VARIANTS · CHAPTER 6

Roleplay, lore and collabs

A persona is a story told in public, and two personas can tell one together. The creative part is cheap and fun. Trouble starts when a sub or a payment link gets into the story.

ENTRY V6 CATEGORY VARIANTS CHECKED 3 NOVEMBER 2026 READING 10 MIN
SECTIONS 6

EVIDENCE ◆ Vivian's field notes



PLATE V6

This chapter is not advice for your situation.

IN 30 SECONDS

01 Lore is a frame, a tone and a few assets you can reuse. You don't need a long document.

02 Most collab forms are cheap and work fine. Shared money and shared subs are where they go wrong.

03 Permission, credit and written terms are what separate a collab from theft.

04 A sub shared between two doms needs rules, and his part has to be optional.

05 A calendar or a rank that rewards streaks of sending turns play into obligation.

YOU WILL LEARN

- ✓ How a persona's lore and assets are built from small pieces.
- ✓ Which collab forms exist, what they cost and where they break.
- ✓ How to ask permission, share credit and end a collab cleanly.
- ✓ How to share a sub without turning him into a prize.
- ✓ How to read a hierarchy, a rank ladder or an event calendar from the sub's side.

> *Two characters on one screen cost two artists an afternoon. Once a sub or a payment link gets involved, there's money in it, and someone pays. I like collabs, and I write the terms down before the first post.*
>
> — VIVIAN

PART 01

Lore and persona assets

Lore is the world around a character: who she is, what her world believes, how she talks. A cult or a religion is a common choice, because posts and profiles already talk about members and doctrine. If you're the sub, a cult setting can make leaving feel like betrayal. It's still a costume, and leaving costs you nothing. When there's no visible way out, it's turned into pressure. See Pressure tactics, both ways. The tone can mix maternal warmth, a princess image and affectionate humiliation. ◆

MYTH

~~*"Good lore needs a long document."*~~

FACT

Names, wording, domain names and prompts carry the lore. A frame, a tone and a handful of assets you can reuse are enough to start. ◆

MYTH

~~*"A story has to stay inside one account."*~~

FACT

A story can run as an ongoing scene that the audience answers in text, like a character who walks into a hypnotic cafe. ◆

Lore also gives roleplay a structure. A ladder of three titles can be handed out for activity and devotion, with the senior dom deciding who moves up. Ranks

like this keep members posting and invested, which is why they need care. ◆ The hierarchy section below looks at them from the sub's side.

A persona is built from pieces you can make again and again. ◆

Persona assets and why they help

	WHAT IT IS	WHY IT HELPS
Character sheet	Look, colours and signature details	Every artist and every partner draws the same person
Alternate form	A second version of the character	A new beat in the story without a new character
Outfit themes	A named set of images for each outfit	Easy to repeat, rest or retire
Scene sets	A throne room, a balcony, a staircase	Backgrounds that build a world
Signature colour with stickers and emoji	A small kit for chat	Shows who belongs and how a pair looks together
Dance loops of ten seconds	Short clips you can reuse	Cheap to post and easy to share in a collab
Seasonal layer	A look switched on for one month	A reason to come back, switched off again afterwards

Posting sets one after another in a private gallery gives the audience a story to follow and something to react to. ◆

Cut out a character cleanly

01 Ask for the character on a flat green background.

02 Remove the background by colour distance.

03 Avoid shadows on the wall, and tight crops that put hands or chest under the page text.

04 Check the edges, and any detail that comes back despite the prompt, like an accessory you didn't ask for.

PART 02

Collab forms

Most collab forms are cheap, and most of them are about content. ◆

Collab forms, cost and risk

	WHAT HAPPENS	COST	WHERE IT BREAKS
Joint dance	Two characters dance together: one short video, and one loop for each	Low	Looks and lore that don't match
Matching pose post	The same trending pose, drawn in both looks	Low	Using a photo or art that belongs to the other
Community roleplay event	The host posts, entrants comment and tag within a set time, and a draw picks the winners	Medium	A draw that's unclear or unfair
Shared gacha	A neutral base theme, with a banner for each dom in her own style	High	One dom's subs spend on the other's banner, and every design, server and leaderboard is twice the work
Branded tool variant	A tool dressed up as the partner's persona	Medium	Who owns the tool, and where the money goes
Shared release week	Two personas share a week of releases with a leaderboard	Medium	Deadlines and approvals

Be careful with a shared gacha: whenever a sub pulls on the partner's banner, the money goes to her. ◆ The chips, prizes and rules should say so before anyone plays. See Games and casino play.

