

One Year Lease

Story by Greenanon on Giantess World

Given a cursory first glance this might seem the same as any other version of modern-day earth you may be familiar with but there are a few small differences, and one major one. One in fifty men, and one in a thousand women, are vulnerable to the shrinking virus that has reduced a sizable portion of the world's population to around four inches tall. Any trip to their doctor might reveal someone only has a few months left at normal size before becoming smaller than many children's dolls. As if this reduction in size was not enough for them to worry about shrinkees or tinies have lost many of their rights as people, being claimed as de facto slaves by the first normal sized person who can get them registered or by their chosen guardian if they were both able and willing to prearrange their new 'owner'. While some progress has been made toward improving their situation; a limited number of jobs being open to them, some products and services being created to cater to their needs, and even some efforts to repeal the 'Shrink Protection Act' that stripped them of their rights as people things aren't particularly good for the majority of tinies in this world. There are some benefits for those affected by the Shrinking Virus, if they were at full size their enhanced physical abilities and resilience might make them low end superheroes, but given their reduced stature and lack of actual options those abilities mostly just make them able to survive their situation rather than thrive or even just live decent lives.

You enter this world at the start of the story, just as Eve arrives at Even's home in search of a new house to rent. By default you start in the same area, though you may instead be in any other area in the United States if you prefer. Your starting age may be anything within reason and your gender may be chosen for free, though shrinkees are predominantly male.

Have +1000 CP to get you started.

Origins: Any of these may be chosen as a Drop-In. Perks and items associated with an origin are discounted to that origin, discounts are 50% off except in the case of 100 CP options which instead become free with a discount instead.

Free Tiny (Free): You've contracted the shrinking virus but no way in hell are you going to become the pet of anybody, through careful planning you believe you can get along in life without a guardian while staying clear of those who might try to capture you so they could claim your stuff and/or yourself as a pet. You'll begin this jump either soon after being diagnosed with the shrinking virus with a few months to prepare or just after shrinking with some decent but far from perfect measures in place, such as some rudimentary controls for your home on a phone in a mousehole style apartment within your walls.

'Pet' Shrinkee (Free): Getting diagnosed with the shrinking disease hit you rather hard but it's not the end of the world, there's someone you trust to be your guardian without screwing you over and you can find a way to carry on. Instead of the doomed goal of living as a cross between a hermit and a mouse only to be caught and sold you intend to participate in society regardless of what it might cost to your pride and legal independence in this world, besides you can't even argue for your rights if you're living in some hole unable to even talk to people in fear of getting snatched up. You start at a similar point regarding shrinking to the prior origin, though planning with or already being under the care of your chosen guardian.

Guardian (Free): Unlike many who try to take advantage of the situation, or maybe you are one of those and just nicer about it, you care about the poor unfortunate tinies. If you don't already have a shrinkee to take care of it's probably a major interest of yours and not in the evil keep them as a toy way that a lot of people want one, well mostly not like that. Probably. Look tinies are cute and they fit in lots of fun places, the shrinking virus also tends to instill some new fetishes so they'll probably have fun too! Regardless the victims of the shrinking pandemic need someone to take care of them and you're more than happy to be among them, whether you support returning their rights or think they should just let go and be taken care of by a responsible and loving owner such as yourself.

Tiny Hunter (Free): Due to the nature of the law governing shrinkees a new grey market career has been created; you might not actually be in the business of capturing tinies, claiming all their property, and then selling them as pets but you probably have the right attitude towards them. As far as you're concerned tinies aren't people anymore but just things to use, play with, or profit off; this might bite you hard in the ass if tinies ever get their rights as people back but with the potential profits and the option to just leave the country before such a thing goes into effect that's not too big a problem to you.

Perks:

Tiny Husbandry (Free): As a tiny you know how to get around the landscapes of a full-size environment in spite of your size and how to minimize your odds of ending up under an unaware shoe, as a normal person you know how to handle tinies without hurting or disorienting them. That's nothing you wouldn't get just from spending a bit of time as or with a tiny but you'll also find that size differences aren't much of a real obstacle to more intimate encounters. Sexual relations between even such extreme sizes seem to function more like a fetishized ideal than what might logically be expected and you'll find your sexual skills will very easily translate to such a situation from either side, you're also better in bed than you were before to the point you're at least good in the sack if weren't already.

Shrinking Condition (Free*): You've contracted the shrinking virus and will be reduced to four inches tall within a few months at most if you haven't been already, the problems with this are quite obvious but to make matters worse tinies have lost pretty much all protection for their rights as people and can be taken as pets by normal sized people who capture them not to mention claiming all their possessions to make a quick payday off their new de-facto slaves. On the plus side shrinking is not without its benefits; shrinkees are at a major advantage over other creatures of similar size, have an extraordinary way with animals that makes what would otherwise be predators friendly towards them, and completely recover from all but the most catastrophic injuries such as decapitation very quickly. Post jump you'll be able to shrink yourself down to this size and return to normal at will and gain these benefits whenever reduced in stature to any similarly extreme extent, the same holds true for any others affected by the shrinking virus who end up following you onward to other worlds; including those who get infected in later jumps either through the Virus Samples item or other methods of replicating the virus or its effects in other jumps. This is mandatory for both the Free Tiny and 'Pet' Shrinkee origins but may be optionally taken by the others, likely the result of "handling" with tinies without checking if you were vulnerable to the virus.

I Am NOT Cute (100/Free Tiny): As you might expect people generally don't think that much of shrinkees given their obvious disadvantages, much of the time they're treated as small animals able to talk and even those favorable to them are often still dismissive of them just in a more patronizing way than cruel or just apathetic. You however having something about you that makes it easy to get people to take you seriously as an actual person despite your size or any other disadvantage you might be at compared to them or the rest of society in general. Naturally people may still take advantage of you because of your disadvantages and the more favorable may still try to force you into unwanted care, that does still happen to full size people too, but you can easily ensure you're seen as a person by those doing it.

Winning Them Over (200/Free Tiny): Tiny hunters might seem like your obvious natural enemy but there is no reason why enemies can't be friendly with each other. You have an odd affinity for those who might normally be your foes, building up a friendship or more with them though the conflict. A game of cat and mouse with a tiny hunter could quickly turn sporting and good natured if you're able to evade them for a while, it wouldn't be long before you can trust truces to spend hanging out together despite literally being in the palm of their hand during it. This does of course assume that they aren't the type to screw over an actual friend to make a slave out of them, being on good terms with someone like that obviously isn't the sort of thing that will stop them from hauling you off to a pet store to get chipped before transferring over your property to themselves.

Tiny Rambo (400/Free Tiny): If you were more than a few inches tall you'd be pretty terrifying, actually a lot of people probably might think twice about trying to catch you if they knew you from before catching the virus anyway. Due to years of being a certified badass you remain somewhat threatening even at the four inches of height you're left with, together with the enhancements that come with shrinking and a bit of homemade weaponry like a tiny bow you could realistically win a fight with a full-size person. I mean who the hell carries on with a fight with something small, fast, hard to hit, and can put out their eyes with pinpoint accuracy for fucks sake. Someone determined and with eye protection probably but even so this is far better than most tinies could manage without a lot of training they're unlikely to get.

