REAL LABS | INVESTOR OVERVIEW | OCTOBER 26, 2026

Built by You.
Enhanced by AI.

I spent seven years building original creator technology. Now I want to build the company around it.

Real Video Creator is deployed. Real Gamers has a working native streaming engine. I am seeking $500,000 to hire the people and build the distribution needed to commercialize both as one creator ecosystem.

$500K
Proposed SAFE financing

~7 years
Founder-built engineering

$0
Outside capital raised

Founder-reported figures. Real Gamers and RVC are not yet directly integrated.

A NOTE ON TODAY'S PRESENTATION

I gave the deck more detail because my voice is temporarily gone.

The story is mine. VoiceLab helps me tell it, and these visuals show the work.

I intended to pitch without a script, but laryngitis got in the way. The narration you're hearing is my own cloned voice from VoiceLab, reading words I wrote. I expanded this deck so you can see the actual products and demonstrations while I explain them.

My mentor challenged the pitch

Bill Furlong gave me 15 difficult investor questions. I've woven my answers into the presentation instead of saving every important point for Q&A.

The visuals are part of the evidence

You'll see RVC's working interface, Real Gamers' live controls, a side-by-side broadcast, and the Selected Creator enrollment flow.

> Built by You. Enhanced by AI. Even the way I'm presenting today follows that principle.

For this pitch I generated and downloaded nearly 20,000 characters of narration with my VoiceLab voice in about 40 minutes. This is my observed workflow, not a certified speed benchmark.

WHY I STARTED

I built the tools because I needed them.

I was a creator long before I was raising capital.

I started with video-game scripts and kept expanding into capture, graphics, video production and voice. I self-funded the work and historically spent about $190 a month in cash, excluding years of unpaid labor. My first launch taught me that shipping technology is not the same as finding customers.

~$190/mo

Historical cash burn, unpaid labor excluded

$0

Current subscription revenue



I sought mentorship from Bill Furlong to turn engineering into a focused commercial plan.

THE WORKFLOW PROBLEM

Creators should not need five tools to finish one idea.

I used established tools. The friction was everything between them.

Capture the moment. Transfer files. Find a clip. Edit the footage. Generate narration elsewhere. Make channel graphics. Export again. Each handoff steals time from the actual creative work.

Today

RVC provides a browser-based creator Studio for editing, narration, collaboration and export.

The next connection

I am building direct Real Gamers-to-RVC clip transfer so capture and production feel like one workflow.

The combined cross-product workflow is planned, not yet released.

THE MARKET I AM ENTERING

I am starting with creators who need more than another editor.

The creator economy is large. My first addressable group is deliberately narrow.

Goldman Sachs described roughly 50 million creators globally in a 2023 research note. IAB reported that U.S. creator advertising reached $37 billion in 2025. Those numbers show category activity, not RVC software demand or my revenue opportunity.

50M

2023 global creator estimate

Goldman Sachs

$37B

2025 U.S. creator ad spend

IAB / PwC

Small & mid-tier

The streamer segment I intend to reach first

> I am not using an industry-wide creator count as my serviceable market. I will earn demand one paying creator at a time, beginning with streamers I can reach through direct partnerships.

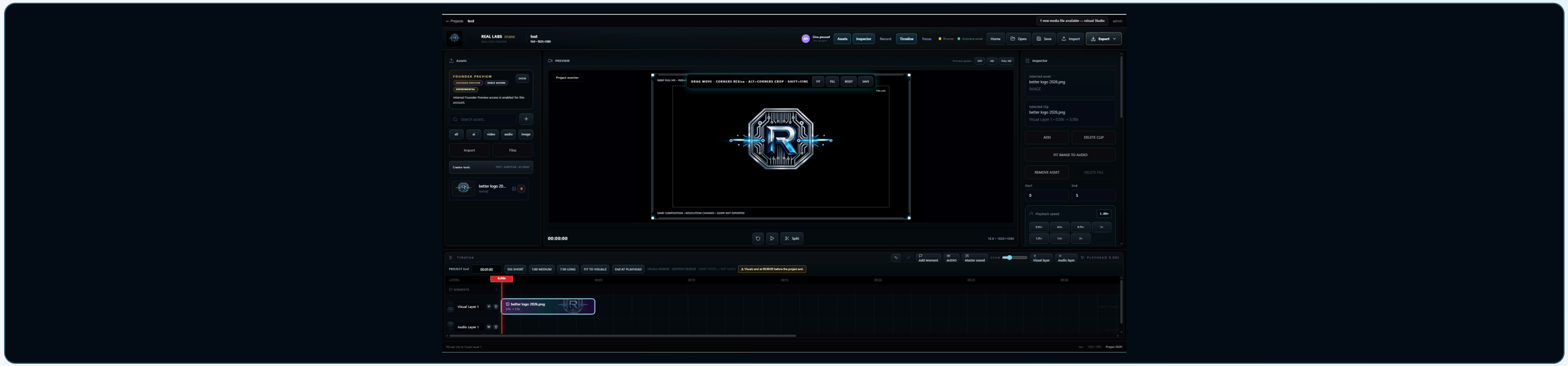
Category figures are not an RVC TAM forecast. See the Sources section for dated primary research.

