

Free Cities

Jump by 9anon

Based on the Pregmod version with the Security Expansion enabled.



Welcome to Earth, circa 2037. The world is starting to fall apart. The climate is deteriorating, resources are being exhausted, and there are more people to feed every year. Technology is advancing, but not fast enough to save everyone. But from this chaos rises opportunities.

Over the last twenty odd years, many arcologies have been built all over the world, and clusters of said arcologies have come to be called Free Cities, for their relative independence from the nations around them. Most of the Free Cities are run on radically libertarian or even anarcho-capitalist principles. The first experimented with indentured servitude, and this rapidly developed into widespread slavery. By now, the Free Cities collectively are a fundamentally slave-owning society and maintain a thriving slave trade that feeds off the terrible conditions in parts of the old world.

But beyond that, the Free Cities are sexual libertine places where sexual slavery is ubiquitous.

Fortunately for you, you find yourself among this new plutocracy after having just acquired your own arcology. It's a fixer-upper with lots of room for improvement, but you've got everything you need to start collecting rent and enjoying a personal harem of slavegirls.

Unfortunately for everyone here, things are about to start declining quickly, so here's **1000cp** to help you make it to your next jump. Good luck, and don't listen to anyone promising you shady deals. At least, don't let them in your office.

The World

While the details above are set in stone, a lot of details aren't. After all, you receive a whole spate of configuration options when starting up a new arcology in the game. No point in keeping you from doing the same here, Jumper.

World Conditions: Exactly how bad is the situation?

[+0cp] **Not truly dire. Not Yet:** World conditions are only beginning to deteriorate. Nations remain, though wracked with internal struggles, the weather is only bad, and the global economy has plenty of life left in it. You've got plenty of time to get your affairs in order before shit really goes tits up.

[+200cp] **Very Serious:** World conditions are in the middle of deteriorating. National governments are almost insolvent, extreme weather is becoming noticeably more common, and the global economy is on its last legs. You don't have much time at all to gird your arcology, and yourself, against the extreme conditions to come.

[+400cp] **This is the last dance.:** Shit's fucked already. Nations are dissolved, leaving only warlords and Free Cities. The walls of your arcology are already being continuously lashed by cartoonishly horrific weather. Also, what global economy?

Deterioration: How fast is it crumbling?

If you've selected World Conditions above the 1st tier, reduce the time left before hell by 1 increment for the 2nd tier or 2 increments for the 3rd tier.

So Tier 2 World Conditions would give you months/weeks/days, while Tier 3 would give you weeks/days/hours.

[+0cp] **A slow decline:** Starting at the 1st tier of World Conditions, you've got years before things reach the 3rd tier.

[+100cp] **A visible decline:** Starting at the 1st tier of World Conditions, you've got months before things reach the 3rd tier.

[+200cp] **Hell in a Handbasket:** Starting at the 1st tier of World Conditions, you've got weeks before things reach the 3rd tier.

Complicity: How much has the old world meddled in the new slave trade?

[+0cp] **Mixed Reactions:** In short, you've got complete control over which nationalities, at what ratios, will appear among the slaves that you encounter.

[+50cp] **Blind Eye:** Slaves from all over the world will appear amongst the populations of your arcology, with realistic ratios considering your location and the state of the world.

[+100cp] **Struggled in Vain:** Only those nationalities present in the region around your arcology will be present among the slaves you encounter.

(You)

And now onto yourself, as you will be upon first entering the world. You have a fair bit of freedom in who and what you are, but there are actual consequences for your choices.

Sex: In many arcologies, men are the owners, and women are the owned. Some women can manage it, but it's often very hard to be a free woman in the Free Cities. This choice doesn't affect your genitals, only your more plainly visible features, so you have your choice of crotch features.

[+0cp] **Masculine:** Your masculine features make you at least appear male. As such, maintaining a decent reputation isn't any more difficult than normal.

[+50cp] **Androgynous:** It's hard to tell exactly *what* you are. This presents some noticeable issues when dealing with others, both due to the confusion you instill and some deciding that you're just a weird-looking woman.

[+100cp] **Feminine:** Your feminine features make you at least appear female. Given the genuinely patriarchal attitudes of the Free Cities, you will face constant difficulties when dealing with others and you'll need to put in a lot more effort to gain and maintain influence.

Age: How old are you?

You can start as young as 5, though your age has a significant impact on both your ability to maintain a reputation and your sexual appetite.

Even 25 is considered quite young for an arcology owner, so being even younger can make it a Sisyphean task to build a reputation until you've quite thoroughly proved yourself. On the other hand, you'll have the sexual stamina to keep a massive harem of nympho slaves satisfied.

35 is kinda the halfway point. At that age, you won't suffer any more difficulty than normal with your reputation while still having the stamina for a decently-sized stable of sex slaves. Older than that and your reputation becomes practically self-maintaining at the cost of severely reduced sexual stamina.

Body: What do you look like?

In contrast to sex, race and appearance are largely irrelevant in the Free Cities. As such, you've got a free choice of how you look, within human limits. But even though your money speaks louder than your face, you're quite attractive by default.

If you are particularly young, you can even choose whether you've already been through puberty or not, even if you'd normally be too young for that. Being prepubescent leaves you with no sex drive, which would negate the benefit of being so young.

You can also freely choose your nationality as well, though this doesn't matter much at all given that you're the lord of your own little city-state. Your nationality is **Stateless** by default.

History: What career brought you to the Free Cities?

You're a relative unknown in the Free Cities, but it's clear you're already accomplished. The meek and average cannot aspire to acquire arcologies, afterall. You've got all the necessary skills to take over an arcology and succeed as its owner, but you should be able to leverage the skills and experience you retain from your past.