A Friend in Need (600/Free Tiny): Whenever you find yourself in need of help it tends to come running; a chance to call for help, a friendly eye spotting any trouble you're in, or some other way to get the word out that you're in trouble seems to always come to you. On its own this might not be enough but you also tend to make friends with exactly who you'd need to drag you out of troubles that you're not ready to dig yourself out from and they always seem to show up when needed most. Perhaps it won't be enough but as long as you have the power of friendship there's at least a chance to get out of what troubles you, that goes double when your friends rely more on the power of guns and a willingness to shoot whoever's going after you but really it's the power of friendship that brings them to help in the first place.

Social Endurance (100/'Pet' Shrinkee): Even if you already have a guardian and thus not on the table for just snatching up as a slave that doesn't mean people are automatically just going to be nice or even just halfway decent toward a shrinkee. Whether it's due to a past of being bullied or just being resilient you're not the type to get beaten down by poor treatment, being picked on and tormented by those around you is something you can relatively easily brush off and move past in all but the most extreme cases. Of course there's nothing stopping you from finding a way to get back at your bullies, especially not if you have any full size help, but if you have to just shut up and endure it you can without breaking under whatever awful crap they might be putting you through.

Guilt Tripping (200/'Pet' Shrinkee): Despite many wanting to hope for the best of people even those who don't treat others like shit tend to look the other way if they see someone else do so. As a shrinkee you probably have quite a bit of experience getting stepped on (literally) and having anyone who might help just looking the other way because they don't want to get into something over a tiny. Something about you however seems to tug at the heartstrings of others, bystanders who see you in trouble or being bullied will feel far more inclined to help you out than they otherwise would be and this seems to grow over time as any guilt over not doing so previously or satisfaction from having helped you before encourage them to help you more further down the line. Their kindness towards you also rarely ever leads to any harm to themselves and in fact often benefits them from doing so; which as if by karma will endear you to them further, seeming to just know that whatever good came to them was their reward for offering aid.

Potent Medicine (400/'Pet' Shrinkee): One of the more. . . exotic traits of tinies is that their *fluids* can be used for giving a lesser version of shrinkee healing; promoting good health, improved looks, reversing age, and healing damage that otherwise couldn't be. Technically this does work but well, tinies by their nature don't produce terribly much of the right. . . fluids and even when gathered in large enough quantities the effects are relatively modest and short lived. Not useless but a bit of face cream with a miniscule amount of tiny jizz isn't going to reduce those wrinkles very much very quickly. Your *cream* however is very potent and could give a normal size person a few minutes of full on tiny healing, plenty to fix almost any injury or illness, and give more of a boost to their figure than any single workout could.

Good Things Come (600/'Pet' Shrinkee): To those who wait, that's the saying at least and in your case that little adage seems to hold a great deal of truth. In every situation you find yourself in things have a strong inclination towards working out in your favor, in the mid to long term at least as this doesn't help much if faced with more immediate concerns. An especially unpleasant boss, constantly bullied by those around you, losing your legal rights as a person, and more will resolve themselves if you stick things out for enough time; though you'd probably want to resolve large problems like this sooner but give it a few months to a year and things just tend to work out. Assuming the more immediate concerns don't fuck things up beyond repair in the meantime or the hole gets too deep for a solid bit of ~~plot armor~~ good fortune to bail you out of life should work out swimmingly for you, given time at any rate.

Personal Growth (100/Guardian): Change is hard, especially if you want to change yourself and pursue a "you" that you can be proud of. You have a far easier time with such things and personal growth in terms of your personality, mentality, and overall behavior all come faster than they normally would when you're pursuing them. If you dislike your own cowardice, meanspirited attitude, casually poor treatment of those you care about, or other things of that nature you can change them readily with just a bit of effort moving toward a better direction. Though this would do just as well at hardening your heart to compassion or any other soft sentimental weaknesses, if you were of the mind that harsh practicality is the ideal you should be striving toward rather than being a better person.

Detailed Crafting (200/Guardian): Despite the increasing amount of products catering to tinies there just aren't that many options and those that are available could get very expensive, especially those requiring a great deal of miniaturizing for important components or tiny compatible interfaces. While this won't be letting you make anything terribly fancy you're quite the craftsman and can even work fine details to the point that a tiny would consider your creations intricate high quality despite the size difference. Sure you'd need some extremely specialized equipment to make a keyboard that a tiny could use but if touchscreens work for tinies that can be enough to take apart a smartphone to turn into an entertainment center, more simple stuff like clothes and furniture is just plain easy. Of course this isn't limited to just tiny centric crafts either, these same skills can be applied to all manner of creations and extremely fine detail work is a really big help for almost any creative pursuit.

Smooth Redemption (400/Guardian): It's easy to hurt someone vulnerable, to make some mistake which hurts them deeply and leaves them in the depths of despair. After doing such a thing to someone you care about it could easily be the end of your relationship as they're left broken and you wracked with guilt for whatever damage you did to them. When you wish to make things right with those you've hurt however the path towards doing so is strangely clear and straightforward; it might be difficult, painful, or come at a high cost but a path towards fixing what you've broken and earning proper forgiveness will make itself clear for you to follow if only you want to do so. Take care however as not all things can be fixed and you may find yourself unable to accomplish what you need do for those that can be, but at least you'll be able to arrive at what must be done for those that can be.

Danger Alert (600/Guardian): Given the dangers of the world, not the least of which the cruelty of people, keeping someone as helpless as the average tiny safe could be difficult. Especially if they insist on staying on the more adventurous side of things despite their debilitating reduction in stature. This is all made way easier for you at least by the fact that you've got a sixth sense for when anyone under your protection or care is in danger, making it way easier to come to their rescue. You'll have a good idea of where they are, what kind of threat they're facing, and how severe it happens to be but light on specifics unless you've got some other way to figure them out such as your charge(s) somehow getting the word out. Oddly those depending on you also seem to find that their dangers tend to arrive when you're available to come to the rescue, perhaps not always but far more likely than not.

Alpha Shark (Bitch) (100/Tiny Hunter): If people measured success in life like in high school you'd be seen as a big winner; popular, attractive, and good at pushing other people down to make yourself look or feel better in all manner of meanspirited ways. Perhaps going from the alpha bitch of your school to that of a white-collar office building isn't a high bar for success but it works for you, after all seeming strong is just as good as being strong in a lot of cases so this may take you far further in life and career than anyone of more sound morals might like to imagine how life should work. Do try to avoid being caught being such a massive bitch in front of someone too much higher on the food chain however, whether they're an even bigger shark or a bleeding heart that can easily go quite badly if they decide to make an example out of a medium sized fish in a small pond.

Pinpoint Aim (200/Tiny Hunter): Normally you might think that hitting a small fast-moving target such as a fleeing mouse or tiny (same thing really) would be difficult but you've got the practiced expert aim that comes with hunting such creatures for sport and profit. Whether it's with a regular gun or one of the glue shooting ones meant to trap tinies you can relatively easily hit small moving targets reliably and still ones with almost perfect accuracy. This isn't quite as reliable against bigger moving targets simply because they require different larger movements to adjust your aim, you're still quite the good shot in said cases as well but hitting a four-inch spot on a normal size moving person may not be as easy as hitting a four-inch tiny at all even if it sounds like it should.

