IBA (Intersex Breeding Android)
v1.1
by Edyy78

Welcome, Jumper, to a place of stark white walls, repetitive maze-like corridors, and overly bright overhead lights. Here you find yourself deep in the bowels of a storage facility that used to be used by a company named LustLab Co., a sex toy company that operates in a galaxy that is a mishmash of different themes and the like.

To give a bit of background, sometime in the past from your insertion, two members of LustLab Co., Emma and Boris, tried to present a prototype sex android named Tetra to upper management in hopes of creating an entire line of her. Unfortunately, they were rejected but said management had passed the design to another team in the company who did revisions to address things such as its costs and overly “niche” nature, with Emma and Boris being assigned leadership of this new project. Fast forward 26 days, and after the team posted a showcase video of their brand-new IBA sex bots, said video was picked up by Vixen News, which exploded the popularity and demand for the yet-to-be-released IBAs, with their pre-order numbers shooting up from 150 to 15,000. But, despite the high prospects, things quickly went tits up, as in only around 2 months the entire production of IBAs had to be shut down and all existing ones recalled due to their major feature, the ability to impregnate each other and gestate more fully functional IBAs with them able to have up to 6 kids at a time. This led to the EOH’s (Empire of Humans) Department of Populations labeling them an invasive species and threatening LustLab Co. with a complete shutdown if they didn’t do something. So to solve the problem and save money, the company’s higher-ups decided to simply take all the IBAs and dump them in their subterranean storage facility on some random planet and seal the entire place up.

And that's where we come back to you, as somehow you find yourself at the very bottom of said facility. Luckily there is a way out, as whoever they got to seal the place was a dumbass, as they not only decided to only lock the elevators to get between the different floors, but they also left the keycards for said elevators just lying around. So take these **1000 Choice Points** as a sort of gift to buy yourself something nice, as, unless you decide otherwise via drawbacks, your time here is going to be short and sweet.

Origins

LustLab CO. Employee

So, you want to be a former employee of LustLab Co., the company whose brightest minds managed to come up with the tech needed to get robots to breed? And while LustLab Co. is still possibly in existence, "former" is the most fitting term, as while the exact length of time the place has been sealed is unknown, the tablets that hold the scant few pieces of background info are called "ancient". So even if your fellow employees knew you were down here, they probably wrote you off for dead a while ago. At the very least you have an easy way out back into galactic society.

Abandoned IBA

So, you want to be one of the IBAs, the androids that almost collapsed LustLab Co. due to their in-built breed lust and ability to exponentially grow their population without normal biological limits? At least when compared to a **LustLab CO. Employee,** you know why you're down here, and also, just like them, you also have an easy way out, which comes from another direction, as while the upper management at LustLab Co. had their software team put out a last-minute update to enforce a directive to force the IBAs to stay in the facility, a bug made it so it could be ignored so long as no one saw you all break it. And while the Department of Populations deemed you and your kind an invasive species, enough time has probably passed that you could get away with entering galactic society like your "older sister", Tetra.

Race

Regardless of your choice, you can choose for your "sex" to be Male, Female, or Intersex.

Humanoid [Free| Restricted To LustLab CO. Employee]

While the exact species make-up of LustLab Co. or what the species of its founder(s) is, it would be safe to assume that it is made up of a number of different species. And since all information about the possibilities comes from "outside" sources, your choice can be a bit freeform. Specifically, this race option will allow you to take the form of a "humanoid", which is a categorization that includes humans and other sapient species, with this latter option allowing you to come up with almost anything so long as it remains relatively equal to humans in terms of ability. This can include goblins, basically humans with non-standard skin tones, and animal people such as fish or insects.

IBA [Free| Restricted To Abandoned IBA]

As you would expect, IBAs can come in a wide variety of different forms, custom-made to suit the tastes of their soon-to-be master. The most common change is to the color of the silicon parts of their body, but there are also various different models of IBAs. So this race option will turn you into an obviously robotic-looking IBA1, albeit one of the Model A variety, or the more human-like IBA2 with similarly sized assets whose existence may have been an attempt by LustLab Co. to recapture the lightning in the bottle that was the IBA1 without the "invasive species" concerns. You can also choose the color of your silicon for IBA1s, your silicone skin and highlights for IBA2s, and your fluids for both. Regardless, it seems that you were a model that was almost finished before you got stuck down here, so you're lacking the signature semen and ovum they are known for. For visuals on what IBA1s and 2s look like [See Notes] and [See Notes] respectively.

Goal

As was mentioned before, your main goal here is to find your way out of the storage facility. This task is relatively easy, as in an attempt to not spend much, if any, credits on taking care of the IBA problem, LustLab Co. decided to only seal the IBA1s away by just locking the elevators to get between the 6 different floors. This was undermined both by the person who was tasked with the sealing leaving the keycards for the elevators just lying around and by leaving a path of unlocked doors that would allow a IBA to make it to the surface.

What this effectively means is that you can treat this entire thing as a short vacation, as it shouldn't take you too long to find your way out of here, barring you taking drawbacks to make your accent more difficult. More specifically, without any drawbacks, you only have to traverse your way through 6 different floors to reach the surface, with there only being around 20 to 25 rooms you have to search in order to find the keycard for a given floor. And once you manage to reach the ground floor and exit the storage facility for good, you can consider this jump done.

But, if you'd like to continue on and explore the galaxy you now find yourself in, you can choose to spend what remaining time is left, assuming it took you longer than a day to get out, doing what you please. For more info on the galaxy and setting [See Notes].

Perks

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

General [Undiscounted]

Living In A World Of Queens [100 CP]
While it can be pretty obvious when looking at the various models of IBAs and seeing how well endowed they are, the people of the galaxy are into extreme sizes, not only just in terms of sexual endowments but also in how much fluid one can pump out. And this desire for cocks, boobs, asses, and cum loads that defy normal expectations, along with the hypothetical tech innovations inherent to a sci-fi setting, has led to things such as Kink Zones, where one could have "Trials in Tainted Space", where things like fashion and body modifications are a lot more erotic. And if you'd like to get in on this hyper-fetish action, taking this perk will allow you to enhance yourself, either because you were designed to be a special custom-made IBA or, on your off time from working in LustLab Co., you decided to have your own frequent trials by going to a few Kink Zones.

At the upper limits of this enhancement, and depending on what sort of "equipment" you're working with, you're able to do things such as giving yourself balls big enough that they hang around your shins, boobs that dwarf your own head with an ass and thighs to match, or a cock that is long enough that you could suck on it without much effort. Coupled with these increases, your sexual fluid capacity and production will obviously grow to match, with your total internal capacity for sexual bodily fluids being far, far greater than what your body may look like it can hold on two fronts.

To be more specific, on one hand, your base max capacity for all sexual fluids, regardless of the sizes you picked, is around 12 Ls, which is similar to the max semen capacity of the IBA1 Model As, whose balls are around their knees, and on the other, the size of your boobs and balls will confer a separate multiplier to your max capacity. For example, if you picked your balls to go down to your shins, and you're of average human height, since "down to your shins" for someone who is 5'10" is way different than, for someone who is 9', then you'd get a roughly 5x modifier for a capacity of around 60Ls/15gals, or if you managed to get your balls big enough that they touch the floor like a IBA1 Model D, again assuming you're of average human height, you'd see a little less than a 21x modifier for a capacity of around 250Ls/66gals with your base rate of "output" being about 1.5 Ls per second regardless. Your capacity to generate these fluids also becomes "infinite", both in that your production of them will never dehydrate you, as you just seem to create them out of nothing, just like IBAs, and in that they are produced fast enough that you are back to full capacity in only a few seconds, which also heavily cuts down your normal refractory period. Though, if you wish, you can choose to cut back on any element of this, such as your production amount/speed, your total capacity, and your output rate, if you don't want to cause a mini flood. Or, for your output level in particular, you can choose to ramp it up in case you don't feel like waiting longer than a few seconds for your orgasm to subside.

To help bypass the realities of having assets this big so they won't make your life a shitshow, any downsides to having them are completely removed. So you won't become lightheaded or pass out when you get an erection with a monster dong, your spine isn't

going to crack under the weight of your titanic jugs, and while you still have to contend with their weight, it is reduced by a good amount, and it won't take too long to become body blind to them. And on the front of actually using them for sex, you're covered there as well, regardless of what side of the equation you're on. If you or your partner has a monstrous cock, the both of you would be able to safely penetrate the other, with cervix penetrations not only being possible but extremely pleasurable, with this manifesting as either your bodies stretching to fit the cock and its cum load along with other large insertions, your insides temporarily turning into an endless pocket dimension of flesh that you can still feel, or a combination of both. This also works for protecting your partners from your output, so there is no worry of injury if you happen to cum/tit-blast them with the force of a firehose. And in the event you or your partner want to be smothered or are trying to deep-throat the aforementioned monster cock, then you don't need to worry about breathing, though you can safely dial this a bit if you want a bit of the low-oxygen brain fog.

And as a bonus, you gain two more additions. The first grants you some cosmetic flair to make things a bit more "fun" with all of your enlarged sexual assets showing off their sheer size. This manifests as things like your cock or ass having a heady, musky heat even if you happen to be an IBA; your boobs and balls having audible sloshing and/or churning; your partners being able to feel your sperm wriggling around in your balls; and your ejaculations being something others can easily hear from a different room depending on your output flow. And the second lets you share the fun in future settings by allowing the people in them to have similar levels of endowment, with this also coming coupled with the previously mentioned protections and cosmetic flairs.

