

Normal Human souls read [Witch Awakening](#), and simply say, "wow, what a creepy, tonally inconsistent, and poorly balanced monstrosity" as part of Their decision not to play Witch Awakening, but I had already chosen to play Witch Awakening and so it just wasn't an option for Me, now read the wall of every pit that I spat from this bowl of moldy cherries.

1. This has probably been the most evil CYOA ever made, not of course that it is even close to being one of the darkest fantasies in the medium. I mean that it is an effort of a damaged mind to damage Others, an attack on the readers by an imagination that lost sense after years of hentai and /r/animemes. I don't agree with giving a scolding analysis to fetish stories that treat their intentions with the appropriate safety measures, where You would be enabled to dismiss it and move on, but this rape CYOA did not use those. There is a misconception of the terminally online that something is only "NSFW" if it's sexually explicit, when it means what it says, that it would endanger the reader if They were seen with it in a public environment, especially one with children. Three nexi of the CYOA community exist; /cyoag/ which is 18+, Questionable Questing which is 18+, and /r/makeyourchoice which isn't. Guess which one this was posted inside of? It should also be noted that redditors will mark things as NSFW just for a little cartoon stab wound, so They have at least a cargo cult understanding that this concept is here to protect you from formal complaint letters. You can quickly find the ecchi artwork, before finding the necrophilia, vore, and rape options on a more thorough read, and just as the porn genre refused its identification, so did the dystopian one. It is neither a moral nor an amoral fantasy, nor the heavy handed choice between either that it seems to demand, because it forces one precept onto the player; allow an alien invasion to exploit and control mankind, even at the cost of your life.
2. Embodying crucial information in blue is a great idea but the author almost instantly flakes on this duty.
3. The first bluetext that You read is useless to playing Witch Awakening.
4. Academic is okay by itself. And Sorceress and Warlock are okay, without it. Choose one naming convention between straightforward descriptions versus Dungeons & Dragons classes, and stick to it!
5. The same basic facts are repeated about all three classes, in spite of a universal description existing between them and the header.
6. Class discounts are not bluetext, their progression systems are not bluetext, and the special mechanical advantages are not bluetext.
7. I don't understand the Sorceress's special advantage. It is perfectly intuitive for a CYOA that isn't this one. There isn't such a thing as "one" magic, and has never been. There is no entry fee or opportunity cost to any brand of magic, and they have always been divided into five tiers. Examining companion stats was also unhelpful for learning what it was talking about. Not even I can translate it into useful information.
8. The choice paralysis is horrific. Obviously I shouldn't be playing choice games while hypoglycemic anyway or else I launch the sort of crusade where this is only the seventh bullet point against this CYOA on the list but it's actually the 100th in order of writing, but to explain why its design is actively evil: next to all of it uses Power. Only three sliders exist; class, type, faction. The rest is weighted against 80 other options, its gravity multiplied by the rule that your character sheet is the cap on your power potential. What purpose does this serve in such an obvious power fantasy? What is even its in-universe logic of this nonsense when it's chosen? They're just skills. A skill is something learned by repetition of the action's completion. It is not a computer program taking space in a finite database, it is not some weight held by your finite telekinetic might, it is just an experience that you've learned to copy. That is why technology is superior to magic. The rules of the latter are all the more arbitrary and mutable than the former, yet its wielders position themselves as superior for using artifices that are yet more dumbed down from their actual principles of creation. Even when yielding results, they are still charlatans playing with whatever their spellphones bought from the app store. This rule only makes sense in escape rooms, and mutation/transformation pickers. Adding onto this is the element where you're forced to either gimp certain magics or take up the less interesting ones to open up an inexplicable hierarchy of upgrades towards a Rank 5 ability. Ostensibly to add more identity to the player's choices, as if being forced into more uninteresting options helps that, but the real problem is that the CYOA is only for the concept

of "really strong witch", which leaves few niches within its rules that cut significant swathes of abilities from consideration.

9. The race selection may or may not be the worst part of this CYOA but it's definitely the least necessary, befitting neither the concept nor the universe created around it, all to inject the tamest "monster girl" designs that I have ever seen all in the name of covering every combination of elements. There are 35 races - not counting the EASTER EGGS - and thirteen of them still weren't represented by the companion section. The gap does get worse when You count the 2 non-Neutral companions next to the 8 hidden races in secret content.
10. Most racial forms of immortality are a huge leap over the ones that you get from magic - which is completely backwards. Obviously simple longevity or unagingness should come first, then you make people pay points for respawning or regeneration.
11. The capacity of a mana meter is mapped to exactly nothing in this page, as if it is more meaningless overdesign for the sake of adding more trivia. But You can learn from the Crystallize perk that High can use it for 10 minutes, and Low can use it for 1 minute. That's the continuous use of magic equal to rank 3. Options powered by Witch-Kisses cost 10 times as much for each rank, so We can assume that expenses scale in the same way. So, a Low mana race can be using Rank 5 elementalism for half a second, and that is why I needed to become a furry. I'll pretend that Medium is $\sqrt{10}$ (roughly 3.16) because that divided by itself will be the Low capacity, and multiplied by itself will be the High capacity.
12. There are races that recharge by acting out breeding and vore fetishes, and two of the secret ones also have fetishistic recharge methods. Petrification is also a fetish with this precedent in mind (total Gorgon death). I can not wait for the update adding a Kappa race.
13. The Neutral, Oread, Sprite, Elf, and Mimi races have percentages listed for their recharge rates, and none else.
14. Some have variable recharge rates, but the Dwarf and Daeva gets listed at her high point, and the Jotun and Sword at her low point.
15. The resurrection ability of the Aurai race is insane, all the others are possible for opponents to externally foil, but this one is dependant on what happens in the psuedo-past, not the present. That means that an enemy without special immortality negation methods has to kill one by being her obsessive enemy for long enough that they would be probable to have a clone in the ghost-timeline that will detect her butterfly in the regular scans that the ORIGINAL SLAYER wasted YEARS performing in the ALPHA TIMELINE.
16. All reptilian races are representative of a different creature, but the two and a half mammalian races are generic ones at different levels of furry. I say half because there is no difference between Oreads and Mimis.
17. The Dwarf race recharges from the presence of other Dwarves - yet they have almost no presence in this universe - and I suppose that's enviable.
18. "atmosphric"
19. Racial affinities are not displayed with the candies used by the rest of the CYOA.
20. The bit about a black market for Dolls is not something matching up with this masquerade. If there is a mode of human trafficking that entails the use of magic, such that it became a mode of its own, then it's no longer Harry Potter, it's Shadowrun. I mean it was obviously Shadowrun to begin with if tech billionaires are brokering deals with Cthulhu and Beelzebub but that further supports my point that PEOPLE ONLY WRITE THIS FEATURE OUT OF MUSCLE MEMORY. If core institutions of our world are players within the secret world then there is no boundary between them. All we need now is a Human soup kitchen that openly admits to using magical aid. Masquerades in real life, and when used appropriately, are there to protect the conspiracy from the public. Witches are already being exploited by Humanity to the point of effective slavery in Alphazon's case. It's dead. They have lost all benefits of upholding it. What's the other reason for a Masquerade? For the reader to more easily believe that the setting can be in real life. This is unethical writing. Unstable readers should be able to swiftly know for certain that They are in reality. Microbrains accuse J.K. Rowling of promoting devilry by writing about people that use magic spells. Smallbrains