It's your choice if you want to drop-in or actually have a history in the world. Though you'll still have the reputation tied to your chosen History, regardless of if you drop-in or not, even if it wouldn't make much sense.

Idle Wealth: Not really a career, you just happened to be rich enough to live without working. You've still got plenty, but you have no appreciable skills and people won't take some useless spoony dumbass too seriously at first.

Venture Capitalism: You've made quite the pretty sum for yourself through years of smart investments and business management. People don't really question a business leader of your caliber owning an arcology, and you know how to make money.

Private Military Work: You have a great deal of experience as a mercenary under your belt, earning you a reputation as a certified badass. No one dares question your ability to own an arcology, and keeping it safe is a given.

Slaving: With the ascent of a new slave trade, you distinguished yourself as someone who could make and break any slave. Beyond how useful those skills are going to be very soon, the Free Cities respect a talented slaver.

Engineering: Arcologies are something you're intimately familiar with, given that you've been involved in the design and construction of many of them. Upgrading your arcology will be much cheaper with your oversight, and it's already received your personal touch.

Surgery: As the field of medicine has been expanded and abused in the Free Cities, you've found yourself at its apex in terms of both skill and knowledge. You retain many industry contacts, and your skills will make slave modification much safer.

Minor Celebrity: You were quite the star in entertainment before you acquired your new arcology, giving you a great deal of general renown before you even get started. You're quite known among the general population, after all.

Sex Industry: You had to suck and fuck your way to get where you are know...mostly in the 'paid for sex' sense, though you probably whored for more than

money on your way to being an arcology owner. This cost you more than your dignity, as people aren't too keen on being ruled over by an ex-whore.

Servant: You were on your hands and knees before acquiring an arcology...in the sense of cleaning floors. You did other sorts of cleaning and maintenance as well, giving you firsthand experience on how to best keep things running. However, people won't take someone previously so servile seriously.

Gang Affiliation: Before entering your penthouse office, you were involved with the scum and villains of alleyways and inner cities. This experience taught you how to haggle for the meat the Free Cities trade in and you have an easier time asserting your authority, but people don't truly respect someone with such a shady past.

Incursion Specialist: Crawling the vast global network of tubes, you've mastered the exploitation of computer systems in this highly computerized world. Unfortunately, having supported yourself through such questionable methods means that the residents of your arcology will be more than a little wary of you, in a bad way.

Acquisition: How did you come to rule your arcology?

Funds: You purchased a majority share of your arcology outright using liquid funds, and you've still got a little left over.

Hard Work: You worked your way up the ladder of your arcology before finding yourself in the penthouse. Your slaves respect you a little more for this.

Force: Your takeover left bodies and fear in your wake. Your slaves fear you a little more when hearing of the horrors you committed to get where you are.

Social Engineering: With a bit of clever social engineering, you were able to place yourself in the penthouse. As a result, your arcology's culture is a little more advanced.

Luck: Your entrance into the life of an arcology owner was a matter of absurd circumstance, the details of which make you rather renowned to start off with.

Perks

*Discounted 100cp perks are free, other discounted perks are half-off.
Keep note of whether a section is free or discounted for your chosen History and
method of Acquisition.*

*Discounted to those well-versed in **Venture Capitalism**.*

[-100cp] Hagglor: The key to making money is buying low and selling high, a rule you've taken to heart. Through a combination of haggling skill and circumstance, every transaction you're personally involved with tends to end up a little more in your favor than normal. These discounts and markups are small, but they add up noticeably over time.

[-200cp] Renowned Capitalist: Your reputation for economics precedes you. As a result, investments and businesses flock to your own businesses and zones under your control, allowing for booming profits and economies without any effort on your part...so long as you don't obliterate that reputation with significant mismanagement.

[-400cp] Business Leader: You've got a great deal of luck, skill, and intuition when it comes to business, investment, and finance. Starting a business is easy for you, any business under your purview grows and performs exceedingly well, your investments provide excellent dividends, and your money makes even more money. Any economy you're involved in will do incredibly well.

*Discounted to those well-versed in **Private Military Work**.*

[-100cp] Combatant: Personal combat is your forte. Whether you're wielding the latest mag-rifles, smashing heads with rocks, or fighting completely unarmed, you're a force to be reckoned with at range and in melee. But you can get even better, picking up new combat skills rather quickly. You still need training, just less of it.

[-200cp] Protector: Your subjects feel safer under your protection. So long as you haven't done anything major to shake their confidence, those who live under your authority are much more loyal and trusting of you than they might normally be. This effect is especially magnified when you spend time surveying your defenses.

[-400cp] Commander: You have a serious knack for leading others in combat. Tactics, strategy, and logistics all come naturally to you and you've got the leadership skills to put those other skills to use. In addition, you inspire fanatical loyalty from your soldiers when you fight beside them. Finally, you have far greater odds than normal in any engagement you're involved in, allowing you to pull off incredible military feats far easier.

*Discounted to those well-versed in **Slaving**.*

[-100cp] Breaker: You're incredibly skilled at breaking people down and building them back up. Given a few weeks of focused effort, you can reshape the personality of any normal person as you please. However, anyone with notable willpower will take longer.

[-200cp] Split Attention: Training a slave is usually a matter of some focus, limiting the potential throughput that a single slaver can manage. But with your skills, you can train multiple slaves at a time with only a slight loss of efficiency. Taking on more thralls will still reduce how quickly you can break them and train them to an acceptable level, but not quite as much as it might affect a lesser slaver.

