

=Master PC Customization=

Requires purchase of the Master PC item.

Users receive a +1000cp stipend for this section.

Points received from downgrades can only be spent in this section.

Program: The core characteristics of your copy.

UI: To make your User experience as comfortable as possible, your copy of Master PC features an adaptive and highly customizable interface that is highly intuitive for your use. It could be anything from a simple command prompt to a comprehensive collection of sliders and toggles, or anything in between. It adjusts to whatever platform you install your copy on, whatever features you purchase here or add later, as well as your wants and needs. If you purchase **Power Channeling**, it'll even update itself to reflect any relevant abilities you acquire on your journey.

Access: Choose one.

Unrestricted[+200cp]: You are unable to put any limits on who can use your copy. Try to keep it secure, will you?

Password[Free]: You are able to set a password for your copy, which must be entered at the start of a session. Just remember to close out when you are done and keep the password safe.

Master User[-200cp]: You have complete control over who can use your copy, as well as how. The only way anyone but you will have access is by your will, and they can only use it as you allow.

DRM: Choose one. You can install and uninstall your copy on any computing device you perceive or touch as a simple act of will. The program itself has no 'weight', taking up no storage space and using no system resources to run.

It Wants To Be Used[+200cp]: There's no limit on the number of simultaneous installs of your copy there can be, but your copy will actively spread itself in search of potential Users. When it finds one, they essentially gain their own instance of your copy that counts as theirs. This spread can be mitigated by keeping your installed copies on non-connective devices, but you should still be careful.

Restrictive[Free]: You can only have 1 install of your copy at a time, and there is a 1 week cooldown after uninstalling or losing access to that install before you can create another install.

Free[-200cp]: You can have as many simultaneous installs of your copy as you like, and there's no cooldown after you uninstall one.

Targeting: How your copy acquires targets.

Viable Targets: Master PC is only able to target 'people', as well as certain related objects with the right upgrade. What exactly that means depends on the User, but still needs to be a reasonable interpretation of the idea of 'people'. This can include artificial, supernatural, and ethereal creatures.

Range: Choose one.

Hypno-App[+200cp]: In order for your copy to target a person, they need to look at it, after which they are 'hooked' and you can apply edits to them as long as they are within your immediate vicinity.

Room[+100cp]: This range is enough to cover the room you are in and out into adjacent rooms.

Building[Free]: This range is enough to cover a dense urban city block and portions of surrounding blocks.

Blocks[-100cp]: This range is enough to cover about 1/3rd of a major metropolis.

City[-200cp]: This range is enough to cover a major metropolitan area and its surroundings.

Country[-300cp]: This range is enough to cover a large country and much of its surroundings.

World[-400cp]: This range is enough to cover whatever planet you're on, as well as into close orbit.

Universe[-600cp]: This range is enough to cover whatever universe you are in, including any attached demiplanes, pocket dimensions, and so on.

Acquisition: Choose one.

Name & Face[Free]: In order to target someone, you need to know their name and face, in addition to them needing to be in range.

Searchable Index[-200cp]: Your copy provides you with a complete index of all viable targets within range. This index is incredibly easy to search through, filter and browse, allowing you to quickly find a particular target based on vague details or just look through potential targets.

Profiles: Choose one.

Basics[Free]: When you select a target, you may access a profile on them that includes an image of them, their name, their race/species/state of being, sex, age, physical measurements, and location. The image can be anything from a still face shot to a live 3D representation of the target that matches their current appearance and actions.

In addition to simply viewing profiles, you can pin them in order to maintain access even when the target is out of range, as well as to quickly select the target again.

Important[-100cp]: As per the previous tier, but also includes all manner of official and personal information on the target. This includes details about their employment, education, relationships, affiliations, addresses, contact information, sexual fetishes, and so on.

Everything[-200cp]: As per the previous tiers, but includes any and all information about the target, starting with what's relevant to your interests and ending with whatever you'd prefer not to know.

Selection: Choose one.

Singular[Free]: You can only select one target at a time.

Multiple[-100cp]: You can have multiple targets selected at a time, allowing for batch edits to precisely chosen groups.

Area of Effect: Choose one.

Narrow Focus[Free]: Your edits may only apply to the target(s) you have selected.

Expanded Focus[-100cp]: Your edits may apply to secondary targets in relation to your selected target(s). You can set whatever criteria you can describe for who gets affected by which edits and when. This can be used to create 'infectious' edits that spread beyond your range, but it should be noted that the range from the selected target at which someone can be a secondary target matches the range of your copy of Master PC.

