

Free Cities

By Zenaku82

Welcome... to the World of TOMORROW!!! It's a shithole. The old world is gone. Society has collapsed and bands of raiders roam the wastes. If you want to live securely, you need to live in an arcology.

What is an arcology? An arcology is a city-building. It is completely self sustaining. Growing food, providing oxygen and clean water. That doesn't mean, of course, that life in an arcology is perfect. There is still crime. And slavery.

Since the fall of the Old World, slavery has made a return. And with it, the patriarchy. Slaves are universally considered female, regardless of biological gender. If biologically male, they are given powerful hormones to make them more feminine. While it is possible for the rich and powerful females to be owned by themselves, they are still viewed as lesser citizens and have a harder time gaining reputation and social standing

There are those who fight against slavery. The Daughters of Liberty. They do so through terrorist activities. Attacking arcologies. Attacking the owners of slaves. Creating propaganda. Are they in the right? Are they wrong? History is written by the victors, and who will be the victor in this case?

You will spend 10 years in this jump. But not as one of the 99%. No. You are in charge of an Arcology! Arcology X-J. Unfortunately you can't take it with you. It's a little too big to fit in the warehouse. Hmm... or maybe there is a way... We'll talk about that later. For now, here's something you can keep

+1000 cp

Gender: Same as previous jump. Can change to male for free, or pay 50 cp to change to female. Female arcology owners have a harder time building reputation and prestige, due to the current views on males and females.

Age: 1d20+18 or pay 50cp to choose

Location: roll 1d6 or pay 50cp to choose

1. Urban: Your arcology was built on the ruins of the old world. Expect lots of commercial trade and desperate refugees ripe for enslavement.
2. Rural: Nature is starting to take back its own. The lands outside make for rich farmland. The distance from the old world cities lead to higher values of trade and goods. Especially the human kind
3. Ravine: Some live in the high peaks of grandeur. You live in the low, secure ravines. Harder for commerce and trade to get to you, but you'll find that its harder to be attacked.
4. Marine: Beachfront property, Beautiful view, access to water. Lots of commerce from across the seas

5. Oceanic: Wow. You really value your independence, don't you? Your arcology is built right in the middle of the freaking ocean! No affiliation with any country, most neighbors are far away. Hard for anyone to sneak up on your arcology here.
6. Dealer's choice. Have fun

Country: The country you are nearest. This decides what race of slaves you are most likely to get. Roll 1d8 or pay 50cp to choose.

1. North America; includes Greenland, the Caribbean and the continental landmass stretching from Alaska down to and including Panama (north of the canal).
2. South America; for the purposes of this this includes the Falklands and may at one's discretion stretch up to include the southernmost islands of the Caribbean and Panama (south of the canal).
3. Europe; as far east as the Urals and including northern islands like Iceland and Svalbard.
4. Africa; may be stretched out to include the few islands way out west and east like Saint Helena.
5. Middle East; from the bosphorus strait to at least Iran or even the Khyber pass and a smattering of islands in the north-west of the indian ocean.
6. Western Pacific Isles/Oceania; Hawaii, Easter Island, the Pitcairns and so on. May include Japan for the weeaboo penny-pinchers. Western edge may (or may not (up to you)) be drawn at the straits of Malacca.
7. Asia; from the Urals to the pacific, from siberia to india and singapore. Plunk yourself down somewhere. May at one's discretion include Japan as above.
8. Dealer's choice; lucky you. Pick wherever you like that at least sorta fits your chosen location. (So Oceanic may be tricky to justify if you pick Mongolia for instance)

Origins:

Drop in: A game? What are you talking about? This is life! Your video game strategies won't work here.

Heir Apparent: Some people were given their Arcology. Others bought it. You were born into it. Groomed for it.

Businessman: People are your business and business is booming.

Daughters of Liberty sympathizer: Be the force of change you wish there would be.

Perks

Drop-In

100 cp **Very Serious:** You are in an entirely new environment and likely one unlike any other you have ever been in. The customs of the Free Cities change rapidly and everything is measured in political and social gain. The environment decays and science marches forward at a warped and frantic pace.

Fortunately, you are immune to future shock and culture shock, able to react to new stimuli and situation as if you had experienced them hundreds of times before.

200 cp **Reactions have been mixed:** Being stuck in the free cities without support would normally be suicidal. Fortunately, you have an instinctive knowledge of where you would be appreciated. Whatever your traits or capabilities, you know who to talk to in order to gain the most benefits or security.