[-400cp] Trainer: A skilled slave is a valuable slave, and you have the skills and know-how to make even the most useless slave worth having around. Beyond knowing how to instill your thralls with a mastery of the sexual arts and all manner of skills that're practical to a slave, you're also able to teach them any skills you personally possess rather quickly, even if they don't have the capacity for them. Like teaching magic to someone without the ability to use it, or getting a dunce up to speed on quantum physics. This is still on the scale of many weeks, probably months, but that's likely far faster than normal.

*Discounted to those well-versed in **Engineering**.*

[-100cp] Engineer: You have a general competency for most mundane forms of engineering. Beyond providing a solid foundation for your technological efforts, you also pick up new forms of engineering quite quickly.

[-200cp] Overseer: When it comes to large scale projects, your oversight seems to just work wonders. Where your average public works project is completed massively over budget and past several deadlines, your personal involvement would allow them to come in under budget and on time. Beyond just knowing what to do to get a project done more efficiently than normal, luck favors projects under your supervision to minimize mishaps and delays.

[-400cp] Neo-Architecture: You have a mastery of the engineering behind arcologies and the Free Cities, allowing you to build, maintain, and improve on all aspects of large-scale architecture. This know-how also allows you to do all this far more efficiently than normally possible, both in terms of materials and time, and the results are far more durable than they'd normally be.

*Discounted to those well-versed in **Surgery**.*

[-100cp] Surgeon: You have a mastery of mundane medicine and surgery. This means you can personally handle any operations on your slaves, reducing the damage and increasing the impact they have on the slave, and personally nursing your slave back to health is far more effective. New forms of medicine come easily to you as well.

[-200cp] Public Health: The health of those beneath you is important. A sick slave is no fun to fuck, and a sick citizen isn't contributing as much to the economy as they normally would. Lucky for you, public health doesn't tend to be an issue for those under your authority. Your citizens and slaves are healthier overall, get sick less often, and even though the odd pandemic can still have an impact, that impact is particularly blunted for those beneath and around you.

[-400cp] Neo-Pharmaceuticals: With the rise of the Free Cities came a massive expansion to the sorts of pharmaceuticals on offer, an expansion that's only continued. You have a mastery of these new fetishistic, yet still technically mundane, medicines and treatments. But you don't simply have access to them, you're one of the minds pushing this bleeding edge. If you want to achieve some sort of physical or mental effect, you've got the skills and knowledge to develop pharmaceuticals to that end, given enough time and effort.

*Free to those with **Minor Celebrity**.*

[-400cp] Prestigious: Your reputation is almost a living thing, maintaining and growing itself without any effort on your part. This happens in ways that are aligned with your goals and preferences, so your renown will never grow large enough to be inconvenient and the impression that people get from your spreading reputation will never run counter to your intentions. This perk also severely softens the negative impact that your demographics and previous professions may have on how people think of you, so people won't be anywhere as concerned about the new owner of the arcology being a little girl that previously made a living as a black-hat hacker as they normally would be.

*Free to those who are **Ex-Whores**.*

[-400cp] Sex Master: Given the ubiquitous sensuality of the Free Cities, sex skills are something of a given. But you go above and beyond even those slaves who've seen thousands of partners at the behest of their masters. Your sexual skills and instincts are transcendent, allowing you to get off even the most frigid partner, possibly even ruining them to anyone else...if you wanted. They also, somehow, keep getting even better as you use them. Finally, you're a master of passing these skills onto others. Your students

will never quite reach your level, but they'll still be amazing at carnal pursuits when you're done with them.

*Free to those who were once **Servants**.*

[-400cp] Cutting Corners: You've been shoulder deep in the basic maintenance of the Free Cities for long enough to have picked up just how much effort is actually necessary for the desired result. As a result, the upkeep of pretty much anything and anyone under your authority is greatly reduced, since you know how to cut out the wasteful excess that more aloof arcology owners would simply overlook. It also helps that dust seems to collect slower, things break down less often, and a bunch of other little circumstances coalesce to make upkeep less of a concern.

*Free to those who were once **Gangsters**.*

[-400cp] Darker Markets: As long as there are people and a product, there's a market for it, even if the authorities in an area don't want there to be. You not only have an eye for finding these black and grey markets, but you've also got a knack for accessing them. More than that, you can make quite the crime boss, able to wrangle nerdowells into an effective criminal organization and start your conquest of the less-than-legal side of society.

*Free to those who once made a living as a **Hacker**.*

[-400cp] Digital Wizard: You're a master of electronic devices and information networks, able to access and manipulate such things with incredible ease. So long as a computer or other electronic device is connected to a network that you can access, you can access it. Better yet, you're a whiz at altering algorithms and automating functions to your benefit, whether you're optimizing search results to get your girls' content to a wider audience or scraping fractions of credits off of intra-arcology transactions directly into your wallet.

*Free to those who acquired their arcology through **Hard Work**.*

[-100cp] Respected: You've got the countenance of a respectable fellow, making you more popular among those beneath you. If you hold authority over someone, in any way, you may make them like you noticeably more than they normally would.

*Free to those who acquired their arcology through **Force**.*

[-100cp] Feared: You have a particularly fearsome presence that cows those under your power. If you hold authority over someone, in any way, you may make them fear you noticeably more than they normally would.

*Free to those who acquired their arcology through **Luck**.*

[-100cp] Fortunate: You're quite the lucky little boy...or girl...or *whatever* you are. Not lucky enough that everything you want just falls in your lap before you even know you want it, though. No, your luck is of a much smaller scale, tipping circumstances ever so slightly in your favor. You make a few extra credits, your reputation doesn't decay quite so quickly, your slaves break that little bit faster, and so on.

*Neither discounted to anyone, but **Generally** useful.*

[Free] No Worries: Whether due to aggressive medical care of slaves or simply circumstance, STDs are simply something you'll never encounter here or in the future, in spite of the hypersexual nature of the Free Cities.