A small collab piece takes about four hours of work. ◆

The four-hour recipe

01	Each persona writes a short sheet on her style and lore.
02	Both list ideas of domination, in the broad sense, that fit both characters.
03	Pick one simple, original piece built on the lore of one of them.
04	Post it on both accounts, each in her own voice.
05	Add a few small optional actions for the audience. A fictional auction is fine when no real money moves.

PART 03

Permission, credit and money between partners

Permission and credit are what separate a collab from theft. To borrow another persona's art you need her permission, and an artist-persona is often flattered to be asked. The same goes for turning a partner's photo into an image of your own persona. ◆

- A fan or sub who makes content about someone else's persona agrees with her first on how it can be used, such as an outfit that's off limits, viewing only, or nothing posted publicly. ◆

- A partner's private material and lore stay out of your files unless she agrees in writing.
- The owner of a character chooses which looks can be used. She can ask that her signature design stays out of a derivative, and that alternate outfits are used.

Art for your persona and Stolen art and persona theft draw the same line from the other side.

TRY IT

Your partner's tool could be copied

You have an idea that's a close copy of a tool another dom released. You're about to publish.

A Ask the original creator privately whether she minds, and listen to what she'd do

The right answer. Right. Asking costs one message, and her answer shapes your next step.

B Release it first and apologise if she objects

Not this one. Putting out a copy before you've asked is how a collab turns into a fight.

C Dress it in her character and call it a tribute

Not this one. Using her character without her permission makes the problem bigger.

Paying a tool-making partner. One person builds, tests and edits media. The other supplies images and text and does the posting. The money between

them needs a clear deal, and each kind of deal brings its own pressure. Each one can also have tax effects, and this wiki gives no tax advice.

Ways to pay a tool-making partner

	PRESSURE IT CREATES	WHAT TO WATCH
A percentage of earnings	The maker gains when subs send more	Both partners need limits and honesty about the money
A fixed monthly sum	Pressure to earn more than the sum	The dom may start asking for more
Covered costs	Costs swing during testing	Hard to predict from one month to the next
Direct payment from a sub	The sub pays the maker	The sub should know where his money goes
Unpaid work as devotion	Free labour dressed up as a role	Needs something back, see Tasks, customs and private sessions

Someone who helps as a second dom or a builder should get something back, even if it isn't money. Unpaid work leads to resentment and burnout. Any deal that moves a sub's money to a partner without him knowing is a conflict of interest. ◆

When a collab ends

01 Keep doing what was agreed.

02 Drop the part that was cancelled.

03 Don’t call the other person out in public.

04 Respect a no.

05 Write down who keeps what.

Most collabs end over unclear terms. Two accounts bidding against each other to push a price up is deception, and this wiki doesn’t count it as a collab. A cross-promotion deal like a retweet game falls apart the same way when one side backs out and the terms were never clear. ◆

PART 04

Two doms, one sub

A sub shared between two doms becomes a resource two people draw on. ◆ If it happens, he has to be told, and his part has to be optional.

MYTH

~~*“Two doms cost a sub no more, because a sub with a fixed weekly amount sends the same total whichever dom asks.”*~~

FACT

A second dom adds pressure behind the scenes and can push the total up. The amount has to be the sub’s own limit, kept by him, and never the sum of what two doms hope for. ◆

Rules for sharing a sub

01 Ask him first. Sharing is optional, and he can say no without losing his place.

02 Tell him in plain words that you’re working as a team and nobody is competing for him.

03 Explain how any gift is split between you, and let him choose. Nothing about his sends is arranged between the doms unless he’s agreed.

04 Don’t hold double sessions at the same time.

05 Tell the other dom before any decision that affects him.

06 Keep nothing hidden, not even a channel about his sends.

07 His limit belongs to him, and the doms don’t add their limits together.

08 Bring up jealousy calmly and in private.

If he says money is short, all sending stops for the evening on both sides.