RVC | LIVE TODAY

I built a working creator Studio.

An editable-first workspace, with AI available when the creator chooses.

RVC includes a multi-track timeline, mobile-to-project capture, media handling, exports, collaboration, VoiceLab, generation workflows, account management and payment infrastructure.



Studio image from October 21, 2026. An account may be required to access the live product.

RVC | MOBILE CAPTURE | AVAILABLE TODAY

I can record on my phone and send it straight into an RVC project.

Capture away from the desk. Keep the work together.

I built a mobile capture workflow so a creator can record video on a phone and send the footage directly into an active RVC project. Instead of transferring files to a computer and importing them into an editor, the creator can bring new footage into the project they are already working on.

CAPTURE



Record on mobile

Film new footage wherever you are.

→

SEND



Into an active project

Keep captured footage with your current RVC edit.

→

FINISH



Edit and export

Assemble the project and prepare your finished video.

One less file-transfer handoff. The RVC project stays at the center.

Workflow illustration of available mobile-to-project capture. This is not a claim of live mobile broadcasting or verified transfer speed.

WHAT EXISTS UNDER THE INTERFACE

I built the production systems beneath the Studio.

RVC is not only a website, and Real Gamers is not only a streaming UI.

My RVC deployment uses dedicated application and media-processing services. My Real Gamers application runs on Windows and uses LUNA for native graphics and streaming.

RVC application

Django, PostgreSQL, Redis, Celery, Daphne/Channels, media assets and project workflows.

Media and VoiceLab

FFmpeg processing, dedicated voice workers, consent-aware private outputs and recovery logic.

Financial systems

PayPal-backed subscriptions, personalized invitations, quote approval, credit reservations and webhook processing.

Real Gamers / LUNA

Rust/Tauri, Direct3D 11 graphics, GPU surfaces, encoding, native streaming transport, replay and scene controls.

The 2026 code audits identified implemented architecture and areas requiring further verification. A test definition count is not a passing-test count.

LUNA | NATIVE ENGINEERING

I did not license a streaming engine. I built LUNA.

Real Gamers is powered by my own native graphics and streaming architecture.

I wrote the proprietary engineering behind capture, Direct3D 11 GPU composition, hardware encoding, streaming transport, recording and replay. I've used Real Gamers for streaming to Twitch and YouTube, and I recently captured a simultaneous Kick and YouTube founder demonstration.

Native control

Rust, Direct3D 11, frame processing and a purpose-built capture-to-stream pipeline.

Engineering advantage

I can work at the engine level rather than wait for another streaming vendor to ship an underlying feature.

Current boundary

My demonstrations establish working functionality, not third-party-certified scale or performance.

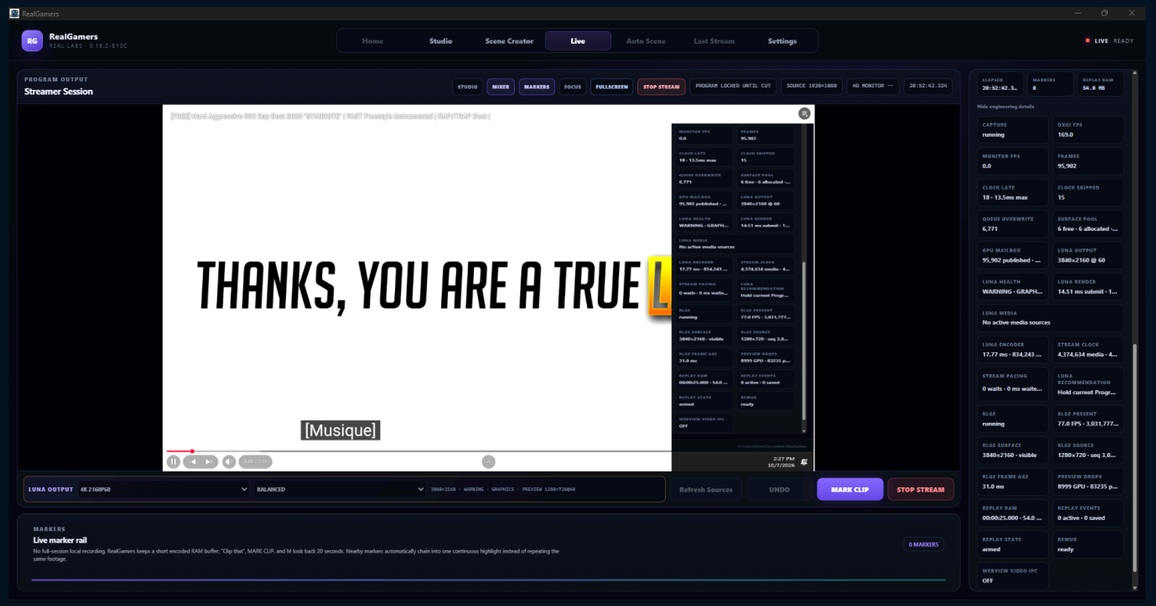
Real Gamers is a separate Windows application, prelaunch for broad customer adoption.