[-100cp] Continue: When needed, you're able to politely bow out of situations where you're being pushed to make a decision...so long as you don't have a gun to your head or something. This represents an innate knowledge of how best to do that, and those you're dealing with accepting your exit as gracefully as possible.

[-100cp] Friends in Places: You're unusually well-connected for a world-hopping, interdimensional nomad. So long as you have some appreciable skill in a field, you know of ways to insinuate yourself into communities where those skills will be appreciated.

[-200cp] Black Market: Illicit materials are something that exist even in the Free Cities, although what counts as 'illicit' can vary greatly. It could be the kind of stuff you'd normally think of like drugs or dangerous chemicals, or it could be incredibly innocuous stuff like a recently released movie from the Old World. Whatever the case, you have a knack for getting access to the black markets of this world and others, even without building up a rock solid reputation like you might normally need to. Maybe the dealers just like your face.

[-200cp] Inbreeder: Incest isn't an unusual thing in the Free Cities, what with the stodgy standards of the old world falling away, and it's something you're good at. Rather than selectively breeding animals, you're skilled at selectively breeding humans for desired traits, both when directing things from on-high and getting directly involved yourself. Your desired outcomes emerge far faster than normal, and anyone under your direction doesn't suffer any drawbacks from incest - including yourself.

[-200cp] Quick Study: Like the PC in Free Cities, you learn new skills with incredible alacrity. So long as you've got sufficient study materials and/or tutoring, you can reach mastery in a skill with just a few months of focused effort.

Items

You receive 1 discount for each price tier, except for 50cp. Discounted 100cp items are free.

[Free/Jumper Exclusive] **Arcology**: Half the reason you're here - a largely self-sufficient structure meant to house its own society.

Everyone receives a +1000cp stipend to spend on the Arcology Supplement and customize your fortress of debauchery, and you may still spend your regular points on arcology options as well.

Engineers receive an extra +100cp on top of that to represent their loving investment in their arcology.

[Free] **Mementos**: A collection of minor items commemorating events from your time here. You start off with one appropriate to your History, and find opportunities to acquire more mementos as events in your life play out. Nothing too useful, just nice reminders of times that have passed.

[-50cp] **Credits**: Cash, money, moolah, that stuff that makes the world continue to spin. In the Free Cities, the currency of choice is the standardized Credit. Each purchase of this item provides an initial sum of 5000 π and the same every year after. For scale, that's enough to start a small business from scratch. In future worlds, you receive an equivalent amount of the local currency each year.

Everyone receives 2 free purchases.

The Idle Wealthy receive 6 additional free purchases.

Those who acquired their arcology through Funds receive 2 additional free purchases.

[-50cp] **Preferred Refreshments**: Everyone's got their vice, and being an arcology owner means having the means to ensure a steady supply of whatever yours is. Pick some sort of mundane consumable; like a food, drink, or drug. You have an endless supply of it, and what you get is of excellent quality.

Everyone receives 1 free purchase.

[-100cp] **A Nice Suit**: An outfit befitting someone at the top of the totem pole. Beyond exemplifying your dominance, it always fits you perfectly, and is self-cleaning and self-repairing. It's also relatively armored while still being incredibly comfortable to wear, stopping most small arms fire and mundane blades, although it only blunts incoming blows and it only protects what it covers.

This outfit isn't necessarily a suit either, it could be any sort of outfit you want. You can even import an existing outfit to grant it all of the above benefits.

[-100cp] Personal Defense Weapon: Being an arcology owner can be a dangerous occupation, so it's important to be armed. This weapon is powerful enough to easily kill a normal human in one shot and concealable enough to not be immediately obvious to observers, whether that means it's easily hidden or convincingly disguised as something that's not a weapon.

What the weapon *is* exactly is up to you, though. For reference, the canon weapon you'd get is a semi-automatic handgun that fires smart micro-missiles while being small and light enough to fit in a suit's inner breast pocket. If your weapon requires ammunition, it never runs out of ammo.

[-200cp] Personal Combat System: A prototype powered exoskeleton that has mounts for armor and a smart mortar system, plus rifles mounted into its forearms. Obviously comes with the armor and mortar system. What's special about this purchase is that it never needs recharging, attached weapons systems never need to be reloaded, plus it's self-cleaning and self-repairing. You can also import any similar personal armor systems to grant them these benefits.

[-200cp] Study Materials: A cache of all the learning and practice materials one would need to master the various skills central to owning an arcology; trading, warfare, slaving, arcology engineering, medicine, and hacking. There's nothing special about the masteries you can gain from these learning materials and each course will take you a couple of years under normal circumstances, but you won't need to spend millions of credits on tutoring since these materials are made for self-study.

The materials also update each jump to include lessons on local languages, letting you quickly get up to speed on them and get to making all those important deals.

[-400cp] Corporation: A corporation under your ownership, bought with choice points instead of credits and available from the start. What exactly this corporation does is up to you, but given the nature of this world it obviously defaults to *human resources*. Not the middle-aged female bureaucrats, but slaves. This includes acquiring fresh meat, training and shaping it along general lines, and making use of it on an industrial scale.

Unfortunately, it starts out small, simply taking in already-captured slaves, breaking them, and then putting them back on the market at a markup. But this state of affairs doesn't last, as opportunities to start new divisions and expand existing ones are guaranteed to crop up fairly often. Within a decade, your corporation will have expanded to full vertical integration in whatever market you've selected for it, all without more than minimal investment or attention from yourself.