Jealousy between doms over a shared sub is normal. ◆

What a shared sub should recognise

WHAT THEY SAY OR DO

01 *You're told you're the favourite, then that the other dom is waiting*

THE COUNTER

Rivalry is a way to get you sending more. Your limit doesn't change because two people are asking. ◆

WHAT THEY SAY OR DO

02 *A dom says she'll only take the next send*

THE COUNTER

Ask for the total across both doms, and write it down. ◆

WHAT THEY SAY OR DO

03 *You're told you'll be passed to a new dom as part of what you pay*

THE COUNTER

Optional means you can say no and lose nothing. If saying no feels unsafe, it isn't optional. ◆

WHAT THEY SAY OR DO

04 *A dom asks you to hide one of them from the other*

THE COUNTER

A hidden arrangement is a sign to slow down and wait a day. ◆

The total across both doms is his to know, and his to limit. ◆

PART 05

Hierarchies and chains of money

A betadomme is a junior dom who serves a senior one. In the kink sense, she passes up part of what she collects from her own subs. A faildomme takes tributes from her own followers and hands them over to a bigger dom, who humiliates her for it. Both are kinks between consenting adults, and a content genre too. A senior's status shows in how many doms serve her. Tribute art of personas kneeling to her is a common sign. ◆

The money flows up, from small subs through a lesser persona to a stronger dom. If a sub says money is short, the money part stops for the evening, wherever he is in the chain. ◆

> *I think the person at the bottom should be able to see that he's in a chain. A tribute that gets passed up isn't the same gift as one that stays with the persona he thought he was paying.*
>
> VIVIAN'S FIELD NOTES

◆

Possessiveness is common: the dom acts jealous when a sub talks to other doms, makes threats in character and asks him to swear loyalty. It works as roleplay, and it also works to keep him from leaving. The line is simple. The persona can be jealous inside the scene, and she never decides who the sub talks to outside it. ◆

RED FLAGS

A triangle where the senior gains from your loss

- A senior sets two juniors against each other so that both depend on her more.
- The rivalry leaves both juniors weaker, and more attached to her.

Counter. Rivalry games have to be optional for the juniors, and a junior has to be able to leave without a penalty. A game only the senior can end is control.

RED FLAGS

A request to pass money or content on

- A stranger asks you to receive content or money and pass it on to a third dom.
- The reason he gives is a kink he can't act on himself.

Counter. Say no. You'd become the middleman and carry the risks. If you warn others, describe the pattern and name nobody.

PART 06

Seasonal events and streaks

A seasonal event gives a persona a story that lasts a month. She can plan one post a day on the theme, with the text and image for each day written in advance, and a calendar on her site with one door per day. The seasonal look is a layer on top of the base style: on for the month, off afterwards, and lighter on slow machines. ◆

An event month

1. ### Before the month

   Write each day's program, and build the look as a layer on top of the base style. ◆

2. ### The first day

   The look goes on and the first door opens.

3. ### Every day

   One post on the theme, and one door on the calendar.

4. ### The end of the month

   The layer goes off and the story ends.

A calendar should be fair to the person who opens it. ◆

What a fair calendar does

01

The server keeps the time.

The calendar reads the server's clock, never the phone's. ◆

02

A door never opens early.

Nobody gets a day ahead by changing the date on their phone. ◆

03

A missed door says so.

The page tells the visitor plainly that the door is closed. ◆

04

A failed save is shown.

If progress doesn't save, the page shows it, so nobody loses a day without knowing. ◆

MYTH

~~*"A prize for finishing every door rewards loyalty."*~~

☆ FACT

A top prize given only to people who opened every door on its day and made every send pushes them to spend so they don't lose what they've already put in. ◆

MYTH

~~*"A rank ladder is only decoration."*~~

☆ FACT

Ranks and streaks borrow from games to create obligation. A rank that moves with sending is a pressure design. ◆

A calendar can reward showing up, a comment or a drawing, and leave money out of it. ◆ See Pressure tactics, both ways. If a streak or a chain is costing you more than you planned, see The spiral and Where to get help.

Free, confidential helplines exist in most countries.

Find a helpline →

TRY IT

Check yourself

QUESTION 1 OF 3

You want to use another persona's art in a collab. What comes first?

- ◯ Post it and credit her afterwards
- ◯ Ask her permission
- ◯ Redraw it slightly

Answer. Ask her permission. Permission and credit are what separate a collab from theft.

QUESTION 2 OF 3

A sub is shared between two doms. Whose limit counts?

- ◯ The sum of what each dom hopes for
- ◯ The sub's own limit, kept by him
- ◯ The senior dom's

Answer. The sub's own limit, kept by him. The doms don't add their wishes together. The limit belongs to the person who pays.