REAL GAMERS | FOUNDER DEMONSTRATION

These are my actual native streaming controls.

Real Gamers is running on my Windows PC, not inside the RVC web app.

This is a captured Real Gamers live session. It shows the LUNA output selection, program display, clip marker tools, replay buffer, capture diagnostics, and stream controls. The 4K/60 output is a configured mode shown in this session, not a certified long-run benchmark.



Real Gamers on Windows, founder screenshot from October 7, 2026. The application's live engineering diagnostics are visible.

This supports a working native interface and streaming pipeline. The capture also shows diagnostic warnings, which are part of the ongoing performance review.

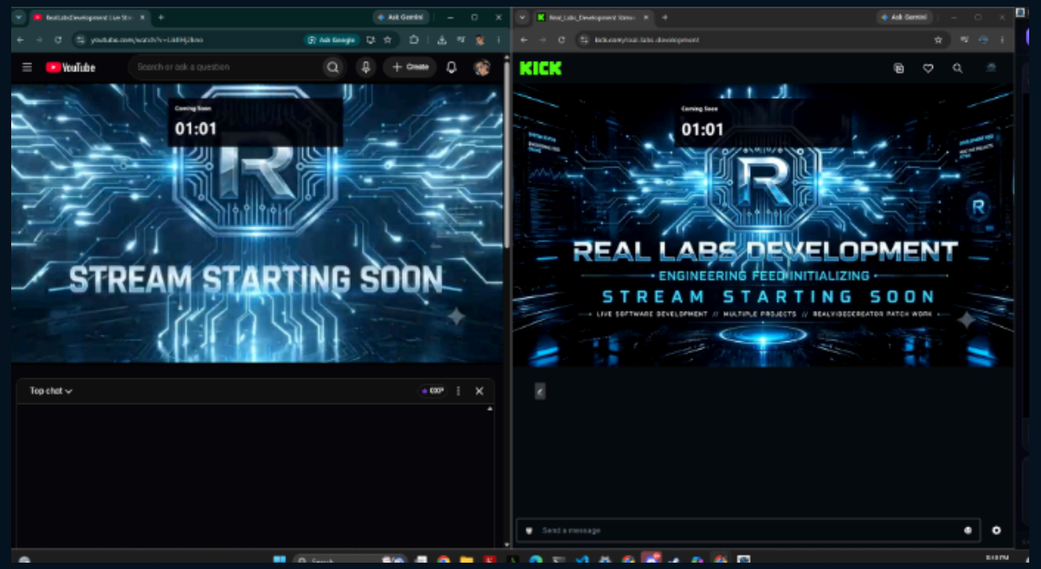
LIVE DISTRIBUTION | FOUNDER TEST

I streamed to Kick and YouTube in the same session.

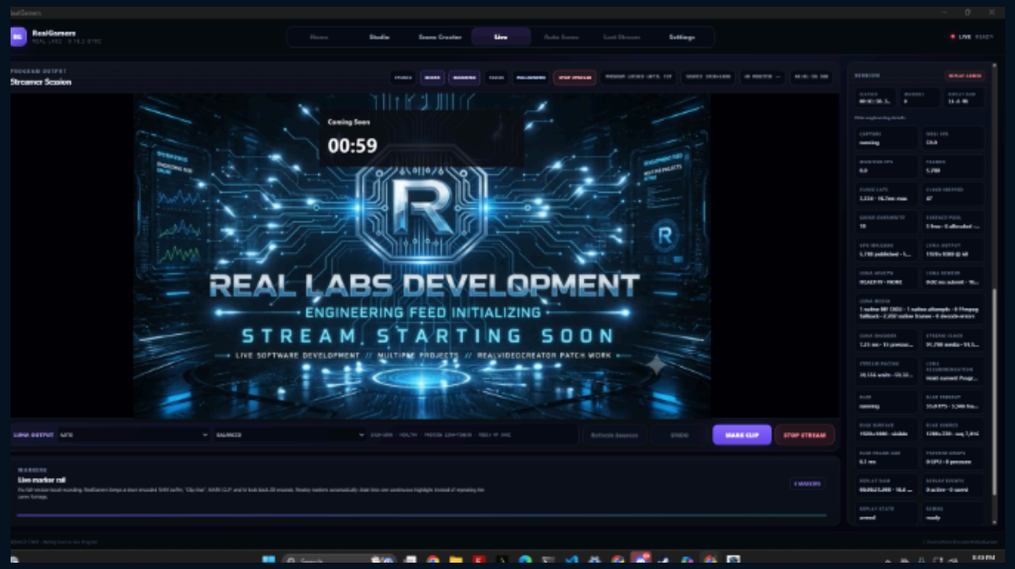
I captured the broadcaster and both live destination views side by side.