Speaking of which, the corporation functionally runs itself. While opportunities will come to specialize your products, and you can play around with stocks, the company

doesn't need more from you than a simple yes or no on something every few months. It's even guaranteed to make a profit, even if that's a small one

This corporation follows you through your chain, optionally taking a form appropriate to whatever world you visit. Unfortunately, its growth is reset to almost nothing, though this can be mitigated by preserving some facilities in a fiat-backed property. You can also change up its focus between jumps, though that absolutely *will* reset its growth.

[-400cp] Mercenary Squadron: Surprisingly, a lot of Free Cities don't have private security, at least not early on. By purchasing this, you get your own company of loyal and skilled mercenaries to station in your arcology. They serve as both peacekeepers and defenders from outside threats, and you can even style them as Knights or whatever else if you've got some theme you feel like going with.

There are always enough mercs to staff whatever properties you've got, with any losses or gaps being filled in with new recruits who're just as skilled and loyal as their peers.

The odd part about this mercenary company is that its constituents are fanatically loyal to you, to the point of not even demanding payment.

Companions and Followers

Whether your path before arriving here has been long or you've only just started on your grand interdimensional journey, it makes sense to have some company. So here are some options to fill out and enhance your entourage, whether they're your personal harem of slaves or proud citizens of your arcology.

When creating a companion or follower, you're free to define their personality, age, appearance, history, and so on as you please...so long as it fits whatever option you use to create the companion or follower.

Each option in this section may be purchased multiple times.

Companions discounts may be applied to any perk of the appropriate price tier.

[-50cp] Sex Slave: A member of your personal stable of slaves, meant primarily for sexual use, though Sex Slaves can fulfill a number of roles beyond that. So ubiquitous is slave ownership in Free City society that an arcology owner who doesn't own at least one will lose the respect of their citizens, eventually being overthrown for failing to uphold the Free City way.

To that end, **your first purchase of this option is free**, providing the imported or created slave with the listed stipend as though you'd actually spent the points.

By purchasing this option, you may create or import a Sex Slave under your personal ownership. To define their existing skills and experience, each Sex Slave receives **800cp to spend only on perks**. Instead of selecting a **History** or form of **Acquisition**, Sex Slaves receive a **single discount for each price tier**, with discounted 100cp perks being free.

Alternatively, you can use this option to create or import a Sex Slave for **free**, but forgo the stipend in the process. Sex Slaves created this way may be treated as Followers or Companions, at your whim.

For **-100cp** in total, you may create and/or import up to 10 Sex Slaves as a group companion, receiving the same stipend and discounts as an individual Sex Slave, but with the benefits shared between them.

[-50cp] Advisor: A trusted member of the upper echelons of your arcology, an Advisor holds an influential position within your holdings and wields that influence to your benefit. Depending on your arcology's culture, they could be a Baron, an Elite, or just a Millionaire. Whatever the case, their interests are aligned with yours.

By purchasing this option, you may create or import an Advisor to aid your rule. To define their existing skills and experience, each Advisor receives **800cp to spend on perks and items**. Instead of selecting a **History** or form of **Acquisition**, Advisors receive a **single discount for each price tier of perk and item**, with discounted 100cp options being free.

Alternatively, you can use this option to create or import an Advisor for **free**, but forgo the stipend in the process. Advisors created this way may be treated as Followers or Companions, at your whim.

For **-100cp** in total, you may create and/or import up to 10 Advisors as a group companion, receiving the same stipend and discounts as an individual Advisor, but with the benefits shared between them.

[-50cp] Citizen: A regular citizen of your arcology, who you happen to have a relatively close relationship with for one reason or another. They might not be particularly rich or influential, but they can be useful for keeping your finger on the pulse of your common people, beyond any personal value they may have to you.

By purchasing this option, you may create or import a Citizen to live in your arcology. To define their existing skills and experience, each Citizen receives **800cp to spend on perks**. Instead of selecting a **History** or a form of **Acquisition**, Citizens receive a **single discount for each price tier of perk**, with discounted 100cp options being free.

Alternatively, you can use this option to create or import a Citizen for **free**, but forgo the stipend in the process. Citizens created this way may be treated as Followers or Companions, at your whim.

For **-100cp**, in total, you may create and/or import up to 10 Citizens as a group companion, receiving the same stipend and discounts as an individual Citizens, but with the benefits shared between them.

[-50cp] Menial Slaves: Menials are the other form of human chattel. Where Sex Slaves are the favored, skilled, and beautiful servants of their master, Menials are faceless hordes of relatively normal people used for unskilled labor - nowhere near as valuable.

For each purchase of this option, you receive a 100-strong group of Menial Slaves. They're surprisingly loyal, but they're all normal humans at base, with no notable skills. No matter how they were lost, any losses this group takes are replaced by new individuals within a week.

For an extra **-50cp**, the group you receive is 500-strong, giving you 5 times as much labor to exploit.

These Menials count as Followers. And if you have any stray Followers, you may integrate them into this group. Unlike the other Menials, Followers who're integrated into this group may respawn.

[-100cp] Military Squad: A 50-strong squad of elite soldiers, each possessing an unbreakable loyalty towards you, state of the art equipment, and incredible combat skills. But what makes them so valuable is that their training and equipment automatically keep up with you, to a certain degree.

You don't need to spend time and resources on giving them better equipment, their kit automatically updates as your own personal techbase does, and your soldiers don't need any time to become perfectly adapted to their new equipment.

As far as training, their combat skills keep pace with yours, and their tactics adapt to updates to their kit. Add on their preternatural capacity for teamwork and they are frightening to face.

Any squad members lost respawn and/or return after a week, good as new...though maybe with a fancy new scar to show off.

These soldiers count as Followers. And if you have any Followers who'd fit into this group, you may integrate them into this Follower group.

Drawbacks

Need some extra points?