accuse J.K. Rowling of being evil for opposing Their politics on social media. Bigbrains accuse J.K. Rowling of being evil for real schools an 'escape' into imaginary schools, a means to keep children confined within their 'relatable' banality instead of hyping them for the liberty which it was meant to prepare them for, molding their hearts like Japanese cubic watermelons into something that loathed its coming freedom, and begged for return in all the coming decades. Highbrains accuse J.K. Rowling of promoting devilry by popularizing the gas-lighting of My generation into joining stupid cults because they want to be elevated above Us like all their favorite blank slates by a diagnosis of inhumanity.

21. What's with deploying the Complications on the second page? Nothing of any cost has arrived yet, giving no reason to parse through it to first time readers. I'll tell you what's with it, it is a protective mechanism to filter innocent readers from continuing.
22. Nothing is enblued when laying down the crucial explanation of how the convention mandated secrecy works, that is, that it's a mass hypnosis effect and you can skirt it for the gain of yourself or mortals that you like, but the magic police will come down on you if you try rewriting the status quo or consensus reality.
23. There is nothing enblued in the explanation of how World Shift complications work.
24. There are NOT enough tech options to justify a Dysfunction build.
25. Metamorphosis was exempted from the restrictions on Dysfunction, in theory, but it's still prohibited because it's always Rank 5 and therefore runs into the nonsensical "diversity encouraging" Rank cap. The two unaffected specializations do not count for this point because the specialization cap specifically says "magics" rather than "specializations" when describing how it works. Gadgetry and Integration are not magics. This semantic matters because that's also the interpretation that allows Dysfunction builders to take the higher ranks of those.
26. Restriction is pure power gaming, there is already a reward for swearing off certain brands of magic, and it is the fact that you are not wasting them on magic spells that you don't want.
27. This is also correct for Unveiled, oooOOOOOooo the masquerade takes effort to follow. Not even that, as you still have the free ability of Dominion 0 to phase out of mortal perception. And yet, it gives more than minimum points.
28. With that in mind... Legal blindness? Gender dysphoria? Meth addiction? All having the same, minimum, basic point reward as being unable to summon the demons that you were never going to summon.
29. What gives a decisively higher point reward? Being chased by a zombie with almost no powers of his own (Hunted), a homoromantic rivalry (Nemesis), and drawing hearts over your lowercase 'i's (Compulsion (Common)).
30. But this is surprisingly logical, the power system is designed to easily solve mundane problems, and that leaves no reason to exorbitantly reward issues that you'll cast off at the start of your playthrough, no matter how crippling. So don't write Complications into your CYOA that have the same weight as "dehydration".
31. And this explanation can't work for one of the minimum-reward complication: inability to benefit from magical healing or status buffs, atop halving your magical power.
32. The Nightmares complication is the opposite peak of bad drawback design. Non-problem drawbacks are annoying, but You can't fault the reader for taking costs that are obviously lesser than their benefit. This is not a non-problem, it's just a problem that has no effect on the fighting. It adds nothing to the adventure, no interesting problems or weaknesses, it just makes the player character miserable. It is no-brainer for a certain kind of subhuman, and no one else.
33. 'Disagreeable' has a mechanical effect that cancels out its minimum-level point reward.
34. Why leave two different Perk pages on opposite ends of another section?
35. There is no reason to combine Sorcerer/Academic using the Neutral+ perk, since it only crosses learning methods and no other benefits RAW. It would take ninety five years and three months to hit your full power if you were training at a leisurely yet committed pace (four hours every weekday), half of that arriving in the twenty-fourth year because of triangular numbers. You can't train both methods at the same time, assuming that you're not a Doll+ hybrid, but can alternate between working on them. Because they have separate triangles, that means that you'll hit full power in fifty

years! Fine, then train both each day. Twenty four. The only way to have time for adventure before the rise of the machines is to be eaten by a weeping angel. Or...you can just choose the method that gives power points as a quest reward. This perk is saying "get a patron entity because the wait time on your ultimate power stinks".

36. For that matter, waiting a century to achieve full potential is not automatically bad design with the numerous means of immortality in this CYOA, if it didn't also have a modern setting that affirms both a technological singularity and Abrahamic reckoning, and then a quests section that assumes a relatable status quo, so it is impossible to realistically appreciate your endgame power alongside your endgame challenges. There is a reason why people regularly chose Early Bird.
37. But Lamia+ surplants the "normal human" race for this, which is quite the microcosm of Witch Awakening because that's the vore race in case My notes are Your only interaction with this travesty. They get 10 points of an experience resource for diablerie, which is normally balanced by all the hassles it would take to capture a witch. So a smart Lamia doesn't take one, she makes one. The Dollmaker's kit creates a witch from a human that will also have no power to defy her maker and I think that both this item and race straddle the line between "horror" and "fetish" too with after everything but in which direction? Then, with Hybrid (Luxal) on the Doll, their regurgitated carcass can swiftly regenerate for more business as the Lamia picks up a second voreslave. In this arrangement, they get 10 points a day instead of a simple TWO, without having to commit special time to improving it and can accomplish the full potential of their class (WITHOUT Neutral+) in SIXTEEN MONTHS.
38. I was fighting at first to understand the math of the Doll+ perk, but I eventually understood that it was just the triangular number motif as it always is, specifically that the extra price added to it is the triangular root of the amount of bodies that a Doll+ may have, for example, hundreds after a mere 14 points. This is a subtle reference to the Bible where the evil empire has a triangular number theme and all the good guys live happily ever after in a giant golden cube. That's why the righteous task of lynching such demonic organizations as Alphazon and the Watchers is even more correct when you use iron pyrite to beat their brains out. Anyone familiar with Dragonfall would say "right, that's where the soul attacks come in"! Nuh-uh, Necromancy 5 takes care of that by moving the army's soul into a pocket dimension. Also note that this means that you can just use the vore-slaving strategy on one person and even keep them as a slave as long as you're making them out of 6+ innocents.
39. "Weilder"
40. It is a cardinal sin of CYOA design to not organize power options into columns. As a refresher, this ratking congealed over a Witch CYOA. It was not my style, but I could appreciate its core design choices and not start a systemic war against all one of its pages, and I will return to the subject of those choices Very Soon. And it knew this basic truth of making a CYOA, even though its options were already starting to build text walls.
41. "universalally"
42. Burning out the favor of your patron or development of your magical 'musculature' for a power up? That makes sense. Not so much apparently unlearning magic by using Focus for this.
43. "some extra conspiracy about-" THEORY, conspiracy THEORY, it is a theory that people are proverbially "sharing (con) air (spire)" in covert meetings against the public. This is an advancement to the use of 'conspiracy theory' as a pejorative against any healthy suspicion of aristocrats, where now the entire concept of a secret agenda has been written down as the terrain of feverish rantings.
44. Runes still monopolize protective magic, because imagine making improvements over the CYOA that you set out to remake.
45. That I have to see the Witchery illustration once is bad enough, that I will see it again in the companion section is an atrocity.
46. The author stripped out the immortality from Witchery. It used to have a means of cheating death, and now it doesn't. There was no creative effort necessary to include one here, it's not laziness, it's active malice for no higher purpose.