In my own side-by-side test, I observed less than three seconds from the local output to the playback I saw on Kick and YouTube. The screenshots show both destinations and the Real Gamers session; the delay is my observation, not an independent timed certification.

Founder-observed playback delay: under 3 seconds



YouTube and Kick playback views of the same Real Labs stream.



Real Gamers native Live window captured at the same moment.

Founder screenshot, September 15, 2026. Viewer latency depends on network, platform buffering, and stream configuration. No independent endpoint measurements have been performed.

ONE CREATOR WORKFLOW

Capture in Real Gamers. Finish in RVC.

Two working foundations with a focused integration roadmap.

My next milestone is shared account authorization and direct transfer of clips into new or existing RVC projects. Creators can then edit, add optional narration, build thumbnails, and prepare content for publication.

Real Gamers | exists

Native capture, scenes, streaming, recording, replay and voice commands.

RVC | exists

Studio timeline, private projects, VoiceLab, export, billing and paid-generation quotation.

Integration | planned

Direct clip handoff, shared access, assisted custom overlays and alerts, and expanded publishing options.

Publishing to third-party platforms depends on their APIs, permissions and approvals.

COMPETITION AND DEFENSIBILITY

I control the engine, not just the interface.

OBS, Streamlabs and CapCut each solve important parts of a creator workflow.

My differentiation is native LUNA engineering plus an editable-first browser Studio, with a planned direct handoff between streaming and finished content. A large competitor can copy a feature, but replacing the underlying engineering and connected experience takes sustained effort.

> The technical foundation exists. I still have to earn the commercial moat through adoption, retention and creator trust.

I have not yet measured a controlled time-saving comparison or an independent customer switch attributable to the planned integration.

WHY NOT JUST OBS AND CAPCUT?

I am replacing handoffs, not insulting the tools creators use.

OBS, Streamlabs, CapCut and voice tools solve different parts of the job.

I used products in these categories because they are useful. The creator still has to transfer recordings, locate moments, rebuild context, assemble narration and prepare the finished output between them.

OBS / Streamlabs

Strong live capture, streaming and scene production. I am not claiming they lack useful clip or plugin workflows.

CapCut / video editors

Editing and content preparation. Depending on the workflow, creators still import recordings from other tools.

Specialist voice tools

Narration and generated speech can become another external production step.

RVC | available

My browser workspace already combines project editing, voice production, private assets, paid-generation quotes and export.

Real Gamers | working

My native LUNA engine powers capture, streaming, recording, voice controls and replay on Windows.

The connected handoff | planned

Send a marked RG clip into an RVC project and finish the content without manually rebuilding the workflow.

This is a qualitative comparison of primary workflows, not a benchmark or an exhaustive competitor feature audit. Independent customer switching remains to be validated.

VOICELAB AND CREATOR CONTROL

Your voice. Your consent. Your choice.

I designed VoiceLab as an adult, self-voice-only feature.

Users must affirm that they are at least 18, that the voice is their own and that they consent to sensitive voice processing. Consent versions, private profiles, access checks and withdrawal and deletion processes are part of the implementation.

Self-voice only

I do not permit cloning someone else, even with claimed third-party permission.

Account boundaries

Private voice assets and account-linked consent records.

Abuse response

Published restrictions and reporting procedures; identity assurance and end-to-end enforcement continue to require verification.

Consent policy: realvideocreator.com/legal/voicelab-consent/ | VoiceLab is not an identity-verification certification.

OCTOBER 26, 2026 | BASELINE

I have built the technology. I have not proved traction yet.

These are the numbers I can report today.

I am separating founder testing from genuine customer activity and will publish a dated weekly-active-creator count once verified. I am not calling generation jobs independent customers.

5	0	27	$0
Free accounts reported	Paying subscribers	Generation jobs in October	Subscription MRR

Founder-reported October 26 snapshot; success states and independent-user attribution are not yet fully reconciled.

THE GROWTH FUNNEL I WILL MEASURE

I want to know where creators become customers.

I am keeping the measurement framework from my original plan and adding the Selected Creator program.

The invitation system exists. Now I need evidence showing that real creators progress through the funnel and keep using the product.

DISCOVER

Qualified reach

Direct outreach, Discord, human-led creative campaigns and participating streamers.

Contacted

Record channel and cost.

ACTIVATE

Real first use

Independent account, first project, finished export and useful product session.

Created

Exclude founder tests.

CONVERT

Verified payer

Personal code, agreed offer and successfully confirmed subscription payment.

Paid

Not just claimed.

RETAIN

Repeat value

Weekly independent use, recurring payments, refunds, retention and referrals.

Stayed

Validate margins.

As of October 26: 5 free accounts, 0 paying, 27 generation jobs. Weekly active independent creators are still unverified.