400 cp **They drew back from them:** People like you, Jumper. The more you work with someone the more they grow to value your skills and the more reluctant they are to do anything to risk their relationship with you be it professional, friendly or romantic. The tiniest natural bias in your favor will easily become a deciding factor in the decision making of your acquaintances, and rational attachments rapidly become irrational ones when it would benefit you.

600 CP **Girls with Dicks:** Science is moving very quickly, Jumper. You are in a perfect position to benefit from the advances all around you. Any attempt at scientific augmentation works on you perfectly, without any risk of damage or harmful side effects. You also have amazing luck in getting chances at augmentation, with scientific breakthroughs happening at the most convenient time for you and organizations adopting practices that make you the perfect candidate for their new methods of augmentation far more often than would make sense.

Heir Apparent:

100 cp **Not Truly Dire, Not Yet:** The Free Cities can be a pretty crappy place to live. No matter who you are a wrong move can get you killed or enslaved; well not *you*. It seems you have a surprising resilience to truly dire misfortune. Unless you are deliberately targeted, you will never find yourself bankrupt, be harmed in an accident, or be ambushed by criminal elements. Try not to make enemies.

200 cp **They've turned a blind eye:** Being an arcology owner is easy, but being a *successful* arcology owner is hard. With all of the factions in an arcology that have differing agendas, anyone trying to *lead* the set of libertarian idealists, criminals, refugees and corporations in the Free Cities is likely to fail. Fortunately for everyone, you're not just *anyone*. You have a perfectly reliable instinct for how to get the cooperation of given factions, or at least how to make sure they do not oppose you. You can also keep all the competing agendas you need to deal with in your head and figure out how best to balance all of them at once and propose the best solutions under bad circumstances.

400 cp **They reveled in them:** As a citizen of the Free Cities you are immensely privileged compared to most people in the world. You find that privilege feeds on privilege, power feeds on power and money feeds on money. Whenever you notice an advantage and use it, you find this advantage increasing. In a conflict where you are using a superior reserve of money, you find your reserves of cash increasing as you lean on this advantage. If you are stronger than your opponents in boxing, you find that your strength actually increases as your career progresses. This ability only serves to train your advantage when you are actively using it, and only at the fastest reasonable rate it could feasibly increase.

600 cp **Open-Minded** The expectations placed on an arcology ruler are ridiculous and immense. To succeed at running an arcology you would have to be a genius. Fortunately, you are. You can learn information and skills at an accelerated rate, and your mind is capable of parallel processing and multitasking sufficient to run a large portion of your city government without any advisors. As the complexity of a task increases, your mind expands and becomes more able to handle the task.

Businessman

100 cp **Reputation** You are a professional. Your name is synonymous with quality work. You'll find that anything you've worked on, whether it is something you've crafted or a slave you've trained, will be worth more than they normally would.

200 cp **Quantity** Sometimes, people just want cheap slaves. That's where you come in. Fuck dolls, menial laborers, house slaves. You can take a group and easily train them in a generic set of skills. None of them will be spectacular, or above the norm. But they can be mass trained quickly. They cannot be trained in anything supernatural or inhuman.

400 cp **Market Manipulation:** Everyone knows how stocks work, right? Buy low, sell high. And of course, it's possible to exploit this for your own use. Buy a bunch of something when the price is low, the price will rise. Sell it all to make a bundle and the price will drop. But what most people don't understand, is that this exploitation can cause issues. Stocks can crash, economies can be damaged and companies can go bankrupt. Not anymore. Now there won't be any hidden consequences that you have to consider. The normal risks will still be there. If an advisor can point it out to you, it can happen. But you won't have to worry about some unforeseen tragedy befalling you from your deals.

600 cp **Quality:** You have an easier time training your girls when you focus on them one at a time. Breaking them. Changing their flaws into something that makes them shine. Training them to be obedient. When you give an individual your attention, you will have an easier time dealing with them.

Daughters of Liberty Sympathizer:

100 cp **This is the Last Dance** The world is changing, and your mission is to make sure that change is for the better. You have an excellent sense of the consequences of your actions, anticipating the results of your activities even when you are being misled or there are factors you are unaware of.

200 cp **They've done what little they can to stop it** You have a moral compass. One that points true and true to your moral north. And now, you can guide people with it. You have an easier time convincing people that your morals are the ones that are to be followed.