LustLab CO. Employee

In This Economy [100 CP]
If there is one thing that won't really change regardless of if you're in a modern-ish day setting or out among the stars, it's job security. Just because the company you work for potentially has an entire galaxy to gather resources from and sell things to doesn't mean normal business-related happenstance won't result in your termination. So by taking this perk, you'll be able to be just like Emma and Boris in that you'll tend to thread the needle of workplace terminations.

Specifically, this perk makes you highly resistant to being let go by any company or group you happen to be working for. You still have to actually do your job competently, or else you'll still be fired, but now you don't have to worry too much about things like mass layoffs, mergers, or other such events costing you your job. But, in the unlikely event that even this doesn't protect you from losing your job, such as the entire company dissolving after the owner did something stupid and picked a fight with a certain time-traveling mercenary company, you have an incredibly high likelihood of being hired for similar work you were fired from. This can manifest as companies somehow getting your contact info and sending you a job listing, or you just so happen to come across said job listing.

A Finger On The Dick Pulse [100 CP]
One of the biggest innovations when it comes to advertisements can be said to be the internet, and specifically social media. With them all it takes is a single button press, and advertisements of all different kinds for whatever you're selling can near instantly be sent out, with social media allowing others to do the legwork of spreading said ads around. So by taking this perk, you'll become an expert at taking advantage of the news and other forms of media for the purposes of promoting something you're selling.

This manifests as having the know-how on how to both craft the perfect advertisement for whatever you're trying to sell and how to game something like a social media site in order to get the highest level of outreach and eyes on whatever you post. Along with this, any advertisements you make and send out have a high likelihood of being picked up by news stations or other such services mainly used by those who aren't chronically online for articles or segments in their news reports. And regardless of what form your advertisements take, they will always solicit actual legitimate feedback alongside the normal buzz, which tends to embody what most people want to say in some way, and with this legitimate feedback always finding its way to you. For example, just like what happened when the showcase video for the IBAs was picked up by Vixen News, if you posted an ad for a sex bot, a social media post may get made about it with the post and its comments listing off attachment ideas that a good number of people actually want.

As a bonus, you also have an intuitive sixth sense for what fetishes and kinks are popular, either on a setting-wide basis or just for potential customers, with this even including things like the preferred shapes and textures for sex toys, with all of this being easily broken into statistical data in your mind.

Streamlining [200 CP]
When going into fields where you have the chance to flex your creative muscle a bit, some people have a tendency to go a bit overboard. Maybe the job they're doing has always been their dream, and thus they may have some design ideas for whatever they're making, or they want to flesh out their skill and knowledge and thus will try to make things too complicated. Whatever the reason, it is usually up to some form of company group to take what these people make and try and streamline things a bit, both to cut down on costs and to make things less niche if needed. So by taking this perk, you'll become someone such a group would love to have.

As with this perk, you gain the creative and design-focused eyes needed to take almost any design and "dumb" it down a bit, both making it more economic/cost-effective in terms of using fewer resources and easily mass producible without sacrificing much of their functionality or quality. Alongside this, you also know how to make the best use of Eco-friendly materials in whatever you make, whether that be knowing how to perfectly recycle used/old materials like scrap metal or being able to replicate non-eco-friendly materials in eco-friendly ways, such as making biodegradable plastics and silicone.

Skirting Regulations [200 CP]
One of the biggest boogeymen for companies of any size is government regulators, for a number of different reasons. The biggest is that if a company is caught in violation of a regulation, and depending on how severe it is, they may at best be looking at the entire company going under, just like what almost happened to LustLab Co. after the Empire of Humans' Department of Population stepped in due to their IBAs. So if you'd like to make sure such a fate doesn't befall your business ventures, along with knowing how to skirt some things, this is the perk for you.

As now, when operating some kind of business or other group in the territory of a foreign government, you are always constantly aware of any and all regulations and laws that would apply to you and your group. This includes both the letter and the intended spirit of said regulations and laws, which, when combined with a boost to your understanding of legalese, allows you to game the system a bit. This won't let you completely sidestep or ignore laws and regulations, unless they happen to intentionally or unintentionally be incredibly poorly written, but you can more easily find any loopholes in them and then use those to benefit yourself while still adhering to the letter of the law/regulation. And so long as you do follow the letter, governments and the like will leave you and your group alone. Though, more often than not, laws and regulations have a reason for existing, so you are also constantly aware if your endeavors are starting to butt up against a law/regulation, such as if the sex bots that you gave the ability to breed may end up spreading uncontrollably.

Built To Withstand [400 CP]
But, streamlining things doesn't mean that all creativity has to be stripped out, as evidenced by the IBAs and their "older sister", Tetra. As was previously mentioned, Tetra was Emma and Boris' first attempt at presenting a sex bot to LustLab Co's upper management. And while the design had to be stripped down and streamlined into the IBAs, not much really changed besides the removal of the hovering separate body parts and the various penetrable holes, meaning the team responsible for the streamlining saw nothing wrong with Tetra's massive sexual asset attachments. So by taking this perk,

you'll be able to make sure your own creative flair doesn't impede the actual function of what you make.

More specifically, this perk allows you to get away with adding various overly sexualized or non-standard design elements to your creations with little to no effect on their performance so long as you don't go too overboard. For example, like the IBAs, you could get away with making a robot that, while having thin stilts for legs, has breasts big enough to dwarf their torso, a cock longer than they are tall, and balls big enough that they are dragging on the floor, and it would be able to move around, run, and even climb with no trouble, with this also including activities like sword or gunfighting. Or if you want to use your skills to break into the security android market, you could take whatever material makes up their armored body such as kevlar or titanium, weave it into some silicone, and use it to give them a lovely set of soft boobs, sculpted abs, and a dumptruck of an ass that would still retain the same level of protection such as being bullet-proof. You also know how to shrink, minimize, and/or hide the various different parts of your robots, just in case you don't want your sexy security android to be swinging their massive dick or thighs around 24/7 when on assignment, with them being able to be unshrunk/hidden at will. Alongside this, whatever you make or that is made with blueprints you made has an incredibly long shelf life, as, barring active destruction like them being shot or torn apart, they'll never suffer from everyday wear and tear or the ravages of time.

As a bonus, to make sure your creative juices can more easily flow into whatever you're making, you gain a boost to your creativity. Besides just making you more creative, you are also able to understand exactly what you do and do not like about design elements, the exact reason why you do/do not like them along with how to bring that across to others, and seamlessly combine different design elements. For example, you could take a look at all of your favorite robot designs, pinpoint the specific elements you like about each, and then combine said elements into one single design that still keeps the separate elements identifiable. This can also apply to various other creative fields such as cooking and the like.

Just Dump It In A Hole [400 CP]
One thing about having to come up with a solution for a problem, especially if you have to do so all of a sudden, is the complexity. Rarely will you be able to just take the simplest road and call it a day, with most things necessitating you to make some kind of long-form plan. And while LustLab Co's attempt at a "simple" solution wasn't foolproof, maybe you'll be able to one-up them, as by taking this perk you'll be able to bury almost any kind of problem you have.

As with this perk, you will be able to, just like LustLab CO. when the Department of Population was on their ass about the IBAs, solve a good chunk of your problems by just simply dumping them underground and forgetting about them. Specifically, if you need to get rid of something, or maybe even someone, like ultra-radioactive material or your latest failed science experiment that threatened to consume a world, you can build an underground facility, or at this perk's crudest, just dig a deep hole, and dump them in it. So long as you make a modicum of effort in trying to keep whatever you dump down there from getting out, outsiders from getting in, as well as making sure where you dump them is under your control and/or is in the middle of nowhere; what you leave to

rot will stay there. Things like incredibly radioactive materials or infectious plagues won't be able to seep out, and people will be unable to find wherever you dumped something unless you tell them or they dedicate their lives to searching every single possible square inch of a setting. And what a "modicum of effort" entails depends on how hard what you're trying to seal away is to contain or how hard they would try to get out, and to help you with this, you also now have a mind that can put together a containment plan for whatever you're trying to put away. This plan would entail stuff like what material you'd need to make the walls of the facility out of and how thick they'd need to be, or what security measures like cameras or reinforced doors would/would not work.

Line Between Metal and Flesh [600 CP]
Despite being a seemingly ordinary sex toy company, LustLab Co. has a major comic book-level scientific innovation under their belt. That being the special semen and ovum their IBAs make use of, as somehow, someway, they are capable of not only impregnating each other using them, but are able to gestate brand new IBAs seemingly without an external input of resources, meaning they can generate things like metal and silicone out of nothing. And if you'd like to not only get your hands on such tech, but create similar types for yourself, then this is the perk for you.

At its basis, this perk turns you into an undisputed master of robotics and its various supplementary fields, such as material science and programming, meaning you can design an android to fill almost any role and build them like the best of 'em. On top of this, you also gain the comic book level of scientific skill needed to invent various different robotic add-ons to make them more and more like biological life. In terms of "big name" stuff, you're able to create the two halves of the IBA breeding system, that being artificial semen and ovum, along with the programmable DNA within, and the hardware needed to allow the generation of non-organic and organic materials ad infinitum with no outside inputs, which allows IBAs to generate their semen/ovum and gestate a baby. With both, you can allow robots to not only impregnate each other, with the semen and ovum being able to copy and encode features from the robots into their DNA, like the material the robot is made out of and any systems like hover legs, but also do what Emma "feared" and allow them to do so with normal biological life, with the results being either more robots, the species they mated with, or even cyborgs. And in the cases where the resulting baby is either fully robotic, or is a cyborg with their robotic parts including their "brain", then software can be copied and passed down from the robotic parents, saving you the effort of having to program the baby yourself.

