

Erotiquest

A horny nonsense fantasy TTRPG
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Disclaimers

Erotiquet contains pornographic content and imagery and is not suitable for anyone under the age of 18.

Erotiquet is incomplete and untested. This does not contain all of what will be in the full release and what is currently released is subject to change. Erotiquet will be updated periodically. Each update will contain one new level and potentially other new content.

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How to Play

Erotiquet is a table top roleplaying game. A Game Master (GM) guides a group of players and their characters through an imaginary world. It is the GMs job to provide a semblance of a story, scenarios for the players to be in, characters for the players to interact with, and enemies and obstacles for the players to overcome. It is the players jobs to play as the characters they create, act and react to what the GM gives them based on what they are capable of doing.

Consent

Erotiquet is a game that involves a lot of sexual situations. Before your group starts playing you should make sure everyone understands what they are getting into and if they are fully onboard. Everyone should say what they're into sexually, what they are willing to do, and what they are not willing to do, as well as a general idea of what the GM has planned. This way you all know what you can and can't do with your fellow players and they know what they can and can't do with you.

Character Creation

The three main parts of character creation in Erotiquet are: Species, Body Options, and Class. When creating your character you first choose your Species, taking its Free Body Options if you decide to, and its ability. Then you roll for your Rolled Body options, and choose your Chosen body options with your Body Points if you decide to. And finally you pick your class, taking the stats that come with it, its items and item options, and its abilities. Everything you have chosen will then be written down in the corresponding spots on the character sheet in the Character Sheet section.

Basic Rules

Strength: Strength determines the raw bodily power and athletic ability of a person.

Tough: Tough determines exactly how much physical duress a person can handle.

Smart: Smart determines the level of a person's intelligence and willpower.

Hot: Hot determines how well a person fairs when interacting with others.

Base stats per level

Level 1	1d4
Level 2	+1 to base
Level 4	+2 to base
Level 6	+3 to base
Level 8	+4 to base
Level 10	+5 to base

Stat rolls are 1d12 and are made when attempting to do something somewhat difficult. To succeed a roll you must roll lower than than your stat. If you roll above you fail. A 1 is a critical success, meaning something very good or cool occurs. A 12 is a critical failure, meaning something goes horribly wrong.

Health: Health is a measure of an entity's vitality. Damage causes health to go down, and healing causes health to go up. Once an entity reaches 0 health it is knocked unconscious.

Armor: Armor points are reduced by damage and lowers before health when damage is done. Armor goes up by one point every round not taking damage until it reaches your total. Certain pieces of clothing can add to your armor.

Body: Body options determine some of the physical traits of your character. Body points determine the body options that you can choose. Some body options are more expensive than others. Characters start off with 3 body points at level 1 and gain 2 body points per level. Some body options must be rolled for at level 1 which are your Height, Genitals, Chest, Butt, Belly, and Muscles

Arousal: Arousal determines a person's arousal. The further away from center on the arousal meter you are the more aroused you are. You start the day in the center of the arousal meter and it resets to the center after sleeping. Observing or participating in sexual acts cause you to move towards Frustrated if the roll is odd or Lustdrunk if the roll is even by 1d8.

Species

Your species is the type of organism you are. You choose 1 of the 26 species you have available for you to be. These are automatons, (technically not a species but we'll put them here anyway) avari, caprin, cephelok, demibeasts, dragonkin, dwarves, elves, felis, fiendlings, gnolls, gnomes, goblins, gremlins, humans looperin, minotaur, myceleites, orcs, phantins, reptids, roptera, sasquatch, sauradons, shadowkin, and talpi. Some species have subspecies. These are the demibeast with centaurs and satyrs, and the dragonkin with demidragons and kobolds. You may only choose one of these.