Make your time here more difficult, and you'll get them.

[+0cp] Chain Breaker: Do you hate slavery with a passion? Is it your personal mission to ensure that every man, woman, and whatever can exercise their god-given rights and personal autonomy? Then this is the drawback for you.

Forget all the rigamarole about slavery being a common and accepted practice, you are the one arcology owner that has refused to give up the Old World values of natural rights and personal freedom, refused to accept slavery as an acceptable practice.

The good news? Your citizens agree with you. Rich and poor, you don't need to worry about them deciding that the bondage and servitude of their fellow man is something to be desired and trying to overthrow you. They also don't expect you to own sex slaves.

The bad news? You're the lone arcology owner who's taken a stand against slavery. Even the other arcologies in your Free City will oppose you on this, ensuring conflict in the immediate future. And not only are the nearby Old World countries crumbling, but they're skeptical of an arcology owner that claims to uphold their values for a variety of reasons.

Taking this drawback changes the nature of several other options. For example, any **Sex Slaves** or **Menial Slaves** you purchase in the **Companions and Followers** section become loyal lovers and loyal laborers, respectively. You also don't need to keep a **Sex Slave** to prevent your citizens from overthrowing you.

Rebellious seeds your arcology with those who're sympathetic to the Free Cities slavery culture.

The Flesh Heap, rather than forcing you to only purchase poor quality slaves, instead severely decreases the quality of any allies you acquire. Friendly forces outside of your arcology will be the sorts of idiots who can't stand up in a straight fight, to whom posting hashtags and skirmishing with police are somehow "fighting the good fight". And other changes, that I'll leave to your judgment.

Also, you can't suddenly decide that slavery is a-okay after taking this toggle. As in, you literally cannot break from your abolitionist ways for the duration of this jump if you take this toggle. You aren't compelled to free the world of slavery, but you won't tolerate such practices within your holdings and you certainly won't like anyone who practices slavery.

[+100cp] Flatten the Curve: Your arcology is really vulnerable to outbreaks of disease for some reason, your personal sex slaves in particular. They just keep getting sick and

take forever to recover, even with the best medicine available and plenty of time to rest. This is never anything life-threatening, but it puts a notable dent in your income, whether you whore your girls out or not.

[+100cp] **Worn Out:** Nobody in your arcology seems to have any stamina anymore, tiring out far quicker than usual and needing longer breaks than usual to get back into proper shape. Work happens a lot slower than it should as a result of all these breaks, and this obviously puts a notable dent in your income from the inefficiency that results.

[+100cp] **Rebellious:** Is there something in the water? Because the residents of your arcology are ornery. When you aren't having to break up petty fights over nothing, you're having to suppress slave revolts and resistance movements more often than you normally would. And even up in your penthouse, it takes a noticeable extra effort to break in new slaves and it takes a lot more work to keep them loyal than it normally would.

[+200cp] **Old World Blues:** A small country near to your Free City isn't doing so well. Between mismanagement and the already shit state of the world at large, it eventually collapses within the early months of your time here. While this produces a lot of potential slaves and citizens for you to siphon up, there's also a contingent that blame the Free Cities for the collapse of their little nation.

Said contingent will raid a military base to acquire weapons before making an attack on your arcology. If you've invested even a token amount into securing your arcology then you'll manage a crushing victory with only need for minor repairs, with opportunities to make use of war captives to refill your coffers, burnish your reputation, or pad out your coterie of slaves.

A few weeks later, the largest nearby nation will begin a peacekeeping mission in the now wartorn area, led by a General of notable ability. Of course, such a large military operation occurring on your doorstep will raise concerns among your citizens, but the General is smart enough to open communications and attempt to normalize relations. Your call on how you respond.

Things will be going seemingly smoothly at first, but the General isn't actually getting proper funding from his country while trying to re-establish peace in a region that's experiencing total anarchy. Medicine is at a premium and holding facilities are full of captured insurgents, there's no legitimate government to put back in place, and many more problems.

If you want, you can help the General with his problems. So when his government eventually withdraws their already limited support, he'll be all set up to take over the local region as a warlord. And for all your support, he'll happily provide a

regular supply of menial slaves. Better yet, he can follow along with you through your chain, reigning over the region around your arcology or Free City, acting as a buffer state and source of more enslaved labor. But while the General is trying and failing to keep the peace, you'll be suffering substantial doubts about your ability to lead.

Alternatively, you can rebuke the General at every turn and invest resources in a misinformation campaign in his home country, eventually leading to his withdrawal from the area. This line of events will gain your great renown among the Free Cities, though, and give you a permanent reputation as a great leader and protector of your domain.

[+200cp] The Laughing Man: A couple of years into your time here, you'll be the target of several consecutive cyberattacks that will do serious damage to your arcology and finances. Your account suddenly drained of credits, key infrastructure suffering damaging malfunctions, inconvenient information leaking out and so on, all with the calling card of the Laughing Man attached.

Each attack is also an opportunity to close in on the mysterious hacker raising hell in your domain, which eventually leads to you finding them - a particularly young and intelligent individual who sees you coming and knows that there's no escape. It's your choice if you kill them for the trouble they've caused, enslave them as recompense, or hire them for their amazing skills.

In the case of the second option, you receive the Laughing Man as a **Sex Slave**, per the companion option. In the case of the third option, you receive them as a **Citizen**, per the companion option. In both cases, they receive the **Digital Wizard** perk for free, in addition to the stipend and discounts from the appropriate option.

[+200cp] The Rival [Requires at least 1 other arcology in your Free City]:

A week after you acquire your arcology and first take a seat in your office, a rich and influential individual will acquire another arcology within your Free City. And for whatever reason, this individual hates you with a single-minded passion. They will use their superior resources and reach to oppose and harass you until they're deposed or you are. Economic warfare, adopting the opposite Future Societies to your own and actively undermining your social engineering efforts, and probably even filling your inbox with spam mail.