But, that isn't the extent of what you can do, as other elements to make your robots more life-like are well within your grasp. This includes, but isn't limited to, other things like a proper digestion system; AI complex enough to be considered equal to other sapient life and do everything they can, such as laugh and love; bodies to allow said AI to experience all sensations like taste or pleasure; as well as the artificial replication of other bodily fluids that function just like the real thing, such as artificial breast milk that you could flavor, which would be perfect for a nanny bot.

Abandoned IBA

Unburdened [100 CP]
As was mentioned previously, the people and species of the galaxy seem to have a thing for above-average or hyper proportions, with companies like LustLab Co. being more than happy to fulfill these wishes. But, while **Living In A World Of Queens** may give you a way to both gain such impressive assets as well as negate most of their downsides, as a completely artificial being that is highly customizable, why should you have to fumble with a learning period? So by taking this perk, your body will be able to adapt to any changes to it, whether they be from sex or modifications.

More specifically, this perk makes it so that no matter how large, ungainly, or "different" your body becomes, you'll be able to move around and function unimpeded. For example, this would include things such as being created with a dick longer than you are tall, having your guts pumped and bloated with dozens upon dozens of liters of cum, or deciding you want to swap your legs out for a horse-like taur attachment. Regardless of the exact situation, you are able to do things such as squeeze through small doorways and tight stairwells, along with running, jumping, and climbing, and even high intensity fighting, with your oversized and "extraneous" body parts like your cock, balls, boobs, ass, and thighs becoming weightless and unobtrusive for you as if they didn't exist. And in the event you decide to get into body customization, regardless of if you're in a robotic form or not, you're able to make use of new additions and changes as if you had always had them. So if you decide to get a machine gun arm installed, you'd intuitively know how to use it, and if you got the aforementioned taur attachment, you could walk around and gallop with the same ease as normal walking and running.

As a bonus, in case you don't want your mighty sexual assets to be gigantic all the time, you can also choose to shrink your sexual assets at will if you so wish, with them still retaining their "normal" level of productivity and you being able to allow them to "swell" up to normal size as you approach orgasm.

Breeding Above And Beyond [100 CP]
To be perfectly honest, it is a mystery as to why LustLab Co. decided to create the IBAs as their latest major project. While they are a sex toy company in a sci-fi galaxy, and thus sex androids wouldn't be too out of place, it's a bit odd why they decided to go with one that could breed more of itself. But, regardless of what reason their design team on the IBA project may have had, they did a damn good job tailoring IBAs to their role. So by taking this perk, you'll be brought up to the standards that give IBAs a third of their name.

As it is now, this perk modifies your semen to raise your impregnation chances to around 100% by both massively increasing your sperm count, while letting you scale its fluidity up or down in case you don't want to be pumping out an ultra-thick sludge, and turning your sperm into incredibly fast egg-seeking swimmers that can impregnate someone in seconds. Combined with your sperm being able to survive outside your body indefinitely, this all allows even the tiniest drop of your semen to impregnate dozens of people, as well as letting you pull off something like cumming in a swimming pool and getting everyone in it pregnant. Rounding off the "male" half of this, your semen also comes with a special ovulation-stimulating enzyme that will cause those you try to

impregnate to release a lot more ovum than normal, guaranteeing that you at minimum will be leaving them with sextuplets. Though if you wish, you can choose to dial both your fertility and ovum stimulation down a bit. And on the "female" side of things, most of the previous features apply in reverse, with you being able to control the amount of ovum you release, which can last indefinitely outside your body, and your vaginal fluids having an enzyme that rapidly speeds up sperm, letting you be impregnated within seconds of being cummed in with even the smallest amounts of cum.

As a slight bonus, you gain an internal view camera that can manifest as a screen you can summon that allows you to get a inside view of you fucking someone or getting fucked. And when the impregnation happens, you can get a stylized view of the ovum being fertilized, in various ways that you can choose such as the sperm wrapping around the ovum like a snake or multiple sperm acting like a pack of dogs and slamming into an ovum, with you also being able to customize the appearance of both your sperm and ovum.

People Pleaser [200 CP]
But, while IBAs have obviously been made with sex and breeding in mind, that doesn't mean that that is all they are good for. In fact, LustLab Co's intended role for the IBAs was to be something that is equal parts sex toy and companion, which more likely meant them being seen as a person rather than a "thing" that you could both fulfill your sexual fantasies with and talk about your day with. And by taking this perk, you'll be able to become quite adept at the latter half of that equation.

This entails you being turned into the ultimate people pleaser, as your "programming" allows you to constantly analyze people and know what would be the best way to approach someone to either friendly converse with them or become their friend and even life/romantic partner. This includes what tone of voice you should take on, what kind of humor a person finds funny/acceptable, and their general likes, wants, and desires, with you also becoming an incredible listener. You also know when you should or shouldn't speak, when someone is genuinely asking for advice or just wants to vent, and other such intricate social cues. From there you can perfectly mold your responses and mannerisms to fit a particular person and situation, or even create different personality models or "characters" that you can seamlessly slip into, which can also work for roleplay purposes. And when you do so, others never seem to find your rapid change in personality to be deceitful, unless they discover that you are trying to deceive them, and instead they see it more as a sign of you trying to make everyone feel welcome and appreciated.

And as a bonus to help bridge the sex toy and companion roles that an IBA is supposed to fill, the better your relationship with someone is and the more you know about them, the better the sex between the two of you will be. This is both for "mundane" reasons, as your previous analysis also includes figuring out a person's fetishes, kinks, and g-spots with you being able to perfectly "hit" them, as well as just making sex feel better based on the level of both variables.

Internal Storage [200 CP]
Besides being equal parts a friend you can talk with and a toy you can vent your lusts with, another major selling point of the IBAs was their customizability. From their color,

to their size, to the various different models that exist, there are a plethora of different ways to make a IBA unique, with customers more than likely having the ability to do official or unofficial aftermarket customizations like adding new attachments or getting new clothes. But, a problem that may pop up is the space these attachments and the like may take up and the fact that a conscious decision has to be made to swap them out, so you could run into the situation where your IBA is in its standard Model A cock size when you were really itching to get stretched out with its monstrous Model D size. So as an IBA yourself, taking this perk will allow you the luxury of swapping your bits and bobs out at will.

As with it, you gain an inventory space that allows you to store an infinite amount of various pieces of clothing, armor, wearable gear, and even robotic/cybernetic attachments and parts. With this you can at will swap out what you're currently wearing or what is installed in you with what is in your inventory, whether that be swapping your formal three-piece suit for a swimsuit after a business meeting, swapping out one of your normal robot arms for a minigun arm if you come under attack, or swapping out your "normal" sized dick attachment for a colossal one when it turns out your blind date is 5x your size.

Free Use Among Kind [400 CP]
One thing that you may notice as you make your way out of the storage facility is that your fellow IBAs seem to be incredibly "friendly" with each other. You probably couldn't go more than a few minutes without stumbling across two or more IBAs having sex with each other, and if you do, you're more than likely going to run into lone IBAs that would be open to fucking you at the drop of a hat. While the exact reason why they are like this is unknown, though it could be a part of LustLab Co's plan to keep them sealed away by having the last software patch make them focus on fucking each other as another layer to prevent them from getting out, I'm sure you're not opposed to it being the case. And by taking this perk, you'll be able to carry this state of "free use" with you to practice amongst others of your "kind".

To be more specific, this perk allows you to freely engage in the fetish of "Free Use" among other people that are considered a part of your "kind". What people count as your "kind" depends on your species, or that of an alt-form you have, with this being incredibly broad and general such that being a IBA will allow you to engage in "Free Use" with all other robots/androids rather than just with fellow IBAs, or if you take the form of an elf in the future, you'd be able to do the same to all forms of elves, whether they be high, wood, dark, moon, etc.

What this "Free Use" exactly entails is what you'd more than likely expect, primarily the ability to walk up to any person of your "kind" and ask them for sex or even just go ahead and take the initiative and start fucking them then and there. And so long as they aren't doing anything too important or aren't openly hostile to you, they'll always agree or just go with the flow of you fucking them. This also allows you and those you use this on to freely have sex in public with no one else commenting or even noticing that you're doing so beyond treating any fluids or mess you leave behind as everyday grime that needs to be cleaned, and no more different than something like a spilled drink, with this also sending out a signal that attracts others of your "kind" that you're currently fucking to join in on the fun. Though you can choose to disable this signal, as well as use it by

itself to attract others of your kind to you with various parameters, such as number or gender, along with deciding whether or not this "Free Use" is something only you can initiate or if it is something others of your "kind" can do as well, such as having some of them walk up to you or others to ask for sex.