400 CP Girls are Girls: There is a light at the end of the tunnel for slaves, if you are the one to rescue them. Simply through listening to your speeches (which may be entirely platitudes) people can forget their traumas and leave their past behind them. The image of you in someone's mind can act as a source of comfort and strength, letting them reform their entire lives simply by thinking of you.

600 CP Particularly Inventive It takes a lot of work to change society. You cheat. Your mind overflows with new ideas on how to accomplish change. When faced with a task, your mind will quickly be inspired with new tricks and strategies to accomplish said task. These ideas are always feasible and logical, though not necessarily effective, given the information you already have. You are also not locked into these strategies, able to change and come up with new ones on the fly as new information is presented.

Future Societies

As the leader of the Arcology, you find yourself in quite the position. You get to try and influence how the new society of the Arcology will go. Each Future Society has their own view on what is right, and what is beautiful. And will influence life in your arcology.

Each Society will also give you a perk of the same name. And potential discount on items later.

You receive one Future Society for free. You may choose up to 4 more, each costing 100 cp.

Racial Supremacism: We are the master race. This belief has been one held since the dawn of man. When taken, select an ethnicity. Those of the master race will not be sold as slaves inside the arcology. They will be given preferential treatment over those of inferior races Cannot take **Racial Subjugationism** of the same ethnicity..

Perk: Those of the 'master race' will find themselves stronger, fitter and all around better off than those of other races. Up to the level of peak human performance

Racial Subjugationism: They are the inferior race. A view that has existed alongside that of racial superiority. When taken, select an ethnicity. Those of the inferior race will be found more often as slave. They will be treated worse than slaves of other ethnicities. Cannot take **Racial Supremacism** of the same ethnicity.

Perk: Those of the 'inferior race' will find their abilities weakening. Becoming less capable than those of other races. As well, they will find less success in social, cultural or economical fields.

Repopulation Efforts: With the fall of the Old World, the population of humanity has swiftly fallen. This Future Society seeks to counter that. Encouraging citizens to impregnate their slaves and increasing the fashion of pregnant bellies. Cannot take **Eugenics**

Perk: Fertility rates are increased. Sexual partners are more likely to want to have sex without any protection and want to be impregnated. If you do not wish to raise your offspring, that is fine. There are always family or friends willing to help with that.

Pregnancies are also much more pleasant. Females will know when they are impregnated, and can orgasm when it happens. Orgasmic birthings are also much more common.

Eugenics: Careful breeding measures are needed to insure the prosperity of the next generation. Rather than mass breeding, only the elite should be allowed to pass their genes onto the next generation. Cannot take **Repopulation Efforts**

Perk: Slaves will all be sterilized, to prevent reproduction. As one of the Elites, you can now control your own fertility as well as those of your partner.

Gender traditionalism: A man is a man. And a woman is a woman. Biology has declared superiority, and who are we to argue with biology. Transgender? What is that? Cannot take with **Gender Radicalism**
Perk: Men act like men. Women act like women. Traps are non-existent from this point on. Any characters who would be traps/reverse traps are changed to the gender you prefer, and act and dress like it.

Gender Radicalism: What is the definition of man and woman? You choose to define it thus: A woman is the one who is penetrated. And a man is the one doing the penetration. Thus, being biologically female does not prevent you from being a man, and thus is no barrier to having power. Females in power are more likely to have surgery to have a working cock and testicles, while male slaves may find themselves implanted with a working uterus and ovaries. Cannot take with **Gender Traditionalism**
Perk: Your biological gender is no longer an issue. If a perk/item says that it can only work or be taken by a male or female, you may decide to take it, or have it affect someone of the opposite gender. You may also enter areas specifically set aside for certain genders. This also applies to drawbacks. Note: If you take a drawback that requires a specific gender, you cannot later decide that that drawback does not work.

Post-jump, fully functional hermaphrodites are now a thing. You can decide the percentage of each type.

Paternalism: Slaves are people too. As such, they are to be treated with respect. Those who do not do so will be judged more harshly by those around them. Cannot be taken with **Degradationism**
Perk: It is easier for people to trust and fall in love with you. A kind word goes a long way, while a harsh one will destroy everything you've worked towards.

Degradationism: As property, slaves have no rights. A person can beat their slave without anyone so much as blinking an eye. Cannot be taken with **Paternalism**
Perk: You will now find it easier to break a person. While it will be simple to leave them broken, good for nothing but a fuck, you may choose to rebuild them as you see fit. This will, however, be much harder than it was to break them.