Free body options

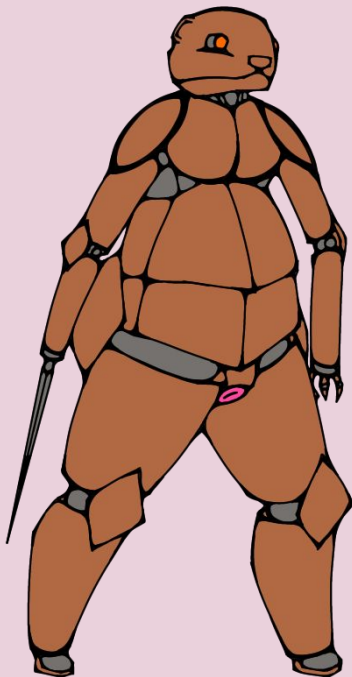
Each species comes with 2 body options that you can take without spending any body points. Whether you take them or not is up to you, they are entirely optional. If you do not take them immediately, you can decide to take them at any point during the game, but keep in mind that suddenly growing a tail out of nowhere may seem a bit strange.

Ability

Each species or subspecies has one ability. Some of them are passive like the reptids Semi-aquatic ability, some of them are more active like the myceleits Spores, some of them may impact your characters appearance and what they can do, like the elves Adaptive ability, and some of them are simply stat and roll bonuses like the minotaurs Strong Like Bull ability.

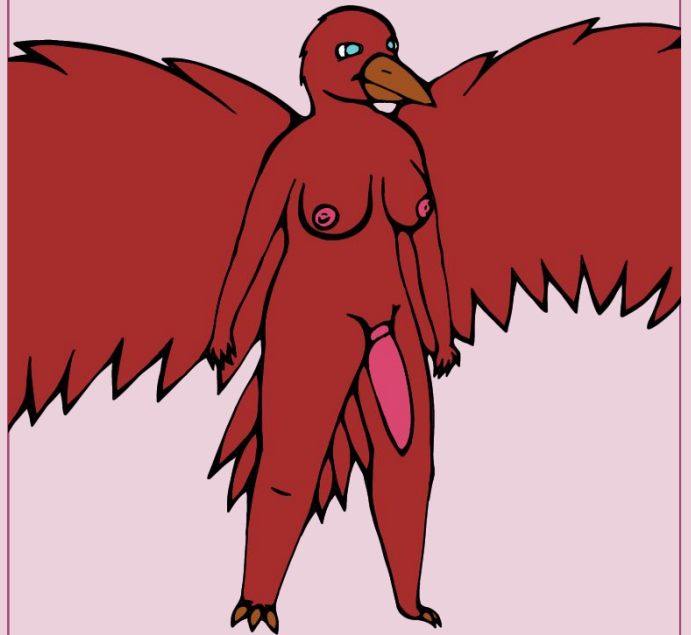
Automaton

- Mechanical beings
- Two options of your choice are free.
- **Built in:** You have one light or medium weapon of your choice built into your body which does not take up any storage and cannot be removed by others.



Avari

- Humanoid birds
- Wings and Tail are free.
- **Birds eye:** You have exceptional eyes. You get -1 on smart rolls that involve sight.



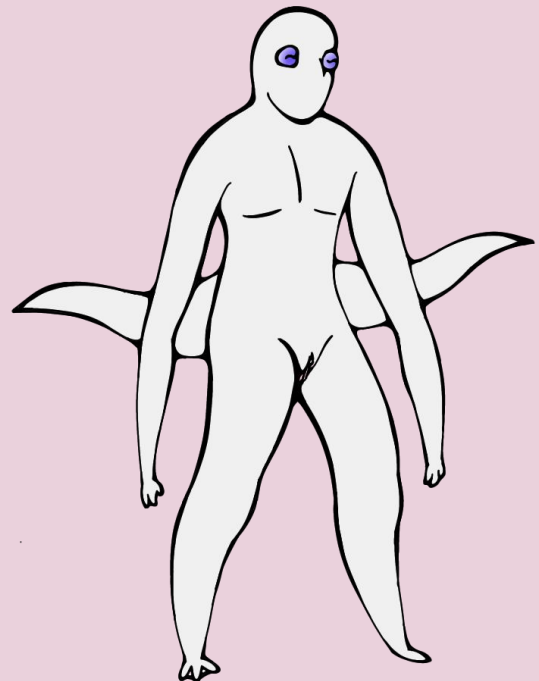
Caprin

- Humanoid goats
- Horns and Tail are free.
- **Mountain climber:** You can walk along any surface that is less than a 90 degree vertical incline.