QUESTION 3 OF 3

A calendar gives its top prize only to people who made every send. What is this?

- ◯ A fair reward
- ◯ A streak that turns play into obligation
- ◯ A way to save money

Answer. A streak that turns play into obligation. A prize that depends on sending pushes people to spend so they don't lose out.

REMEMBER IT

- ♥ Lore is a frame, a tone and a few assets.
- ♥ Ask before you borrow a persona's art, and write the terms down.
- ♥ A sub shared between two doms is told, asked and never traded.
- ♥ Money that moves up a chain should be visible to the person who sends it.
- ♥ A prize that depends on streaks of sending is a pressure design.
- ♥ When a collab ends, keep what was agreed and don't call anyone out.

SOURCES AND EVIDENCE

Check it

Every claim with its evidence level and its sources.

EVIDENCE LEVELS

◆ Verified	Checked against the original source.
◆ Reported	Stated by a serious secondary source read in full.
◆ Community	Widely said in the scene; no document proves it.
◆ Vivian's field notes	First-hand experience, not a study.
◆ Unverified	Plausible, not proven yet.

01 A cult or a religion is a common choice, because posts and profiles already talk about members and doctrine.

◆

02 See Pressure tactics, both ways.

◆

03 The tone can mix maternal warmth, a princess image and affectionate humiliation.

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04 A frame, a tone and a handful of assets you can reuse are enough to start.

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05 A story can run as an ongoing scene that the audience answers in text, like a character who walks into a hypnotic cafe.

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06 A ladder of three titles can be handed out for activity and devotion, with the senior dom deciding who moves up.

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07 Ranks like this keep members posting and invested, which is why they need care.

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08 A persona is built from pieces you can make again and again.

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09 Posting sets one after another in a private gallery gives the audience a story to follow and something to react to.

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10 Most collab forms are cheap, and most of them are about content.

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11 Be careful with a shared gacha: whenever a sub pulls on the partner's banner, the money goes to her.

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12 A small collab piece takes about four hours of work.

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13 Permission and credit are what separate a collab from theft.

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14 To borrow another persona's art you need her permission, and an artist-persona is often flattered to be asked.

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15 The same goes for turning a partner's photo into an image of your own persona.

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16 A fan or sub who makes content about someone else's persona agrees with her first on how it can be used, such as an outfit that's off limits, viewing only, or nothing posted publicly.

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17 A partner's private material and lore stay out of your files unless she agrees in writing.

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18 She can ask that her signature design stays out of a derivative, and that alternate outfits are used.

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19 Art for your persona and Stolen art and persona theft draw the same line from the other side.

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20 The other supplies images and text and does the posting.

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21 Someone who helps as a second dom or a builder should get something back, even if it isn't money.

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22 Unpaid work leads to resentment and burnout.

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23 Any deal that moves a sub's money to a partner without him knowing is a conflict of interest.

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24 Most collabs end over unclear terms.

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25 Two accounts bidding against each other to push a price up is deception, and this wiki doesn't count it as a collab.

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28 The amount has to be the sub's own limit, kept by him, and never the sum of what two doms hope for.

◆

29 If he says money is short, all sending stops for the evening on both sides.

◆

30 Jealousy between doms over a shared sub is normal.

◆

31 Your limit doesn't change because two people are asking.

◆

32 Ask for the total across both doms, and write it down.

◆

33 If saying no feels unsafe, it isn't optional.

◆

34 A hidden arrangement is a sign to slow down and wait a day.

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35 The total across both doms is his to know, and his to limit.

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36 In the kink sense, she passes up part of what she collects from her own subs.

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37 A faildomme takes tributes from her own followers and hands them over to a bigger dom, who humiliates her for it.

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42 I think the person at the bottom should be able to see that he's in a chain. A tribute that gets passed up isn't the same gift as one that stays with the persona he thought he was paying.

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43 Possessiveness is common: the dom acts jealous when a sub talks to other doms, makes threats in character and asks him to swear loyalty.

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44 It works as roleplay, and it also works to keep him from leaving.

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45 The persona can be jealous inside the scene, and she never decides who the sub talks to outside it.

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46 A senior sets two juniors against each other so that both depend on her more.

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47 The rivalry leaves both juniors weaker, and more attached to her.

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59 A top prize given only to people who opened every door on its day and made every send pushes them to spend so they don't lose what they've already put in.

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