Predator's Opportunities (400/Tiny Hunter): Taking advantage of people is rather hard if you don't have both vulnerable people and chances to get one over on them for your own benefit, thankfully for you (and not so much for everyone else) good chances to benefit from other people's misfortunes seem to land in your lap pretty damn frequently. Some tiny stranded out in public after just shrinking, an old woman who doesn't know any better than to trust you, a kid with rich parents who's happy to jump in your van to get some candy, and similar such opportunities seem to just appear for you to take advantage of rather often (especially when you're in need of some easy cash). Now taking all these opportunities might not always be the best idea, especially if you get caught or don't really know how to take advantage of them properly, but they'll certainly be common and easy to find. Of course you could be a decent person and try to help these vulnerable people but the potential rewards for doing so are probably far smaller.

Karma Houdini (600/Tiny Hunter): Some of the treatment toward tinies is perhaps a bit shortsighted, the fact that tinies are ignored by most government agencies aside from the IRS means they can't really get a lot of justice not to mention being legally claimable as pets. Despite this it doesn't mean that the way they are treated is strictly speaking legal and if they were to ever get their rights back those who've abused or taken advantage of them would be in for a rather rough time not to mention what a full-size friend to any tiny might do if they saw someone they cared about treated badly. Luckily for you such things only matter in the most immediate form, as long as you aren't caught red handed at the time you can shrug off most legal consequences for your actions and minimize the social ones greatly. Since nobody is really trying to catch people who abuse tinies, at least for now, you can get away with it with legal impunity and as long as you don't tell your boss with a tiny husband to her face they aren't people you can probably keep your job after she finds about your behavior even if it will still sink your future prospects.

Items:

Virus Samples (200): As many problems as it caused the shrinking virus does present lots of opportunities to take advantage of, for a price you may grab several samples of the disease to study or spread into other settings as you wish. More importantly the demographics for the potential victims may be changed at the start of every jump (including this one), at most affecting target groups to the same extent as men here (without further work on your part) and potentially excluding others entirely. You may also choose to have the virus already out in the world spreading at the start of future jumps, rather than spreading it yourself from your selection of samples. If taken with Related Worlds to fully replace the cause of the shrinking with that of We Help Each Other Get By you can instead have this replicate that story's shrinking event at a time of your choosing within the first year of any given jump instead. Either starting jumps with the virus spreading or deciding to have the shrinking event occur in a given setting must be chosen at the start of the jump in question.

Regrowth Band (400): Perhaps the single most important invention ever created by man, for a little over 1% of the population at least, is this wristband that can reverse the shrinking process and return shrinkees to full size as long as they remain in contact with it. This does remove the benefits that come with shrinking as well as present the problem that someone could just snatch the device off them to return them to tiny size but even so it'll give a way to live normally to a shrinkee who gets their hands on it. Comes with both the instructions for manufacturing more of them and a sturdy patent on both the device and the method of creation, very useful for either saving the shrinkee population or pulling a big pharma to extort massive amounts of money from those without a choice. In future jumps these bands will also be able to suppress other unwelcome transformations in exchange for shutting down any abilities that come with them when they're in use. Unlike those created in We Help Each Other Get By this design does not have any potential health problems from keeping one on at all times, aside from not having access to a shrinkee's healing abilities and anything else it's suppressing while being worn. If you want a discount on this handy device you may choose to forgo the initial device and just get the plans and patent, meaning you've got to get some made before you or any tinies under your care can make use of this (which may be harder with no working prototype to show potential manufacturers).

Community Outreach (100/Free Tiny): Rather than a singular item you have something perhaps far more valuable and potentially lifesaving given your situation. An excellent reputation and a significant amount of good will around either your hometown or current community, enough that many people in some key roles (especially ones relevant to you in particular) would be more than happy to help you out of a jam or do you occasional favors with no expectation of getting anything in return. As an example if a tiny hunter were to grab you and drag you off to the local vet for chipping and registration you can count on them to help you escape, though the hunters would probably take you to a more distant one if given the second chance at taking you after that bit of unexpected outside help.

Secure Trust (200/Free Tiny): Rather than face the potential loss of your private property to some random thug who thinks to capture and sell you certain measures have been taken to ensure that you retain all of your stuff in the face of such thieves, or anyone else seeking to seize your property by legal or quasi legal means of 'legitimized' theft. These measures are iron tight and will ensure that if anyone seeks to lay claim to your property they'll need you to surrender it willingly or take it by force. Unfortunately this won't put a stop to the IRS (the only government agency that seems to recognize tinies) demanding your money but should you fail to pay they'll have to settle for locking you up instead of taking your home or other assets in repayment, this doesn't protect your individual rights after all just your property ones. At the very least your house will come with you when sold by some tiny hunter, though they might take out any anger over being unable to take it in less than friendly ways.

Prepared Property (400/Free Tiny): Any soon to be tiny with time to prepare for their situation before it's too late for them to handle tools gets their home set up beforehand, you've gone quite a bit further than normal however and built an entire network of tunnels through your home for getting around unnoticed with various tiny sized rooms to live in comfortably at your reduced size. Not only does this apply to your current home but every property that follows with you or appears in other jumps you wish to have it will be upgraded for tinies to live comfortably at a mostly modern standard scaled to their size with plenty of comforts and supplies ready for them. This comes with a modest home that you can either live in if you've nothing better and can otherwise start out empty or rented, likely to someone caring for another tiny and seeking a place easily accessible to them. Your choice between a professional looking home scaled to tiny size, cozy borrower style arrangements, or some combination of the two.

McCallister Grew Up (600/Free Tiny): When preparing their homes for the imminent shrinking most soon to be tinies focus on being able to get around and actually live in their homes and perhaps how to remain hidden if they think ahead to dealing with tiny hunters. You have taken a slightly more aggressive attitude and have rigged your property to hell and back with booby traps and remotely controlled automatic guns placed in strategically vital positions such as pointed at your driveway. These traps and guns are all wholly safe so long as they're inactive but can be armed with just a command from your control phone set up to take command of these measures in the event of hostiles. Unlike a certain other man you've also ensured that your house is fireproof, things inside it might burn but the house itself will stand up to a firebombing quite well should any tiny hunters give up on taking your house in favor of smoking you out. This includes a large and quite well-appointed home, most likely inherited from a mobster in the family, and may apply this same level of safely installed but easy to arm security systems in your other properties much like the previous option provides as well. Aside from the traps this does include more standard security like good strong doors, cameras, and alarms but those are kind of boring when you can push a button to hose down the driveway with several automatic guns. Unfortunately unless taken with the previous option any prep to make the house tiny friendly would be rather limited, more a cellphone with some makeshift bedding and getting around in crude passageways likely including the ventilation system than quality shrinkee accommodations built into the walls, floor, and ceiling.