Cephelok

- Lesser cosmic being
- No Body Hair and Tentacles are free.
- **Thoughts of the void:** You cannot speak out loud, however you can speak into the mind of those you can see or are familiar with.



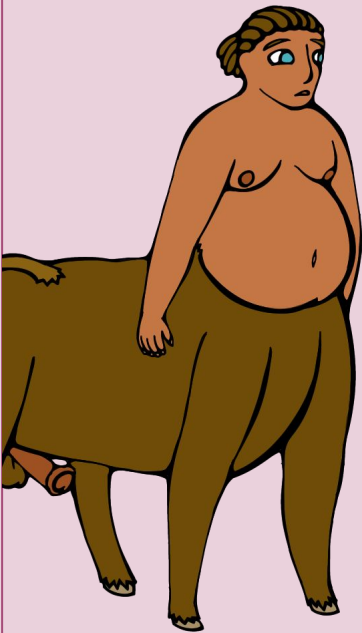
Demibeasts

Beings whose top of their body is that of a person and bottom of their body is that of an animal.

Tail is free.

Centaur

- Extra Body Parts are free.
- **Proportions:** Body parts that are on the lower half of your body (Genitals, Butt,) are one size larger than the body aspect you chose. You also choose different sizes for body parts that are doubled. (Belly, Chest, etc.)



Satyr

- Horns are free.
- **Hedonist:** The Frustrated condition works the same as the Lustdrunk condition for you.



Dragonkin

Beings descended from dragons.
Scales are free.

Demidragon

- Tail is free.
- **Breath:** The air that you breathe out can have some sort of magical effect of your choosing, and could act as anything from a fireball to an aphrodisiac. This functions the same as a level 1 Summon spell.



Kobold

- -1 height is free.
- **Cutebold:** Most people will think you're cute when first meeting you, giving you a bonus to Hot equal to half your level when interacting with someone for the first time.



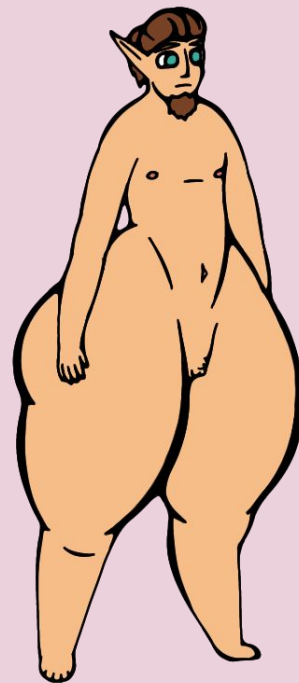
Dwarf

- Short tough subterranean people
- Excessive Body Hair and -1 Height are free.
- **Endurance:** You have greater stamina than most giving +1 to tough and -1 to arousal rolls.



Elf

- Adaptable fey beings
- Markings and -1 Belly are free.
- **Adaptive:** When you fail a stat roll you gain a +1 bonus to that stat. This can stack and resets after sleeping.



Felis

- Humanoid cats
- Tail and Long Tongue are free.
- **Claws:** You have claws that do 2 Damage as an attack and give you the ability to climb twice as fast without climbing equipment.



Fiending

- Beings descended from infernals
- Horns and Tail are free.
- **Infernal strike:** On an attack you can add an extra 1d4 to the damage. You can do this an amount of times equal to your level per day.



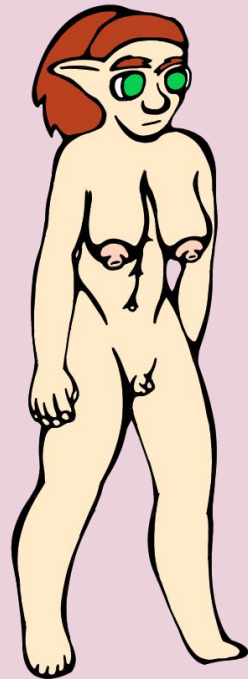
Gnoll

- Humanoid hyenas
- Tail and +1 Muscles are free.
- **Ferocious:** You can make an attack on a creature on its turn after it attacks you.