Things will eventually reach a head when your rival sics a slave liberation insurgency on you about a year into your time here, resulting in a number of attacks on you and your arcology that eventually culminate in a major assault. Assuming you and your arcology survives, you'll happen to find clues connecting your rival to the attacks - giving you an opportunity to strike back openly with proper justification.

Depending on your resources and desires, you can use this opportunity to either simply eliminate your rival or take them as a slave. Doing the latter gives you your rival

for free as a **Sex Slave** that receives the **Business Leader** and **Prestigious** for free in addition to the **800cp** perk stipend and discounts provided by the companion option.

[+300cp] **Nickels and Dimes**: Maybe everyone thinks that you're a sucker, maybe the economy is just utter shite, maybe you're just unlucky. Whatever the reason, everything is more expensive than it ought to be. Not prohibitively so, but all those little markups and hidden fees add up, making it much more expensive to properly build up and supply your arcology.

[+300cp] **The Flesh Heap**: None of the usual markets trust you, limiting you to the infamous Flesh Heap. The Flesh Heap is where the lowest quality slaves can be bought: utterly mindbroken, sick and injured to the edge of death, missing limbs, probably completely addicted to aphrodisiacs, and generally unattractive. With the exception of any created or imported from the previous section, these are the only sort of sex slaves you'll be able to acquire in your time. At least they're cheap. With time and resources, they can be returned to sanity and weaned off their addictions, have their limbs replaced and be brought up to speed on life as your slave. So it's really up to you if they're worth the investment.

[+300cp] **No Respect**: Eat The Rich seems to be the motto of everyone you meet, even the super rich people moving in and buying up properties in your arcology. In more clear terms, you have a hard time building up and maintaining a reputation, even when everything should be working in your favor.

It isn't impossible to have a good reputation, but it takes a lot more work and resources to manage it, and it takes a lot more time for your reputation to become self-maintaining. Given how vital influence and favors are to the super rich, and especially to an arcology owner, this makes it harder to get your way when conflict arises.

[+300cp] **Power Loss**: You forfeit access to any perk, items, and companions from outside of this jump for the duration of your stay here. This excludes your Body Mod, as well as any companions you pay to import. If you want to combine items you bring here with items you acquire here, you'll get an opportunity to do so on your way out of this world.

Ending

Congratulations on making it through the decade...or consolation on dying early. Hopefully you didn't ignore my advice about letting people offering shady deals into your office.

As usual at the end of a jump, you may choose to return where you came from, stick around in this world, or move on and continue your adventures.

Return Home: Return to your original home, taking everything you gained here and in previous jumps with you and finishing your chain.

Stay Here: Finish your travels and stick around, retaining everything you've collected up to this point. Picking this gets you an extra 1000cp to spend, and the weather will calm the fuck down - so gamma ray bursts and supervolcano eruptions won't be monthly occurrences any more.

Move On: Continue on to your next jump, taking everything you've acquired up to this point with you.

Notes

Latest PregMod Versions: [Free Cities Releases](#)

User Guide/Front Page: <https://gitgud.io/pregmodfan/fc-pregmod>

Arcology Notes and Details;

Building Up Your Arcology: You aren't locked out of building the facilities and structures outlined in the Arcology section on your own if you don't buy them. Buying them just lets you start off with them immediately, and potentially with extra benefits.

How Many Arcologies?: By default, there are 4 arcologies in the Free City your arcology appears in, including yours. At the start of the jump, you may decide how many arcologies there are in the Free City, so long as the number is reasonable. Choosing to be the lone arcology will leave you without closeby rivals, but also potential allies, while making the Free City a cluster of a dozen will be incredibly chaotic and claustrophobic - not to mention making it quite the endeavor to acquire the whole Free City.

Multiculturalism: While you can invest multiple unlocked FS slots into Multiculturalism in the game, the option is this jump may only be taken 1 time.

Social Classes: Free City society is normally split up into Slaves, Lower, Middle and Upper Class citizens, and Millionaires.

Established Slave Schools;

Nueva Universidad de Libertad: A slave school focused on androgyny and intersex slaves.

St. Claver Preparatory: A slave school focused on skill and surgical enhancements.

The Cattle Ranch: A slave school focused on lactation and mellow attitudes.

The Growth Research Institute: A slave school focused on naturally grown large assets.

The Hippolyta Academy: A slave school focused on health and fitness.

The Slave School: A slave school focused on skill and innocence.

The Utopian Orphanage: A slave school focused on obedience, trust, and purity.

Ethnicities;

Amerindian
Asian
Black
Indo-Aryan
Latina
Malay
Mixed Race
Pacific Islander
Semitic
Southern European
White

Events;

There are a number of events that are guaranteed to occur throughout a regular playthrough of the game. It's your choice whether or not those events occur during your time here. And three of them have been made into drawbacks.

Future Societies;

Chain Breaker and Future Societies: Just because you've rejected slavery doesn't mean that your society is free of the influence of other aspects of Free City culture, nor your own social engineering efforts.

FSs function much the same as normal under the toggle, though with adjustments to file off focus on slaves. How exactly things are adjusted is up to you, so long as it makes some sense, even the boons - like Intellectual Dependency or Degradationism applying to lower classes instead of slaves.

When it comes to FS boons, or really any other option in this jump, you are free to ignore the benefits that you don't want. However, you can't ignore any restrictions inherent to the option if they remain relevant to what benefits you choose to enjoy.