Controlled Chip (100'/Pet' Shrinkee): Most guardians and some tinies want the shrinkee in question to be chipped such that they can be tracked down if they're lost, kidnapped, or just escape. That last one is kind of desirable as an option, at least from the tiny's perspective, however so you've gotten a chip you're able to simply turn off whenever you desire. Whether to ensure some privacy or to let yourself get away from an overbearing or just not as trustworthy as you thought guardian, whether you're actually trying to break free or just want some privacy for a while without being tracked. In addition to just turning it off and back on again you can change the code needed to lock onto your chip so that anyone who has lost your trust but has the old one doesn't force you to choose between telling them where you are and being able to let someone else find you in any emergencies. This comes with a tracking app installable on any phone, computer, or similar device which can track such chips accurately as long as they have any service/internet even in settings without any proper GPS as well as blueprints for how to create more chips of this kind for other shrinkees who might want security without giving up privacy.

Tiny Housing Unit (200'/Pet' Shrinkee): While not quite as glamorous as owning your own full-size house where you've got tiny scale living spaces built in the walls any properly outfitted living space for someone at shrinkee size would be invaluable. This looks like a dollhouse and would probably make quite a decent one but it has proper comfortable furniture, running water, electricity, and all the other modern amenities that a tiny prepper might've struggled for their last few months at full size to get ready in a pre-prepared easy to get ready and portable package that even locks from the inside so that full size friends, family, or your guardian can't get in easily even when set up out in the open if you don't want them to. Unfortunately you don't have the option of recessing things into walls, meaning that while your little house has various connections to hook up to them many things that can't be sufficiently miniaturized will instead have to be set nearby instead of installed inside.

Accommodating Employment (400/'Pet' Shrinkee): There aren't many jobs that employ tinies even with more of them opening up as time goes on, most of them that would employ them are quite demeaning if you have any kind of self-respect (such as painting toenails the size of your head for tips) but you've found a job somewhere respectable that's fully willing to accommodate your situation without any other penalty or discrimination against you for being four inches tall or any other issues that may get in the way of most normal jobs. Your job is very high paying and comes with a significant aptitude for it and should you wind up needing to seek employment elsewhere for any reason you'll find a similarly excellent well-paying job in your field with no issue accommodating your needs. Unfortunately while your overall employer is highly accommodating the same isn't necessarily true of your coworkers, however they won't get away with any hazing for very long and the company will reward sticking with them despite such things quite well should any problems like that occur during your employment.

Products and Services (600/'Pet' Shrinkee): Maybe you're a valued test user or perhaps just have a really rich friend who hooked you up but as a result you have a direct line to an R&D company producing various high end consumer products. Should you request them to provide anything they can and will happily send you whatever custom-made devices, clothes, furniture, or just about anything made to your specifications with any special requirements (such as being adapted to a four inch tall tiny) being handled without issue and all coming in at most a week after making such a request. There are some limits to this, as while they might send you a tiny scaled gaming set up the actual PC will probably still be around normal size even as it connects to shrinkee size controls and screens, and they only really do consumer products and only with small orders but within those constraints you can get pretty much whatever you and all your little friends might need to live comfortably despite your size with just some online orders and a short wait.

Tiny Accessories (100/Guardian): Clothing options for tinies are somewhat limited and many people think it's fine to just make them go around naked or in rags. You however have a large (despite how small each piece is individually) wardrobe of tiny size clothing that's actually good comfortable clothes, none of it has that high end fitted dress clothes feel but it's significantly better than anything else likely to be available in the near future. Alongside these you've also got a significant collection of full-size clothes, with a variety of modifications to better accommodate keeping tinies securely in place while keeping them hidden away somewhere warm, safe, and cozy while you're out and about.

Spouse Carrying Case (200/Guardian): Despite looking like a briefcase, suitcase, or other piece of luggage this is actually a luxurious entertainment center scaled to keep the tiny kept inside happy and entertained nearby while you're at work or otherwise indisposed but unwilling to leave them alone. Somehow as long as it's being carried relatively carefully any tiny(s) inside will be fully able to carry on their fun without any disruption to them inside, quite convenient for those guardians who wish to keep their charges nearby at all times. Comes with a personal assistant happy to take care of things for you and especially to look after this case and it's precious cargo whenever necessary, she'd be very thankful if given a chance to play with said cargo such as if you're indisposed and they haven't been out in a while. Pretty please? She promises to be very gentle and take extra good care of them, her job is mostly to look after a cute little tiny but not get to play with them herself? Assistant comes with superb secretarial skills and puppy dog eyes.

Tiny Focused Business (400/Guardian): Perhaps you adjusted an existing business to cater to tinies or just noticed a niche you could build a new one for but you now own one offering products or services to tinies or those taking care of them. Perhaps you make clothes designed to fit tinies, have a restaurant that makes proper good meals scaled to tiny size, or even a pet store converted into tiny grooming service for those interested in such a thing. Regardless the increasing amount of attention paid to actually giving tinies half way decent accommodations are likely to see your business become rather profitable over the next couple of years. If taken with Corporate Enterprise you'll see your company gain an entire division dedicated to the tiny centric market, likely way ahead of the curve given the growing tiny rights movements and should be extremely profitable should they recover their full citizenship. In jumps without tinies this business will naturally have to cover a different niche, but regardless it will always take the form of something suitable for the setting and most likely focused on something central to the local happenings.

Corporate Enterprise (600/Guardian): While you might or might not be heavily involved in running it you own quite a large company bringing in an extraordinary amount of profit, perhaps not Google or Amazon levels of power or wealth but plenty to make you an extremely wealthy person and give you quite a lot of influence if leveraged effectively. You may choose what industry your company focuses on but no matter it's nature it will be among the big names even if not necessarily the biggest. Regardless of what it focuses on owning the company will give your support for any given causes quite a bit more weight than normal, even past what you might expect for another wealthy patron. When putting your name, money, and the policies of your company behind any given social or political issue you'll find it does a lot more to advance it than normal to the point where your support could have a noticeable impact on major issues.

Hunting Tools (100/Tiny Hunter): There's a surprisingly large selection of tools specialized for capturing a loose tiny, while many of them were adapted from existing things the new intelligent breed of rodent is a great deal trickier than a common mouse and comes with a far greater prize for catching them. Alongside the obvious glue gun for nailing a tiny out in the open this full set of tiny hunting equipment includes stuff like motion sensors, tools for finding/collapsing tunnels, eye protection for any tiny size projectiles, and a host of other specialized gear meant for capturing especially small humanoids. Mouse traps won't end up being very useful against anything with an actual intelligent brain between their ears so despite their new status as de-facto vermin tinies still need to be caught more intelligently.

Ticket to Anywhere (200/Tiny Hunter): Should things progress as normal tinies are probably going to end up getting their rights as people back in around a year or so, perhaps a while later if things change but the wind is turning against those who put tinies in their proper places. Unless you've been very careful at least a few of your victims probably have good legal case against you they could file the moment that the courts start seeing them as people again so it would be good to have a backup plan. This envelope when opened contains travel tickets/documents to a safe country and a place to stay all paid up for three months ahead after your arrival. As long as you get out of the county before tinies get their rights back you should be in the clear barring some extremely determined and vengeful tinies or any friends/family that might hold a grudge on their behalf due to your actions. This works just as well for fleeing any other changing of the tides and you get a new package like this every year, just in case you end up on the losing team again.