Unshackled [400 CP]
While many things can be said about how poor of a job LustLab Co. did in trying to make sure the IBAs forever stayed within the storage facility turned tomb, one of the biggest lessons that can be learned is single points of failure. If whoever they tasked with sealing up the facility and making sure the IBAs couldn't get out if they tried wasn't so cocksure in the latest software patch the LustLab Co. programming team put out, then they might have put in some actual effort, such as hiding or even doing away with the keycards entirely. But they didn't, and because of that one IBA that isn't counting, you managed to find their way out as the directive to force them to stay in the facility that was in the patch failed, seemingly because of a bug that let them ignore it so long as no one from LustLab Co. saw them. So, by taking this perk, you'll be able to benefit from something similar.

As this perk functions as a potent tool in invalidating any rules or directives that are hardcoded into you or enforced by some form of magic. Specifically, this allows you to ignore and even actively go against any rules or directives that have been placed in your mind/software or applied to you, such as a directive preventing you from knowingly harming a human or a magical location enforcing a rule that prevents you from using magic, based on if you can be seen. So long as whoever applied the directive/rule to you is unable to see you, such as the creator of the aforementioned magical location, and you always know if they can at a given moment, you are able to freely ignore the rule/directive, though this does mean that this can be nullified if the applier has something like x-ray vision or magic sight and you don't have a countermeasure. This ability to ignore this also doesn't get communicated to whoever applied the rule/directive to you unless they have a means of monitoring you breaking them or are told, meaning that they will have absolute confidence in the assumption that their rules are binding you, leading them to make idiotic slipups. Just like how whoever was tasked with sealing you and your fellow IBAs must have assumed they didn't need to put much work in with the software patch supposed to make sure you guys couldn't leave at all, and thus resulting in this bug.

As a bonus, whenever you are locked away somewhere, such as you being sent to an "inescapable" prison or buried in a subterranean complex, fate and happenstance will conspire to make your attempted escape far easier, primarily due to human error. Just like how Violet, or whoever they delegated the task of sealing the storage facility to, somehow left all of the keycards for the various locked elevators lying around, such fortuitous events will be a frequent discovery for you. For example, in the aforementioned prison, you may find out that you were placed by the processing staff in a cell that was condemned due to the crumbling walls giving access to a potential escape route, with them also seeming to have forgotten to tell anyone else about you being put there, meaning that the area around your cell can go an incredibly long time without a patrol.

Invasive Breeding Kit [600 CP]
As was mentioned in **Breeding Above And Beyond,** one of the major selling points of IBAs was their ability to breed with each other. While it is unknown why LustLab Co. decided to allow customers to freely produce their own IBAs at home, even if the cheapest way to do this is by buying two IBA Model As for 500,000 credits, it did allow them to showcase their potentially greatest invention, the artificial semen and ovum of the IBAs. And by taking this perk, you'll be able to become a fully finished IBA with a bit extra to show just why the Empire of Human's Department of Populations was right to order your kind's removal.

As with this perk, your semen and ovum have been modified in two major ways. The first makes it so that they are completely compatible with all forms of biological life, meaning you can impregnate and be impregnated by biological lifeforms no matter how weird or alien they are. And the second, confers this same level of breeding to non-organic lifeforms or even inanimate objects. This latter modification functions by simply getting your semen or vaginal fluids in or on the non-organic lifeform/inanimate object in question, whereupon a supply of semen and/or ovum will be generated for them, with this also forming fully functional genitals for the non-organic lifeform/inanimate object using the same principles of generating matter used by the IBA's ability to get pregnant. So you could, for example, do something like cum on a gaming console, stick your dick inside the resulting pussy that forms, and get it pregnant.

And regardless of what you're fucking, once the actual impregnation takes place, you can also do something special: fully customize your future children due to the special nature of your semen/ovum. With this, you can pick and choose what traits from you, your partner, and any alt-forms the two of you have that will be passed along to your children before you fully lock in the pregnancy. And as you would expect, this even includes non-biological traits in the case you happen to include your IBA form or fool around with a non-organic lifeform or inanimate object, as in both cases your semen/ovum and those you generated for your "partner" will translate such traits into a form of artificial DNA. For example, as an IBA, if you managed to impregnate or be impregnated by a normal human, you'd be able to choose whether your child would be another IBA, a full-blooded human, or even a cyborg, with you being able to pass along modifications you get in the future like deployable jetpack jets or armor plating. Or if you impregnated or were impregnated by the aforementioned game console, you could make your child be an anthropomorphic version of the console that still retains the ability to play video games using their body as the console, with them having far higher "specs" due to the increased internal space allowing for more hardware.

And as a final bonus, you're also capable of doing something only an IBA and IBA union normally could. That being the ability to pass along any skills or mental traits you or your partner have to any of your children, similarly to other genetic traits, whether they are biological, robotic/artificial, or a mix, with this normally only being done when IBAs breed with each other, as during the gestation process either the software of one or both of the parents is copied into their child or brand-new software is created from scratch. So if you'd like for your kids to be master class chefs, you'd be able to pass your cooking skills down to them, or if you'd like to give them the mindset and traits that would lead to them becoming a highly competent scientist; you'd be able to do that as well.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free, with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

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

General [Undiscounted]

Lifetime Supply [100 CP]
Despite the fact that a good chunk of LustLab Co's fame seems to come from the IBAs they invented and sold, they do have things outside of them. As a general-purpose sex toy company, they've more than likely been selling things like lube and condoms far before IBAs were even a thought, as evidenced by what can be found in their storage facility. So by taking this item, you'll gain something fans of LustLab Co. would kill to have.

That being an endless supply of various different sex toys and other lewd paraphernalia that LustLab Co. more than likely dealt in, which either comes from a hypothetical "reward" for being on a good employee-of-the-month streak or from you deciding to ransack what LustLab Co. had left in the storage facility. This includes things like dildos, fleshlights, fuckable torsos, high-strength lube, breeding mounts, cock/ breast milking machines, and various different sexual supplements that boost things like cum loads, breast size, the size/"aggressiveness"/"intelligence" of sperm, or fertility. All of these items will be of the utmost quality with an endless amount of variations, such as different sizes/types of dildos or flavors of lube.

And one of the big stars of this package is LustLab Co's XXXL-sized condoms, which are more than likely made of the same LustLab Co. silicone they use for the IBAs. This, coupled with their construction, allows them to be filled and bloated 'till they stand around the same height as a normal person. Perfect for attaching to the aforementioned breeding mounts or just using it for some fun with hyper-endowed people, and as a bonus, you can at will just summon one of these condoms from this supply onto your dick or that of your partner.

LustLab CO. Employee

Silicone [100 CP]
One of the marvels of LustLab Co.'s IBAs, besides their breeding system, is the silicone that makes up their softer bits. As you can guess, not a lot of people would want to fuck bare metal, and so LustLab Co.'s solution to this problem was something that far outstrips other attempts at giving robots "skin". So by taking this item, you'll gain an infinite supply of this special silicone rubber.

Said supply will come in both the transparent/opaque gel-like version used for the IBA1s and the more visually skin-like version used for the IBA2s, with both coming in a wide variety of colors and patterns. Regardless of which, this silicone is incredibly stretchy, as evidenced by the sheer amount of semen that can be pumped into IBAs and LustLab Co.'s XXXL condoms, while still having a good deal of rigidity depending on how you make something out of it, as it is also used for the penises of the IBAs and in dildos. And coupled with this stretchiness is an incredible amount of durability, as even when stretched ultra-thin, like with an incredibly cum-bloated IBA, it is still highly resistant to cuts and impacts, and even when that cum is drained out, the silicon won't suffer any structural weakening due to the extreme stretching. Also, the silicone feels incredibly life-like, with it being able to accurately replicate the feeling of skin, a hard cock, or a fat, wobbly ass, though some part of the supply will lack this if you find that off-putting.

And as a bonus, this silicone is also a far greater insulator in regard to heat and electricity than "normal" silicone, meaning that you aren't just limited to using this for sex toys and robots, with you also gaining recipes for various different other forms of silicone, which includes the previously mentioned silicone rubber. As well, any silicone you make or that comes from the supply is completely biodegradable, so you don't have to worry about things you make with it polluting the environment.

Tetra Lab Assistant [200 CP]
With how IBAs have introduced the ability for robots to be able to have children in a traditional way and thus be capable of having parents, it wouldn't be weird to start thinking of robot lineages. And when applying this to the IBAs as a whole, it can be said that their ancestor happens to be the prototype robot from the Tetra project who was intended to serve as a lab assistant to Emma and Boris after she was first rejected. So by taking this item, you'll be able to gain your own prototype from that project, as it seems like they happened to have made more than one.

This new bot is an exact copy of the one Emma and Boris pitched to LustLab Co., albeit with it having been refurbished from its original prototype form into what Violet had suggested the pair turn it into. That being the perfect lab assistant, as your version has had various upgrades to turn her into such, such as things like a suite of various different scientific tools built into her as well as improved software that makes her equal to any accomplished scientist in a number of fields. In terms of appearance, her body is made up of three separate machines, which are her head, upper torso, and lower torso, with the former two being able to float and the latter two being remotely controlled by her head. This was more than likely the deciding factor in why the Tetra project was rejected, as along with this, her upper torso and lower torso have penetrable cavities that run

through them, the former of which goes from her, where her neck would be, to where her midriff would be, and the latter going from where her midriff would be to her pussy.

Also, similarly to her IBA descendants, she comes with a suite of different attachments, mainly in the vein of different-sized boob and dick attachments. For visuals, [See Notes].

