of fictional universes which you are familiar with. You will be able to enslave all your favorite characters and live a life full of adventure!



DREAM WEAVING

Cost: 2

When you sleep or meditate you will be able to enter sleeping people's dreams and make their dreams more realistic and manipulate as you desire. As a dream weaver your dream manipulation won't just be limited to your slaves. Invade the dream of a celebrity which you always wanted to fuck and fuck them or rape them with horny tentacles, torture your enemies with disturbing dreams, influence world leaders with inspiring dreams or become the best dungeon master ever and make adventure dreams for your friends, the possibilities are only limited by your imagination!



ALCHEMY

Cost: 1

If you unlock the power of alchemy, you will be able to craft potions and apply boons to those



JACK THE RIPPER

Although there are numerous



GAMER

You will be a Gamer, a person that runs on game mechanics in the real world, and you will have a lot of game-related tools at your disposal. First off is Gamers Body, which will allow you to



CONTRACTOR

As you wake up, you will have something in your right pocket. It will be a smart-phone, of high quality and durability. If lost or broken, there will always be another if you try to pull it out of

potions to make them magical. When someone drinks a magical potion they will gain the specified boon you applied to the potion. To make a potion you will need some herbs and other commonly available ingredients like scales of a salmon, the fat of a pig or your own sexual fluids. The effect of a potion can be temporary or permanent, you will decide which when you apply boon on it.

theories about who Jack the Ripper could have been, she is one interpretation of the series of gory murders in 19th Century England. Her true nature is that of a collection of wraiths born from the aborted children of prostitutes in Whitechapel, London. Because she is a collection of wraiths and not a single entity, piercing her heart will not lead to her immediate death, but the spillage of said wraiths.

Once the number of aborted children who were disposed of in rivers reached the ten-thousands, the collection of resentment that the children shared eventually formed the shape of a human. Because she was created from children who had yet to even be born, she lacked common sense and morality, and simply killed prostitutes so she could return to the womb. To put it another way, this is the heretical Jack who was born from the “side of the victims”.

After killing several women, she was given the name "Jack the Ripper," and rejoiced at having been given a name that she had been denied for so long. However, even they themselves do not know for certain whether or not they were “Jack the Ripper”.

After all, they are an amalgamation of evil spirits, so their memories are always vague and, even if they remember having killed prostitutes, it’s uncertain who exactly they killed. What they kill as Assassin is not a specific individual, but rather the society that killed them, and the strong emotions they carry cannot be understood by any other hero, making them beyond salvation. Eventually, a magus discovered that the culprit of the bizarre killings was of a magical nature and extinguished her.

Body, which will allow you to sleep off any damage you might suffer, not be hindered by damage to your body unless your Health Points reaches zero, and slowly heal over time. Second is Gamers Mind, which will stop you from suffering any overly negative mental effects, like paralyzing fear or crippling depression.

The third is the power of levels which will provide you with attribute points for every time you earn enough experience to progress, perks every second level, and classes every tenth level. The type of the last two will be based on your attributes, the direction you progress, and the things you have experienced. You will also have access to an Inventory where things can be stored, certain actions in your daily life will get turned into skills, techniques in books can be absorbed, and objects are turned into items with stats that make them more useful.

The main way of earning experience will be defeating opponents, although you can get it by other means. While fighting others will work, venturing into dungeons will be much more effective. With the spell 'Instant Dungeon Create' you can create a dungeon filled with enemies who can give enchanted items, stacks of money, and experience when defeated. These will vary in danger depending on where you open them.

If you decide to go down the route of magic, then you will find yourself finding and mastering new spells much easier than you would otherwise, and not have to deconstruct or modify the powers you have bought. If you want to focus more on your body then you will be able to manipulate your growth in areas like strength, speed, durability, regeneration, or more, and see faster progress in chosen disciplines.

another if you try to pull it out of your pocket. This phone is your direct link to The Company, to who you can sell and buy characters from all over the multiverse. One way to describe them would be a slave-and-entertainment business that operates across the multiverse.

On the phone, you will have access to characters from every piece of fiction from your old world, with descriptions of their powers, storylines, and personalities. When in the process of buying one, you will be able to bind them to you in various ways, for example, make them mindless slaves, act as normal, make them slowly fall in love with you, be friendly inclined, and much more. The stronger binding, the more it will cost.

