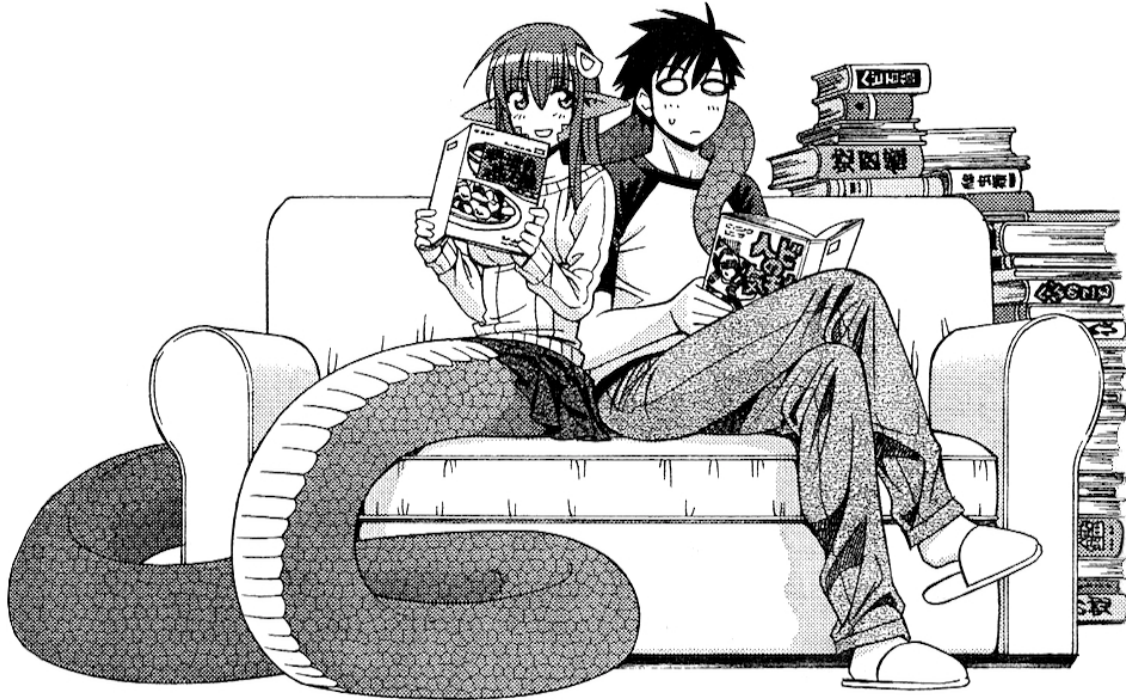


Story/Intro: "Ah! How'd you get in here? Wait. You're the one Ms. Smith said she would send along to pick up these things she left, right? Right. Anyhow, she told me to give you these baubles (choice points) when you arrived. I don't know what they're for but I counted them out, hopefully you don't mind, though either way I can safely say there is at least a thousand of them here. Not sure if there is suppose to be more or less. Sorry about that. Also, before you go, there was this key. Ms. Smith said it was for the house down the way. I guess that means we're going to be neighbors."



Origins: Your history in this world up until now. Since Extraspecies are sometimes guys but all most always girls if you choose do be one your gender will be swapped to female and you won't have to pay for it. All monster girls gained from being a Host will be female. Gender switching for humans here is fine and won't cost you anything but you may not alter the age you rolled.