THE FIRST 100 PAYING CREATORS

I want to recognize the streamers the big platforms overlook.

My acquisition strategy is a 300-streamer Selected Creator partnership program.

I will recruit small and mid-sized streamers through founder-led outreach, creator and gaming Discord communities, 1000 Founders connections and partner referrals. My invitations, unique codes and redemption tracking are already built into RVC.

The offer

A personalized invitation, $30/month RVC Pro on a proposed 12-month paid agreement and a $100 signing bonus.

The relationship

Direct founder access, product feedback and opportunities for recognition or featured promotion.

The proof

I will track outreach, accepted offers, verified payments, actual use, referrals and retention.

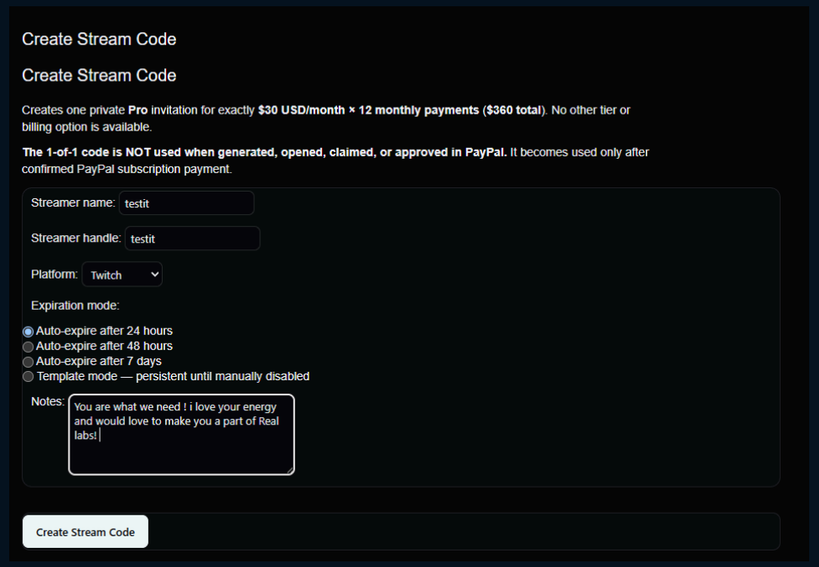
300 is the program target, not 300 signed agreements. The first 100 paying creators are an acquisition milestone.

ACQUISITION INFRASTRUCTURE | ALREADY BUILT

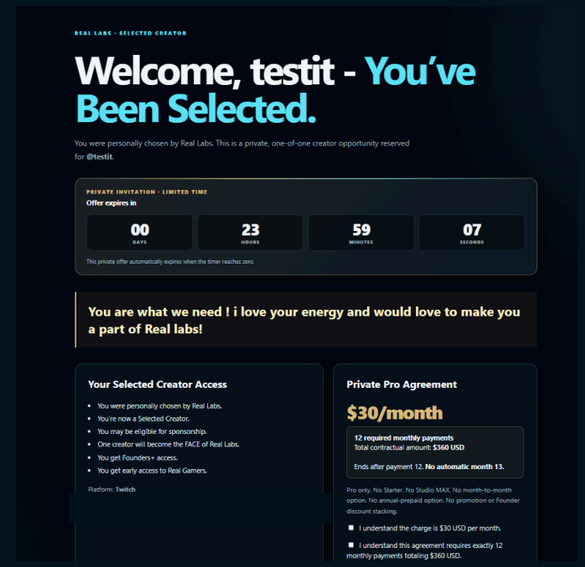
I built the invitations, not just a marketing plan.

I can choose a streamer, personalize the offer, and issue a unique private invitation.

The system supports named invitations, time-limited offers and a private $30/month Pro agreement requiring 12 monthly payments. The invitation is not marked used until a confirmed PayPal subscription payment. These are demonstration screens, not evidence of signed creators.



Admin invitation setup: specific creator, platform, expiry and message.



Creator-facing invitation with the private link and token hidden for safety.

October 26, 2026 demo. 300 partnerships are my recruitment target, not acquired customers. The $100 signup bonus is part of the proposed offer and is not pictured here.

PRODUCT-LED DISTRIBUTION

I will make every completed project an invitation to try RVC.

The first creator is not the only person who can discover the product.

RVC already offers free access and watermark-limited export. That can put the product in front of other creators. I want to pair that exposure with tracked creator invitations and human-led outreach, then prove which paths actually convert.

Show the work

Free creators can produce watermarked exports, subject to the current plan limits.

Track the source

Use invitation codes and campaign attribution to connect interest with verified paid accounts.

Earn the renewal

Deliver editing value, consent-based voice tools and reliable service so customers keep paying.

A watermark is a discovery mechanism, not a demonstrated viral growth loop. Referral and export-to-signup conversion must be measured.

SUBSCRIPTION ECONOMICS

I sell the workspace. I quote variable generation.

Creator subscriptions and expensive generation are separate decisions.