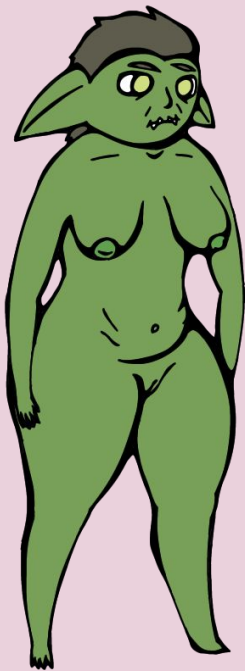
Gnome

- Silly fey beings
- Inflatable and -2 height are free.
- **No regrets:** If you crit fail on a roll the GM will describe what goes wrong as normal, but you get to describe something positive that occurs afterwards giving you a sort of mixed success.



Goblin

- Mischievous fey beings
- Stretchy and -1 height are free.
- **Shenanigans:** If you attempt to do something in a strange or ridiculous manner the GM can allow you to roll twice and take the better outcome.



Gremlin

- Destructive fey being
- Scales and Tail are free.
- **Gnaw:** You can chew through most solid objects as long as they can fit in your mouth and can do a 2 damage bite attack.



Human

- Intelligent and sociable bipedal primate
- Markings and +1 or -1 to 1 of your choice are free.
- **Charming:** The more you interact with someone of your preferred gender that is attracted to you, the more they will want to have sex with you. You also get +1 to hot.



Loperin

- Humanoid rabbits
- Tail and Overflow are free.
- **Agile:** You do not lose an action when using a run or jump movement.



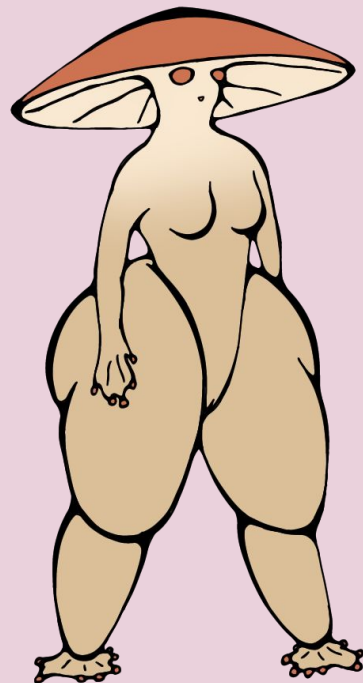
Minotaur

- Humanoid bovine
- Horns and Udders are free.
- **Strong like bull:** You are extra strong and have a +1 to strength and damage.



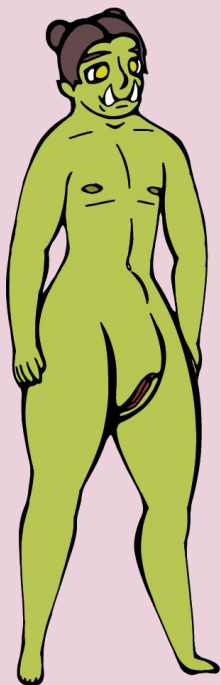
Myceleite

- Sentient fungus
- Markings and No Body Hair are free.
- **Spores:** You can emit spores that can do one of the following at a time: Raise or lower one of a creature's stats by 1, raise or lower a creature's health by 1d4 ignoring armor.



Orc

- People descended from giants
- +1 height and +1 muscles are free.
- **Rough and tumble:** You are extra tough and less prone to taking damage. You get to add 1 extra point to your armor and to tough.



Phantin

- Humanoid elephants
- Horns and +2 Height are free.
- **Trunk:** You have a long prehensile trunk. You can use it to hold objects and you get -1 to smart rolls involving scent.