47. "traint" This is very funny because this CYOA has tainted Me and this thread. It's very funny because you can run your finger over anything about it, like any screen displaying it physically, and what you believed to be simple dust or cobwebs starts to give off a rotten milkshake stink. You retract your hands in disgust but the composite material has bonded to your hand. There is not a tissue or soap in your house that can remove it from yourself. You call the emergency hotline and when you arrive, they have to resort to cutting it out of you. No matter how gently they dispose of it, you are still flayed in the removal of the biofilm because it has replaced the skin which it touched. You are screened for fungal infections, yet nothing is found except that you've now contracted an Antarctic STD. Your bill is \$20,000.
48. "composit"
49. Portal magic has a Life candy, without anything to do with living beings OR EVEN HAVING ANY KIND OF IMMORTALITY. YOU MADE A WHOLE CYOA ABOUT WAYS TO CHEAT DEATH, YOU CAN FIGURE OUT HOW TO USE PORTAL MAGIC TO THAT END.
50. Rank 2 of Portal magic gives you unit conversions, until the next rank, in fact the rest of the section gives up on continuing this. Hope you're not too attached to metric!
51. Except at the end where it's describing the range of a water jet's cutting ability, which is far more powerful than the "12 fire hydrant" benchmark. Let Me tell You a truth, I opened this bullet on the list, forgot what I could have possibly been talking about (EDIT: it was "traint"), and then discovered this error for My first time while trying to figure out what past Me meant to write. This CYOA is itself a work of witchcraft. You can point at any random part of it and it will spontaneously grow new issues. I HATE MAGIC (repeat)
52. Divination and Aetheronautics are peak unreadable, the exact moment where this CYOA should have turned into a PDF, with no images. Not even that, a pastebin link. I hadn't experienced this level of text-wall when I was trawling through Ouroboros (self-described by its author as "TL;DRslop" (to PCA, I swear that I'll won't be this harsh when posting my playthrough)), but let me summarize them in less than 2000 characters apiece for your survival.
- 53.
- "0: You can send a message of any sort to any other person that you've met. These can be rejected.
 - 1: You have a spell to Identify a few public facts about what you see.
 - 1: Facts now include a stat sheet of magical properties. 2: A different spell reveals status effects. You can ask if something will happen in 30min.
 - 1: Identify is automated. 2: Status effects now show their length. You can ask things about the next ½ day. 3: You have a mapmaking spell, and can use Identify on all it finds. You can also save everything you learn to an Archive. Next new spell lets you look ½sec in the future.
 - 1: Identify can dox people in detail. 2: Status effect data shows everything about it, and give critical advice concerning it. Your questions now cover the next 2 days, you also pick on any bad omens for the next month, and learn if this is the case for someone you're touching. 3: You automatically map wherever you're going, and can Map anywhere that you've ever been to, and it's all Identified. Your Archive can copy from whatever you ever touch, without needing to see it yourself. You can see into the next 1½ sec, or simulate the next hour based on your knowledge and plans, detecting unknown variables. 4: Your spells are stronger inside your map
 - 1: Identify gives full tactical data on target, including True Names, and avoiding the world shift isn't going to protect you. 2: Status reads minds for surface intent. Questions can be asked about next week, and omens become more visible in proportion to their severity, now giving an explanation of themselves, you can simulate the day it happens, or just simulate your next day. Also you get an idea of good things ahead. 3: You can expand your Map with astral projection. Archives also copy from mapped areas. Your future sight can go 3 sec ahead, and is also touch. 4: You have a spell to remotely cast other spells on whatever you've Mapped (WHY?). 5: You can Mask data from other Diviners, AND THAT'S AS GOOD AS IMMORTALITY."

54.

- a. "1: You learn the true names of any astronomical object, which let you know their direction and distance from you.
- b. 1: Triangulate your location between objects using your Rank 1 ability. 2: You are immune to every natural hazard of space, and can also spacewalk without thrusters.
- c. 1: You can build a mental map of space using your Rank 1 ability, that includes artificial objects or travellers. 2: You can travel through space at a speed that tracks with your levels of Witchery. 3: You can fold space for interplanetary travel, and use Portal magic to upgrade them into permanence.
- d. 1: Size of your mental map allows you to memorize all the classical constellations and dangerous asteroids. 2: You can leave for interdimensional space, and apply your Rank 1 ability to them, if you got the true name of their creator through Divination 5 (Identify) or other means, that will also work. Interdimensional travel is easier than interplanetary, even with your powers. Void can't hurt you any more. 3: Your ability to fold space allows you to do even more things to direction and distance as a trap or utility. They still need Portal magic to stay. Most importantly (IMO), these folds can't be escaped through any means of teleportation. 4: You can control the direction of gravity for objects that you touch.
- e. 1: Your map is infinite for normal purposes. 2: It is possible to invade a witch's comfy pocket dimension if you have her true name. You may also restrict escape from a dimension or domain (including the ones that Witches have the free ability to create) as long as its area is less than 270,000 mi² (nice) / 700,000 km², but others at this rank can fight their way out of it. 3: Your folding ability now controls time, but that can be circumvented by magical defenses. You may weaponize your control over space to create unblockable black hole beams, but people HATE that. 4: You have true gravity control. 5: You're an ageshifter, and immune to hostile timestops."