Drop-In (Free) Age: 17+1d8	+ Fairly standard but comes with a mostly paid off home. - Nothing much else besides that though.
A rather unremarkable beginning but you're sure to think of something to do while here. Like every other origin you get your own house! Though yours is just fit for yourself at the moment. Shouldn't be too much to pay it off.	
Host (Free/100CP/200CP) Age: 15+1d8	+ You'll be hosting a monster girl in your home! - Shenanigans are sure to happen. Also, rules...
Feed them, buy them their things, no sex, must keep them out of trouble and they can't ever go out on their own unless you're right there with them. Keep in mind that all those rules can be broken if you don't get caught. But if you do... You may take a canon monster or just a random monster you want for the price it would take to be them or just roll 1d72 from the list to figure out what girl you'll be getting to know and teach your human ways. Be sure to roll for her age if that applies. And if one is not enough you may roll up to six times for six girls. Should you roll an extraspecies with listed subspecies you may choose which you get regardless of additional cost or requirements. However, while rolling Slime would allow you to take a Queen Slime of your choosing they'd not have the Royal Mode boon. The same goes for Queen Bee. They're still royalty. http://www.wizards.com/dnd/dice/dice.htm	
Even more, should you choose, you may pay extra points to increase your overall wealth. Everyone starts out working a slow job that pays for the things you'd need, however 100CP will make you have a constant and generous amount of money coming in from a family business that you're apart of but rarely, and 200CP makes it so that your family is rich and so are you.	
Extraspecies (1d72) Age: 10+3d8	+ So big and scary you are. Just as cute too. - Not everyone likes monster girls.
Part of the exchange program like many other monster girls you're not too different from people. Whether you know it or not on a full moon you become incredibly randy. Keep that in mind so you don't hurt yourself or someone. Should you not wish to leave this all up to fate you may pay the price listed. Keep in mind some subspecies cost more. http://dailylifewithamonstergirl.wikia.com/wiki/Other_Races	

1. Lamia (200CP) – A lewd and lustful lady lizard, well, snake. Thriving in hot environments they are deathly incompatible with cold ones. Most notably they shed their skin and have an erogenous zone on the tip of their tail. They possess enough durability to survive being trampled by a centaur with little to no harm done to them. They can also when they will it see in infrared.

Echidna (100CP) – Compared to lamias this subspecies is closer to lizardfolk having more of their body covered in scales. Possessing poisonous fangs they have their own unique pattern reminiscent to vipers.

Medusa (100CP) – A subspecies of lamia with snakes for hair. In mythology, their gaze can turn creatures into stone, but in actuality they possess no such ability. However, their gaze is very keen, and their glare makes living creatures unable to move, as though they've been turned to stone. Most have poor eyesight.

Melusine (0CP) – A lamia subspecies with dragon wings on its back and small horns on its head. They share some characteristics with dragonewts. Their wings are not strong enough to carry them.

Sea Serpent (100CP) – While quite taken to water they can't breathe in it and must surface so often to do so. Various temperatures that would be harmful to a lamia will have little effect on them.

2. Nekomimi (Free) – A girl that has features of a cat. Surely this doesn't need an explanation.

3. Mouse (Free) – Having the ears, tail, and rough size of one they're amongst the smallest monsters about.

4. Usagimimi (Free) – With a bushy tail and big ears with other minor bunny traits. Otherwise unremarkable.

5. Holstaurus (100CP) – As the minotaur further below except not so big and aggressive. They both produce varying amounts of milk that has to be dealt with.

6. Werewolf (Free) – As a nekomimi except with wolf features.

7. Angel (100CP) – An otherwise normal looking species with the exception of the wings on their back and elfin ears on their head.

8. Harpy (100CP) – Typically birdbrains, an adult harpy is strong enough to carry a lamia while flying and has enough durability to ram through a window at a high speed and not get hurt. They also have bad night vision and can lay unfertilized eggs worth millions (of yen) to the right person.

Land Animal Harpy (0CP) – Having wings too small to fly they've adapted to run at incredible speeds.

Raptor Harpy (0CP) – A large and more powerful harpy subspecies that are proud and difficult to please. Unlike other harpies they are strictly carnivores.

Poultry Harpy (+100CP) – A species adapted for laying eggs. They cannot fly and are unable to run at high speeds. They are very cowardly.

Garuda (100CP) – Considered to be the strongest of the harpy subspecies. They have a very vibrant coloration.

9. Centaur (200CP) – Prideful, loyal, and powerful enough to hold a lamia in each hand. They're also fast enough to keep up with some motorized vehicles. They are herbivores and only so.

Lightweight Centaur (0CP) – Smaller than standard centaurs they also get injured easier. They are however much, much faster.

Heavyweight Centaur (0CP) – So powerful they can move around unimpeded even while wearing heavy armor. These are the largest and most muscular of centaurs.

Dairy Breed Centaur (0CP) – A subspecies that produces an exceptional amount of milk. They are roughly the same size as standard centaurs.

Unicorn (+100CP) – Known as a symbol of virgin purity, they are said to be "only tamable by virgin women". It is said that their horns are able to cure all diseases; resulting in a mass-hunting for the species.