Reptid

- Humanoid reptiles
- Scales and Tail are free.
- **Semi-aquatic:** You are capable of breathing both in and out of water.



Roptera

- Humanoid bats
- Wings and Tail are free.
- **Echolocation:** You get +1 on smart rolls involving sight in light but -2 on smart rolls involving sound.



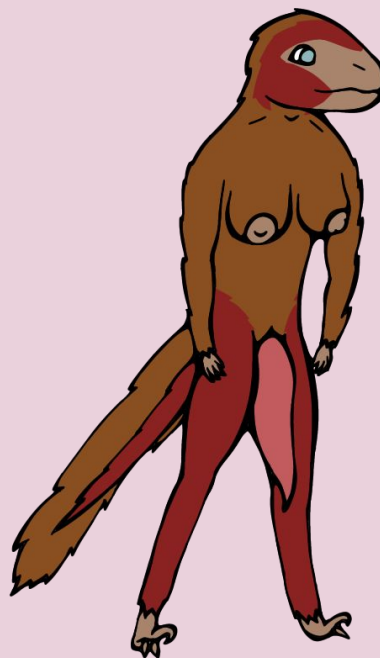
Sasquatch

- Intelligent ape like being
- Excessive body hair and +2 height are free.
- **Camouflage:** Those around you are less likely to notice you. You get -1 on rolls involving stealth.



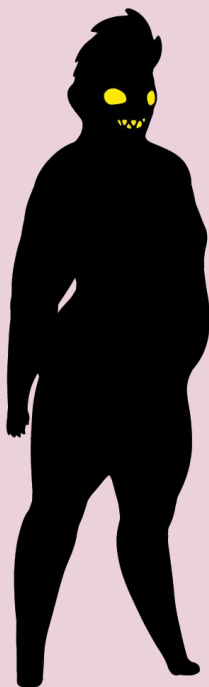
Sauradon

- Carnivorous humanoid dinosaurs
- Scales and one of your choice are free.
- **Septic bite:** You get a 2 damage bite attack. After using it the bitten creature will take 1 damage every round until it succeeds a tough roll.



Shadowkin

- Shadow beings
- No Body Hair and Tentacles are free.
- **Apparition:** You can become an actual shadow allowing you to move along 2 dimensional surfaces and giving you a -2 to stealth in darkness.



Talpi

- Humanoid moles
- Tail and +1 belly
- **Digging:** You can use an action to burrow through soft ground at the same speed as walking.



Body options

Rolled options

Rolled body options determine the sizes of the following:

- Height
- Genitals
- Chest
- Butt
- Belly
- Muscles

These sizes are determined by points 1 to 5 which you can obtain by initially rolling 1d4 and spending Body Points to raise or lower them.

1-Tiny: Beyond the lower limits of what should be possible.

2-Small: The lower limits of what should be possible.

3-Medium: Around what the average generally is.

4-Large: The upper limits of what should be possible.

5+-Hyper: Beyond the upper limits of what should be possible

Having hyper body parts will make mobility a problem. Any movement will cost 1 more action than usual. Being at hyper height will double the distance you are capable of moving in 1 movement, and being at tiny height will halve that distance. All body parts sizes are proportional to height.

Chosen options

1. point

No body hair: No body hair

Excessive body hair: Excessive body hair

Horns: Pointed bony protrusions coming out of the head. 3 damage

Tail: Appendage coming from the lower back.

Scales: Small, hard, segmented plating covering the skin. +1 armor

Wings: Feathery or membranous appendages used for flight equal to walking speed

Markings: Unnaturally discolored sections of skin, fur, and hair

2. points

Udders: Long udder like nipples

Long tongue: Long prehensile tongue

Extra body parts: Extra set of a body part

Stretchy: Capable of taking excessively large insertions onto orifices. +2 inventory

Overflow: Excessive production of certain bodily fluids

Manageable: Can function relatively normally with hyper or tiny body parts

3. points

Inflatable: Capable of holding excessive amounts of material inside the body. +5 inventory

Penetrable holes: any hole in body is capable of being penetrated

Tentacles: 2 flexible and prehensile appendages that stretch up to 3 feet.