55. So, you see, these absolute UNITS use their girth to keep you from knowing that the only counter to any rank in them...is the highest rank of the same. This is why I can't be charitable, OutrageousBears had to be giving an evil chuckle when reducing the fontsize to fine print to hide this arms race.

56. Divination has no aesthetic, an aesthetic is the defining feature of a magical power system, more than that, the aesthetic is what makes a Witch CYOA. It might as well be a pill picker if you can't make it look like witchcraft. When I hear about Divination I think of using ornate and illogical instruments to glean scraps of knowledge, this version of Divination is more like playing an online game with cheat plugins. The Witch behind this 'conceptual refinement' also invented an alternate version of Necromancy that summoned, animated, and controlled featureless mannequins.

57. Aetheronautics is full of those factoid based replacements of actual units that have become a subject of mockery.

58. One of those replacements is "the size of Texas" which I assume to be a unit of area, but usable spaces are third dimensional. So is that the surface area of the affected space, or is it a circular area, and would that circle be in the center of a sphere or a cylinder?

59. Witch society is fine with forced transformation, murder, actual environmental disasters, reality warping, damnation of the innocent, mind control, and other typical whimsy, but arbitrarily not the radiation produced by Aetheronautics abuse.

60. There were two rules of the original Witch CYOA; every type of magic had a method of immortality at Rank 5, and Curses were their closest thing to offensive magic. And the elementslop section breaks both of these rules. I personally think that complete immortality was the only thing going for the original version of Curses, because they were just as ineffective and unnecessarily cruel in that version - but that was the point! The idea of the Curse section was the power to hurt others in a completely deniable way, because some people take comfort in that fantasy. And on the other point, funny thing is that OutrageousBears already conceived of element-themed immortalities to waste on the race section. Good thing that it exists, otherwise it would break the proud tradition of having no meaningful differences between four gimped versions of telekinesis. This isn't just about Witch Awakening, it's /the whole CYOA

medium that doesn't understand elemental themes/. An element system is an impetus to change your equipment or party in a video game, which can't work in the default CYOA assumptions because they're static. And not just that, the cosmetic differences are nothing without having animation. Again, foiled by a static medium. The other is to use those elements as a simple template for much wider variations between characters and environments, which next-to-no-one ever tries in these games. If that sounds silly, then maybe it's because this is a notion for children! A BIONICLE line designed by CYOA authors would just be six Tahu recolors. Fine, you got me, there would also be an optional Nuva chestplate with huge boobs. No masculine counterpart. Often they make both problems worse at the same time by rolling all of it into a single option just so that you don't have to deal with the snowcloning taking all that space, and that's a non-solution! You just made it even less intriguing!

61. You read for the first time that there are OR-gates for the required candies of elemental magics, and you know that you get those from races, so You look for a hybrid perk, but surprise, the hybrid perk doesn't give affinities. I used to think that this feature was just an overly complex way of qualifying specific races to use one without the standard affinity, but surprise, Naturalism for Nymphs is the only one corresponding to what any race has, so the author, for some UNHOLY reason, thinks that You'd actually buy extra affinities just for the sake of having more colors of telekinesis.
62. Now, the Cosmic Pearl relic is essentially a 10 point "extra candy" perk if you get it right here and now, so all of its discounts would apply on character creation. But if you get it in the midst of character advancement, do you retroactively discount all features that were keyed to its candy, or only the ones that you're acquiring later through character advancement? Worse yet, it is possible with Potions 5 to change your race thereby your candies, without even paying character points. That means that you don't no longer apply for discounts that you exploited, so do you need to retroactively pay more points? There are no rules concerning any of this.
63. Hydrokinesis does not use the temperature system BASED ON THE TEMPERATURE OF WATER!
64. "Psychotics" is actually the worst possible name for this specialty. Psychotics is a mental instability that causes a mistaken belief, like "I should spend my time banned from The Sietch on hatebuilding for Witch Awakening", it has nothing to do with having superpowers. If you wanted to do this word-play then you should have chosen "psychopathy", like haha it's the word for people that are politically correct to treat as subhuman for inherent characteristics, but it's also like "technopathy" but with minds....even though that is apparently also derived from pathy in the sense of disease. Forget that I suggested it.
65. Even at the tail end of my long war with Witch Awakening (125 complaints), I still say that "memetic hazards" are totalitarian hogwash.
66. What does teleportation have to do with the mind, which is already one of the most useful and scary elements? That would make sense if these were powers of the mind, but they're not psychic, they're mind-elemental magic, YES THERE'S A DIFFERENCE.
67. Metallurgy 5 wants You to act like lead-to-gold transmutation is important and cool, even though all the use of gold as an ingredient was stripped out by the power creep from the original Witch, and money is no object to the player no matter how many quests seem to think so. Why not just say that you can transmute metals in general... oh, it's just because this was tacked beneath the more impressive feat of materializing metal from thin air. The funniest part of this, is, as you all remember, that the transmutation of lead to gold in the great work was a metaphor for achieving immortality. You can PERFORM A METAPHOR FOR IMMORTALITY from Metal magic, you just can't USE IT to be immortal? Huh? Look at that, c'mon, ancient occultists did the hard work of imagining how to derive immortality from the least intuitive element!
68. Conjunction, despite being a branch of Warlock-classed Consortation, is Academic class. You can not get more "Warlock" than making direct transactions with hell.