Body Purism: This is a society that views the body as a temple. It is not to be tainted with things like implants and cybernetics. Tattoos and piercings are considered ugly as well. Cannot be taken with **Transformation Fetishism**

Perk: The less implants, tattoos, or piercings you and your companions have in you, the healthier you will be. Diseases will find no foothold in your body. Toxins will be removed quicker and with less nasty side-effects.

Transformation Fetishism: Plastic. Plastic as far as the eye can see. Bimbos with botox injections, and silicone tits. The more extreme the better. Cannot be taken with **Body Purism**

Perk: Plastic surgery has reached new heights. Those around you could have had surgery to enhance their features, and you'd never know unless they wanted you to. Of course, some will, as features can now be enhanced to abnormal appearances. Faces reshaped to look alien in nature and the like.

Youth Preferentialism: The future belongs to the young! As such, it is only right that they be in charge! A young sexual partner is considered a status symbol, as it means you still retain your youthful view and vigor. Cannot be taken with **Maturity Preferentialism**

Perk: Young people will find it easier to rise through society. As well, they will find it easier to retain their youthful looks and vigor. Less social stigma will be faced when it comes to dating/sex with someone young. Age of consent is less of an issue.

Maturity Preferentialism: With age comes grace and wisdom. The wisdom to lead society and take control of the future. Cannot be taken with **Youth Preferentialism**

Perk: Those more mature find their bodies staying healthier and fitter longer. As well, they are more likely to develop a mature beauty that lasts through the years.

Slimness Enthusiasm: Flat is justice. Slim slaves with flat chests and flat asses is what everyone is after. Those who don't match this lifestyle, will seek reductions of their parts. Cannot be taken with **Asset Expansionism**

Perk: Petite, and slim is now the in. Girls will be flatter, and skinnier. As well, staying slim is so much easier. You could gorge at a buffet and not gain a pound.

Asset Expansionism: Bigger is better! Bigger tits! Bigger Ass! Bigger lips! Big! Bigger! Biggest! Everyone, citizens and slaves, will have bigger assets, as this becomes one of the standards of beauty. Cannot be taken with Slimness Enthusiasm

Perk: Everyone will be bigger. Men will walk around with massive bulges. Girls will walk around with badonkadonks and volleyball sized breasts, if not bigger!

Slave Pastoralism: If it looks like a cow, why not treat it like one? Human milk is now a leading product of your Arcology. Animal milk is banned. And milk commercials will likely show large breasted females selling their wares.

Perk: Human milk is now in! Women will find themselves spontaneously lactating without needing to get pregnant. Both semen and breast milk have a highly pleasant flavor, and differ depending on who they come from and the situation from whence the 'milk' came. Don't be surprised if your partners keep a container of your 'milk' with them for their mealtime enjoyment. Expect society to change, as animal milk is out, and breast milk is in.

Physical Idealism: Fitness is beautiful! Exercise is great. Fit slaves and masters are the trend. Cannot be taken with **Hedonistic Decadence**

Perk: Exercise doesn't put as much of a strain on people as it used to. But all the health benefits are there and easier to acquire. Less pain, more gain.

Hedonistic Decadence: A lifestyle of indulgence and pleasure. Where plush is considered beautiful, as it shows that one is wealthy enough to afford to lie around all day. Cannot be taken with **Physical Idealism**.

Perk: Health issues due to an inactive lifestyle and weight gain are no longer an issue. As well, it is now easier to gain/maintain a plush body, even with diet and exercise.

Chattel Religionism: A religion, built around slavery. Where the act of being a slave is a holy one. And the position of master and slave is sacred.

Perk: People admire your actions in regard to your beliefs. As long as you stick by it, you will find that others are easier swayed to your cause

Roman Revivalism: Your arcology has become the new Roman Empire. Hail unto Caesar! Cannot be taken with any other **Revivalism**.

Perk: Those around you pay closer attention to your actions. Words of what you have done will spread, and your name will be known by many. Your deeds are seen in a much better light, and word of them spreads farther.

Aztec Revivalism: The Aztecs believed that the Sun God was all that stood between the world and destruction by the forces of darkness. And judging by the way the world looks now, perhaps they were right. Time to start the human sacrifices. Cannot be taken with any other **Revivalism**.

Perk: The rewards from warfare are greater. Whether it's cultural, economic, or military. You'll still need to obtain that victory, but when you do, the rewards will be sweet.

Egyptian Revivalism: The blood of the gods runs through your veins. Making you the Pharaoh, the one proper ruler of the Arcology. Cannot be taken with any other **Revivalism**.