10. Slime (200CP) – A shapeshifting slime that can even mimic how a person looks right down to changing their color or what they're wearing but cannot hide their head tentacle. They can read minds with their head tentacle, heal injuries with their internal waters, and are pretty much immune to most damaging things except large bodies of water and dehydration. Their mood can be forcibly change due to some substances.

Red Slime (0CP) – Vastly more acidic and volatile. They are smaller than standard slimes and can dissolve just about anything to adapt to life in environments with little edible matter.

Pink Slime (0CP) – A sweet smelling subspecies that is constantly in heat.

Green Slime (+100CP) – A poisonous and lax subspecies that has a harder time holding themselves together. Literally.

Black Slime (+100CP) – A once colored slime tainted by pollution at the hands of humans. Very misanthropic.

Queen Slime (100CP) (Required: Royal Mode) – A more intelligent and mature slime. Besides holding the admiration of their specific type (Red Slime, Pink Slime, Green Slime, Black Slime, Slime, etc) the potency of the properties that type would hold increases exponentially.

11. Mermaid (Free) – With their slimy skin and amphibiousness and a little help a mermaid can traverse the land roughly the same as a human. Can only breathe wet air though. They can sense large bodies of water, are cold resistant, and become very sick if they swim in chlorinated water.

Fresh Water Mermaid (0CP) – This subspecies of mermaids that travels to fresh water locations is only different in that their colors tend to be more muted.

Shark Mermaid (0CP) – Mermaids with sharp teeth and the lower body of a shark. These are entirely carnivorous.

Eel Mermaid (0CP) – With long bodies like a lamia, they have no trouble living on land because they produce even more mucus than standard mermaids. They have trouble wearing most clothes due to their mucus, which also has cosmetic properties that makes them popular among other mermaids.

Tropical Mermaid (0CP) – Mermaids with brightly colored scales and an affinity to warmer climates disliking colder ones.

12. Orc (Free) – While their males are not the most beautiful thing around both sexes are strong and durable for sure.

13. Monoeye (Free) – No different than a human save for their one giant eye. An advantage and disadvantage having incredible long sight but terrible sight close up.

One-eyed Monk (0CP) – Monoeyes who have converted to Buddhism. Aside from being nuns, they're no different from standard monoeyes.

Cyclops (0CP) – A large subspecies of monoeye with exceptional smithing abilities. Their large eye allows them to accurately determine the temperature of fire and iron, which is the source of their unique smithing techniques.

Backbeard (300CP) – Possessing powerful eye abilities that allow them to hypnotize anyone who looks into their eye, blind others with their glittering eye, or even shoot laser beams from their eye. They are small in stature and not very durable.

14. Ogre (200CP) – Being incredibly big and strong for human standards their most remarkable feature is their very sharp horn on the top of their head that they can have one or two of depending.

Oni (0CP) – Aside from their colorful skin ranging red to blue, they are almost no different from standard ogres. They tend to be about two meters tall and have two horns.

Troll (+100CP) – Being stronger and larger than standard ogres, reaching heights of over three meters tall. They as well tend to have one or two horns. They are extremely well-muscled with massive limbs.

Gigantes (+200CP) – A massive subspecies reaching heights greater than ten meters tall. Because they can easily injure humans they spend most of their time trying to not move about. They have four horns.

15. Zombie (300CP) – As a living dead they cannot feel pain and possess a toxic fake blood (formaldehyde) that stops them from decaying but that same blood is very harmful to humans. They can realistically survive anything that they'd be able to stitch themselves back together from.

Early Zombie (+300CP) – A subspecies created before the establishment of preservation technology. To prevent further decay, they spend most of their time in refrigerated rooms. Because of their incomplete preservation, their brains are not entirely intact, making them very easygoing with energy levels of a person who has just woken up.

Mummy (+100CP) – More human than any of the other subspecies they must go out of their way to frequently moisturize so that they don't dry up. To almost anyone they would look human without their rags.

Jiang Shi (Chinese Hopping Vampire) (+100CP) – Suffering severely from rigor-mortis this subspecies must move about and stretch so that their joints don't lockup preventing them from moving. This is worst when they first wakeup but can be dealt with.