You will pay for them with Credits, which can be earned in three different ways. The number one way of earning Credits will be to mark important people, by taking photos of them with your phone and placing a brand someplace on their bodies which are done with a touch. There will also be an endless list of achievements to do, and these will also provide you with Credits. The third way is to film porn with your phone's camera and sell it to the company, vanilla things with normal people go fine, but if you want to earn more than pocket-change you'll need to make films or images of the canon characters. The same with exotic or especially depraved videos, stuff that is creative, or takes a lot of time to set up.

The characters are placed in a Tiered system, where the first tier holds the powerless, and the tenth tier holds the godlike ones. You won't be able to buy the really powerful characters you know of at the beginning, both because they cost lots of credits, and you need to have to spend a specified sum on the tier beneath it to get access to wares of the higher ones.

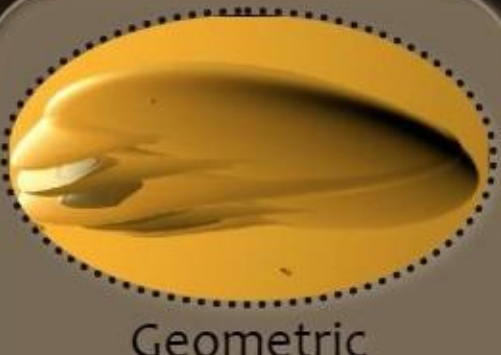
Built in the Heavens

Your ship, as you have built it.



Abductee

Seeking. Seeking. Always seeking. Lost and dreaming - it's been searching for someone for a very, very long time. Some entity that resonates with the ship's command core protocols; someone like you.



Geometric

There is simplicity in mathematics. Sometimes the more advanced things are, the simpler they become. While your starship may not evoke admiration or fear with artistic lines, there is a statement to be made by such simplicity, and the power it holds.



Personal

[Free Spacial Compression] Even vessels this small would normally require a crew to pilot, but not for you. Your ship requires only your word and will, nothing more. Further, its size can go even smaller, to the point where its exterior shell is only the entry point for the engineered superstructure within...

Subspace Diver

This Stardrive allows for your ship to slip in and out of subspace with effortless ease, like skimming beneath the surface of water with pinpoint accuracy and grace beyond all but the most sophisticated of stardrives. The ease and accuracy allows for your Starship to emerge within other structures, from the interior of planets, and even to other starships.

Black Forest

While easily the slowest of all superluminal options, this one grants a boon above all else; the obscuring energies of this Stardrive's engines cloak the entry, exit, and path of your ship's travels. Yours is a ghost in the night, a silent wind in the void. Others may sing a song of celestial travel as their powerful engines sunder reality, but yours is the quiet whisper heard by none.

Subspace Trawl

This real-space drive interfaces with the geodesic skein formed from the relationship between real-space and higher energy dimensions, effectively pulling or pushing the ship along space-time itself. While not as nimble as Inertia Drives, it has the bonus of not requiring any gravitational disturbances or mass ejecta for propulsion.

Disjunction Core

Harvested from rare, high-energy events that can occur in the more tumultuous galaxies, this generator harvests energy from an eternally expanding subsumed knot of space-time; in effect, a caged infant universe - inexhaustible and without end.



Imprint

Previously inactive and dreaming, this Autonomous Cybernetic Intelligence effectively 'imprinted' on you the moment you were registered as the Ship's Captain. Its personality, interests, and appearance are specifically designed by it's very nature to complement yours; what you lack, it will possess. What you need, it will provide. While it is an independent entity with its own wants and interests, it will be fiercely loyal and protective of you and your interests; after all, it was designed to be so.

Personal Size Option

[+5] [Requires Personal Hull] Personal size hull grants a free [Spacial Compression] system. While not required, this is recommended for utility and personal comfort.

Extra Biosphere

[-1] This option is to purchase an extra [Biosphere] subsystem.

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Extra Backup Core

[-5] This option is to purchase an extra [Backup Core] subsystem.

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Self Repair and Maintenance

[Free] Your ship has been equipped with a sophisticated set of repair, engineering, and fueling elements, stripping away the need for a crew.