$30/mo
Proposed Selected Creator price, 12 monthly payments

$360
Potential subscription payments per partner over 12 months

$160
Modeled blended CAC, not yet observed

$100
Direct signup bonus within modeled CAC

Generation costs

Supported paid generation is quoted and approved in advance, rather than bundled as unlimited usage.

Forecast discipline

At 300 completed 12-month agreements: $108K potential subscription payments; $48K modeled acquisition spending including bonuses and allocated marketing.

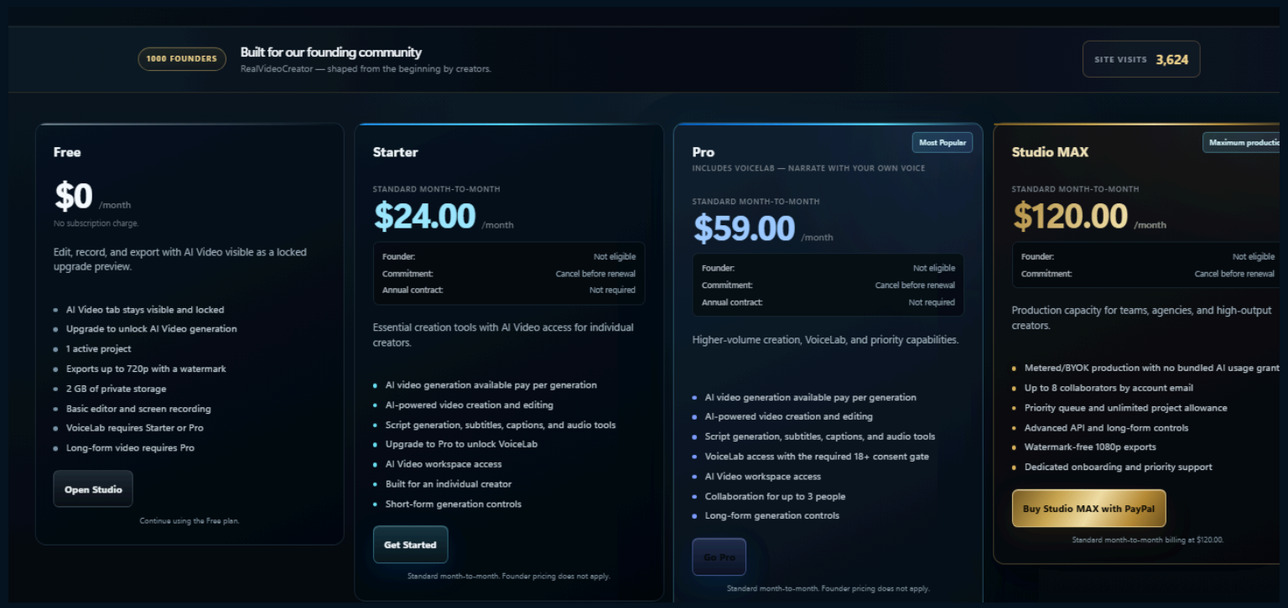
Cash is collected monthly, not upfront. Contribution margin must deduct processing, service costs, failures, refunds and nonpayment.

COMMERCIAL PRODUCT | CURRENT PUBLIC PRICING

My subscription platform already has real pricing.

A public pricing ladder, plus private partnership offers.

The published tiers include Free, Starter at $24/month, Pro at $59/month, and Studio MAX at $120/month on standard month-to-month pricing. The $30/month Selected Creator offer is a separate, private 12-payment agreement. Costly AI video generation is billed per approved quote, not silently included as unlimited usage.



RVC public pricing interface, screenshot from September 8, 2026. Actual live checkout details govern current purchases.

Pricing infrastructure is deployed, but as of October 26 no paying subscribers were reported. Public tiers and partnership contract terms have different eligibility.

TRUST AND OWNERSHIP

I built security and consent into the product.

RVC has a SOC 2 readiness profile. VoiceLab has published consent, terms and privacy policies.

I personally authored the proprietary Real Labs code, including LUNA. Formal company IP assignment and legal-chain documentation will be reviewed before investment close.

Security engineering

Private media access, consent controls, transactional billing, audit trails and strengthened service sandboxing.

Independent validation

SOC 2 readiness is not an issued Type I or Type II attestation. Additional test execution and scale verification remain.

Investment readiness

I intend to complete standard SAFE documentation and the appropriate Delaware C-corp conversion with counsel.

Ordinary third-party software dependencies and provider services remain; “original code” does not imply an ecosystem with zero external dependencies.

FOUNDER CONCENTRATION | SUCCESSION

I need a real team, not another year doing everything myself.

My first engineering hire reduces the key-person risk. Human-led marketing builds distribution.

I want an engineer who can take ownership of deployments, runbooks, incident response and reliability. I also want experienced marketing professionals developing real campaigns and relationships with creators.

Engineering continuity

Document operations and transition critical systems so they no longer depend on one person.

Real marketing

Build a recognizable brand and measure performance, rather than rely on generic AI-generated ads.