Well Cleaned Profit (400/Tiny Hunter): Once you capture an unowned tiny you can register them as yours and the property of a registered tiny is under the control of their “guardian”. Either through this or maybe some other questionable means you’ve amassed around 5 million dollars in cash, houses are worth rather a lot and you can’t live in more than one of them after all. Despite the manner in which it was obtained it has all been cleaned rather thoroughly, meaning there’s about fuck all the law or any of those it was stolen from can do to get it back unless you admit to something on the record. Alternatively, instead of having it be the fruits of your own misdeeds this may take the form of a sort of mob inheritance, coming from an unscrupulous relative rather than your own dirtied hands.

Friends in High Places (600/Tiny Hunter): How exactly does someone who’s main skillset is bullying others and playing games with office politics actually get ahead with their career anyway? Well it’s not what you know and you seem to always have friends high up in whatever organizations you happen to be a part of be it in business, politics, or anything else for that matter. These friends in high places are able and willing to assist you in moving upwards and avoiding problems along the way, be it giving you undeserved praise in front of those making the decisions or covering up your workplace misconduct to keep you safe from a potential firing. These people are unfortunately never at the very top and can’t really help if you anger an especially powerful person (they certainly won’t stick their necks out for you) or get you to the proper top levels of whatever you’ve become a part of but surely you’ve got the chops to actually make the climb up on your own after being carried most of the way right?

Companions: Companions maybe gender swapped to suit your preferences, especially if taken with Virus Samples if changing the demographics on who’s usually affected. You get +100 CP for this section only to spend on either imported companions, newly created ones, Canon characters, or any OCs you take a liking to here.

A Faithful Companion (Free): Pets might not sound like a good idea for shrinkees, cats in particular might seem like they’d torture their owner to death before eating them, however animals are extremely friendly towards tinies such that riding a wild snake around their garden is more of a fun activity than anything at all dangerous. Regardless of if you’re a shrinkee or not you’ve got an extraordinarily well-trained pet, most likely a cat or dog, who responds to you as if you were one. While otherwise just a normal animal this pet seems to show up right when needed and know exactly how best to help you out of a pinch, an angry cat clawing at the face of an intruder might not sound like much but in some cases it could be all the difference in the world, you may import a pet (I don’t mean tiny) you already own for this option.

Import/Creation (50): For 50 CP each you can import an existing companion or create a new one with 600 CP to spend on whatever they’d like except for more companions. They could easily be fellow tinies, your caretakers, your own tiny pets, fellow tiny hunters or any other kind of relationship with you that makes sense to you and your situation here.

Canon Companions (50): For 50 CP each you may take one canon character with you when you leave this world, either starting out with a close relationship to them or events conspiring to help you form one over the course of this jump. As a special bonus if you choose to take a canon pairing, such as Even and Eve or Warren and Deandra you may get them two for the price of one.

Lovable Predator (50): For someone who likes to talk about hunting and capturing tinies this woman has a rather minimal amount of success in actually doing so, it's not that she's bad at it she just can't seem to bring herself to really hurt or enslave a tiny when she gets her hands on one. Often making dumb mistakes or giving up at the first obstacle getting in the way of her claims, kind of cute if you've seen it enough that it's clear what's going on. She'd actually make for quite the good companion for a more adventurous tiny who'd enjoy playing cat and mouse games, probably a good(ish) way to handle going stir crazy in any well-hidden habitats a loose shrinkee might've found or created for themselves. Note that while she won't be likely to follow through on her more drastic threats just playing around with a caught tiny would definitely be rather fun for her so there is still a fair bit to worry about with her around, though some danger with a girl like this might be a big part of her appeal. She's the sort of bully who thinks her behavior is all in good fun with her victims, honestly she's not wrong either since she tends to make fighting or escaping her very entertaining and does a rather good job of making sure her 'victims' enjoy themselves too when claiming her prize after she "wins". Probably kind of evil, but only mildly.

Crazy Little Hermit (50): Shrinkees can react to catching the virus in a lot of different ways but this guy is probably one of the stranger ones, he has decided that becoming four inches tall is definitely the time to become a survivalist. Not necessarily in the wilderness mind you, that might actually be easier given how animals react to tinies, no instead he likes to treat normal sized society as a survival challenge striving for survival and continued freedom living as an actual borrower or humanoid rodent depending on who you ask about this nonsense. Despite it seeming obvious that he get caught by tiny hunters sooner rather than later he's actually rather good at this and has maintained his freedom scrounging scraps and squirreling himself away when things get cold. It would be hard to find someone better suited to helping another tiny survive without the support of a trustworthy normal person and he'd probably appreciate a safe harbor for if things go badly when he's roughing it in some fast-food joint's walls.

Family Mouse (50): After catching the shrinking disease this consummate family man has insisted that he is going to continue to provide for his household despite the loss of stature he's suffered. He's got a good career and his workplace is willing to accommodate his condition, either out of their own policies or due to him just being worth the trouble due his skill and experience on the job. Unflinchingly resilient he's very capable of overcoming all the troubles of participating in modern life at his size and enduring the behavior of less understanding co-workers if he needs to when working in the support his family. He's at the top of his field in a white collar career of your choice and optionally comes with his wife and kid, either of which may be you if you so desire. Will probably be more happy about the fact that shrinking will restore his lost hair after a while than a potential promotion or solution to any size related troubles.

Supportive Family (50): This family of five, three daughters, their mother, and aunt or stepmother have wound up taking care of a tiny; unlike many others in this situation these girls are intent on supporting their charge though their situation and helping them to make the most out of the situation. Despite their supportive attitude all these girls are all rather interested in tinies and would certainly love any excuse to play with one if they're able to find any excuses to do so, the youngest of the daughters is just finishing highschool or starting college and would certainly enjoy bringing a tiny to school with them as much as the others would taking one into work as a way to spice up their day and get the tiny out into the world more. You may choose to be a sixth member of this family or just a close friend to those in it, one of them must be a tiny if neither you or one of your other companions are the one they're taking care of and even if you/they are you can still choose to have one of them be a further shrinkee in their household.

Energizer Tiny (50): Perhaps due to some health concerns quickly cleared up after shrinking or wanting to use it to get closer to you (maybe both) this young woman intentionally got herself infected after finding out she was one of the comparatively few woman susceptible to the shrinking virus. She finds pretty much everything about being tiny enchanting, the problems being interesting challenges to overcome and all of the good parts appearing wonderfully exciting. Ironically catching the shrinking virus has made this mousy nerd far more outgoing and not just because of how her improved health boosted her looks, she just likes the lifestyle of being tiny whether as a pet or lone tiny facing the world. Despite being content to live like a pet to a caring owner if that's how the cards fall she'd do quite well on her own or with another tiny due to her impressive skill as an inventor, creating all manner of useful things that would help a tiny deal with the rest of the world and could easily set up some tiny friendly homes after having shrunk while most are stuck needing to prep that sort of thing ahead of time. Why yes, she does love Rescue Rangers.