Frankenstein's Monster (0CP) – Other than being a bit more patchy and pieced together they're mostly the same as a living thing. Being, "it's alive, it's alive" and all that.

16. Doppelganger (300CP) – Not to be confused with a shapeshifter. Shifting their shape they can take on the form of nearly anything living. Having a unique problem that would (supposedly) prove fatal for the one their original form is modeled after.

17. Shapeshifter (300CP) – Not to be confused with a doppelganger. Shifting their shape they can take on the form of nearly anything living.

18. Arachne (300CP) – Thread spinning, producing spider silk, listening through said threads... Arachne are not to be trifled with. Possessing a superb night vision, and enough speed to dodge bullets they are one of the toughest monsters around. They however have an intolerance to coffee that would make them incredibly drunk.

Small Breeds (+100CP) – A subspecies smaller than the standard arachne. Their legs are short, but they can move much faster than the other breeds.

Long Legs Breeds (0CP) – With thinner and longer legs they lack the ability to produce thread. They tend to be loyal and composed.

Large Breeds (0CP) – Far larger than other breeds they have much thicker legs that are covered in hair. They also have venom in addition to being very strong with razor sharp claws.

19. Kobold (100CP) – Full of energy all the time they're best known for using their iron tough claws to mine cobalt at incredible speeds.

20. Dragonewt (100CP) – Another form of lizardfolk that possesses wings but is otherwise unremarkable.

Ryu-jin (200CP) – A subspecies that resembles Eastern dragons. They have deer-like horns on their head and long tails. They have no wings though they tend to live about ten times as long as normal humans, which more than makes up for it.

Wyvern (0CP) – This subspecies has its arms and wings joined, meaning their wings are large enough to fly. Otherwise unremarkable when compared to a dragonewt.

21. Dragon (300CP) – The envy of all lizardfolk. Large, powerful, capable of flight, and can burn most things away with their fire breath.

Quetzalcoatl (0CP) – With the long body of a lamia, wings of a harpy, and general qualities of a dragon, quetzalcoatl are very capable. However, their wings are not big enough to allow for them to fly and they're also not durable enough turn blades.

22. Dryad (Free) – A being of nature that most typically roots themselves in a forest they enjoy and never leave it. They have a limited control of their forest. They tend to be small in size.

Alraune (100CP) – A subspecies with flowerlike qualities. They resemble extremely beautiful women in order to attract pollination partners.

Mandragora (100CP) – Unlike the legends, the scream they emit when removed from the earth is not fatal, but as their scream is very loud, it does sometimes cause loss of consciousness in those standing in the vicinity.

Matango (300CP) – Matangos are feared due to the belief that the species has a parasitic reproductive cycle; whereby they produce spores that infect other beings with mushroom growths that will eventually convert them into a Matango. Whether this is actually true is unconfirmed, however, Matango do emit spores that may upset those that have asthma or related allergies.