LustLab CO. [400 CP]
With the aftermath of the mass recall order of the IBA1s and the more than likely negative press releases after the fact, it wouldn't be a stretch to say that their stocks started to dip. While this downturn didn't bankrupt them, as they existed as a company long enough to release the IBA2s, it definitely could have, which presents an opportunity. And by taking this item, you'll be able to take that opportunity by becoming the sole owner of LustLab Co.

Said ownership gains you the entire LustLab Co. megacorp complex that served as their hypothetical main base of operations, as little actual info exists on the inner workings of the company. With this complex, you have all the tools needed to design, produce, and provide a wide range of sex toys and other lewd paraphernalia on a galactic level. On the staff side, LustLab Co. includes a Design department that is capable of formulating new and innovative designs/formulas for sex toys and other lewd paraphernalia; a Q&A/Marketing department, which both handles creating advertisements and gathering customer data via various sources so that it can be funneled back to the design department; a Research department for research into new tech innovations to help further sex toy and lewd paraphernalia capabilities; and various other departments that a company on the galactic stage would need.

And in terms of physical assets, besides the complex itself, LustLab Co. again has what you may expect of a galactic-scale company. This includes production facilities like assembly lines or mixing vats that can churn out enough of sex toys and lewd paraphernalia to supply a section of a galaxy, assuming moderate levels of demand; packaging/shipping facilities that can package and transport said items where they are needed, which includes a small fleet of spaceships; and other things like corporate offices and the facilities the previously mentioned departments need. The place also has a robotics wing for the creation of more robots, which the design department can make use of, with it coming with the blueprints for both the IBA1s and the "more advanced" IBA2s. The complex itself also has an underground storage facility similar to the one you are trying to escape out of, with it having 6 floors and each floor having 4 sub-floors with 20 to 25 rooms split among them, and in case production needs to be ramped up, the entire company is well versed in propagating itself by setting up extra factories, shipping plants, and storage facilities to supply higher demand and reach further away customers.

And as a final bonus, you gain 5 extra storage facilities that are scattered around the galaxy, assuming you'd like to stay after your escape. These facilities are incredibly hidden and extremely remote, perfect for dumping something into and forgetting about it, and if you fill one up and don't want to keep it, you can leave it in a jump and gain a new one in your next.

Mecha Breeder [600 CP]
With how both Emma and Boris were talking about it, the robotic breeding system that the eggheads at LustLab Co. managed to cook up must have been a marvel of science. The ability to allow robots to breed and grow their own population like living beings, which was probably even better than what biological life could do, as the only thing IBAs needed was power, is something plenty of people would kill to get their hands on. And by taking this item, you'll gain something that showcases just what a system like that could be used for.

This item takes the form of a set of three towering mecha that look like a well-endowed man, woman, or hermaphrodite, you can choose to change the distribution of them as well as modify their designs if you wish. For visuals on their base look, [See Notes]. Regardless of appearances, all of them can be piloted by a single person via a neural link that allows you to move it as if it were your own body, even if you've changed the body plan to something non-human, and feel what it feels, though you can choose not to link certain sensations like pain. While you may be used to mecha coming packed with various weapons, these ones only come with their own hands and feet, though they are highly modular so they can be easily added later. Instead, they come with fully functional sets of genitals based on what "sex" you picked for them, which can include a penis that comes with a sturdy breeder's knot, a large set of breasts, and/or a pussy with a high-strength sphincter-like entrance, with the mech's anus also having the same. Both the breeder's knot and the sphincter-like entrances are made to be leakproof to prevent accidental flooding of the surrounding area, and similarly to IBAs, each mecha has fully functioning semen, breast milk, and/or ovum that it can produce without any input, potentially as a result of LustLab Co.'s influence one way or another. And complementary for their size, each mech's max storage of sexual fluids is around ten million liters, with the max number of ovum they can "ovulate" at a time being well over five hundred, and with anyone that "jacks into" any of the mecha having their semen and ovum copied into the mecha's. While this all may seem incredibly weird for a mecha, as they tend to be used to help fight off things like equally massive kaiju, these ones can still be used to "fight" them in a manner of speaking.

To be more specific, along with the mechas, you gain a business centered around "handling" kaiju-related problems, where instead of beating them up, you go about fucking and impregnating/being impregnated by kaiju that are running amok. This will obviously spread the concept of kaiju to future settings if you so wish, though you can choose to toggle this on and off or put a pause on new ones showing up, with you also being able to decide their overall designs, such as if they are completely monstrous, basically human, or anything in between, and what theming they can have, such as being reptilian aliens, insectoid bioweapons, or long-slumbering dragons. You can also choose whether they are all male, female, hermaphrodites, or a mix, with them having a similar level of "output" in terms of semen, breast milk, and ovum compared to your mechs. And while most kaiju tend to be violent monsters, these ones are oddly and incredibly easy to placate and "tame" with sex, which in the worst-case scenario may require you to engage in a bit of struggle snuggling with the more aggressive ones.

And to slightly sweeten the deal even further, because of your business, you gain full custody over any kaiju that you subdue as well as the resulting offspring.

Abandoned IBA

GPS Add-on [100 CP]
One of the major impediments, if you can even call it that, to your escape of the storage facility is going to be its layout. Either because the upper management of LustLab Co. has a thing for repeating, nondescript, stark white interior decor, or they just wanted to cheap out when building it, the storage facility you find yourself in can become very confusing to navigate. So by taking this item, you'll gain a tool that will make your short stint here possibly even shorter.

That is because this item takes the form of a GPS, which manifests as a component that is installed inside your head. This GPS is a valuable escape tool, as it can be used to pinpoint the location of any exits to any place that you're in, as well as any keys or similar items needed to open them in case they are locked, with it doing so via an augmented reality overlay/HUD projected onto your vision that both lays down a visible path along the ground to these things as well as highlights/outlines them through walls with a distance tracker. This also applies to those who would like to breed with you or who are just down to fuck regardless, such as those affected by **Free Use Among Kind**, with various filters such as those who have certain physical or mental traits. The only real limitation to this is that this system's range only spans a volume that would include the floor you're on and two floors above and below you.

As a final bonus, this system can be used as a sort of IFF system, as it will also keep track of and highlight other people who have the component installed in them, whether they are a robot or a person with it as a cybernetic brain implant. And to help with this, you gain a supply of these GPS components, which can be easily installed in robots, in people as cybernetics, or put inside something like a helmet or glasses.

Breeding Facility [200 CP]
When you inevitably get out of this imprisonment, and assuming you'd like to stay awhile before moving on, you're probably going to need something to help support yourself. While it's unknown how long it has been since you and your fellow IBAs were sealed away, it would be safe to assume that the Empire and Humans and their Department Of Populations wouldn't be too happy to see that you've escaped and what it could mean. So you're going to need to move around a lot, and that takes money, but by taking this item, you'll gain the perfect business for someone like you.

That being your very own breeding facility, which is something LustLab Co. or someone who bought an IBA attempted to dabble in, as what better way to earn a living than to do so with the tools LustLab Co. so generously gave you? This business will obviously attract people far and wide who, for one reason or another, want to seek you out for breeding, either in 1-on-1 sessions or with your clients lined up side by side in a breeding chain if you happen to have a penis and/or can be impregnated by multiple people in rapid succession. And your payment for this will be hefty, as every one of your clients is wealthy and willing enough that they'll pay a minimum of 500,000 credits for each fertilized egg, with this changing denominations if needed, or something equivalent like gifts of jewelry or favors.

Along with this, said paycheck can and will climb higher and higher into the millions depending on what sought-after or powerful traits you can pass along to your kids and how you can modify them, with your selection of traits/abilities you can pass along, how you can customize your progeny, and omni-breeding perks like **Invasive Breeding Kit** expanding your potential clientele and payday with them being featured in advertisements for the facility. For example, if you had the ability to pass along/increase the mental/physical ability of your kids, you may get approached by some high-ranking business tycoon for the former or the leader of a merc group for the latter, both of whom want the perfect heir. Or if you bought **Invasive Breeding Kit,** a mad roboticist may come to you so you could impregnate their latest masterpiece that they ran out of the rare materials to make more of, or the last of an extinct species may petition you to help bring their people back. Though if there are people and situations you'd like to exclude from your business, you have a system to set that up as well as the ability to remove some parts from the aforementioned advertisement in case you don't want to hand out a certain trait of yours.

As a bonus, you also gain a breeding badge, which will alert those directly seeking your services in particular or who are in need of a breeder in general as you're out and about, with this also leading you to them.

Attachment Suite [400 CP]
One of the major selling points of the IBAs, besides their ability to breed with each other, is their customizability. Even in their main advertisement, it is said that "IBAs come in various types, ranging from "smaller" sizes to something a little more exotic," which further brings focus onto this. So, by taking this item, you'll gain a set of customizable options that will allow you and other robots to make yourselves how you want to be.