Medical

[Free] Considered mediocre by your ship's builders, this medical suite is enough to turn back the tide of death itself, if need be; as long as decay and irrevocable disruption of the neural state has not occurred, the body can be repaired.

Captain's Cabin

[Free] Your personal demesne within the ship, crafted to your specifications and preferred aesthetics. The only real constraints are the engineering limits involved as stipulated by the size of your ship, and maybe not even then...

Bridge

[Free] The command throne from which your ship heeds its master. Style, appearance, aesthetic; everything is assembled to your taste.

Passenger Quarters

[Free] Far from palatial, this series of berths is more than enough to satisfy the need for rest and relaxation of individuals that you bless with the privilege of boarding your vessel.

Shuttlebay

[Free] [Restricted to Cruiser Size and up] Size is a statement, but it can (occasionally) be awkward. The need to descend from the heavens can occur, from time to time. Should such a need

Telepathic Control Link

[-2] A specific command module has been linked directly to your brain via a neural web, providing uninterruptible remote monitoring of your awareness. This allows for remote command and control of your

Librarium Vault

[-2] Less a vault and more a resplendent mix of museum and library, containing both artifacts and ancient manuscripts. Who knows what information could be locked away within these archaic

Biosphere

[-1] A dedicated portion of the ship has been reformatted to accommodate a terrestrial biome with features and atmospheric systems of your choice. Can be selected multiple times.

from time to time. Should such a need arise, your ship possesses two or more self-maintaining shuttles, to convey you to your destination. These artifacts are capable of atmospheric operation and can transport a fairly large amount of cargo, or personnel.

for remote command and control of your starship when you're not on board, as well as communication with the ship AI.

locked away within these archaic, yet magnificent tomes and baubles?

[See the 'Point Adjustments' section for more purchases]

Virtual Space

[-2] A time-accelerated virtual universe allowing for a myriad of functions, from education to entertainment.

Epicurean

[-1] A specialized space set aside for the explicit production and preparation of rare and indulgent foodstuffs. Extinct species, long lost flora, rare distilled essences; your dining experience will be as such to humble a god.

Smartmatter

[-5] The majority of your ship's internal habitable space has been augmented with programmable smartmatter, allowing for rapid reconfiguration of its layout. While often seen as a horrendous luxury, this also allows for surprising combat utility, should boarding crews become a problem.

Internal Heaven Array

[-5] Going above and beyond the normal emergency forcefields a ship might possess, this array encompasses the entirety of the ship's internal space. This not only allows for rapid and excessive defense measures formed from hard-light and energy fields, but it also allows for more subtle manipulation and control.

Spacial Compression

[-5] Bypassing the constraints and limitations of normal space, all or part of your starship's interior has been folded into a higher dimensional envelope of structured reality. This gives your starship more room inside than the exterior hull would allow.

Stasis Crypt

[-1] Portions of your ship have been constructed with the purpose of housing hundreds of thousands of individuals, kept perfectly within stasis.

Maid Deployment

[-1] Rather than rely on pure automation for the most interior and exterior repair and maintenance tasks, this module allows for the construction, customization, and maintenance of a networked group of sophisticated, semi-independent bioroids tasked with handling such matters. While your ship's AI can easily manage them, they can also be allowed to grow independently, expressing individual habits, appearances, and traits.

Backup Core

[-5] While the possibility is incredibly remote, there is always a chance that your AI's primary core could be terminally damaged beyond the capability of its defensive and self-repair systems. While automatic systems should be capable of managing the starship, the loss of such an asset would be difficult to recover from. As such, your AI has a mirrored backup kept in a hardened vault, allowing for recovery from catastrophic loss. However, rather than a backup, you can instead select another AI core to be simultaneously active, allowing for greater flexibility for you and yours. Can be selected multiple times.

[See the 'Point Adjustments' section for more purchases]

Chrysalis Generator

[-10] [Requires Telepathic Control Link] Leaving the ship (either for exploration or interacting with other people) is sometimes necessary, despite the dangers you might face outside of its armored hull. Despite its power, your ship cannot protect you from all dangers, and even death is a possibility. But death is not an insurmountable obstacle; specific modules and devices are now irrevocably linked to your body, continuously monitoring your health and mental state. Should you sustain lethal damage, or become irretrievably trapped, the system reacts, translating your consciousness to an awaiting chrysalis. A new body is constructed for you, just as it was before your untimely demise. While the reconstruction process is far from simple, leaving you immobile during your restoration, it is preferable to the alternative.