- 23. Lesser Devil (200CP)** – Devilish and childlike in appearance they can easily disguise themselves around humans. They can use hypnosis to dominate those they want to control.
- Greater Devil (0CP)** – Similar to lesser devils, except they have the bodies of humans in their late teens.
- Elder Devil (100CP)** – Appearing even older than greater devils, they are the voluptuous highest class of devil. They have the longest lifespans spanning centuries but due to that they are quite calm and composed.
- 24. Dullahan (300CP)** – A headless warrior that still lugs their head about.
- 25. Yuki-onna (100CP)** – A pale humanoid that brings snow with them wherever they go. They have the problem of freezing whatever they step on. This can be controlled with time.
- 26. Kyuubi no Kitsune (Nine-tailed Fox) (300CP)** – Limited form changers, they are most known for their many tails, long lifespans, and potential power as they age.
- 27. Minotaur (200CP)** – Large, powerful, and aggressive. It would not be hard for one to uproot a tree with a swing of an ax.
- Catoblepas (0CP)** – Large horns, large... large. They have hooved feet and a cow's tail but most notably it is said that their eyes "contain a special power".
- 28. Pan Faun (Free)** – Akin to a sheep in that they need shaved every so often. Generally small in size.
- 29. Barometz (Free)** – A race as the above except they are also akin to dryad, mandragora, and such. Somehow.
- 30. Lizardman (100CP)** – As a dragonewt or dragon except they've only a tail and their claws.
- Bullywug (0CP)** – Possessing frog-like attributes such as flippers, a long prehensile tongue, and slimy skin. As amphibious beings they must stay wet and tend to live in damp places.
- 31. Tetra Arms (Free)** – Having six arms is about all that makes these stand out. That and their tattoos.
- 32. Elf (Free)** – Nearly identical to a human in every way except for their long pointed ears.
- 33. Scylla (Free)** – With their lower half being that of an octopus they have a superb swimming ability and can even travel on land.
- 34. Jorōgumo (200CP)** – Similar to arachne with a lot of their spiderlike characteristics they instead walk on two legs and have their spider legs sprouting from their back. While not being so big they are also not as strong or fast.
- 35. Jack-O'-Lantern (Will-o'-the-Wisp) (300CP)** – Said to be mischievous spirits or otherwise supernatural beings who travel the realm of twilight between the living and dead. They can become incorporeal.
- 36. Cu Sith (Free)** – Much like a kobold, except smaller.
- 37. Satyr (Free)** – Possessing characteristics of a goat, including a pair of curled horns on the head, a small tail, ungulate ears, and hooved feet, and they are a tad shorter than the average human.
- 38. Banshee (300CP)** – Legend has it that a banshee acts as a harbinger of death by wailing in anguish (or "keening") to inform people that someone is about to die or has died. Aside from their duties as "death prophets", banshees also act as guardian spirits for certain family lines.
- 39. Shinigami (300CP)** – Shinigami are similar in nature to the European grim reaper or the Irish dullahan; spirits responsible for the collection and shepherding of souls between the world of the living and the realm of the dead.
- 40. Honey Bee (100CP)** – Possessing many features of a honeybee they also have four arms and buglike eyes. They look soft.
- Queen Bee (200CP) (Required: Royal Mode)** – A more mature and intelligent honey bee. Standing taller and generally all around more commanding and regal. They have the admiration of their kind just as a queen slime would have of her own.
- 41. Clay Golem (100CP)** – An artificial construct given life. Possessing a great strength and limited durability.
- 42. Papillion (200CP)** – In other words a butterfly. Their wings are strong enough to allow for them to fly.
- 43. Gargoyle (100CP)** – Known to watch specific places. They notably have stony hands, feet, and horns.
- 44. Ghost (300CP)** – A person who was once upon a time alive and well, but to their misfortune somehow died. Ghosts can become incorporeal and obviously lack many of the necessities of the living.
- 45. Living Doll (Free)** – Most typically made in the shape of a young girl, their sculpted beauty is matched only by their fragility.
- 46. Pixie (200CP)** – A childlike being with pointed ears and colorful wings, which allow for flight. They can use magic.
- 47. Undine (Water Nymph) (300CP)** – Usually found in forest pools and waterfalls they have a beautiful singing voice. It is said that, although they resemble humans, they lack a human soul. To achieve one and gain immortality in the afterlife they must marry a human.
- 48. Sylph (300CP)** – A species of elemental spiritual beings associated with air. They are very pale and have white and teal colored hair.
- 49. Werecat (100CP)** – With a diet consisting mostly of meat werecats are very good at hunting. All around stronger, faster, and more able than a nekomimi.
- 50. Serket (200CP)** – Much like an arachne they have multiple eyes that get smaller as they go up their face. They have the lower body of a scorpion.
- 51. Manticore (200CP)** – A Persian myth, it has the body of a lion, wings of a bat, and tail of a scorpion. More so here the body of a human, characteristics of a lion, wings of a bat, and tail of a scorpion.
- 52. Mimic (100CP)** – When enclosed in a treasure chest for a time they have the ability to change how they look.
- 53. Kraken (200CP)** – Much larger and stronger than a scylla. They have the ability to regenerate tentacles they

happen to lose.

54. Orthrus (100CP) – With canine attributes that appears in Greecean mythology as a two-headed, serpent-tailed sheep dog/guard dog. May or may not have a split personality. More or less a kobold with a snake tail.

55. Fenrir (100CP) – Aggressive, playful, and troublesome. They are also much like a kobold except for their coloration and a more pronounced tail

56. Al-Mi'raj (Free) – Almost mistakable for an usagimimi if it wasn't for their spiral black horn. They are otherwise unremarkable.