Perk: Incest is not only acceptable, but it is preferred. Children spawned by you with your bloodkin will not only be healthier and stronger, but have no negative genetic repercussions.

Edo Revivalism: For all the weebies out there, this is the society for you! Watch as your arcology becomes the new Tokyo. Cannot be taken with any other **Revivalism**.

Perk: Your slaves aren't just good for sex. They are also master entertainers in other fields. Music, dancing, practically any of the arts you can name. Enjoying a remarkable song, while getting an amazing blowjob.

Arabian Revivalism Salam and good day. Welcome to the Sultanate. Here, a man's worth is measured by the number of his slaves, and the size of his harem. Cannot be taken with any other **Revivalism**.

Perk: Harem is love. Harem is life! The citizens of your society know the importance of this. It is now easier for you to start your own. And, as it grows, people's respect of you will also.

Chinese Revivalism The Chinese believed that there was a balance to all things. Including heaven. So too, is there now a balance in your arcology. Cannot be taken with any other **Revivalism**.

Perk: Those around you know their tasks. They know their positions. Without even needing to speak a word, they will know what is expected of them. Expect work to get done without much supervision required.

Items:

You receive one 100cp item free, and a discount on one 200, one 400, and one 600

100 cp **Slave Wardrobe**: Oh don't get me wrong. There's plenty of professional suits for you in here too. But this is mainly filled with outfits for your many, many slaves. These outfits span the range from cruel to kind. From slutty to conservative. As well, you will find additional outfits suited to your arcologies Future Society. From maternity dress with fake bellies to make the girls look 9 months pregnant, to tops for those with mountainous breasts, to Arabian harem outfits and kimonos. Though, you may choose to have another Future Society's clothes in your wardrobe.

Post jump attaches to the Warehouse.

100 cp **Woolongs**: Congratulations. You have money! To the tune of 1000 Woolongs a month. Enough to give you some help in staying solvent. At least, at the beginning. Can be purchased multiple times.

100 cp **Toys**: A collection of strapons, anal beads, anal plugs, and dildos of all shapes and sizes. From ones for those just starting to experiment and are virgin tight. To massive ones for those who could fit an arm up them and not feel a thing. Of course, other toys are also a part of this collection.

100 cp **Contact Lenses**: A large case filled with contact lenses. There are ones that change the color of the eyes, as well as ones that change the shape. From heart shaped, to serpentine. Make their eyes look glassy and dull, or so mesmeric you could just stare at them all day... Comes in cosmetic and corrective. If any contact lens is lost, it will automatically show back up in the case.

200 cp **Menial Slaves**: These are the slaves you wouldn't keep in your penthouse. The ones you don't pay individual attention to. 500 in all, they are capable of working 12 hours a day on practically any menial drudgery task you can think of. They do not count as companions Can be taken multiple times.

200 cp **Security Force**: A group of 200 trained slaves. They are trained in martial arts and weapon usage. Counter espionage and anti-terrorism. If you own an armory, they will be prepared for any insurgent attacks and carry arms in your name. They do not count as companions. Can be taken multiple times

200 cp **Smart Piercing**: A special clitoral ring that can be placed on a slave. Once programmed, it'll go off when the slave indulges in certain activities. This will help make the activity more pleasant, and eventually develop a fetish for it. Have it go after during a titfuck and she'll start considering her breasts

to be her primary sex organ. Have it go off during buttsex, and she might become anally orgasmic. Have it go off when you're holding hands and watch how lewd she gets.

200 **FCTV**: Your Arcology is now wired for Free City TV. What does this do? Why, besides providing the best shows in the Free Cities, it can also be used for propaganda. Advertise for your best girls, promote your way of living, run news broadcasts on your great acts. Content is customized to your Free City's Future Societies. And there is a filter option for extreme contents and 'hot dogs'.

400 cp **Personal Quarters**: As the leader of the Arcology, your quarters are at the top. Both literally and figuratively. Luxuriously decorated, the room is dominated by a huge bed. Capable of holding half a dozen slaves to pleasure their master and cuddle. In the center of the room, is a large depression, filled with cushions. Those slaves who aren't in bed with you, will be in here, having sex together for your entertainment. Those who live in this room want for nothing, allowing them to focus on their one duty: To pleasure you and see to your needs. There will always be room for you to bring another slave to serve here as Concubine or harem member.

Post-jump, attaches to your warehouse.