Musk: You have a slightly hypnotic scent. -2 to hot rolls

Classes

Your class is your role in your party and determines what sort of things you can do. There are 5 classes to choose from. These are the Expert, Mage, Priest, Sorcerer, and Warrior. You may choose only choose 1 of these at level 1 and can add different ones on as you level up.*

At level one

for each class you determine what your total health, base armor, and arousal modifier are along with a bonus to one stat. You also get your starting items and the choice of one item from a short list of options. Finally you get your first class ability

Beyond level one**

For every level beyond one you will get a choice of one of three abilities. You may choose whichever one you want from that level. Some ability choices will have a prerequisite ability from a previous level. Level 2 and 5 have three options for stat upgrades that build on the stats you got at level 1.

Expert

Experts have a decent amount of skill in very particular areas. They're good at getting in and out of places unseen, tracking down their quarry, figure out their enemies weaknesses, and a variety of other things.

Mage

Mages are a form of spellcaster that have learned how to command magic. They are experts in manipulating and warping mana to use it to better effect.

Priest

Priests are religious folk who are favored by the god they worship and follow. They use their relationship with their god to accrue power and enact that which their god wills.

Sorcerer

Sorcerers are spellcasters who have somehow managed to gain magical ability. They are capable of exploiting glitches in the magic of the world around them.

Warrior

Warriors are master combatants capable of taking heavy hits and overpowering their opponents. They're pretty much just good at fighting.

*Multiclassing rules coming soon

**Levels 2 and up coming soon

Expert

Level 1

Level 1 stats

Health: 1d4+1 per level

Armor: 3

Arousal: -3

Stat mod: +1 strength

Level 1 Items

Clothing, 1 light weapon, Bag, Disguise

Level 1 item options

Lockpick, 1 medium ranged weapon, or medkit

Level 1 ability

Stealth: Those around you reduce smart on rolls they make to notice you by half of your level rounded up.

Level 2 coming soon



Mage

Level 1

Level 1 stats

Health: 1d4+3 per level

Armor: 1

Arousal: -4

Stat mod: +1 smart

Level 1 Items

Clothing, Wand, Robe, 1 light weapon

Level 1 item options

Pouch, Instrument or Tools

Level 1 ability

Mage Spellcasting: You have the ability to cast spells. Describe a magical effect that you wish to occur based on the spell types Summon, See, Move, or Alter, using the guidelines described in the Magic section.

Level 2 coming soon



Priest

Level 1

Level 1 stats

Health: 1d4+2 per level

Armor: 3

Arousal: -2

Stat mod: +1 tough

Level 1 Items

Clothing, Sign of worship, Mace, and Mail armor

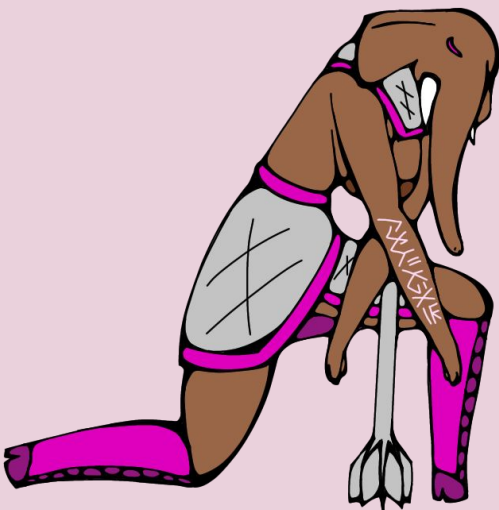
Level 1 item options

1 heavy melee weapon, Book, or Wood Shield

Level 1 ability

Worship aspect: You worship a god of your choice. You gain the worship aspect of that god listed in the “Gods” section.