Founder focus

My planned $125K salary supports full-time leadership and engineering work; the historical $190 cash burn excluded my pay.

These are hiring priorities, not existing employees or contracted advisors.

WHY $500,000

I raised my target from $250K after budgeting the real plan.

Asking for less would leave the commercialization work underfunded.

I want to fund the right hires, a serious marketing effort, product integration, reliable operations and a financial cushion. My goal is to reach sustainable operations without depending on another raise, although I cannot guarantee that outcome.

Founder / product | $140K

Includes planned $125K founder salary; reconcile the remainder with payroll and product costs.

Additional engineering / launch | $110K

Technical capacity, Real Gamers launch features and integration work.

Acquisition / onboarding | $100K

Creator partnership bonuses, broader marketing, human-led campaigns and onboarding.

Infrastructure | $80K

Media workers, compute, hosting, delivery and operational capacity.

Legal / security | $45K

Counsel, SOC 2 readiness follow-through, accounting and external reviews.

Reserve | $25K

Contingency for unexpected costs.

Total: $500K. Planning allocations, not approved contracts. $30K of the acquisition allocation may fund 300 creator bonuses.

HOW THE $500,000 UNFOLDS

I will stage spending across the four quarters.

I am restoring the quarterly capital schedule from my earlier deck.

The existing six-category $500,000 budget remains intact. These quarterly figures show the **planned timing** of that same budget, not extra spending on top of it.

Q1 / MONTHS 1–3	Q2 / MONTHS 4–6	Q3 / MONTHS 7–9	Q4 / MONTHS 10–12
$100K	**$115K**	**$130K**	**$155K**
Measurement, initial team, first paid experiments	Acquisition, onboarding, security validation	Integration pilots, reliability and creator adoption	Expansion only as unit economics justify it

$500K total across all four quarters. The quarterly schedule and the functional allocation are two views of one funding plan. I will review commitments against actual conversion, retention and cost data.

Prior planning schedule: Q1 $100K, Q2 $115K, Q3 $130K, Q4 $155K. These do not constitute committed expenditures.

THE FIRST 12 MONTHS AFTER FUNDING

I have four quarterly checkpoints, not a vague launch promise.

I am retaining the milestone plan from my original deck and connecting it to my updated 300-creator partnership strategy.

The numbers below are **cumulative, proposed checkpoints** for independent creators. The 300-partnership program is a recruitment target; it is not 300 signed customers today.

MONTHS 1–3

Establish proof

Measurement, first hires and paid creator conversions.

5 paying

100 signups · 30 exporting creators

MONTHS 4–6

Improve conversion

Onboarding, outreach learning and initial creator graphics work.

15 paying

300 signups · 100 exporting creators

MONTHS 7–9

Connect products

Test RG-to-RVC handoff and retention with real creator cohorts.

45 paying

750 signups · 250 exporting creators

MONTHS 10–12

Prove repeatability

Commercial outcomes, reliability and next-year sustainability decision.

100 paying

1,500 signups · 500 exporting creators

> The first 100 paying creators are a measurement milestone within the larger 300-streamer partnership program, not the final market size or the company's break-even point.

Milestone targets are founder plans, not historical traction, contracts, signed partnerships or guaranteed forecasts.

MONTHS 1–6 | ACQUISITION BEFORE SCALE

I will build the operating team and prove the first conversions.

The first six months establish a measured growth process before I increase spending.

Months 1–3 | Build the foundation

- Bring in experienced human-led marketing capacity and technical operations coverage as budgets permit.
- Verify independent active users, conversion events and completed exports. Exclude founder testing.
- Start personally selected streamer invitations and confirm the first paid subscription payments.
- Document production recovery, responsibilities and handoffs for my first technical hire.

100 signups 30 export creators 5 paying

Months 4–6 | Learn what converts

- Improve onboarding from the first successful project through export and payment.
- Measure invitation-to-payment conversion, real CAC, support needs and repeat creator use.
- Prototype or pilot custom streamer overlays and alerts where ready.
- Engage an independent technical reviewer and test priority security boundaries in isolation.

300 signups 100 export creators 15 paying

All creator and payer numbers are cumulative proposed quarter-end goals, not current performance.

MONTHS 7–12 | INTEGRATION AND MEASURED RETENTION

I will connect the products and prove customers come back.

The second six months turn early product use into a repeatable customer business.

Months 7–9 | Test the full workflow

- Pilot shared RVC authorization and transfer of Real Gamers clips into RVC projects.
- Use creator feedback to improve the edit, narration and export handoff.
- Measure payment realization, generated-media delivery costs, churn and subscription margins.
- Conduct isolated load and failure-path testing before claiming larger-scale reliability.

750 signups 250 export creators 45 paying

Months 10–12 | Make the commercial call

- Expand the Selected Creator campaign toward the wider 300-streamer program when conversion supports it.
- Verify paid retention, renewal behavior, referral lift and channel-by-channel acquisition costs.
- Close priority launch and reliability gaps, then decide which investments earned more funding.
- Apply the contingency plan early if demand or realized margins trail the targets.