57. Bake-danuki (300CP) – Reputed to be mischievous, jolly, and masters of disguise and shapeshifting, they are also reputed to be somewhat gullible and absent-minded.

58. Baphomet (300CP) – Deceptively strong and quick possessing many traits of a goat and sizeable black wings, which allow them to fly.

59. Empusa (100CP) – With mantis features their most notable is perhaps their extra set of arms being blades with the other being covered in a carapace. Excluding their insect eyes they appear humanlike.

60. Hydra (200CP) – With snakes for hair and a long armored tail they stand out. Should their hair ever be cut it will quickly grow back.

61. Jackalope (Free) – Much like an usagimimi with the exception of their horns they are otherwise unremarkable.

62. Jack Frost (300CP) – Another elemental spirit this one however governing ice. They prefer cold environments due to the fact that their body is literally made up of snow and ice.

63. Jormungand (300CP) – Also known as the world snake in Norse mythology. They can attribute their fear of cats and thunder to their origin. They are massively strong and quick. They resemble lamias.

64. Kamaitachi (100CP) – Looking mostly human save for the large sickle blades sticking out of each arm and their very slight weasel traits. In mythology they are said to ride whirlwinds and cut anyone caught inside them.

65. Leanan Sidhe (200CP) – Only slightly larger than the palm of a hand. They can most easily be described as fairies with all the traits one would have including magic.

66. Yatagarasu (Crow Tengu) (100CP) – It is in almost no way other than its coloration different from a standard harpy. How close they actually are to them is unknown.

67. Phoenix (300CP) – Said to obtain new life by arising from the ashes of its predecessor. They have three tails and can produce a constant blue flame from their body.

68. Ghoul (100CP) – Said to eat the flesh of living things they closely resemble an oni looking much more fearsome.

69. Yeti (100CP) – With large and partially covered furry hands and large but fully covered feet they're not that remarkable though they do boast a resistance to the cold.

70. Hel (300CP) – A pale humanoid with red eyes and white hair. They are yet another spirit governing death. Other than their deathly features they appear fully human.

71. Cerberus (300CP) – Looking like a kobold with the coloration of a fenrir and the snake tail of a orthrus. Contrary to popular belief they have only one head.

72. Huang Long (300CP) – Often mistaken for a type of ryu-jin due to their appearance. They tend to be brightly colored and have long bodies like a lamia.

Starting Location: Having already met Darling this world is yours to explore. Your house is down the street and perhaps your host family or guests if that were to apply. What you do from here on is up to you.

Jumper Boons: Discounts halve the price but otherwise free is free.

Darling Face (Free: All Origins) – You have a face for almost every situation. A face of overwhelming obliviousness as it would happen to be. You'll rarely ever be called out for having the wrong expression at the wrong time unless that was your plan to begin with. Colorless spiral eyes are optional and no one will question them.

Coordinator (100CP) (Free: Drop-In) – You work well with a team and they do with you. You can command a situation and calm others and execute plans flawlessly. You're a natural leader.

Cooking & Sewing (100CP) (Free: Host) – You're actually a really good cook and your sewing ability isn't anything to laugh at. You could easily be a really good housewife.

Cute (100CP) (Free: Extraspecies) – The girl in you shines through just a bit more than the monster part. Most will see you as endearing and if it fits your race you'll find yourself extra fluffy and huggable.

Monster Girl Report (200CP) (Discounted: Drop-In) – You've thoroughly studied every known monster girl in this world. Your total field experience is unmatched and your techniques are perfected. You can easily and masterfully get the job done regardless of the tools you have to work with. I'm not spelling it out for you.

Five More Minutes (200CP) (Discounted: Host) – You've been thrown around so much by these girls that you're now fairly immune to most of the actual damage you would receive from them through everyday shenanigans. It'll probably still hurt but you won't be actually hurt almost ever.

Royal Mode (200CP) (Discounted: Extraspecies) – You're an important person and sometimes you just gotta make people believe you. You can at anytime exude an aura of royalty making all near you realize your authority. It can be turned on and off but why would you ever turn it off? As an added bonus Extraspecies that buy this will find themselves among their respective nobility or closest equivalent.