Not So Hopeless Neet (50): Some people get left behind in life and not all of them because of the shrinking virus either, this young lady is freshly dropped out of her second year in college and has taken up the less than entirely noble career path of a neet. She's actually kind of cute despite her disheveled and unkempt appearance and would be downright beautiful if she pulled herself together, the art program she dropped out from wasn't entirely a waste of money either given she's good enough to make a solid living if she was to properly capitalize on it, especially if she can throw her pride away to start drawing fetish artwork for the internet to enjoy and she never had any pride to begin with! Perhaps the art school was a waste since none of what she learned there covered drawing lewd pictures with tinies and that one looks suspiciously like you. . . Right well she's a lovely girl who could clean up very well if given a reason, even if she'd need to be told that deciding when to bathe by when a tiny starts to dislike how she smells isn't going to make her look good to anyone. Especially to someone who is or soon could be a shrinkee.

Nurse Shark (50): Despite viewing herself as something of a predator in a world full of sheep this girl just didn't bother considering that she could be vulnerable to the shrinking virus, after all most women won't be and she's not the sort of person who'd end up like that. After being an especially awful bitch to several tinies her lack of immunity to the virus has been revealed leading to her joining her victims on the smaller side of life. Perhaps not surprisingly her new stature has led to gaining a newfound appreciation for all the difficulties tinies have to go through, ironically her experience in putting people down is quite useful when trying to make those who treat tinies badly feel like absolute shit and she's taken to enjoying tormenting such people instead of tinies now. Not exactly a proper change from being an evil bitch but at least it's all going in a better direction these days (for the most part, at least); strangely she's developed quite a strong submissive streak as well, particularly towards nerdier girls and fellow tinies who happened to be the ones most of her bullying went towards as well. Perhaps she likes being punished?

Doting Sugar Momma (50): There are many who focus on their careers to the exclusion of their social life and until recently this lovely lady was amongst them, having worked hard on her career she's gotten to a comfortable point where she can finally enjoy the fruits of her success and share them with that someone who just so happens to be you. Along with being more than happy to spend her considerable wealth from her executive position she's absolutely enamored with doting on you and might be a little happier than is appropriate if you found yourself in a situation where you depended on her taking care of you. She is truly very skilled as a business executive, she could run pretty much any business extremely effectively and can easily dodge the issue of CEOs not understanding the industry they're in by actually listening to the others in the company focused on the meat of things (a novel concept to many other executives).

An Extremely Good Lawyer (50): Whether you're a tiny trying to keep as much of their independence and freedom as possible or a hunter looking into the future and the potential re-enfranchisement of a number of people who'd have strong cases for a lawsuit against you one of the best investments you could make would be an expert lawyer whose services and retainer fee are covered through this option. This towering (even if you aren't a tiny), fit, and thicc woman is an expert lawyer in every area that a private individual might need including executing complex legal procedures, filing lawsuits against any you have any sort of potential claim against, and defending you in court against civil or criminal claims made against you even in the most iron clad cases they might have against you. Like any good lawyer she has a firmly client centric morality and oddly enough does a lot better when working for someone she's close to unlike many lawyers who'd be wise to stay out of legal matters involving their friends. Despite being perhaps a little bit overly affectionate for a lawyer, towards you at least, she can be counted on to take care of your legal needs to the highest standards. Should you be a tiny she's already got some strong cases ready to sue the numerous people who've likely provided an excuse should your legal personhood be restored or if normal size she's quite ready to defend your actions that might've impacted tinies in questionable ways in that situation on the other side (whether said acts were born of exploitation or 'overly enthusiastic' affection).

Hunting Party (50): These three women are part of a dying breed, while tiny hunting is still a very lucrative job when an opportunity arises there aren't as many loose ones to grab anymore. Even so these girls can rightfully be called exceptional experts in their craft and have bagged numerous tinies for quite the large profit during their careers in the field. At your preference these girls may be either cruel slavers eager for taking everything a tiny owns before selling them off to the highest bidder or the less evil type who match up tinies with good home/owner, at a price of course they do need to earn money after all. In the former case you're probably an exception as a tiny they'll treat you more like they'd treat all tinies in the latter option, trying to make sure you find a good home (preferably with them). If you're full size they probably want you to join in on the fun/profits telling you many stories about interesting catches, big profits, and/or good matches they've made between tinies with their new owners. Despite an impressive record they've earned through more or less questionable methods all of these girls have carefully remained clean (legally at least), one of them however isn't quite as immune to the virus as she thinks she is and should she end up in frequent intimate contact with a tiny she's in for a surprise that will delight both her sisters in arms; though for more playful reasons than profiteering ones given they are actual friends.

Trusted Friend (50): Throughout your life you've never had even a single reason not to trust this woman with your life, a redneck tomboy who's been by your side since you were young and who always has your back no matter what you might be going through. Whether to help you find a gift for someone, help push a truce with your troublesome roommate, or rush to your aid with a shotgun ready blow the head off the shit stain giving her friend any problems she's always there for you and has an odd tendency to show up at just the right time to help. It's entirely possible you're too dense to have noticed but she likes you as a lot more than just a friend and would love to start something deeper if you're interested. Even if you only see her as a friend though she'll be ready and willing to help, even when it pushes you into the arms of a different woman. Hopefully you've got better taste than that though since she'd make an absolutely lovely partner and strong women with guns are ~~always~~ usually a great time.

The Dungeon Mistress! (50): There are some people who like to set up fantastic tabletop sessions where everyone has a well-made mini for their characters and the table has set pieces instead of just plain maps drawn onto some paper. This young woman has done that many times before and yet wants to go a great deal further with tiny players taking the place of their own characters on the table instead of just plain old minis, this does require her to do a fair bit more work both to make the game feel good for the tiny players and cover the things they can't do while both four inches tall and standing on and in her set piece maps if she wants to have the games run smoothly but she's quite able to do so and finds that quite worth it if it's all she needs to do to run campaigns with players as living minis for their own characters. She's got a lovely home with an amazing game room, nice big table for setting up dungeons on, costumes for tinies to really get into character, all the game books for various games, and quite the large collection of minis she could set the tiny adventurers against. And any full-size players too, but seriously she wants some tinies playing at her table so hopefully you can provide her at least one whether it's you or not. Has a number of rather creative ideas for what to do with tinies whose characters die or otherwise exit a scene until a chance to revive, replace, or return their character appears. She's honestly an amazing DM, Storyteller, or any other variant of that role you care to name and can get pretty much anyone to enjoy playing together if given a proper chance to get things rolling.

Accommodating Assistants (50): While not necessarily any kind of assistants or secretaries at least one of these half dozen unusually tall office ladies probably is yours, beyond simply being rather skilled at clerical work of all kinds they're also extremely caring and have a keen intuition for your wants and needs whether that's in the office or anywhere else. They're also got quite a strong shared crush on you and enjoy flirting in rather inappropriate ways even when you're both supposed to be working, even slipping their behavior into their work in some rather creative ways and being quite good at not getting caught by anyone who'd take issue with what they're doing. While they're taller than most other people to begin with you being a tiny would instigate their antics even further, sharing the responsibility of taking care of you in the office while ensuring your line of sight is often taken up by a thicc butt or valley of cleavage. Should you not be employed in any sort of office role then despite not working with these girls they'd still be quite happy to bring you to work with them if you're a tiny, for entirely wholesome reasons they assure you.