Independent[-200cp]: As per the previous tier, except that you may also center edits on locations, applying said edits to those who enter the area. You can set whatever criteria you can describe for who gets affected by which edits and when. The area of these location-centered edits can only be up to as large as your Range, and you can only create and alter these edits when the target location is within range.

Accoutrements[-100cp]: Your edits can apply to things on the person of your targets or which are integrated in them. This includes clothing, accessories, filth, tattoos, piercings, implants, cybernetics, and so on. However, anything beyond commonly available modern capabilities is limited by your technical knowledge and productive ability unless your edits are restorative or cosmetic in nature.

Editor: How your copy can control and edit its targets.

Basic[Free]: You can edit the mind and body of your target in any way you can describe, as well as dictate their thoughts and actions, though with some restrictions.

Your edits cannot change their species, nor can they bring your target beyond the peak of their species. This limit does adjust depending on the current setting, and those you edit won't lose capabilities when moving into a setting where said capabilities are above this cap.

Your edits cannot grant or interact with the supernatural aspects of your target, including things like psionics, magic, ki, reality warping, and exotic physics/matter.

Examples of what you can do with this include granting skills and knowledge, healing wounds and illnesses by just editing them away, effectively granting eternal youth by creating an edit that reverts the target to the desired age on a regular interval, making the target's boobs grow a little whenever someone says a particular word nearby, and so on.

Lewd Exceptions[Free]: Your edits may optionally be supported by porn physics, allowing for things like overlarge features, ridiculous production of sexual fluids, and other things without any physical drawbacks.

This exception also allows you to grant all manner of lewd 'powers' to your target. Things like being able to wear heels without any loss of mobility or increased risk of ankle injuries, not being subject to mental degradation from sleeping around, flavored fluids, being able to take extreme penetrations and stretch to extreme levels, making cervical penetration possible and pleasurable, and so on.

Cosmetic Exceptions[Free]: When your edits are purely cosmetic in nature, the sky's the limit. Reshape a phantom's body, give someone skin resembling a sky of twinkling stars, adding animal ears and tail to a normal human, and so on.

Normalization[Free]: You can toggle a setting that automatically 'normalizes' your edits, adjusting the perceptions and/or memories of everyone who perceives the edits to make them seem normal and/or having always been. Of course, the extent of this is limited by your chosen Area of Effect.

Species Shift[-100cp]: Your edits can transcend the species of your target, allowing you to change their species or give them a chimeric mix of characteristics from various species. This also increases the cap for how powerful you can make someone to include the capabilities of local species.

Visitor Pass[-100cp]: Where the capabilities of you, your followers, and your companions exceed the limits of whatever other options you've acquired from this section, said capabilities serve as the upper limit for how powerful you can make someone.

Allowed Resistance: Choose one.

Loose Grip[+400cp]: Any target can resist or shrug off your edits, provided that they notice them. This isn't an issue with the grand majority of targets if you're being even a little thorough or subtle, but caution is advised when targeting those who are notably powerful or perceptive - or those that such targets would care about.

Some[Free]: While normal targets cannot ever hope to resist your edits, the truly exceptional or transcendent can. Beings like gods, embodiments of natural forces, arbitrarily powerful individuals, and so on. Be careful, as targets that can resist your edits also potentially have the means to notice and trace them.

None[-600cp]: Nothing you can target has any hope of resisting your edits.

Power Channeling[-200cp]: In addition to whatever edits you can make, you can channel your powers through your copy of Master PC in order to use them on those you have targeted with the program. This counts them as being in range or touched, and you still need to fulfill any other activation conditions for the power. With **Access: Master User**, authorized users may use their own powers through your copy in the same manner.

Interpretation: Choose one.

As Written[+200cp]: Your copy requires careful syntax and wording in order for you to get the most out of it, making hasty edits a bad idea that often leads to unintended consequences. It at least includes a comprehensive guide on how to make commands, so you aren't flying totally blind.

As Intended[Free]: Your copy is able to interpret your intent with incredible accuracy, allowing for incredible ease of use as even vague commands and edits turn out exactly as you want. You still need to be a little specific, though: entering 'do the thing' isn't going to do anything.

Supernatural Access[-400cp]: Your edits are no longer limited to the physical and mental, but can also affect and grant the supernatural and exotic. However, whatever limits there are on how powerful you can make someone remain.