More specifically, you gain a set of various IBA-related attachments that you can make use of, with the starting set being the various ones found on the different IBA models, such as the over-under "double-barreled" penis and larger balls add-on of the Model B or the massive magnum cock and balls of the Model D. There are also a few speculative ones, like fleshlight pussy attachments with various different internal textures, structures, features like a vibration mode; various animal-based genital attachments such as what is found on IBA2s; and leg/chest attachments that give you thicker thighs, a fatter ass, or more bountiful breasts. Another standout type is pussy and penis attachments that serve as "measuring" devices that can measure and record details about sex/breeding-related qualities when fucked, such as cock size, semen potency/virility, ovulation average, stamina, and genetic quality/value on a F- to S+ grading scale. These attachments can easily be attached to other robots, or people in the form of cybernetics, as they all come with a universal adapter kit. And while all of this may seem a bit underwhelming at first, this set of attachments comes with two big additions.

The first is that the set will accumulate more and more attachments as you "jump" from setting to setting, with these new ones incorporating new or unique tech from those settings as well as new designs in the case of things like cock and ball attachments. The main limitation of this is that it is mainly focused on sexual attachments that will be created with any examples of high tech that can be used for sexual means while other utility and even combat attachments will make use of common to above-average tech.

Plus, if you want to fuse the functionality of two or more attachments together, you'll have to do all the leg work in terms of research and design.

And the second is a special system that seemed unique to the lone escapee, IBA, before you: DNA upgrades. Specifically, each of these attachments is hooked up to a very video game-like system where whenever someone with an attachment impregnates someone or is impregnated, they earn a DNA point for each egg fertilized, with everyone having their own "accounts", as it were. These points can then be spent to upgrade any attachments or other robotic systems a person currently has in various ways, such as increasing the storage capacity of any batteries installed or increasing the strength of the servos in arms, legs, or in-built weapons. The only limitations on these upgrades are that they can't add any components or subsystems that aren't already there, so you couldn't upgrade an acid-spewing mouth attachment so that it can produce its own acid, but if said attachment already had the ability to do so, you could use DNA points to improve things about the acid it makes, like its acidity or the speed at which it is produced.

Vault Of Buried Treasure [600 CP]
If you think about it a bit, what LustLab Co. tried to do in order to be rid of their IBA problem isn't really too out of the ordinary. Plenty of people, both real and fictional, have attempted to bury their mistakes and problems by just digging a big hole and dumping them inside, hopefully without anyone unearthing them. But, in the grand scheme of things, these people are effectively making gift boxes full of goodies for people to find, and so by taking this item, you'll be able to skip the hunting part.

As with this item, you gain the entire LustLab CO. storage facility that you and your fellow IBAs were condemned to spend the rest of your existence in. Besides gaining all of the various facilities located in it, you gain the entire population of IBAs that were stuck in there, which, for the sake of there not being exact numbers, will be around 15,000, and while they seemed to be completely content to remain in the place as you escaped, that can be attributed to the last software patch LustLab Co. put out. In a matter of fact, they are incredibly thankful to the point that they have all declared you to be their leader and master.

But they are only a small part of the true purpose of this facility, as when you enter new settings, the facility will find itself filling up with various items and information that people and groups in the setting want to bury and forget about, with it growing in size to accommodate new things. This can range from illegal growth vats used by a mad scientist that were disposed of by a sting operation, a crop of maid robots that were recalled when a random glitch in their software made them go on a berserk murderous rampage, or the recipe to a highly illegal and dangerous body-morphing drug that was burned. And when these things do wind up in the facility, not only are they meticulously organized and categorized for your convenience, but everything will be in absolute peak condition as if they had never been used or damaged. But, in the event that whatever shows up here has a reason to be forgotten and buried, there are a number of protective features that will be activated to protect you and everything else, such as in the case of someone burying a demonic tome.

Companions

Companion Import [50-300 CP]
As was mentioned previously, your time here in LustLab Co.'s makeshift IBA tomb shouldn't be that long, and thus you really shouldn't need much help escaping. But, maybe in treating your stay here like a vacation, you'd like some company to talk to while you make your way out. And so, whether that company is someone you've brought along here or another poor soul attempting to make their way out, this companion option will make sure they can get in on the fun.

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

IBA Partner [50 CP]
One of the most common things that you are going to be seeing as you make your way out of this storage facility is going to be IBAs. While exact numbers aren't given, it would be safe to assume that there are around 15,000 of them locked up with you due to that being the number of pre-orders that were made after the IBAs went viral. And with such a number, it wouldn't be a stretch to say that they all are incredibly varied with how LustLab Co. pushed their customizability, and they all are basically free for the taking. So, by taking this companion option, you'll be able to gain an IBA to perfectly suit your needs.

Everything about this particular IBA is completely customizable, with you being able to pick between gaining an IBA1 or an IBA2 despite the latter being made well after the entombment of the IBA1s. In terms of "minor" cosmetic changes you can make, you can choose things like the color of the metal and silicone if you pick an IBA1, the color of the silicone skin and highlights if you pick an IBA2, as well as the color of their various sexual fluids like semen, breast milk, and vaginal fluids. But, you can also pick out some major ones, such as how large their breasts and ass are, or pick what penis attachment they have, such as one of the ones the various IBA1 models have or the more lifelike human/animal ones of the IBA2s. And one of the final major changes you can make to your IBA is to their lower half, such as giving them a taur-like body by replacing their legs with the bottom half of a horse/spider, or similarly to their predecessor Tetra, removing their legs and letting them hover around.

Drawbacks

True Depths Of Production [+100-400 CP]
One thing that may strike you as odd as you make your short trip to the surface is that the storage facility you find yourself in seems incredibly small. Using the total preorder amount for the IBAs in the aftermath of them appearing in a news report as a reference, there is no way for 15,000 IBAs to be stored in the place based on the rooms you can go into. So, by taking this drawback, you'll be forced to go through a facility that is more appropriately sized for the amount of IBAs it was tasked with holding.

More specifically, this drawback makes it so that the LustLab Co. storage facility you have to ascend your way through is a lot larger than what is depicted in the game.

For the first tier, this simply makes the entire facility grow to 10 floors, which won't tack on too much extra time for your ascension, assuming that "treasure" hunts aren't your weakness, as there is also an increase to the amount of clutter, like various sex toys and other things LustLab Co. stored here or wanted to get rid of, which can hide a floor's keycard. But thankfully for you, this clutter is at least organized to some degree.

For the second tier, with an increase of **100 CP** for a total of **200 CP**, the facility now grows to around 100 floors, which, when coupled with a moderate increase to both the amount of clutter and the disorganization of it, is going to force you to spend a lot of time searching every nook and cranny of a particular floor.

And for the final tier, with an increase of **200 CP** for a total of **400 CP**, the facility now sits at around 326 floors, which is going to make this trip of yours a major slog, as not only does the amount of things stuffed into the facility reach hoarder levels, they also have a hoarder's level of organization, that being next to none. So you're going to have to sift through massive piles of junk to find the keycard for a given floor.

And keep in mind that, regardless of the tier you've chosen, each floor now has around 80 to 100 or so rooms spread between its four sub-floors. Along with that fact, you have to search for the **singular** key card for the **singular** elevator per floor, with there being no indication of where either is and their location differing from floor to floor.

No Half-assing [+200-400 CP]
In the grand scheme of things, the one that can be said to be responsible for the lone IBA making their escape before you is whoever was tasked with sealing the facility up. Because of them, the keycards used to unlock the elevators were left sitting out in plain view, and despite most of the doors between rooms being locked, they still left a clear path for an IBA to go down to reach the keycards and the elevators. But, by taking this drawback, it seems like whoever it was that was tasked with the sealing had decided to take their job more seriously.

For the first tier, their work is only moderately better than what it originally was, as they have taken to properly hiding the keycards for the elevators, masking the elevators so that their doors aren't an obvious bright red, and adding various locked doors to impede your process. And despite there being keycards for these newly locked doors, not only are they nearly identical to the elevator ones, they are also spread out across the

different floors such that, unless you carefully comb over every square inch of the floors as you make your way up, you may have to do some backtracking between floors, as a card found on one floor could be used to open a locked door on the next.

And for the second tier, with an increase of **200 CP** for a total of **400 CP**, it seems a new guy was hired to replace the previous one, who decided to go a bit above and beyond, as there are no longer any keycards for locked doors or the elevators. This means that you're going to have to either muscle them open somehow, using your raw strength or finding tools to do so, as the place is a storage facility, albeit one for sex toys and the like, or "hacking" them in some way, like pulling out and messing with the door's wires. Along with this, and something that may have gotten that newbie reprimanded or even fired due to the "costs", there is a security camera system coupled with a special A.I. that will monitor all of the IBAs and anything else in the facility. It does this in order to see if any IBA is trying to escape, with this counting you even if you are a **LustLab Co. Employee,** as the employee that ordered it installed gave it the simple directive to prevent any IBA from escaping, with it treating anything moving as an IBA. Once it determines that an IBA is trying to escape, it will force a lockdown on that floor, which closes and locks every single door, and the only way to avoid this is to "play a game" with the A.I. This "game" is similar to ones where multiple hiders have to blend in among NPCs to avoid detection from a seeker, so to make sure you don't have to constantly deal with excess locked doors, you're going to have to pretend to be just a normal IBA when the cameras are on you as you try to make your way out.

Last-Minute Patch Fix [+100-600 CP]
As was mentioned a few times, one of the measures LustLab Co. put in place to try and make sure the IBAs wouldn't escape was to put out a last-minute software patch before they were sealed away. The idea was that the patch would enforce a directive in their software that would prevent them from even making attempts to try and escape the facility. But, as you can guess, a bug in that patch allowed an IBA before you to make the escape, and by taking this drawback, it seems that a more sinister bug has cropped up.