Unlike the game, your Future Societies are more the broad strokes of your arcology's culture rather than hard ideologies that you can't stray from, so you can pick and choose what parts you want as long as you stick with the spirit of the FS. You can also instill parts of them without adopting the FS outright, like the Japanese or Chinese aesthetics and fetishism of Edo/Chinese Revivalism, but that's a matter of personal effort in-jump and not covered by FS purchases.

Glossary;

Age of Peak Attractiveness: The age at which slaves are considered to be the most beautiful.

Arcology: A whole city contained within a single structure that is largely or totally self-sufficient.

Free City: A collection of arcologies that happened to be built near each other.

SMR: Slave Market Regulation

Slave Roles;

Head Girl: The slave at the top of the hierarchy. Helps you to manage your collection of sex slaves, breaking and training them so you don't have to.

Recruiter: Half secretary, half advertising manager. In charge of finding potential new sex slaves and convincing them to sell themselves to you.

Bodyguard: A slave assigned as your personal guard.

Madam: A slave assigned to run your Brothel.

DJ: A slave assigned to run your Club.

Nurse: A slave assigned to run your Clinic.

Teacher: A slave assigned to run your Classroom.

Attendant: A slave assigned to run your Spa.

Stewardess: A slave assigned to run your Servant's Quarters.

Milkmaid: A slave assigned to run your Dairy.

Farmer: A slave assigned to run your Farm.

Wardeness: A slave assigned to run your Cellblock.

Prosthetics Lab;

Basic Samples;

Basic prosthetic interface

Basic prosthetic limbs

Cochlear implant (fixes hearing)

Electrolarynx (returns voice)

Prosthetic tail interface

Modular tail

Upgraded Samples;

Advanced prosthetic interface

Quadrupedal prosthetic interface

Advanced limbs specialized for sex, beauty or combat

Feline and canine-patterned quadrupedal limbs

Feline and canine-patterned combat limbs

Ocular implant (returns sight)

Prosthetic tails specialized for pleasure or combat, including a stinger variant.

Prosthetic back interface, to which various wings and appendages can be attached.

Modular wings.

Flight-capable wings.

Combat appendages in Falcon, Arachnid, and Kraken variants.

Design Notes;

The Arcology stipend was originally 500cp. I doubled it when it occurred to me just how many options were going to be in that section.

The Celebrity, Ex-Whore, Servant, Gangster, and Hacker perklines are intentionally truncated. This is in part due to laziness, and in part to reflect the limited experience of those histories. They do get their one perk for free, though.

Thanks;

To FCDev for creating the original game.

To everyone involved in the creation and continued development of PregMod.

To the Anon who got me the text for the 4th Neo-Imperialism policy.

To the various folks who've given me feedback or asked questions, whether they actually lead to significant improvements to the document or not.

Changelog

2025/11/22;

- Split the arcology builder into its own document.
- Halved arcology stipend and prices on most arcology upgrades.
- Changed Hacker freebie from PA upgrade to Media Hub.
- Gave Social Engineering 2 free FSs instead of 1.
- Got rid of Extreme Content, Gender Views, and Age Views toggles, added to notes of the Society section of the new arcology builder.
- Added Arcology as a free item, referencing the new builder.
- Added small upgrades to various arcology options.
- Added options to purchase extra starting sectors, removed Spire upgrade.
- Added note that you can take liberties with the details of Future Societies.
- Alphabetized Future Society list with exception of Revivalisms.
- Moved City of Freedom from general perks to arcology upgrades.
- Made it clear that you can spend points from your base stipend on your arcology.
- Made it clear that purchased sectors may be of whatever type or subtype you want.
- Cleaned up the sector ownership thing.
- Removed limit on number of Future Societies that can be purchased.
- Made the Credits item give payouts at the start of each year rather than each jump.

2025/09/22 - Adjusted formatting a bit.

v1r8 - Added auto-updating language courses to Study Materials. Expanded details regarding Arcology housing capacity - each sector has a base capacity of 500 people, while the Apartments sector type and an appropriately upgraded Barracks add an additional 1000 housing capacity.

v1r7 - Added 'though you aren't prevented from changing up the formula to get rid of unwanted effects or add new ones.' to Kitchen.

v1r6 - Added 'Between jumps' to post-jump arcology rules regarding item imports to make it clear that it continues to function post-jump. Added line to Kitchen to make it clear that it never runs out of slave food. Added line to post-jump arcology rules regarding a basic food supply. Cleaned up formatting a bit.

v1r5 - Added explicit text referencing that you can choose your number of neighbors.

v1r4 - Removed FS restrictions from Chain Breaker toggle, added clause forcing you to stick with it, and expanded FS notes.

v1r3 - Reduced FS price to 100cp and free Credits purchases from Wealth acquisition to 2 to render freebies from choice of acquisition equal in value.

v1r2 - Added clarification regarding the Chain Breaker toggle.

v1r1 - Slightly changed wording of Arcology Sector rules blurb, making it a flat 50cp to convert a sector to any other type or subtype.

v1r0 - initial release

Links

Text Version[Out of Date]:

https://drive.google.com/file/d/1H4KO8ys8BNclQM1Lna8G_M92VgeJuPwr/view?usp=drive_link

Old Version:

<https://docs.google.com/document/d/1sOfFP-HUMVLNpl-B6vPL4XsZAXSqqWieQpn4-nI2ldI/edit?usp=sharing>

Live Document:

https://docs.google.com/document/d/1m2DTU6whN2qoEgMG9_fUvXuqL8hDFye8HF49Rt6CCNI/edit?usp=sharing

My Jumpchain Stuff:

https://drive.google.com/drive/folders/12YV2nzxuqpyAPoe-Fil6wXLMK9r1HNY?usp=drive_link