69. Player gets sexually harassed and possibly molested by the narrator for choosing to stay male. Also this still happens if you're playing as a Changeling. In theory that fits into the child-shaped adult clause but Changelings all replace someone else's child when they awaken (total Changeling death) so Penelope is perving on an replica of a child - therefore she is perving on the original boy by association.
70. Abortion is legal tender for human sacrifice, that is CRINGE, and REDPILLED.
71. Levitation has been assigned to the least fitting class.
72. The power of Crystalize is limited by its continuous expense of mana, but Fae Step has a 20% chance of canceling that, allowing you to become permanently invulnerable to everything short of dimensional manipulation or the Antithaumic Tone Generator.
73. There is a perk to add members of Your real-life family as companions in this TG fetish CYOA, which will allow Them to use Yo ur character sheet as exonerating evidence in Their trial.
74. Windsong really didn't have to cost as much as the maximum level of wind magic. Nor did it have to be separate from wind magic, as is the case with all the perks dealing with classical elements. Like, You knew how to make them asymmetrical but then added an extra price tag onto the asymmetry?
75. All isekai perks are Life affinity, discounting it for the race of Daeva (kind of fits the snow-flakish nature of the perk), Nymph (uncommon), Sprite (rare even in pointedly exotic racial spreads), and Mimi (okay). But nearly all the standard issue fantasy races have Body or Soul, MAYBE Beast affinities, so any of those would be better for it.
76. From the Magical Heart perk: "Caution: "Corrupted Heart" DLC and below it is unwholesome." I get that OutrageousBears probably means that its titillating value was ruined by pics of other people and or monsters having sex with people that you're supposed to desire. That's its own problem but I'm not here to criticize the DLCs because their - whatever, the point is that instead of using "explicit" or any of the more preferred newspeak words for disgusting material, a word was chosen that suggests that following this link would /take you/ to 'unwholesome' material. You're already there. This drivel has not been wholesome in any sense whatsoever not even the meme one. It makes enough of an attempt at horror - even /erotic/ horror - that it fails to be wholesome, before You even look at the actual material. Witch Awakening is a universe where fates worse than death are /sometimes/ acts condemned by the protagonists.
77. And despite its fetishism and suggestive art, its own author directly posted it into a subreddit that allowed minors. How appropriate for the CYOA dedicated to the monstrous allegory of child predation. This was tolerated because it did not have any penises or semen in any of its pictures, even though it had erotic powers and an erotic setting and erotic genre conventions, because you see the masquerade is a tool. Sometimes it's a shortcut out of writing alternate history, or it's a way to show how dangerous that the antagonists are to the main characters, but in Witch and Wizard it was there to keep you from using your slice of life abilities for a power fantasy, like the kind that Awakening powers are perfect for. This masquerade does inhibit a power fantasy, but specifically that of changing the world, especially for the better, so the masquerade exists to uphold a population of witless victims for witchy amusement. Do You know what genre of CYOA features a power fantasy where you only perpetuate and not fight injustice? PORN-O-GRAPHY
78. That rule about how Mythril Armor combines with Soul Warrior is not how armor works. You can't reduce the weight of your armor by wearing extra layers of it, that's not an established property of mythril in this CYOA or the Legendarium.
79. "Or I might have to remake [Celt's Comfy Trailer] myself with a witch hut theme..." sounds like a threat Because It Is One.
80. For once, I empathize with the choice to start the faction section with the most jarring possible combination of background images, but it should have been a wake up call to think about what this material was supposed to focus on, in both tone and concept. It's trying at once to be both a happy go lucky slice of life story, an edgier and sexier take on children's fiction (schools are the least adventurous institution in history and are popular 'adventure' sites solely as a misguided (actually full guided but malicious) trick to appeal to underaged and overaged children), and a nightmarish

urban fantasy universe. These different themes aren't so much sewn together as they are injected into the different cavities inside the same block of pink colored styrofoam.

81. We first read that factional magic costs twice as much for someone outside of it, then We read under each perk that the faction's specialization will cost half as much for them, so are foreigners supposed to pay 4, or 2, times as much as someone within that faction?
82. This backfires if you're taking outside-faction magic that fits your class discount, as those discounts are specified to be the first operation taken when calculating costs, so $(-1)*2=(-2)$, UNLESS it FITS your affinities by the same logic. So it's possible this way for an Academic to get five points, or a very erratic Warlock eight. Pocket change for a player, obviously, but it's a significant expansion upon the ten-point-or-less allowance which you customize companions with. And that is how I hid Divination 5 inside my ally's profile.
83. The faction system is, if We're comparing the creation of the CYOA to playing a CYOA, overbudget. There are two factions with whole celestial bodies to their name, and there are three that are solely concerned with Human affairs. It is ripped between keeping its urban fantasy intent and giving into being a magical space opera. It has dysphoria. There should either be one faction for one world (and 'demiplane' doesn't count, that's just dodging real world geography for giving them an HQ), or there ought to be more factions on the Moon and Faewild.
84. I think that Witch Awakening doesn't have a setting. Neither did the original, but it didn't pretend otherwise. Or did it? The setting was your life. Your normal existence that you've chosen to continue with the addition of magic. It conserved setting by using most of the assumptions of Your normal life, Witch Awakening annihilates both at once and fails to replace them. Is it valid to announce that something isn't the elementary unit of a story that it obviously attempts at? Let's say the same thing about a "character", and imagine why I would disqualify them like that. A character is a person, but a person may not be acting as a character if they are just a complete bystander. That was because this person's characteristics as a sentient being did not add more context and meaning to the story. A location or society may not be a setting if it lacks characteristics that bleed into the interactions between characters within it. This is why I think that it does not have a setting. There is no greater context or design to anything which the player will achieve, all factions are different aesthetics of the same mission to maintain the masquerade to their advantage, without any society or locales binding the agencies and schools. The normal world is filler to keep the reader from recognizing that They're playing in a wasteland, which relates to rule #1 of witchcraft being "don't cause a dynamic between us and the public". This severs all possibility of achieving "comfy", because comfort is a nest of security and belonging within the setting and there is no place within the world to find, or even construct, here. The "Locations" solve nothing, first being single paragraphs apiece inside a bloated power picker, and second reinforcing the feeling of disconnection by very rarely sharing the same spatial continuum or more accurately "level" to really reinforce that feeling of a desolate online game.
85. When I was a child, innocent to a much larger fraction of Our world's evils, when the movies were still making Potter's adventures into a phenomenon, I saw them. And every feverish sight of those mutated halls would evince that there was a dreary daemon named Harry Potter, the narrative rather than the character being that evil spirit. None would have to preach that fact before Me, I could see the hunger in each image of its notion, the decrepit abominations strung together by the visage of the humans whose faces were the sole exclusion to its ecliptic gaze, their humanity a simple lure of the pitcher plant that could be seen wherever there was no warmth of skin. It was same species of narrative that I would see when I watched James Cameron's Avatar. That franchise is evil, it wants You to wish for Your digestion inside its fibers, it wishes for Your ego suicide that its nonexistent halls are the only place for You to feel a modicum of euphoria again. That was its design, by will of the British then American schooling system and then the film industry. Why should We blame Rowling for the existence of this creature? A different brain would have been the womb to conceive it had She taken no part. Its existence is so banal, such a machine-perfect array of false controversy balanced atop protein spikes of appeal to external institutions, that it would have invaded the light of day

no matter which persons lived in this world so long as this world was the way it was. It is written, in present tense, by the hive-interactions of mankind itself, that are the free will held by the same mechanisms to deprive all Us of Ours. Rowling was only the chosen one, and the choice was ready to be made, by those who needed someone to chose. And there must come a day when We extinguish its species and strike down its progenitor. It must be killed, for it can only relate to Human agency by devouring Human agency. It is the maw of the enemy.