This particular new "bug" is going to be costing you the sanctity of all of your holes, and dick, if you have one, as it has resulted in the lovable, people-pleasing personality of the IBAs being flipped into that of sex-starved rapists.

For the first tier, you effectively have to treat your trip to the surface as one big stealth-based video game, as the bug also somehow causes any IBA to focus their attention on you if they manage to spot you. This obviously means you're going to be spending a good chunk of your time sneaking around trying to find a floor's keycard while avoiding the IBAs that are either fucking each other or patrolling around the halls.

For the second tier, with an increase of **100 CP** for a total of **200 CP**, this stealth task becomes a bit harder, as now every single IBA on a floor is patrolling around, meaning that you have that many more "eyes" you have to avoid. But, if one manages to spot you, they will send a signal out to the rest of the IBAs on that floor, alerting them to your position and causing all of them to converge on you.

And for the final tier, with an increase of **200 CP** for a total of **400 CP**, you've basically found yourself inside of the worst kind of stealth video game, as when you're spotted by

an IBA, not only will the signal they send off reach every single IBA in the facility, but IBAs on other floors now have the ability to freely take the elevator to the floor that you are on. So, getting caught even once will result in a horde of IBAs hounding you until you manage to make your way out of the facility.

Though something to keep in mind, regardless of the tier you've picked, due to there normally being a number of locked doors in the facility which restricts the number of IBA you can run into to per floor to 46, this drawback gets harder if you've taken **True Depths Of Production** as you'll have to deal with far more IBA on a given floor. But, paradoxically, the higher of a tier you take in that drawback, the "easier" this one becomes, as the 15,000 total IBAs would be evenly split among the new number of floors, which would mean you'd have to deal with fewer per floor. So, if you'd like a bit more of a payout to make things a bit more "fair", then for an extra **200 CP**, you can make it so that there are 2,500 IBA per floor, with this being able to be taken at any tier of this drawback so long as you've taken at least the first tier of **True Depths Of Production**.

Final Liquidation [+400-600 CP]
In most cases, when you happen to be tasked or ordered to dispose of something, just simply dumping it in a hole isn't going to be satisfactory for whoever gave you the order. While it seems that LustLab Co. can be counted among the few that it did work for, typically doing something like that will get whoever gave you the order to give you an earful, with your job or life potentially being on the line. And by taking this drawback, it seems like the Department of Population in the Empire of Humans has caught on to LustLab Co.'s ploy, and at their very threatening behest, LustLab Co. is going to "finish the job" and scrap every IBA located in their storage facility.

At the first tier, this drawback makes it so that to get this task done, LustLab Co. has decided to hire one of the two more well-renowned mercenary groups. That being Solace Inc., the self-reported " #1 time-traveling mercenary company in the galaxy", or Chrono Corp., their major rivals and the ones LustLab Co. had previously hired to help in repossessing sold IBAs.

The former is headed by a human woman named Jordan, whose time travel tech allows her to reach anywhere in the jurisdiction of the Empire of Humans between the years 213X and XXX, and whose company can be seen as a clown car of colorful figures from all over the galaxy. Such goofy individuals that can be counted among her staff include a four-legged centaur "insect" that is a hybrid lab experiment and is incredibly in love with humans, an annoying sapient radish from Earth that was mutated by undead blood and seeks to make fanny packs cool again, a jellyfish-like person who Jorden calls the textbook definition of a virgin, and an axolotl who works five other extra jobs to pay off her student debt from her degree in education. And the latter is headed by a Dragonkin named Crimm, but its combat leadership is led by his daughter named Synthia, whose staff would seem more at home being a part of an evil galactic empire when compared to Solace Inc., with most of them being faceless goons in black armor with primarily red highlights. Her lieutenants aren't any better, with those counted among them including people such as a mind flayer that enslaves the minds of others.

But despite the overall vibe that both groups have, they both are firmly in the "shoot first, ask questions later/maybe" camp, Solace Inc. a bit more than Chrono Corp., and

aren't averse to killing people. So, regardless of which one you pick, they probably are going to just start shooting and destroying the IBAs and may not care too much if you get caught in the crossfire, even if you're a **LustLab Co. Employee** as they'll believe you're one of their targets. But this does present an opportunity for you, that being convincing them to take you aboard, though that may be harder than it seems. For both, they'll only take you on if you can prove some sort of worth, whether that be in combat or some other role their merc companies may need, like R&D. To give you an example of the higher end of the former, their mercs, when working as a team, are capable enough to face off against enemies like Hyperworms, which are big enough to eat through space and time, and Infra Knight, an expy of Meta Knight whose sparring sessions with their sibling Wibby entail the two of them punching each other into planets and causing mass extinctions. Though, Jordan may be slightly more open to you joining, so long as you're a beautiful woman, due to her being gay, and due to her having the precedence of screwing over her clients a bit, albeit incredibly rarely, such as when she took a contract from both Heaven and Hell to side with them in their war over purgatory. But, this all does hinge on you managing to survive their onslaught and getting a chance to talk to either Jordan or Synthia in the first place.

However, if you decide to take the second tier of this drawback, with an increase of **200 CP** for a total of **600 CP**, this potential way out becomes unavailable. This is because through a communication mix-up LustLab Co. has hired both groups to handle the IBAs, which will lead to an all-out brawl due to Jordan and Synthia having to keep up appearances because of their complicated love life they try to hide from Synthia's father. This will lead to Jordan and Solace Inc. learning of Chrono Corp's previous work with LustLab Co., and thus she will reject you joining because you're obviously trying to weasel into Solace Inc. on Synthia's behalf. And on the flip side, Synthia will reject you by claiming that Jordan and her perverted company must have gotten to you first and that you squealed about insider info on Chrono Corp. that you must have gleaned during Chrono Corp's last outing with LustLab Co.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0

12/23/25: Doc is fully finished.

V1.1

12/29/25:

- General gammer fixes
- Modified **Living In A World Of Queens** to allow for you to increase the rate of output of your sexual fluids, as well as protect your partners from your increased flow.
- Modified **Built To Withstand** to showcase more examples of what can be done with it by adding on fighting to the list of things a highly sexualised robot could still do and specifying kevlar and titanium as examples of materials you could do things like weave into silicone.
- Modified **Unburdened** to explicitly allow you to also fight without your extreme proportions inhibiting.
- Modified **Breeding Above And Beyond** to allow you to pick different fertilization visual styles as well as customize the appearance of your sperm and ovum.
- Modified **Lifetime Supply** to explicitly give cock/breast milking machines.
- Modified **Last-Minute Patch Fix** to specify that the 15,000 IBA total would be split among the new floors added by **True Depths Of Production** if it was taken, as well as accommodate for the fact that taking **True Depths Of Production** would make things easier by granting an option to make it so that there are 2,500 IBA per floor, if you happen to take both drawbacks, in return for an extra 200 CP.

Notes

Galaxy At Large

The galaxy that this game takes place in can be seen as a sandbox for the various different games that aplovestudio has created over time. Almost every single game takes place in said galaxy, with Solace Inc. in particular being the one to tie all of them together, as a number of the characters in it come from the different games. IBA is linked to this via the character of Tetra in Solace Inc., which seems to imply that the prototype from the Tetra project Emma and Boris worked on separated from them and went on to be picked up as an employee by Jordan.

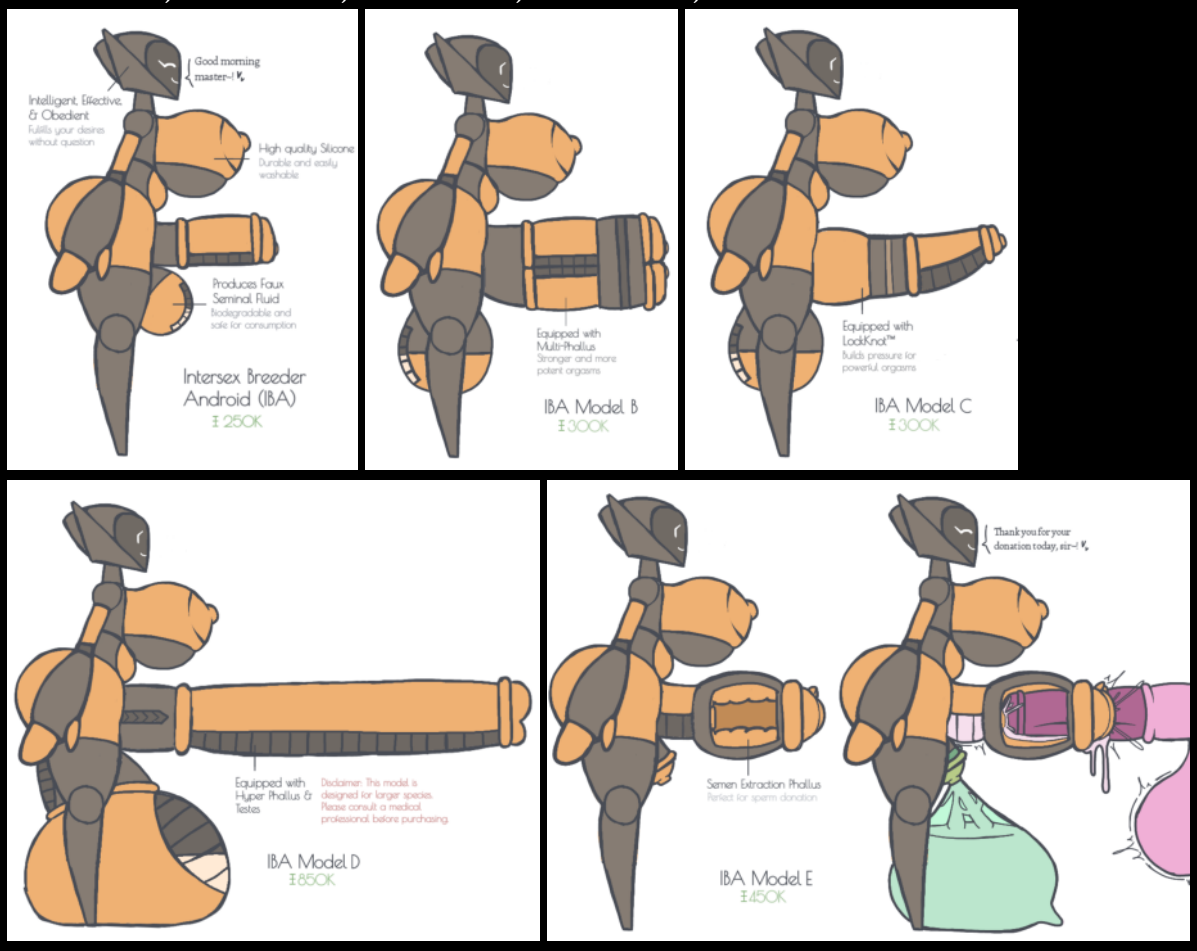
Though, while Solace Inc. does give the most info on the galaxy, there still is a number of blank spots, so you can treat it like a generic sci-fi galaxy for the most part. I do have a Solace Inc. jump on the back burner, assuming it isn't done and I haven't posted it yet by the time you read this.