Drone Command Array and Bay

[-5] A portion of your ship has been repurposed for the construction, maintenance, and management of a fleet of multipurpose, combat capable drones. While not as powerful as your starship's main offensive and defensive systems, having the capacity to envelop an enemy and project force from multiple angles in battle can be useful. All drones are equipped with a smaller version of your Stardrive, should you need to engage in a superluminal battle across many light years. The specialization of these systems means that the construction of these drones is much faster as compared to more general purpose systems.

Heavy Drone Array Augment

[-5] [Requires Drone Command Array and Bay] The drone command and deployment system has been upgraded extensively. Not only can you deploy, manage, construct, and store more drones than before, you can also field larger, more powerful units.

Manufactory

[-5] A specific portion of your starship has been devoted to heavy industry, allowing for the rapid construction of various buildings, stations, vehicles, tools, components, and personal armaments. While internal construction yards are the primary means of production, your assets can be deployed out of the ship to allow for independent construction and material collection, aided by harvester drones, assembly/disassembly arrays, and other manufacturing automata. Additionally, this sub-system includes an archive of blueprints and patterns for things you can create.

Shipyard

[-10] [Requires Capitol or Dreadnaught Size] Your starship has been upgraded with the necessary manufacturing systems and space needed to construct other starships. The only real limitation is size, since this system is internal, but dedicated construction could enable you to eventually duplicate your vessel...

Drive Redundancy

[-5] [Cannot be taken with Lighthugger] For whatever reason, the creators of your ship saw fit to make sure it was more than capable of traversing the gap between stars. It possesses a second Stardrive, giving it a flexibility few can match.

Command core

[-2] While remote, the possibility of complete destruction is present. The central command core of your starship has been augmented and designed with this possibility in mind. Not only is it independent of the rest of your starship in terms of power and propulsion, but a specific manufactory module has been installed with the express purpose of harvesting materials and reconstructing the ship itself. The entire vessel can be rebuilt from nothing, should it ever be lost.

Teleportarium

[-5] This system installs machinery and equipment for the formation of apertures bypassing the space between two separate points by tunneling through higher dimensions, allowing for instantaneous point-to-point spacial translation.

Warchive

[-1] Not merely a pattern vault of small and heavy arms, autonomous assets, weaponry, vehicles, armor and so forth, this system is also an archive of information on enacting interplanetary

Stealth

[-5] Your starship has been crafted with the intent of stealth; not only have the realspace and superluminal drives been tuned to rapidly disperse their respective energies (leaving no trace of your

Phase Cloak

[-5] Enveloping the ship in a spacial manifold, this perfectly conceals your vessel from detection. The only limitation is the lack of ability to affect anything outside the manifold, though this doesn't

Singularity Core

[-5] The ship's computer core's main physical components are now housed within a quasi-stable pocket dimension wherein the physical laws of realspace don't quite apply. This allows for physical

war. Comparatively useless without a manufacturing base, it is still an informative treasure trove about such topics. Paired with a [Manufactory], you can build armies fit to conquer worlds.

passing), your hull and systems are designed to specifically obfuscate sensors at all ranges, minimizing any and all chance of detection when not engaged in high energy activities.

prevent your drives from functioning.

components and computational speeds that far exceed what would normally be possible, increasing your ability for research and combat modeling by orders of magnitude.

Biomedical R&D

[-5] A specialized research facility based around biological repair, augmentation, and similar subjects. Specialized bioroid construction facilities, mass cloning systems, custom engineered organisms, and any sort of biological or cybernetic upgrades you could imagine.

Engines of Creation

[-5] Creation is often more an art than a science, a skill rather than a rote equation. Your ship has been equipped with the necessary data banks, editing facilities, and deployment pylons for the purpose of terraforming planets from the ground up. While it's not a swift process, few can deny the power of creating an entire ecosystem, to make life where there was none.

Gravity Lifters

[-10] Less a single device and more of a deployable network of linked artifacts, this system allows for the rapid harvesting of materials from terrestrial objects, including planets, stars, and even black holes.