1,500 signups 500 export creators 100 paying

Customer targets are cumulative planning goals. Platform integrations remain planned until tested and released.

WHAT MAKES THE ROUND WORK

My goal is sustainability, not another automatic fundraise.

The first 100 paying creators are progress, not a claim of profitability.

At the Selected Creator rate, 100 paying customers would contribute $3,000 in monthly subscription billings and 300 would contribute $9,000 before costs. A $500,000 first-year investment plan cannot be supported by those figures alone.

Build the wider paid base

Continue beyond selected streamers through regular subscription tiers, upgraded creators and products creators use repeatedly.

Keep generation economic

Quote variable AI generation before approval; reconcile realized provider, worker, payment and refund costs.

Stage hiring and spend

Release marketing and development spending based on measured paid conversion, retention and service demand.

> If month 12 falls short, I will narrow channels, slow discretionary hiring and feature expansion, preserve operational capacity and revisit the plan using verified cash flow. I will not represent a legal subscription commitment as guaranteed cash.

The break-even payer count depends on verified operating expenses, customer mix and contribution margin; it has not yet been established.

ONE FINANCING STRUCTURE

I simplified the investment terms after advice.

My intention is one SAFE with startup counsel handling the documents.

My earlier investor materials discussed a $10 million post-money valuation cap and a 20% conversion discount. Those are **indicative negotiation terms only**; I will have counsel confirm the structure and the applicable conversion calculation.

$500K

Target raise under one proposed SAFE

$10M

Previously proposed valuation cap; subject to negotiation and legal review

20%

Previously proposed discount; final treatment to be drafted by counsel

> I am no longer proposing a parallel priced-equity offer or founder buyback. I intend to complete the appropriate Delaware C-corporation conversion and confirm clean IP assignments before or at close.

Not a securities offer or executed term sheet. An instrument containing both cap and discount requires appropriate drafting and counsel review.

ACCOUNTABILITY AND COURSE CORRECTIONS

I will manage the plan by evidence, quarter by quarter.

My first 100 paying creators are a checkpoint, not my break-even target.

Establish a real funnel

Verify independent usage, launch personalized outreach and measure first paid conversion.

Deliver the integrated workflow

Prioritize creator overlays, alerts and direct Real Gamers-to-RVC clip handoff.

Measure operating economics

Validate CAC, cost per generated minute, payment realization, margins, retention and service reliability.

Protect runway

Stage hiring, adjust acquisition spend and narrow scope if conversion or retention miss assumptions.

See the dated quarter-by-quarter timeline and capital schedule above. The operating checkpoints are targets, not confirmed performance.

WHAT DILIGENCE HAS NOT PROVEN

I would rather name the unknowns than pretend they are solved.

My technical work is substantial. Commercial proof is the next milestone.

The open questions include customer retention and willingness to pay, realized unit margins, sustained multi-tenant load, certain worker resource boundaries, and independent security validation. My recent review shows improvements in service hardening, but not closure of every historic finding.

> My investor commitment is to measure actual outcomes and change the plan when the evidence demands it.

A technical audit establishes what was inspected. It does not automatically establish product-market fit, load capacity or full SOC 2 attestation.

INVESTMENT OPPORTUNITY

I built the foundation. I am ready to prove the market.

Seeking $500,000 through a single proposed SAFE, with terms reviewed by counsel.

I want to build a company that recognizes smaller creators, keeps the human in control and provides a complete path from an idea to finished content. I am looking for investors who understand the engineering and want to help me prove the business.

> Built by You. Enhanced by AI.

Explore technical diligence | **Visit RVC**

Investor overview, October 26, 2026. Figures and forward-looking plans subject to due diligence.

SOURCES AND DEFINITIONS

I want investors to trace the facts.

Market research is context. Product screenshots and source audits are internal evidence. Projections are forward-looking.

Creator context: Goldman Sachs Research, April 19, 2023 (the widely cited 50 million global creators estimate); IAB, April 16, 2026 (2025 U.S. creator advertising reached approximately $37 billion). Advertising spend is not RVC software revenue.

Current product evidence: Real Labs founder-provided screenshots of RVC Studio, Real Gamers running, Kick/YouTube playback and Selected Creator administration. Specific streaming delay is an observed demonstration, not an independent benchmark.

Operating figures: Founder-reported RVC snapshot dated October 26, 2026. Independent weekly active users and paid conversion remain to be verified.

Engineering evidence: September 2026 RVC and Real Gamers code audit reports; October 26, 2026 staged RVC re-audit. These are evidence of inspected implementations, not formal security certification or proof of commercial-scale reliability.

Consent and privacy: VoiceLab consent policy, RVC terms, RVC privacy policy.

All planned hires, campaigns, integrations, milestones, SAFE terms and budgets are forward-looking as of October 26, 2026.