A Very Good Girl (50): Most women with an interest in tinies tend to have a dominant streak, while you can't say that's entirely absent from this stressed out scientist she's got a much stronger submissive side which she'd generally prefer to explore. At the end of a long day there is nothing she'd prefer to do over stripping down to nothing but a leash and collar held by someone who'll tell her what to do, a big surprise to anyone who might know her from her day job. If whoever's holding her leash is small enough she could easily sit on them that would just make it so much more enthralling, it sound like a fun idea for her to earn a 'punishment' too if she could 'accidentally' trap her master under her ass. Aside from being a pervert it would seem that this girl is an absolutely brilliant medical scientist with a focus on developing all manner of devices to overcome illnesses and disabilities, while her work previously has been on far less fantastical issues than shrinkers her talents also help in solving such exotic problems. She's currently working toward a solution to the shrinking disease, while it's unlikely to result in a full cure her work could bear fruit and let shrinkers return to a mostly normal life within the next two years; assuming nothing majorly interferes with the lab she's working at or the funding for the project.

Drawbacks:

Related Worlds (+0): If you wish you can swap or combine this world with that of *We Help Each Other Get By* and/or *A Caught Shrinkee*, two related but not identical worlds by the same author. This might change certain details about the world but they're based on each other and follow largely the same premise with a similar situation for how shrinkees and those around them deal with each other. A single sudden event replacing the virus and tinies occasionally getting bigger/smaller in *We Help Each Other Get By* being the biggest differences overall.

Abusive Captivity (+100-300, Shrinkees Only): You're under the thumb of someone else and not someone you'd like to have as your guardian, they tend to treat you more like a toy than a person and due to a less than entirely well thought out bit of legislation the law isn't going to help you out. For +100 they're mostly just a less than ideal partner who takes advantage of their power over you a bit too much, something that can be fixed with time but as your Guardian is hard to run away from. For +200 your unfortunate keeper instead considers you a cross between a pet and a payday, they've claimed de-facto ownership over all your stuff and while theoretically possible to find a diplomatic solution it can be hard to do so when locked in a cage any time they aren't playing with you. Both of these prior options are for people whom you could see yourself being together with if not for their abuses but for +300 you're instead in the possession of an all-around disgusting individual who happens to also be a massive sadist; on the plus side their kind of vile nonsense is the sort of thing that even the Shrinkee Protection Act wouldn't help them get away with if it were to come to light, unfortunately escaping and proving it is an issue when tinies don't scar.

Royal Bitch (+100): Someone in your life is a real massive bitch; she's arrogant, meanspirited, and tends to get away with shit far more often than anyone reasonably should. As long as you don't get in her way or show weakness she's likely to be just a really bad friend but if you do she'll happily turn her ire in your direction and have just as much fun screwing your life up as she does bullying random tinies or coworkers she doesn't like. Cutting her out of your life is possible but will be harder than it logically should and trying to do so will definitely put you on her radar as a target for her issues. Eventually her luck will run out and she'll get her just deserts for all her shit but frankly by then she'll probably have done some real damage to your life one way or another and she might just drag you down with her if you nodded along while she was fucking up to stay off her shit list. One potential opportunity to keep in mind is that she isn't immune to the shrinking virus like most women, is blissfully unaware of this fact, and loves picking on tinies directly but if you do want to enjoy some payback this or any other way keep in mind that psycho and angry is not a good look on anyone and the later stages of the shrinking virus before it finally kicks in properly make someone quite nutty on top of all her other attitude problems even before the really severe parts towards the last few hours before shrinking.

Less than Entirely Stable (+100): Things have gone less than well for you a while back and you haven't really handled it well, perhaps you didn't break completely but at least that might've prompted you to get some actual help to deal with your issues. Instead you've got a flavor of confidence issues that mean you react poorly to a number of things but especially being treated as insignificant by those you care about, beyond that you tend to do silly things like go hunting bugs outside at four inches tall or invite someone who has openly stated their bad intentions into your home just because foiling them would be exciting. I'd say you need someone sensible in your life to set you straight but you'd probably ignore them, instead you need a friend who'll help bail you out of the trouble you're almost certain to get into.

Behind the Sharks (+100): Some people are strong and can easily stand up for themselves and others, you are most definitely not among them. More often than not when faced with someone treating you like shit you'll follow the path of least resistance, which generally means backing down or retreating instead of an attempt to fight for yourself. Unfortunately this also applies to fighting for those you care about, as you'll give in similarly easily and potentially even go along with their tormentor to minimize risks. This isn't some impossible to overcome problem but it will take time, willpower, and perhaps some very serious situations to motivate you to take a stand if you want to break out of this.

Unfortunate Occupation (+100): You've found yourself a steady form of employment, unfortunately it is kind of shit. An office job with horrible coworkers, exhausting blue collar work with questionable overtime policies, or perhaps working for tips at a salon where the bitchy customers treat you like shit. Likely made worse if you're a tiny and don't strictly speaking have any rights at the moment, with the higher ups unable or unwilling to do anything about how you're treated. You could quit but for one reason or another doing so in the near future is going to be harder than normal and/or come with some annoying problems; such as a strict non-compete, harsh penalties for early termination of your contract, or just the fact that finding any other job as a tiny is going to be very difficult for the next year or so at least.

Touched in the Head (+200): Something has gone rather wrong, perhaps a poor reaction to the shrinking virus has led you to constant brain problems regardless of if you're actually vulnerable to shrinking but in any case you're decision making and critical thinking skills have taken a nose dive. While this might not be as bad as a soon to be tiny's last few hours at normal size you're still going to be in rather poor shape and act like a complete moron regardless of how smart you normally are. Teaming up with some shady people to pull something on someone you don't like sounds like a great idea, would these people toss you under the bus or screw you over too? Of course not, they're entirely trustworthy folks you've enjoyed spending time with as you bonded with stories of people you and they have each fucked over.

Patronized (+200): Due to being a tiny, a rather short girl, or some other factor people often don't take you seriously; even those who care about you will be more concerned with what they think you need than what you yourself care about. While this can potentially be overcome it's going to take lots of work to get any real respect and you're starting from scratch with everyone casually disregarding you by default be it treating you as unimportant or thinking you shouldn't be trusted to make decisions for yourself. It doesn't help that even after you get past this with someone, they fall back into treating you like this easily if you're not careful about maintaining their respect after you get it.

Unexpected Shrinking (+200): Unfortunately you WILL catch the shrinking virus, regardless of your origin or if you start out with the virus you'll be a tiny by the end of your first year here. Worse however is that you'll flat out refuse to even consider that you could catch it, obliviously confident in your immunity with no consideration for the possibility of shrinking yourself. When the symptoms proper start to appear they still won't convince you and combined with the mental instability will have you making erratic decisions and doing all manner of poorly thought out things, this will get especially bad at the end and without the preparation you might do if you knew it was coming you're almost certainly going to be doing some very stupid things in the last few hours before you finally shrink.

Broken Hearted (+200): There's someone important to you, somebody very special who you love without reservation. Despite this you hurt them, rather badly at that and at the same time made them doubt you ever actually cared about them. Because of this your heart feels like it was ripped out of your chest and a lot of the time you struggle to do much of anything other than just be miserable about it. The only way to sooth this pain is to find some grand gesture you can use to make up with them, perhaps not the best way but this will be the only thing that feels like it could help fix things. Should you fail you'll simply remain in a rather nasty state of depression for the remainder of the jump, and carry the fact that you hurt and lost someone you deeply cared for even past that.