400 cp **Drone Force**: A squad of 10 remote controlled drones. Capable of being piloted from anywhere through a mobile wifi signal. Armed with cameras and facial recognition software for observation, ranged taser for nonlethal takedowns, and light submachine guns for lethal takedowns. Their armor is capable of shrugging off rounds from light weapons. If damaged, they can be repaired easily. If destroyed, they will be replaced in a week.

400 cp **Industrial Dairy** (discount Pastoralism): A specially designed facility for milking slaves. With chambers set up for human cows with milkers for both breasts and penises. The chambers can be set to allow cows to wander freely when they aren't being milked, or to hold them still and force them. There are injectors and prostate massagers to make sure that the cows give their best milk. All milk is processed, bottled and prepped for sale automatically. There will always be room for more cows.

Post-jump, the dairy will be a room attached to your warehouse.

400 cp **Armory**: A secure room containing various military weapons. From handguns to assault rifles. Anti-riot guns to stun grenades. This room also has equipment to maintain these weapons, as well as craft ammunition. It is secured by a keypad with biometric and retinal scanners, only accessible by those you grant access.

Post-Jump, will attach to your warehouse

400 cp **Brothel**: A safe, secure area for your slaves to whore themselves out to paying customers. Here, customers can have sex with your beautiful slaves in a custom environment, based off of your future societies. The brothel will automatically expand to host your slaves and their customers. As well, you can set up mandatory aphrodisiacs for your slaves, encouraging them to see more customers, at the cost of minor health issues.

Post jump, this school can be placed in a nearby city, or left attached to the warehouse. Once placed, it cannot be moved until the next jump.

400 cp **Exoskeleton**: You have a prototype exoskeleton suit. Personally designed for you. It comes with armor, a small mortar system and a pair of rifles. Perfect for stepping into the battlefield yourself and striking fear in the hearts of your enemies.

If damaged, the suit will repair itself within a day. If completely destroyed, will reappear in a week.

600 cp **Remote Surgeon**: A machine capable of performing nanosurgery efficiently and without flaw. While perfectly capable of medical uses, the main use of this is for cosmetic surgeries. Lengthen or shorten your girl's bones. Adjust her vocal cords or just remove them entirely. Place implants. All with no scarring. Do note that the more invasive the surgery, the more it will damage the slaves health.

If you are confident of your own surgical skills, you can of course turn off the automatic surgeon, and use this machine to perform surgery yourself. I'm sure your girls will feel much better, knowing that you performed the surgery rather than allow a soulless automaton do it.

Any cosmetic surgerys performed can be carried over between jumps.

+200 cp (non-discountable) **Organ Fabricator**: The Remote Surgeon has now been upgrade. It can also cultivate and grow organs. Kidneys, livers, hearts. No problem. But it can also grow testicles and a dick, as well as ovaries and a womb. These organs must be custom grown for specific people, in order to prevent rejection by the body. Takes several weeks to fully grow, and can then be transplanted.

600 cp **Pharmaceutical Fabricator**: A machine designed to fabricate drugs quickly and efficiently. Comes preloaded with the chemical blueprints for advanced human growth hormones, male and female hormones, fertility drugs, contraceptives, preventatives and curatives, as well as psycho suppressants. If you know how to manufacture other drugs or chemicals, you can load the formulas into this to mass produce them at will.

600 cp **Gestation Chamber** (discount **Repopulation Efforts**): A special chamber designed to contain a baby. Once put in, their body will rapidly age. The default is 1 month aged per week in the chamber. You can raise this amount, up to a year aged per week in the chamber. However the more rapidly they age, the more likely there will be genetic damage. The chamber will automatically shut off when the child reaches a designated physical age (default 18, but can be set lower or higher.)

As well, the machine has safeties inplace to monitor weight, hormones and muscular development. These can be turned off, but be careful how long they remain off. Else you'll end up with an obese, nymphomaniac, muscular amazon.

600 cp **VTOL**: The only way for a arcology owner to travel. This Verticle Take Off and Landing vehicle has all the modern amenities to make your travel comfortable. With room for you, one or two personal slaves, and a small group of armed guards, as well as a pilot and co pilot. Armored to resist heavy fire, with weapons capable of taking on an armored vehicle. Previously owned vehicles can be imported into this. Comes with a free landing and maintenance bay, attached to the warehouse.