Scripture Aura

[-5] Care was taken to culture specific structures throughout your ship; patterned bioneural clusters that draw upon higher dimensional energies through space-time constructs. These clusters are keyed to correspond to both the ship's AI and your will, as Captain. These devices allow your ship to project a strong psionic field on those within it's area of effect, enforcing specific conduct as dictated by your desire. This field can be focused for offensive and defensive purposes as well, helping to protect your mind from outside influence as well as projecting psionic force in battle. You, as Captain, are immune to any damaging effects of this system.

Empyrean Module

[-2] Sequestered inside a full-immersion pod, you connect directly to the starship, controlling it as if it were your own body. The improved reaction time is considered by many to not be worth the trade-off, considering the processes involved with entering and exiting the pod, while others swear their lives on it.

Gravity Tractor

[-2] As much a tool as a weapon, a gravity tractor deforms space around a target, allowing it to be pulled, pushed, or held immobile in relation to your ship.

Auspex Baffle

[-2] Augmenting your starship's formidable battle capability is a plethora of systems designed around ECM and ECCM. While not true stealth, this E-warfare suite is designed around the art of confusing and distorting the output of opposing battlefield equipment, allowing you to break target locks, throw off and confuse automated weaponry, and engage other such useful effects.

Astrometrics

[-5] An array for computational modelling and analysis of stellar events, cartography, and auspex data. While useful for long range analysis of potential navigational mishaps, it is also equipped with a plethora of sophisticated scanning equipment, allowing for pin-point observation of minute targets that are hundreds of thousands of light years distant. This also allows for extensive side-scanning of higher dimensions for intrusive targets, should the need arise to locate and target hostiles within those realms.

Effector Beam

[-5] Utilizing ECM, ECCM, and long range energy field manipulation, this module allows for long range E-warfare without the requirement of physical contact. Close in use can also be supplemented through the use of combat nanites, allowing for faster and more robust access.

Alchemical Forge

[-10] Drawing power from higher order dimensional realms, this forge allows for the transmutation of energy into matter. While energy intensive, it effectively frees your ship from the need to take in raw materials for construction or repair.

Grand Hull

[-10] The sophisticated hypertechnology of your starship enables it to grow beyond its initial size and configuration. While slow, age and activity will see your starship evolve to be progressively larger, with a requisite increase in capability and power.

Ark

[-10] Your ship was meant to be more than something to breach the lonely divide between stars. It was meant to be a savior. A hope. To carry with it the dreams and souls of an entire species, if need be. Your ship has drastically increased in exterior size does invite difficulties, it does offer the odd opportunity at camouflage; who would believe such a gargantuan artifact to be mobile in the first place.

Buster Cannons

[-1] Utilizing spacial warping and specially alloyed rounds, this weapon fires physical ammunition at an appreciable fraction of c.

Warhead Launcher

[-1] Utilizing electromagnetics and gravimetric assistance, this system fires off self-guided warheads armed with Hotdust; static molecules of antimatter perfectly paired off with normal matter, allowing for highly customizable detonation yields. This system can be used in both missile and torpedo form. While both function semi-independently and will guide themselves to identified foes on the battlefield, missiles are both more maneuverable and faster than their torpedo counterpart, which has a much greater comparative range.

Heavy Warhead Launcher

[-5] A specialized torpedo launcher designed around the variable yield quantum filament warhead. These weapons hold quantum filaments contained in a stasis field that, when released, trigger a nuclear disassembly field, horrendously disrupting local matter as well as emitting massive bursts of high intensity radiation.

Plasma Impactor

[-2] Utilizing electromagnetic force-field tunneling, this weapon enables an intense pulse of molten plasma as ammunition; effectively, a high-speed continuous rail gun stream. While powerful, it has little control or finesse in regards to precise targeting, though the results are devastating.

Blaster Cannon

[-1] Utilizing matter editing on projectiles made of compressed deuterium, this weapon fires out tightly organized packets of weaponized antimatter. While the range is equivalent to any proper electromagnetically accelerated cannon, the nature of the projectile can cause splatter effects on impact, often causing unpredictable secondary effects, or (in rare cases) no effect at all.