86. It would have been so much simpler if the Watchers were their own religion that doesn't give a crap about mortal affairs. However, you get to read about +lesbian+ +witches+ that have their tentacles in every +Abrahamic+ religion. It's an idea that mixes with historical literacy like stinkdamp with a smoke break. So, they are permitting warfare and persecution within their own side by their own side. And that's an easy quibble to have of any Abrahamic-ish setting where the higher forces are a personable, sympathetic faction, but you at least have the excuse that angels and all aren't QUITE people and tend to be facing similarly invisible corruptors. Their demonic counterpart does not work as an excuse for this, furthermore all Watchers are explicitly mortal people - Semantically they're people. Obviously you can morally judge them as subhuman - but I mean that they would be emotionally invested in the wellbeing of their own sects and either fragment the faction in response to these wars or they would broker peace between mortals for its own sake. This tells me that the Watchers are just as motivated by sadistic greed as every other faction to matter. You'd think, with the smell of this work, that it's another "redditors hate Christianity" episode but I just think that it was just iconic incompetence when Witch Awakening has presented individual Watchers as righteous people doing necessary work.
87. None of the other factional perks compare to Fae Step, the ability to spam Rank 1s until you rolled enough 20s to refill your whole mana gauge. You know what does consume mana? Minting Witch Kisses. You know what Witch Kisses are? Stored mana. This faction has the freebie power to make all the "recharging" autism completely irrelevant for the rest of your playthrough, as a reward for disengaging from the stupid thaumaturgical cold war.
88. The framing device raises questions of why there any sort of Outsider options present in this CYOA. Penelope is supposed to be a neutral party, but you are either against Outsiders or you're against the universe. Being registered as an Outsider, or even holding ranks in Monstrosity, should convince her to arrange a hit on you. Two factions have been introduced through interference from a different narrator, so it wouldn't change any rules to introduce Outsiders by a "join ussss JOIN US" message.
89. Outsiders are actually a perfect example of how something can be a living entity without counting as a character, just as WA is a collection of rules, locations, and factions that failed to be a setting. Some may call them higher dimensional but they're really linear, maybe even singularitic, evil space monsters. Nothing is even alien about them except for their aesthetic, they are a perfectly understood collection of superdemons without any sort of structure or personality except a feral wish to tentacle rape the universe, and you can not make a faction of non-sapient.
90. I can't be sure that the pixel art next to Digicasting isn't just a bad edit. And it doesn't give immortality.
91. Dungeons & Dragons m***c s****m, without any kind of immortality.
92. Despite all the author's efforts to write a Unitarian Universalist universe, there was a slip, you see, the angelic hierarchy references the belief that mortality is in the middle rather than beginning of our soul's existence, which is pointedly against most denominations of Christianity (unlike a belief in multiple gods, morally neutral magic, elemental planes, and pneumavores, of course), and the two words used to imply this are Mormon, explaining why the true form of Humanity has an eight to one gender ratio.
93. Ranks 3 and onward of Monstrosity give up on defining minion limits by powers of 3. NO, CONTINUE TO COMPLY WITH MY NUMEROLOGICAL FETISHES.
94. 'Create Kingdom' from Value of Life is a possible reward from Gadgetry 5, meaning that the O.R.C would somehow think of allowing you to have a personal fiefdom among mortal kind.

95. For that matter, Ministration 5 can also reward you with the 'Soul Vessel', which is a betrayal of everything Heaven should stand for.
96. Occult 5 involves necrophilia, which is a moment of peak reddit, not merely for its meaningless darkness; but also the build-up of every piece of uncanny, fake cuteness and sexiness leading up to the option to talk someone into an assisted suicide in order to have sex with their corpse. It also implies that Watchers are involved in some degree of Satanism, which, I guess explains my previous gripes. And despite the parasitic ability of the actual spell, it doesn't count as an immortality option!
97. Dominion has a Rank 0 effect, something which any witch can use, and Restriction can't affect factional magics except for those of your own faction, so Lunabella players are the only witches that can actually be prohibited from using the universal combat zone ability BECAUSE a derivation of combat zones are their speciality.
98. Dominion 5 cancels the mana expenditure of spells within its area of effect. This is balanced in theory by being restricted to an area. However, Witch-Kisses are mana storage, and act to fuel the semi-permanent haulable effects of Potions and Runes anyway. And worse yet, for those who understandably skipped my very long abbreviation of the Divination specialization, and those who forgot in general: DIVINATIONS 5 ALLOWS YOU TO REMOTELY CAST SPELLS ON ANYWHERE YOU'VE MAPPED! So players like this are able to swarm anywhere they dislike with meteors and skeletons with those specializations, or even simply trap the offenders inside a new hellish Dominion over that spot.
99. Covenants does not have a form of immortality. I'm not angry about lacking even more redundant ways to cheat death, I'm just using these facts to hammer in the point that this work is only wearing the skin of another CYOA, an intended genre and fantasy entirely unrelated to the original item, its legs and antenna poking out at every opportunity for having long ran out of skin to fit the entire Men in Black cockroach person. But it really does, quest #B-26 features a fairy NPC resurrecting from oblivion by what one has to assume is a law created by this spell. So it is possible, and probably the strongest and least redundant trick of this type, you're just supposed to use the "just make things up" tiers for it. This is the only time in the entire CYOA where there is a good reason to use the option to permanently impair your growth in exchange for slightly higher temporary tiers of magic. This most obvious trap option is the real feature of this bullet, I guess.
100. "Three Wishes are equivalent to Wishes"
101. A companion's race will be displayed as a subtitle over their picture, very useful because this is the softest-core monster girl CYOA in existence, except if they're human or "neutral" since it would otherwise go unstated. If they have their racial perk, they also have a plus sign shown in that subtitle. Elaina's and Laura's profile's combines the second half of the first rule with the second rule, therefore their profiles get a baffling '+' on its own.
102. If they are a hybrid, the companion's caption will be hyphenated between their races. But when combined between the aforementioned rules, the hyphen is replaced with a plus sign. I assume that this still means that they have type perks as in RAW but that doesn't keep it from looking like an inconsistency, especially when this wasn't spelled out in the first place.
103. Companion's ranks of Divination are shortened to "Divine", which is /wildly/ misleading.
104. John Doe's version of Jack-of-All specifies for the player that it's unspent, but Alex's version doesn't have that. I'd guess that it was specified for John (total changeling death) because it would be easy to interpret that his points were spent on his other features, but now it promotes the opposite interpretational issue for him (Alex is still a guy because obviously he doesn't like spontaneously being a woman I mean that's how it's supposed to work right this isn't just you using real people's angst as flavor to your sick fetish slop what am I kidding every time that something morally questionable is excused in this CYOA it's because it's another way that the author is using it as an SFW proxy for predditation which is why I'll repeat myself to say TOTAL CHANGELING DEATH).
105. What is 'high functioning socialite' meant to mean, is the author being prejudiced against extroverts?