600 cp **Jumper School:** Most people buy their slaves off the market. And when it comes to the market, there are no better places to buy them, then the schools. Now, you have one of your own. This school can be set to produce slaves around a certain set of parameters. Maybe you want a bunch of schoolgirls with huge fake tits and asses. Maybe you want nymphomaniacs mentally conditioned to believe they are succubi. There is some individuality in the girls. The school doesn't produce clones. They just have a template to follow. This can be purchased multiple times, each time creating a school built around a specific template. As owner of the school, you will receive a percentage of the profits and use of the students during their training.

Post jump, this school can be placed in a nearby city, or left attached to the warehouse. Once placed, it cannot be moved until the next jump.

Companions:

Free **Personal Assistant:** A VI who acts as your secretary and advisor. While she starts as a faceless, toneless voice, she will develop with time and hardware upgrades. Eventually, she will start to develop an image, based on the culture of your arcology. She will also develop a personality and perhaps, with time, become a true AI.

Post-Jump, she can be uploaded into a small portable projector you receive for free, or any other digital device..

100 cp **Head Girl:** This is your right hand woman. The one who shines as an example of what your slaves should be, as well as helps manage the others. She'll help take some of the work off your shoulders, by carrying out the tasks herself. Can import previous companion if you like.

100 cp **Recruiter:** This slave keeps an eye out on the populace. Watching for those who are downtrodden, unhappy with their lives. Those poor souls willing to sell their soul, figuratively speaking or literally, for a chance at a better life. Informing you of the opportunity to purchase these potential slaves. Can import previous companion if you like.

100 cp **Concubine:** This slave is your main eye candy. She is a status symbol. A sign of your glory. As such, she is trained in every social activity. She is prepared for any sort of social engagement. She is a creature of grace and beauty, meant to shine for you. She looks perfect in anything, or nothing at all. Can import a previous companion if you like.

200 cp **Bodyguard:** Your life is this slave's life. Her goal is to make sure that no harm comes to you. Thanks to diligent training, she is capable of using any piece of weapon or armor you provide her with. Just watch for the rough sex. She might not react well. Can import previous companion if you like.

50 cp **Slave:** Oh dear. Did you just really import your companion into this? Well, congratulations. Your companion is now a slave. While before they may have followed you of their own free will, now you can choose to force them to do your bidding.

100 cp **Assistant**: The typical companion import option. They aren't your slave, keeping their free will and assisting you. They receive an origin and 500 cp.

Drawbacks

100 **They Ugly!**: Apparently there was a little bit of a radiation leak. Everyone is now ugly. The hottest girls are maybe a 4 at best.

100 **Loveless**: Normally, a slave will eventually build an affection for her master. Not with you. All your slaves will obey you only because they have to. None will do so because they care or love you.

100 **Sex Addict**: You NEED sex! Like, half a dozen times a day. Preferably more! You'll find yourself unable to focus if you don't get enough sex in a day, as the need builds.

200 **Disobedience**: You have the hardest time breaking your slaves. They are willful, disobedient, and hateful at their lot. Expect to spend weeks and weeks working on getting their obedience.

200 **Bad Rep**: Your name is Mud. In a world where a man's reputation is important, you have none. Even worse, you have a hard time building any reputation. Your good deeds will be barely recognised. While everyone will talk about your negative actions.

200 **That's My Fetish!**: Pick a fetish. That is now the only thing you can get off on now. You can get a little creative to spice things up. But it's mostly the same old same old. Day in and day out.

300 **Impotence**: You have the biggest case of amnesia. No memories of previous jumps. Warehouse? What's that. No access to your previous perks or items.

Whats this? This is your first jump? Not a problem. You can still take this drawback. But, the name? Its literal. You are literally impotent. No getting it up. You have an aura of powerlessness around you that makes people want to take advantage of you. And not in the fun way

300 **Fleshheap**; oh... oh god. All your slaves have been... well, let's say that wherever you got them from didn't take very good care of them. They've been beaten within an inch of their lives. Minds taken to the very edge. You'll have to handle them with kids gloves, or else they'll fall apart.

300 **Politics**: Even among this hellhole, politics rule. You now have to deal with the scheming and plotting of the business owners and major slavers of the Arcology. As they do their best to take more power and potentially ownership of the Arcology

300 **Rival**: You have a rival. They run a nearby Arcology, and believe the opposite when it comes to Future Societies. They will likely buy a few slave you purchase, and ruin them, sending taunting videos as

they transform them to be the opposite of everything you hold dear. Eventually, they will declare war on you. Attempting to take over your Arcology.