Dangerous Eyes (400CP) (Discounted: Drop-In) – It doesn't matter if they're bigger than you. It doesn't matter if they have guns and you don't. With a glance you can shake the very being of those that would consider themselves fearless. Such a time would be good for attacking, running away, or staring down someone until they break.

Super Punch (400CP) (Discounted: Host) – Sometimes you just need to shut someone up or end a fight with a bit of flare. This gives you that extra oomph to do that. This'll make that first and last attack of yours look as good as they possibly could be. Might even make you hit slightly harder if it would look good.

Monstrous Trait (400CP) (Discounted: Extraspecies) – Perhaps you're a kobold and want to have sharper and harder claws, maybe you're a lamia and want your own kind of special venom, whatever you give yourself or increase needs to already be a thing associated with your type.

M.O.N. (600CP) (Discounted: Drop-In) – It turns out that you were a super spy/commando/one-man-army with as much black covering your top-secret records as praise before all this integration of extraspecies into human society. Besides being expertly trained in many, many forms of combat, techy stuff, and other such useful things you'll be given the option to help Ms. Smith coordinate on more dangerous missions. Id be as easy as giving her number a call.

X's Secrets (600CP) (Discounted: Host) – As you meet new beasts, creatures, and monsters that might very well be girls you'll find yourself developing an encyclopedia's worth of monster knowledge. Things like their habitat, disposition, and diet will be known to you just upon first seeing them. Defeat them or observe them for a short time and many paragraphs worth of information about them will be made known to you. If you continue with either of those methods you will eventually just know everything about them be it their strengths or weaknesses. Oddly enough, this works not just broadly as described but on individual monsters albeit at a much slower rate. Either method of getting information still works.

Extra Extraspecies (600CP) (Discounted: Extraspecies) – You appear to be a monster girl that isn't from around here. Maybe you're modeled after a guar from Morrowind, a colossus from Shadow of the Colossus, or maybe something odd like a jinouga from the Monster Hunter series. You'll have some of its abilities and features but they'll be considerably weaker than if you were actually it. Try to use the above as guidelines for what to pick and what not to pick. Incase this isn't clear enough taking this circumvents whatever you would have been and all your memories and such change accordingly. You're very likely one of a kind depending on what you pick.

Eight Brothers (800CP) (Discounted: Drop-In) – You may with this share eight different abilities of yours between eight different people. It'll be as strong as you can use it but can't be used to branch off to other things.

Charmed (800CP) (Discounted: Host) – You've got it. What you ask? It. THE it. The it that makes nearly every extraspecies go nuts for you with only so much as a smile and a few kind words. You're endearing to them and they want you. It wouldn't take much to woo one or more of them should you wish to. Bleeds into some more exotic creatures outside of this world.

MONSTER Musume (800CP) (Discounted: Extraspecies) – You are able to become a true monster with a purchase of this. Lamias growing large and becoming bestial, dragons become actual dragons of considerable size and might, and Extra Extraspecies gaining a form true to their nature. Best to keep this on lockdown while in this world or when around people. Humans get a larger and overall more powerful form. You know that trope where the tiny old man throws off his shirt while standing up and is all of a sudden rippling with muscle and is like seven feet tall? Kinda that.

Items: A thing or a bauble just because.

Naked Apron (100CP) – A seemingly indestructible apron that when worn naked or with few enough clothes that from the front would make it look like the wearer is naked will allow for them to become more attractive to someone they like in addition to making them a noticeably better cook.

Unlimited Coffee & Coffee Ice Cream (100CP) (Free: Drop-In) – A small icebox and coffeepot that has replenishing black coffee and black coffee ice cream. Anything taken away is immediately refilled the next time it goes unlooked.

Remodeled House (100CP) (Free: Host) – A house fitting yourself and those you are hosting. Canon girls will be met as they were and then additions will be made to this but for all the others they will already have their rooms set up.

Elephant Pitcher (100CP) (Free: Extraspecies) – A little elephant pitcher that appears to never run out of clean water to pour. Comes in bright green or bright pink.

Almost Daily (200CP) – It would appear that you've come into possession of a camera. This one however is not just any ordinary camera. In addition to being mostly indestructible and extremely high quality, if you happen to lose it you'll

find it later that same day. You'll also find that every twenty-four hours for five days a week a single thirty second video of a companion and their most notable daily activity will appear on it. On the seventh day another video summarizing what exactly they were doing and why they were doing what they were doing will appear on it.