106. Penelope was assigned a Morality rating of 6 despite, in ascending order of heinousness: charging newly awakened witches for potions or artifacts that would permanently cripple them, sexual harassment, implanting mind control devices into souls on their false consent, pederasty, continuing her work in the midst of a critical security breach, perpetuating the undeserved existence of certain races, being pro-choice, and abetting omniscient terrorists. I know how this makes sense but I'll save it for the end.
107. Penelope ends her self-description with the HTML kowtow of the redditor.
108. It is the second companion page that tells you that companions may have power growth alongside yours. This is fine when the page was an update to a complete work, 'DLC' you can call it, but farcical design once they were compiled together.
109. "Don't get the wrong idea perv" What idea would be wrong? How am I supposed to misread Melissa's fetishistic character description?
110. August Rose o'Bare will give you the option to take another Quest. Except that you buy companions with Reward points, and she costs the maximum Reward points that a Quest can give, so the return is zero at best. Because the CYOA has gone out of its way to keep you from qualifying to get her for free, with her absence of a class, 'boring' race, Independent standing... as well as all the more interesting and expensive characters with the same qualifiers, there isn't any motivation to take her. And your punchline is; her name is an anagram of "OutrageousBears". Some authors will self-insert as explorers, gods, or scientists, and this one as a trap option with the personality of Bella Swan.
111. "sacraficial"
112. The description of the 'Servant Dolls' did not have to get this close to saying that they're all low-functioning autistic. Hold on, the CYOA has quite eagerly emphasized that magical constructs need 'equivalent payment' for sentience, are they all like this because that's just what w*tch society does to unwanted children?
113. The 'Dollmaker's Kit' increases the power budget of its created doll by 2 for every body invested into it, now remember that their race specifically has a perk to become a hivemind, with an amount of bodies that has a non-linear relationship with the amount of extra points poured into it. Okay, AwAB: All witches Are Bitches, they will let you sentence as many people as you want to death (or worse) as long as you're sneaky. You can do this anywhere, because AwAB, but for the sake of speed let's choose a densely populated non-western country without a big tech industry that doesn't have many Abrahamists, so Hindustan. You can have an enslaved hive mind of more than thirty billion witches, with max levels of every option, just by harvesting a quarter million Hindustanis.
114. Plot hole: Hindustan still exists in Witch Awakening Earth. I mean there is no evidence for this, but there wouldn't be so much hoopla about concealing the existence of witchcraft if it weren't trying to avoid the impression that anything is different from what the reader knows, so Hindustan implicitly exists. This means that the Pakistani division of the shadow government hasn't conquered it for whatever reason. Most countries to be vehemently hated by any Abrahamic country will have their own dominant Abrahamic religion to be sending a case against invading it to the Watcher oversight. There would be no friendly fire in this case, unlike with *honestly* the vast majority of wars in recorded history.
115. The 'Collection' and 'Witch Kisses' options both specify that they count as one purchase because they would be a menace if you repeatedly applied the class discount, this is good. But the description of the prosthetics reminded me that the rule exists in nowhere else, so a Sorceress may be able to milk the disability Complications for all their worth and replace her entire body with Prosthetics for free. And while most of the other relics are "cool, enough for the whole party" using this oversight, consider the potential from having functionally infinite amounts of Servant Dolls inside your Warlock soulbond. So why not just add a global rule that nothing is free a second time?
116. Collection is the only Relic that has an odd-numbered cost, and it contradicts the framing device because it's framed as a gift from Penelope instead of a forecasted awesome find.

117. Also, one of the odd numbers in Collection is 1. Academics get a reward point for accepting a potion from Penelope. Remember this if You refuse to pay the cissy tax.
118. Why, in GENERAL, are odd numbers so DAMNABLY difficult to find in this stupid CYOA?
119. Witch Kisses have a Warlock discount, but most specialities that consume them are Academic, even the Treasurer's Mint on the same page is an Academic-class item (whilst basically an aid to Hexes, which are a Warlock class speciality).
120. It is possible for Warlocks to soul-bond with consumable resources from the Relics section, like Golden Fish, Secret Elixir, potions, or Witch-Kisses, but there is no explanation of how that works.
121. The lowest tier of "quest" is for slice-of-life assignments, and even if SOL didn't feel voyeuristic whenever I touch it (self insertion cannot help, that character will never be Me, he is just the dream puppet that I choose to identify with, his past will never be My life nor My future his, each faux-relatable trope that he plays through is something which I understand in third person), why would I think that this is the place for that kind of thing? The Quests section, AND Witch Awakening in general. You don't get "comfy" and "heartwarming" from a bounty board. And, the focus of the options has gone very, very far away from things that can be used in daily life. Imagine if it was the opposite way around and you're reading a beach vacation CYOA that ends with the option to go fight Pazuzu despite giving no readout of the player's fighting ability before. About a sixth of the relics are related to day-to-day life. Portals, HIGH LEVEL Naturalism, Digicasting, and Dominion, make the only remotely "comfy" additions to the original Witch lineup compared to the remaining I Can't Care.
122. The existence of Quest #10 is not itself a problem, but it is as close as the CYOA gets to covering the elements of war that are suggested by the irreconcilable interests of different factions. Any other time that you're fighting another character, it will be either a murderhobo or monster, or to be even less interesting, an Outsider. The other exception doesn't make it better, like the only time that the reader is allowed to upset a faction's position, it's by what I will describe the truthful euphemism "enacting the theme of the work". You are otherwise not allowed hurt anything or anyone that fits into a player organization, they are too precious, and it would more importantly suggest that the player would be punished for misusing their powers - but having the power to defy the consequences of your actions is part of the fantasy of being evil!
123. There isn't anything that strictly defines the killer in #7 as an Outsider, malice for its own sake is a normal thing, I mean we have the demon cult faction, and the stereotypically poor-hating megacorp that traffics with aforementioned cultists, and the government agencies that are known to hunt and kill anyone that uses magic to excessively benefit themselves or others (such as a noble that makes his fortune by exclusively employing magical constructs to manufacture cheap life-saving medicines). All of those come to mind before Cthulhu worshippers, because their terrorist attacks would be a lot more squamous than a banal spree killing. This sounds like a scapegoat, if I first heard about Outsiders in this context, I'd conclude that they are a boogeyman used to excuse the masquerade and violence in its name to the magical public.
124. Quest #15 says that its target was farming people for skeletons. This restriction that makes corpse-robots an irredeemably evil invention waiting for some midbrain to try building a fully automated utopia off of the mass slaughter of his least favorite ethnicity, is not present in the universe of Witch Awakening because the third rank of Necromancy allows you cheaply generate skeletons up to your spawn capacity.
125. The author accidentally dogwhistled for Quest #24, thinking that it was just going to be a Jeffrey Epstein reference. It isn't one. Jeffrey Epstein was a relative nobody until he was caught and then murdered by his co-conspirators. The main character did not catch that Jeffrey Epstein set the bounty, she caught that it was natural for Jewish people to set bounties for capturing young women as sex slaves. Forgive me for sounding schizo, but there are lines of thinking that flourish in communities that have heavy cross-over with 4chan, and whether the author is drinking from it, the spit has gone into it all the same. And we know that it's a random Jew, not Jeffrey, because his demonic powers couldn't stop