300 **Economic Warfare:** Yikes. Your ecology is under attack! Well, not literally. More... financially. Someone is making things difficult for you. Your contacts are reluctant to do business with you, and when they do, its gonna cost extra. This will make it difficult to get supplies for your arcology - materials for repairs and upgrades, meats, and anything else that your arcology doesn't produce. Finding this person is only half the issue, and will be difficult as well as costly.

300 **Terrorism:** The Arcology is under attack! At least twice a year, your Arcology will be attacked by the terrorist organization, Daughters of Liberty. Seeking to destroy you and your way of life. If you are a Daughters of Liberty Sympathizer, expect to be attacked by slave owners.

400 **Old World Blues:** Oops. Looks like you don't start in an arcology after all. Nope. You're living out in the wastes of the Old World. Leading a small camp of people and slave. You can still get your hands on an arcology, but it will take a lot of work. Until then, enjoy scrounging for food. Fighting off super disease. And of course, dealing with the raiders looking to sell you into slavery.

600 **The Last Dance:** Yeah... remember how I said thing were shitty? Well, now it's going to hell in a handbasket. The economy is crumbling. The weather is apocalyptic. Terrorist attacks are on the rise, and whispers of revolt fill your ears. Good luck. You'll need it.

Scenarios

Our Jump-chan, Who Art In Heaven:

Requirement: Chattel Religionism

One year after the start of your jump, the Council will gather to discuss the creed that shall be the basis for Chattel Religionism. What acts are sacred? What are profane? Now is the time to try and leverage your reputation to encourage development of this new religion

But that is just the beginning. For afterwards, you must abide by the rules. For the next 9 years, you must promote Chattel Religionism, and live by the creed. Be a shining example unto all of what the religion is.

Reward: Congratulations! As one of the founders of this new religion, you stand to grasp the benefits of it. Post-jump, for every new worshipper who fervently believes in and follows the creed, you gain a little bit of power. It will take quite a bit of work to get any noticeable power from this, but the power stacks throughout the jumps.

Culture Wars:

Requirement: 5 Future Societies.

Bonus: can now take 7

Oops. It appears your cultures have not quite settled in yet. Gonna have to work on that if you want people to accept your view. It's not going to be easy. You'll need to make your views both prominent and appealing. And with so many different views, you'll need to work them in a way that doesn't conflict. Oh, but it gets worse. See, you got neighbors. Four of them to be exact. And with their trade and traffic with your Arcology, both to and from, comes conflicting ideas. Each Arcology will have 5 Future Societies as well, at least one of which will directly conflict with one of your own. Not only do you have to deal with this exchange of viewpoints, but you must also work to convert your neighbors to your viewpoint. One way or another.

Reward: Post jump, you will find that people are more accepting of your way of living, based around the Future Societies you chose. Rather, they will judge your actions based on your own moral code. Follow the rules of the society you have created, and you'll be known as an upright man. They'll even be willing refer to you by any titles you have. And are even willing to adopt your culture and way of life, benefitting in the same way.

Money Talks:

What's this? You want the arcology? Well, aren't you greedy? Fine. Here's the deal. Currently, as the 'owner' of the arcology, you actually own what amounts to 55% of the arcology. You want the arcology to follow you post jump? You'll have to acquire 100%. Any which way you can.

It won't be easy though. See, the other 45% is owned by other businessmen. All who want a bigger piece of the pie. Some, you'll be able to convince. Others, you won't. And it will only get harder, and more expensive, each little bit you manage to get. Assassinate someone to steal their property? Mind

control someone to get them to sell? The others will find out, and will take action to prevent it from happening to them.

But that's only the beginning. You see, you'll also have to acquire 100% in at least 3 other Arcologies. You'll face the same challenges, as these arcologies seek to keep out foreign interests. All this, in only 10 years. But the reward is definitely worth it.

Prize: Your own arcology post jump. Capable of sustaining a population of 38,000 companions, replaces warehouse and housing mods. Is affected by all perks/items/drawbacks you have that affect warehouses. Example: If you took Slave Wardrobe, it would now be attached to your Arcology rather than your Warehouse. If you took a drawback that prevents you from accessing your warehouse, it now prevents you from accessing any items stored in your Arcology.

Notes:

- Thanks to Wildcard4, Nyarth and the other pervs at Questionable Questing for their help writing this.
- If you have not taken a Revivalism society, you are welcome to create one for flavour. You recieve no perk though. Have a London Revivalism society, where sex is kept off the street, but the 'upstairs maid' take care of those needs.