Level 2 coming soon



Sorcerer

Level 1

Level 1 stats

Health: 1d4+2 per level

Armor: 4

Arousal: -2

Stat mod: +1 hot

Level 1 Items

Clothing, Staff, 1 light weapon, Robe

Level 1 item options

Jem, carved rune, or small plant

Level 1 ability

Sorcerer spellcasting: You have the ability to cast spells. Describe A magical effect that you wish to occur based on the spell types Abnormality, Visuals, Invincibility, and Multiplication, using the guidelines described in the Magic section.

Level 2 coming soon



Warrior

Level 1

Level 1 stats

Health: 1d4+4 per level

Armor: 2

Arousal: -1

Stat mod: +1 tough

Level 1 Items

Clothing, 1 medium weapon, wood shield, leather armor

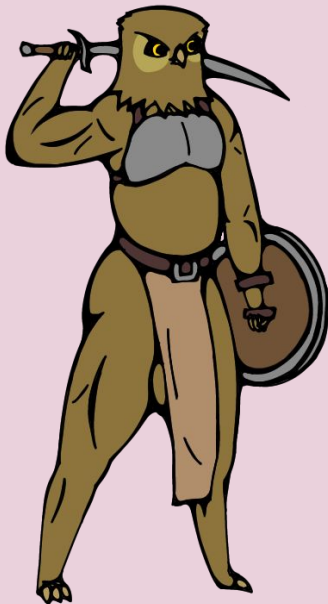
Level 1 item options

Metal shield, 1 heavy weapon, or mail armor

Level 1 ability

Fighter: The damage you deal goes up by 1 every level starting at level 1.

Level 2 coming soon



Items

Inventory: Inventory is a number that determines how much space you have to carry objects. It is indicated with an “I.” Without any clothing, storage devices or body options that affect inventory a person always has 1 I. Items held in one's hands do not count against their inventory.

Space: Space determines how much space an object takes up in an inventory. It is indicated with an “S.” 1 S will take up 1 I. Different sized items will take up a different amount of space.

Very light	1S
Light	2-3S
Medium	4-5S
Heavy	6-7S
Very heavy	8+S

Armor

Each point of armor given from an armor piece is added to the total armor score.

Soft armor: Soft armor gives no bonus, but adds to inventory.

Tough armor: Tough armor adds nothing to inventory, but gives a +1 bonus to tough while worn.

Shields: Shields take up no space in inventory but remove 1 hand to hold items when equipped.

Type	Armor	Inventory
Soft		
Coat	+1	+4
Hide	+2	+3
Leather	+3	+2
Tough		
Mail	+5	0
Scale	+6	0
Plate	+7	0
Shields		
Wood	+2	N/A
Metal	+4	N/A

Weapons

Damage: The amount of damage an attack will deal on a hit not taking into account any bonuses.

Range: The distance a weapon can be thrown or launch a projectile.

Light weapons: Light weapons can be held in one hand or two hands normally.

Medium weapons: Medium weapons require the strength stat to be equal to or higher than Space to be held in one hand.

Otherwise it must be held in two hands and damage is halved and rounded up if it is held in one.

Heavy weapons: Heavy weapons require the strength stat to be equal to or higher than Space to be held in one hand. Otherwise it must be held in two hands and cannot be held in one at all.

Type	Damage	Space	Range
Light			
Dagger	2	2	20 feet
Staff	4	3	
Rapier	7	3	
Whip	5	2	
Hand crossbow	4	2	60 feet
Pistol	8	2	90 feet

Medium			
Bow	3	3	80 feet
Hammer	6	5	
Sword	5	4	
Spear	7	5	40 feet
Mace	7	4	
Rifle	10	4	120 feet
Heavy			
Axe	7	6	30 feet
Chain whip	10	7	
Maul	10	7	
Flail	8	6	
Sythe	7	6	
Heavy crossbow	8	7	100 feet
Shotgun	12	7	30 feet

Other Items

Items given from classes that are neither armor nor weapons. This does not cover every item possible in the game. Some items given by classes are not listed as they do not give Inventory or take up Space such as the priest's sign of worship.