Hadron Stream

[-2] This launcher accelerates a flow of particles up to near superluminal velocity. Upon impact, the resultant interaction results in massive flares of discharged radiation. Despite the energies utilized, this weapon is not one for devastation, as the resultant bursts of radiation are typically lethal to the crew and damages on-board equipment without ruining the ship itself. As a result, this is a particularly potent, if cruel method of securing intact ships for salvage. Its effectiveness is

Corrosion Launcher

[-5] Often considered a typically exotic form of torpedo, this weapon is actually a carefully managed and engineered bolt of strange matter. Upon contact with baryonic matter, the strange matter begins to rapidly convert nearby mass to match its own type, resulting in cataclysmic degradation and corrosion of high mass starships. Putting aside the damaging bursts of radiation from the corrosion effect, the violent alchemy and structural degradation can often result in

Slicer Beam

[-5] A projected tunnel of energy that rips apart molecular bonds and bypasses most armor. Only exotic or unusual defenses can hope to stand against its onslaught.

degraded to nearly nothing if the ship still has active shielding.

starships literally shaking themselves apart under any sort of acceleration.

Subspace Filament Control

[-5] This system manifests virtual filaments of subspace energy from projector arrays placed around the ships hull in a tightly controlled manner, allowing for a close ranged, precision point defense system with unparalleled accuracy. The only trade-off for such precision is its extremely limited range, relegating it to 'knife-fighting distance', at best.

Rift Generator

[-5] This weapon system utilizes resonance energies to crack open space and time, creating seething rifts in the space-time continuum that spew out uncontrolled surges of cataclysmic energies. These rifts are mobile, and often seek out the nearest source of high energy input, making it a potentially devastating, albeit suicidal form of battlefield control.

Anti-Superluminal Warhead

[-2] A packet of unstable higher dimensional energies set to detonate in such a way as to disrupt enemy superluminal drives. The specific tuning of this warhead allows your preferred method of travel to function perfectly.

Subspace Displacer Warheads

[-5] Internally manufactured warheads mounted on normal missile stacks that, when detonated, displace all physical matter within a variable yield radius into local subspace.

Virtual Light Optical Batteries

[-10] A barrage of virtual particles fired off from higher dimensions that rapidly decay in normal space, but do so at superluminal velocity, allowing for devastating energies delivered at extreme range.

Angel Light Bridge

[-10] A powerful battlefield dominance weapon that enacts sophisticated energy control over a projected 'core' manifested outside the ships hull. Once active, this allows for a potentially fleet-slaying projection of a near unending onslaught of energy condensed into beams and tracking warheads. It will, however, require energy buildup before firing.

Hypometric Lance Projector

[-10] This system utilizes weaponized space-time engineering, projecting a conceptual lance of phase altering energy which renders the physical presence of baryonic matter a mathematical impossibility. While contained within a strictly localized projection, the resultant effect is devastating, as sections of the target are literally written out of existence.

Soliton Wave Generator

[-10] This weapon creates a standing soliton wave in the geodesic skein of space-time. The intense gravitational disturbances that result in devastating effects; while the effect on small targets is minimal, the true effect is displayed on large concentrations of matter, as planets or even stars are disassembled by the wave effect.

Void Shield

[-1] A projected energy screen that shunts all damage into other-dimensional spaces. It can be overloaded, but it effectively mitigates all damage until this threshold is surpassed.

Angel Shield

[-2] Manifested planes of hardlight sheathe your vessel. This sheath envelope does not allow for 100% coverage of your vessel, but what sections are protected require astronomical amounts of energy to break through.

Reactive Shielding

[-2] A cadence manifold system has been integrated into your starship's defensive screens. As a result, it reacts to any and all energy directed at it by reflecting that energy away from the surface in a combination of massive electromagnetic surges and radiative shock waves, turning nearby space into a hell-storm of energies with your ship as the center. While not as effective against capital ships, this system can be devastating on both strikecraft and fragile projectile weaponry.

Storm Envelope

[-2] [Requires Reactive Shielding]
The manifold system integrated into your energy screens has further extended its lethal range. In addition, its effect has intensified, resulting in leap effects that cause the lightning and shockwave nimbus to leap from starship to starship, strikecraft to strikecraft, missile to missile. It stands as a robust, albeit passive defense, and a gauntlet few can survive, close in.