Tranquilizer Pistol (200CP) (Discounted: Drop-In) – Drop a centaur, lamia, or harpy or even something slightly bigger with a single shot near instantly. Multiple shots in the same target will at worst give them a headache when they awake several hours later. Modeled after a pistol of your choosing. Should you use all the ammo for it or it be destroyed you can find a replacement or ammo thereafter in your pocket dimension indefinitely.

Hermit Crab (200CP) (Discounted: Host) – A hermit crab that can talk but only you can hear. He is very enthusiastic and can give you tidbits of information on what might happen next in the vague but near future. He appears to be immortal.

The Sofa (200CP) (Discounted: Extraspecies) – A fluffy cube of a color that you'd prefer that is without a doubt the most comfortable seat you've ever sat on. Yours is not so easily broken and can withstand the weight of a certain horse girl. It can withstand the weight of most things now to be fair.

Companions: Friends new and old come with you to enjoy some slice of life.

Import Option (Free: All Origins) – A friend or two to join you along the way? Sure! Here you will get them for free. They do, however, take the place of any girls you might host if you import more than two with a limit of eight for any origin with the exception of Host which can only import seven. Your companions are treated as if they would have taken the Drop-In origin and get 300CP to spend on whatever plus their one free perk and their discount. No, they don't get their own house unless they buy it but importing them does make yours large enough to accommodate them regardless if they buy their own.

Host Import Option (Free: Host) (Required: Host) – Never fear! Your options are a little broader than the rest. Up to eight companions may be imported this way voiding the typical host limit of six. Your allies will get 300CP of their own to spend on either a more spectacular race which is now required of them to have (may roll for it or pay) or their abilities or items that they still get their freebies and discounts on. They get new memories to the number you rolled and they should otherwise be treated as if they were you and you took the Extraspecies origin.

Drawbacks: 600CP can ultimately be acquired here but all may be taken. They shall be removed in ten years time.

Untrustworthy (+100CP) – People just trust you half as much as they should. Try to not act too strange around others.

Marriage (+100CP) – Turns out you need to marry a monster girl. You'll have a fairly reasonable time to do it in but Ms. Smith will always be there waiting and watching. Always watching.

Uncultured (+100CP) – You really just don't know how humans and their society function. You can still learn but don't be surprised if you make a fool of yourself.

Ugly (+200CP) – You just don't got the looks anymore. Well, I mean, you still look like you but most people will still think you look bad.

Slice of Life (+200CP) – True to it you're gonna be dealing with life more if you pick this. Jobs, bills, family and all that now will take up much more of your time than they should but that's what you wanted, right? Right?

Unaccommodating (+200CP) – Furniture, structures, walkways and most anything not built by your kind or for your kind will give you hell while you're using them. Humans just become moderately uncomfortable at random intervals.

Loveless (+300CP) – Can't find love when you're alone and oh boy are you ever. People just don't like you that way and they won't until the time here is up.

On the Brink of Death (+300CP) – Throughout your time here you will be near constantly put into dangerous situations, which would normally end your life but won't actually hurt or kill you. Almost drowning, almost being squashed, almost being suffocated to death. It'll get annoying after awhile.

Hated (+300CP) – Seems monster girls really are not liked in this world anymore. This basically means war and more but at least it should be fun.

Endgame: You've survived for ten years, but what now?

Marriage? (Stay) – Maybe you've started a family or something but this world has its own charm to it.

Back to the Snakes (Go Home) – A world full of so many monsters sends you home screaming.

Polt Approved (Move On) – Ever onward!

Notes: Just things here.

1. Extraspecies girls you host get Cute for free but nothing else.
2. No one but you may take drawbacks.

3. Ever subject to change as new media comes out. What it most likely going to be added from any point on is other races (and fluff) as they become apparent or are named explicitly. When the game finally comes out there will likely be one or two more big updates. **Last Changed: 1/21**
4. Extraspecies and Extra Extraspecies get their alt that they can switch to after ten years and don't need to go through that to get to their monster form if they purchased MONSTER Musume.
5. Others that take some of the higher tier Extraspecies perks simply get an alt and if they take Monstrous Trait can either increase a human ability or another form that they might have.
6. Wanking helps.