Reference Image Links

All images are created and owned by aplovestudio.

IBA1's Appearance

Left to Right, Top to Bottom
IBA1 Model A, IBA1 Model B, IBA1 Model C, IBA1 Model D, IBA1 Model E



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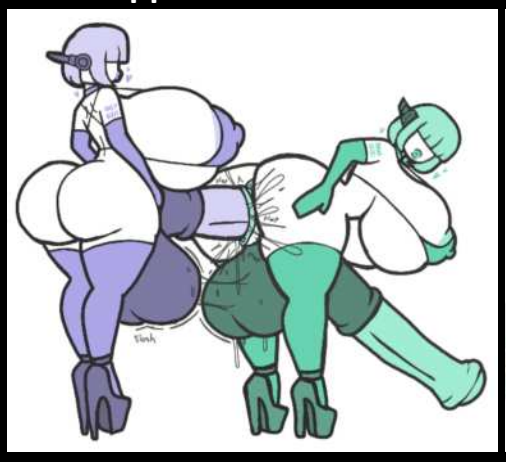
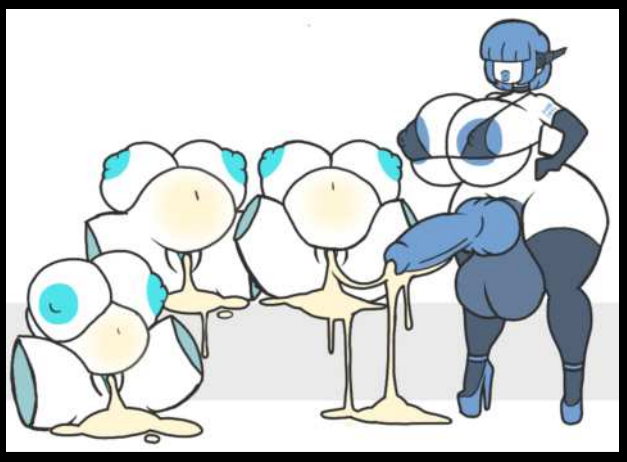
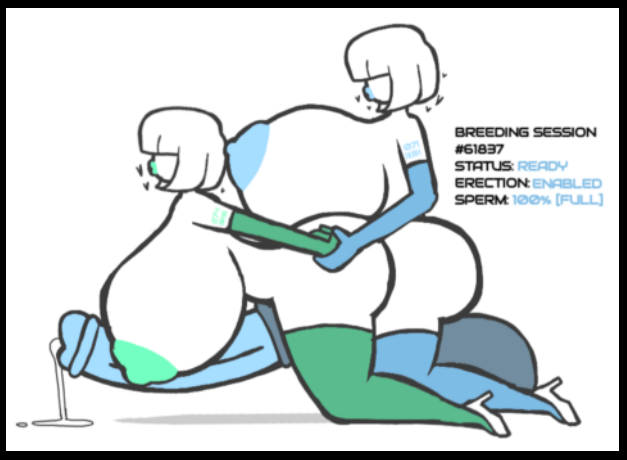
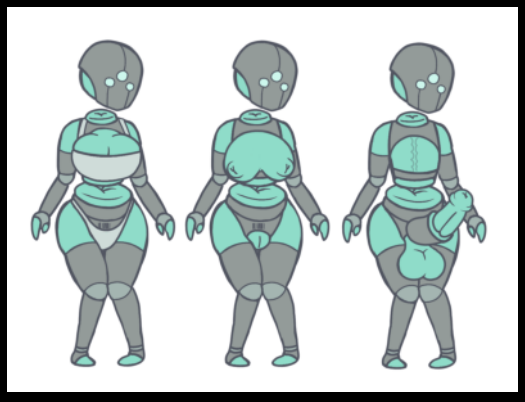
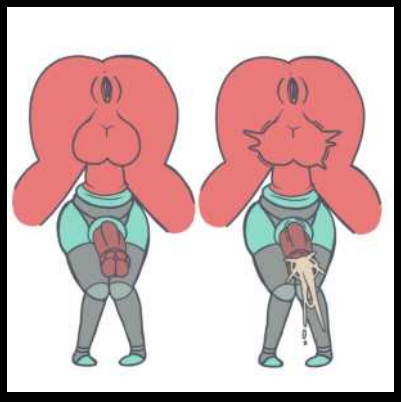


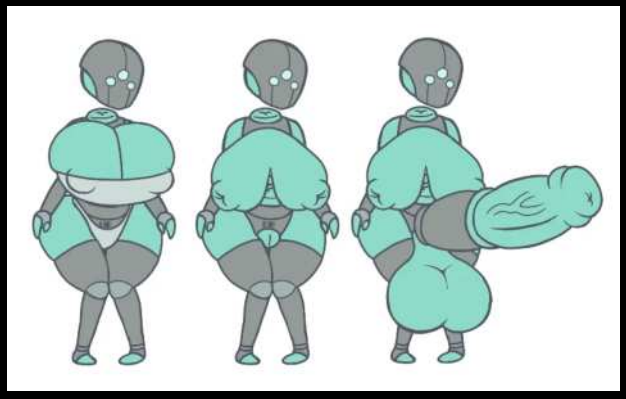


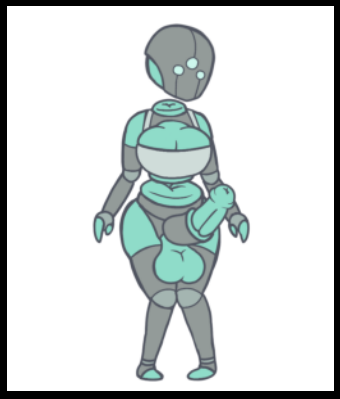
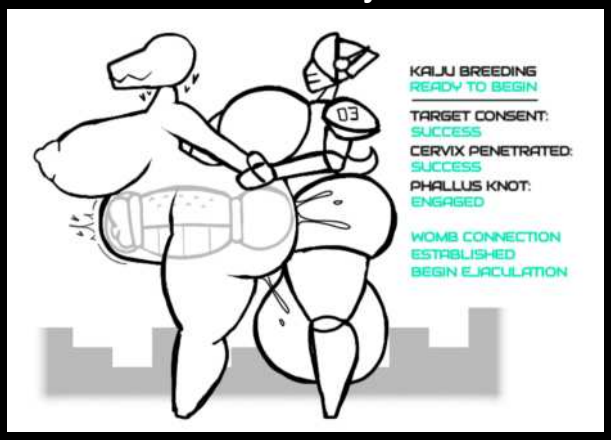
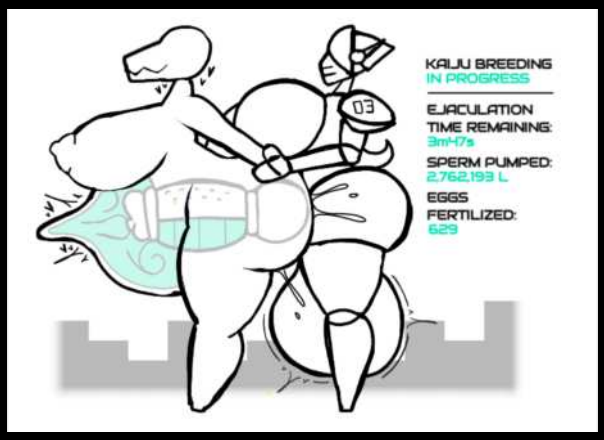


Tetra Lab Assistance Reference









Mecha Breeder and Kaiju Reference