him from being caught by normal people, although this underdog appears to have something stronger than any level of Consortation: being a rapist inside of Witch Awakening.

126. Quest #B-7 has a special extra spending power when spent on companions which means, outside story mode or extremely autistic special builds like the one that I was nearly fooled into making, that it just quadruples its reward if the player has a companion, because this is a spreadsheet CYOA not a flow chart CYOA but it's more like a shopping list CYOA except actually it should be a toilet paper CYOA.
127. Quest #B-22 hits the limit of my tolerance for metacontent, as an intrusion upon someone else's self-contained, story-based creation. The limit on injected power is its own problem, when Epic quests are meant to be the final test of your acquired abilities, not does it even preserve the purity of the invaded CYOA as you still carry some powers into Witches and Inquisitions universe. There is not even a given motivation to actually doing this, there are no stakes at play to make it anything more than a violently traumatizing vacation. And finally, it makes you play an Italics "CYOA". The bad design is PEAK.
128. I refuse to verify if Anyone seriously took Quest #B-25, that ends with Their self-insert playing drinking a mix of blood and ejaculate for flesh magic. I mean, you don't actually need missions to get the easter egg content RAW, You're just choosing to be gross if you go looking for the Bloodstone Chalice.
129. Quest #B-27 (nice) somehow doesn't have an evil icon. "But reader" you say "it's a victimless consentacle party, without any danger of corruption!" No, it says that 'some refreshments may offend the sensibilities of witches'. The NAP is a motto of people that practice witchcraft in real life. Ethics would set the only boundary to what most witches do, and not even then, therefore it has to involve pneumavory and other typical Outsider abominations.
130. Consensus reality rules, [ding].
131. "All not depicted" Wrong order of words, there are obviously some elemental planes depicted.
132. Now some real Witch Awakening fans must have been reading through this entire list fuming at my willful ignorance of the "very good reason behind the masquerade": if normal people know too much on their own terms, the whole universe will go kaput in the same way as if their innocence was forcibly taken by the tentacle rapists. Alphazon has once more negated this excuse. Not only did the politically omnipotent Witches forsee and permit the existence of technology that would break the masquerade, they also allowed the oligopoly on this technology to directly experiment with the tentacle rapists, from this we learn that it's not at all about protecting the fabric of the universe from annihilation. This is the same way that misogynistic cultures see women, "you must not see anyone or know anything or else your innocence will be gone, now back to the rape cave".
133. CYOA makers need to CEASE applying thermodynamics to the afterlife.
134. I had a dream about the destruction of this cosmology, and it was not a nightmare. I willfully sentenced it to annihilation out of spite for the people that rule it and impose these themes on it.
135. Most secret races would have been a better fit for page 1 than [not bothering to count] types of elemental. There was a fairy faction making the only side in this setting that was close to good or Good, and yet, playing as fairies and pixes was an easter egg. What is this gibberish?
136. "inorganic"
137. "nanofabricator [...] femtomachines"
138. Fairies and Pixies do not get the Sprite's special Miniaturization discount by RAW.
139. GRAAAGH IT'S THE STUPID VERSION OF GENIE MYTH FROM PEOPLE THAT ONLY KNOW ABOUT THEM FROM THE STORYBOOK VERSION OF ALADDIN
140. Companions unlocked by quests have a price tag even though they're already rewards.
141. You have to guess from the description of Wishcraft that the companions with enigmatic purple stars are automatically class-discounted without exception. But, that object was still conferring information about the

companion's class identity. So now, We're forced to assume that they also have a universal discount for anything bought with their power meter, and that returns Us to the WONDERS of negative prices.

142. "Jin" has Morality 10 even though she is perfectly obedient to the player for better or for worse, completely unable to bring judgements herself. Which breaks the impression that Morality is a measurement of how well that a character would co-exist with the nature of certain assignments or teammates. None will understand this judgment until They know that redditors understand good and evil by a Luciferian framework of Enabler versus Disabler. This is why rudeness and conservatism are the worst things in their system of moral judgment, because buzzkilling is the only possible crime within their pleromic universe. Anything logically or conventionally heroic is just as an aesthetic communicating Enabling behavior, just like the "wholesome" thing. It's not about any semantic definition of wholesomeness, it's just an immediate recognition that something has a disarming appearance that can not judge You. Anything which Enables is their greatest good, cooking up their understated but very real tendencies towards drug trafficking, corruption of minors, lynching, and believe it or not, the reduction of women to objects. They pretend to care about prejudice for its worst excesses but factually it's just about the way that prejudicial thoughts breed impoliteness, and that can't matter if it's only a problem for people that are outside their dominion - which is why they go ham on bigotry against (((southerners))), (((karens))), and (((crotchgoblins))). Your accusations make the point of Mine, their understanding of feminism goes beyond transactional and into a racket to convince the subject that freedom is only found in using the lives, bodies, even concept of women as a readily profitable commodity. And this is no tangent because it means that their greatest good is a female-sized yet relatable reality distortion appliance.
143. It would not have been difficult to assign an alien design to Sara Star.
144. If you're reading some crummy story about a guy whose hell (it only sounds cool and great because they all focus on the first eleven years of a world where there is no challenge and everything is a cardboard cutout) comes in the form of a cummy I mean crummy MMORPG and there's a vehicular accident at the start, then there isn't, the main character killed himself but the story itself wanted to pretend otherwise so it chose a very deniable literal vehicle of suicide. Come on now, we're talking about stories pandering to the most basal desires of specifically the Nihonjin. They love suicide like Americans love resurrecting the human sacrifice. So it's natural to finish such a malevolent collection of ill-fitted tropes with a very loud dogwhistle for "KYS".