Singularity Projectors

[-5] While short ranged, this automated system utilizes disjunction inductors to cause artificial singularities to bloom within a specific location projected outside the ship. Short lived, these crushing gravitational blooms have multiple functions; from forcing aside weapons fire of all types to acting as an anti-strikecraft screen, the intense distortions ripping apart any small vessels that would dare close into proximity of your vessel.

Subspace Hardening

[-5] The exterior hull is charged with extra-dimensional energies, granting it strength well above and beyond what is possible with standard nuclear forces. Excellent for use when planning to ram or board other ships.

Hypermatter Augment

[-5] The exterior hull of your starship has been transmuted into an alloy that only has a passing relation to normal matter. Not only is it incredibly difficult to damage, destroyed portions of Hypermatter will regenerate and repair without any input of energy or mass.

Adaptive Hull

[-5] A mix of biological and technological, your hull has been augmented with a reactive and evolving system that works to mitigate the effect of damaging energies upon itself. While never 100% perfect, this can have an impressive effect on attacks that would otherwise be effective and/or crippling.

Temporal Actuator

[-5] A field projector that enables temporal altercation within a localized target, effectively locking down starships within bubbles of temporal stasis; or rapidly ageing them within a field of locked acceleration. When configured for wide area targeting, it can be utilized to great extent to inhibit incoming strikecraft and warheads.

Shield Hardening

[-5] The energy management/redirection systems of your shielding systems are robust to the extreme, allowing for truly cataclysmic amounts of weapons fire to be managed by your defensive screens without thought or concern.

Goddess Halo

[-5] The shielding system of your starship is powerful beyond measure, to the point that it can envelop other starships within its protective embrace. This also allows for pinpoint reconfiguration of the shields geometry, enabling the protection of specific targets either in space or planet-side.

Environmental

[-5] Extensive care has been taken to allow for your ship to manage whatever potential encounter they might witness when sailing the void. This enables the craft to traverse a multitude of environments without concern, from the depths of a solar corona to the crushing depths of a gas giant.

Hyperion Lock

[-10] Specific engines within your ship have been tied to the structures and systems that make up your defensive network. When activated, the ships energy field becomes attenuated to local reality, resulting in a complete, and perfect defense against any and all attacks directed against it. While useful, the complexity of the system does have some drawbacks; firstly, it negates active propulsion, leaving the ship effectively immobile (barring normal stellar drift and

Singularity Block-Form Mathematics

[-10] The most extreme and esoteric of defensive technologies. When traversing realms both fantastic and horrific, the very nature of reality can become fluid; means must be taken to protect against inimical hazards. Utilizing high-order mathematics to generate an artificial naked singularity and warp-space, this module stabilizes reality around the ship itself, preventing intrusion from hostile



Operations

[Free] Per standard induction protocols, the necessary comprehension required to



Form Fix

[Free] Simple biological fixing is effortless to enact by your starship's standard [Medical] subsystem. Not only has your

immobile (during normal stellar unit and gravitational orbit). Secondly, the effect lasts a limited amount of time (roughly thirty minutes) and requires more than a day to restore the engines before they can be brought back online.

actions, both passive and active.

operate and manage your starship has been transferred to your brain via a mix of direct download and retroactive inscription recall. While a good deal of your starship is automatically managed, should the unlikely come to pass and you need to step in directly, you'll find yourself more than capable.

body been purged of various potential maladies and problems that may arise from general wear and tear over time, but it is possible, even simple to alter your biology to fit whatever aesthetic desires you may have. Your body can be engineered to conform to anything within human norms.



Aesthetics

[Free] As above, so below. How you wish to craft the interior of your ship is ultimately a reflection of yourself, or a reflection you wish to show the world. When given free reign, what facet will you display? This allows you to customize the overall internal theme and appearance of your ship.



Uniform Equip

[Free] Clothing is a form of communication; it is a statement, a declaration. How you garb yourself will make just as much an impact on others as your ship itself, perhaps moreso. This augmentation gifts you with your own personal set of themed outfits, befitting the captain of a starship.



Personal Sidearm

[-1] Even when you can sunder worlds, occasionally, a softer, more personal touch is required. With this, you will carry a small pistol for personal protection. Others may see a simple sidearm, but it is more than enough to easily core through heavy powered armor and mechanized infantry.



Personal Weapon

[-1] Melee, in this day and age? Perhaps it's a statement, perhaps it is a need for the specific battlefields you find yourself fighting on. Whatever the reason, the tech base of your ship grants you access to option few others would enjoy.