Aggressive Hunters (+300): For some unfortunate reason you seem to draw the worst sort of tiny hunters to you like moths to a flame; good enough at it to be a problem and yet dumb enough to cause all manner of problems without thinking of the long-term consequences. As a tiny these assholes will usually be going after you, should you be normal size they'll probably be breaking into your house for your tinies, and not having any tinies just means they're going to burn the house to smoke them out because they just know there have to be some tinies there for them. The Shrinkee protection act being repealed or the tiny already having a guardian won't stop these guys either, there's probably going to be a market for shrinkee slaves regardless of legality so they might as well grab everyone they can. You'll attract at least one tiny hunter or group of them like this each year and sometimes more than that, should you see them off without any lasting solution such as being arrested or a bullet wound the same hunters may end up showing up for a few more attempts later on too.

Broken Bird (+300): Something truly heinous has happened to you, perhaps tortured and probably raped you've been left as a completely broken wreck. You'd much rather crawl under a blanket and stay inside all day than do much of anything outside of wallow in your own misery. As a tiny any physical marks left by your abuse faded quickly but the internal ones aren't so quick to heal and actually getting up to move is made that much harder by your lack of meaningful agency guardian or no and while you can actually do something if you're full size those scars won't just disappear like they might on a tiny. Aside from spending the rest of your time here wallowing in misery and struggling to move on through the days you've got only one real hope to get better. As a tiny you need someone loving, gentle, and patient to help you remember what it feels like to trust people again; someone to hold you and help put you back together. As a normal size person you'll need to find the opposite, a tiny to take care of and essentially serve as your emotional support pet giving some purpose to life in the helpless little thing who needs you to take care of them to get by in life. In either case an existing companion won't be much help, you'll need to meet someone new, actually open up, and get close to them before you've any real chance of improving. Should you manage to recover to an at least mostly healthy state by the end of this jump they become a companion, otherwise they'll remain here when you leave and you'll remember that fact throughout.

Unamerican Activities (+300, Shrinkees Only): While you might think that the treatment of tinies with the Shrinkee Protection Act in the USA is pretty bad, and you'd be right, but it could be much worse as you've got the chance to learn firsthand. Rather than the United States you instead start in one of the countries that certain tiny hunters might be trying to flee to in the wake of the law's repeal in about a year's time if nothing changes. The place you end up however is not just lacking in common decency toward shrinkee's but rather seems to have an almost universal treatment of tinies not merely as less than human but with all the eager cruelty you might expect from certain elves you could meet with some method of traversing universes. Crushing them to death for fun, hard vore, and other such things are not only normal but seem like a national pastime; worse still your out of context powers are disabled until you exit the border.

Wrong Sort of Story (+300): Right so perhaps you've taken a wrong turn, this place while full of some very bad situations for a lot of people is ultimately a place where people find love and happiness even if things get rough or take time to get that happy ending. You're no longer in such a world. An uncomfortably large portion of normal size people appear to have become murderous sadists with a special dislike of tinies or more accurately a love for their suffering, as shit as becoming a pet might be getting turned into a torture slave until casually executed is far worse and now far from an unusual possibility. Don't think you're safe from this at full size either, in addition to the local sadists not being overly discerning in their victims even with their preference for tinies the shrinkees have a chip on their shoulder about all this too. Thinking the tinies aren't a threat makes sense but a tiny can maim or kill a normal size person in a lot of ways and with how many of them are now burning with a bitter hatred of full-size society at this point getting poisoned, cut up in your sleep, or just a good old fashioned tiny arrow into the eye is pretty common. You may think that the sadists would be worried about getting arrested or at least murdered by the friends of the abused tinies and that the tinies might have some degree of self-preservation in mind before they maim someone who could easily twist their head off in response, this isn't the case and even after suffering brutally from such consequences these assholes just won't stop being absurdly vicious.

Upon the conclusion of your decade here your Drawbacks end and a choice arises:

Stay Here

Go Home

Move On

Notes:

Shrinking Explained:

The shrinking virus has many benefits for tinies; they're physically far tougher/stronger than anything else in their approximate weight class, have better senses, their bodies naturally move toward perfect health, animals are incredibly tame/obedient to them (even including wild ones), can speak clearly to normal size people despite their tiny lungs, their fluids have valuable medicinal/cosmetic properties, they can eat pure junk food in excessive amounts (for their size) as their only meals with no issues, only need to breathe once every twelve hours, and most importantly can recover from any injury short of decapitation or similarly thorough executions with no lasting issues extremely quickly. Downsides apart from the obvious loss of size and legal rights after shrinking would include the fact that cold is far worse for any shrinkee than for a normal person. If it's snowing outside no amount of clothing that could fit reasonably on a tiny will be enough for them to go out into colder weather. On a more neutral but potentially quite fun note the scent of members of their preferred gender(s) is quite pleasant and even intoxicating to tinies, not to an overly debilitating extent but it does make things more interesting for them, though this has an upper limit where this isn't enough so big girls should still take showers. Shrinking can take quite some time after first being infected by the virus and many people know months ahead of their actual shrinking when exactly it's going to happen to them; a good long while before it begins numerous symptoms such as itching will start and towards the last few hours the soon to be tiny will be outright delirious only to recover from this almost instantly after shrinking which only takes a few moments once it starts. The virus can be transmitted either airborne or by handling tinies directly, with the former not affecting even those few women vulnerable to it so even the women who can catch the virus can reasonably stay clear of it if careful.

Tiny hunting is questionably legal even with the Shrinkee Protection Act and much of what's done in the process (like arson to smoke out the little buggers) definitely isn't, hunters get away with what they wind up doing because tinies are effectively ignored by the legal system and can't really do anything about their treatment anyway. Should that law be repealed tiny hunters are in for a bad time if they don't quickly exit the country or have a good defense lined up for their behavior toward the tinies involved.

Should everything go as canon the Shrinkee Protection Act will be rescinded in about a year's time which will lead to some less than pleasant situations for those who've treated them badly while it was in effect as well as making some of them rather desperate and willing to do some unsavory things to protect their personal wealth and freedom in the face of lawsuits and potential jailtime.

Unless you've taken one of the origins that starts out shrunk/infected or the drawback that ensures your infection/shrinking you can safely assume to be amongst the immune, you can forgo this immunity if you for any reason prefer to be vulnerable to it however.

Danger Alert would tell you the location of your charge with the general area the location is found in (like "home" or "the museum downtown off 2nd Street"), the type of threat (such as "professional tiny hunter" or "armed burglars"), and how severe the danger is ("imminent mortal danger" or "significant danger of serious injury").

You can have a Guardian as a Free Tiny but it will likely be a largely perfunctory arrangement to avoid any other full size person snatching you up, or at least your origin self will have been strongly fighting for it to be such assuming they accepted it at all.

Should you manage to work things out with your Guardian from Abusive Captivity you can take them as a companion, though that would be both unlikely and a really horrible idea for the +300 version. You must start out already tiny to take that drawback.