Soft Suit

[-2] While regarded as minimal equipment by the standards of the ships builders, this sophisticated sheath is a full body augmentative harness designed around the use of synthetic muscle fibers, reactive nano-ecology, and an advanced suite of biological computronium. In addition to allowing for enhanced reactions, increased speed and strength, it also doubles as a full body medical suite. If need be, the carbon based nano-ecology can fully support a normal human body at peak combat readiness, should they suffer extreme traumatic damage. As a bonus, the semi-sentient in charge of the nano-ecology also allows for extensive E-warfare capabilities, full augmented reality data interaction, and the suits exterior sheath allows for optical occlusion, rendering the suit and its user effectively invisible.



Combat Skin

[-5] This support shell is the apex of design for personal combat. Utilizing hardlight, reference-locked energy fields, and adaptable smartmatter, this combat skin has a multitude of capabilities and functions. Allowing for massively boosted strength and reaction time, the combat shell also adapts to any attack that is made upon its skein, severely mitigating or outright nullifying attacks depending upon their severity. It also acts as a sophisticated support system (both physically and psychologically), constantly monitoring its pilot to mitigate all forms of attacks, from the psychological to the physical, and even memetic hazards. As a part of this, it allows for retroactive editing of traumatic psychological events should the pilot be significantly impaired by the more damaging sort of entities one might encounter while storing up mental resilience. It also negates the need for sustenance and downtime. As a final bonus, the exterior can be customized to suit the pilots personal aesthetics.



Psyker Awakening

[-5] Either through circumstance or events, your mind has awakened to a new power, and is now capable of reaching beyond the flesh to grasp and mold higher dimensional energies. While weak at first, time and practice will see this capability blossom into an earthshaking capability with manifold applications.



Knowledge Download

[-5] Learning without comprehension is a wasted effort; an affliction you can no longer claim to be affected by. The technology base of your starship has been opened to you, gifting you with the most valuable possession one can have; understanding. With this, you can not only acquire information from the ship's computer, but you can perfectly and completely understand that information.



Combat Augmentation

[-2] Per standard on-boarding protocol, your mind was uploaded with the requisite knowledge to handle both your body and the ship in combat. While it's



Lord of Admirals

[-5] The understanding and comprehension of legions of tacticians and experts at battle have been uploaded to you. Beyond this rote knowledge is the



Intelligence Augmentation

[-2] The alteration and repair of your body upon arrival on the ship allowed for several upgrades; your intelligence has been radically boosted, beyond its



Social Augmentation

[-2] Your body was altered when you were taken in by the ship; not only do you now find social interaction and management to be near effortless when dealing with

rare that you would find yourself locked in close mortal combat with others, having a mastery of starship tactics should serve you well.

inception of a shrewd and calculating acumen designed for the art of war. Should any fleet face off against you with the intent to win via superior tactics, they will find themselves sorely lacking.

been radically boosted beyond its previous limits. The result is rather impressive, giving you near perfect memory and recall, as well as increased cognitive comprehension and speed.

others, your physiology was subtly altered, resulting in an overall increase not only in appearance, but pheromonal appeal.



Biomechatronic Interface

[-1] Your brain has been augmented with a suite of bio-cybernetic cognition enhancements and processors, giving you access to a range of sophisticated capabilities; enhanced comprehension, thinking speed, access to AR layers via direct nerve induction, seamless and intuitive VR immersion, E-warfare capabilities, techno-empathy, etc.



Cybernetic Augmentation

[-5] Your body has undergone extensive replacement and re-engineering for the purpose of surpassing human limitations. At a minimum, all four limbs have been replaced with cybernetic equivalents and the remainder has been extensively shored up; this can scale up to a full body replacement. The more extensive replacement you undergo, the more physically powerful the result. The external appearance of this augmentation is variable; it can come across as fully hidden or completely mechanical, according to your preference.



Biological Upgrade

[-5] Your flesh had been augmented via extensive re-engineering; you move faster, think better, and comprehend faster than before. Every part of you has been improved above and beyond the norm for your species. You are a paragon in every respect; not only in mental acuity, but physical strength as well. This augmentation includes several applications for combat and pure, raw survival.