Item	Space/Inventory
Wand	1S
Robe	+1I
Book	3S
Musical instrument	2-5S
Tool set	2S
Gem	1S
Carved rune	1S
Small plant	3S
Rope	2S
Disguise	3S
Lockpick	1S

Clothing	+2-8I
Belt	+3I
Pouch	+1I
Bag	+3I
Backpack	+5I
Medkit	2S

Tool set: One of any tool set that exists. Carpentry, cooking, cartography, etc.

Disguise: Wearing a disguise gives others a -2 to smart on rolls to recognise you by sight and touch.

Lockpick: Gives the ability to unlock locks with a smart roll.

Medkit: When applied gives 1d4+smart score hp to creatures applied to. Has 5 uses.

Combat

Combat is done by rounds. Every player and creature involved gets 1 turn each round. Turn order is determined by rolling a d12+ your attack bonus and going in order of Highest to lowest. On your turn you can take two actions and make two movements.

Actions: attack, cast magic, stow/draw item, use object, interact with object, interact with a creature, equip armor/clothing piece -1 action, investigate -1 movement, hide, grapple, or action from class, species, or body options.

Movements: Walk up to 10 feet, run up to 20 feet -1 action, jump up to 5 feet -1 action, swim up to 10 feet -1 action, climb up to 10 feet -1 action, fly up to 10 feet, or movement from class, species, or body options.

Attacking

Attack rolls are d12 rolls against the tough stat of your opponent. Unlike normal stat rolls, higher is better for attacks. When making an attack add half of your strength stat rounded down. A natural 12 is a critical success meaning you deal double damage. A natural 1 is a critical failure meaning you deal half damage to yourself ignoring armor. If your attack roll exceeds 12 due to the attack bonus you add the extra above 12 to damage.

Sex

For every round of combat, or anytime a sexual action is made involving you, you roll on the arousal meter. Roll 1d8- your arousal modifier. Starting from the center, if the resulting number is even, move the meter to the right, if odd move it to the left.

If this has occurred 10 times or has continued for 10 rounds of combat your character will orgasm unless they have the Frustrated or Lustdrunk conditions.

Frustrated

- Roll even to leave Frustrated and move by 1
- +1 to all stats
- Cannot orgasm
- Very irritable

Lustdrunk

- Roll 1 to leave Lustdrunk and move by 1
- -1 to all rolls
- Intense orgasm on 8
- Very unfocused and incoherent

Optional mechanic: Mind break

Mind break comes into play if you are still having to make arousal rolls 5-10 rounds after orgasming or if you have the Lustdrunk or Frustrated conditions for 5 or more rounds. You must make smart rolls after 5 rounds. Each round you add +1 to your roll increasing by 1 every round. Mind break occurs if you fail a roll or if you have had to make the roll 5 times.

Mind Break

- +2 to strength and smart rolls
- -2 to hot and tough stats
- Orgasm on 1 or 8
- Very unfocused and incoherent
- Lasts until you sleep

Gods

Gods are beings of incredible power worshiped throughout the world*. Each of them embodies some sort of concept or property of the world like death or magic. That is their domain. All who worship a god must display a Sign of Worship, an alteration to their attire or body that marks them as a follower of that specific god. The favored or more powerful of their worshippers are priests from the Classes section. They gain a Worship Aspect, (their level 1 ability) a small gift of power from their god. The list of gods are as follows:

God	Domain	Worship aspect	Sign of worship
Alereta	Nature	You are incapable of wearing clothing that gives more than 2 storage but gain 2 armor and health.	Wooden animal mask
Axolo	Darkness	You can see in the dark and are invisible to those who can see in the dark when in total darkness.	Black hood/veil covering top half of face
Dennis	Revelry	You gain one extra body point every other level.	Jewelry depicting a grape vine
Forn	Craft	You have 1 extra set of a body part.	Tool sewn into article of clothing
Grun	Earth	You have slight control over stone and metal.	Jem infused tattoo
Kolao	Fire	You have slight control over fire and molten liquids.	Orange gem stuck to forehead
Lil	Magic	You are capable of casting one spell type that you cannot already cast.	Runes for your favorite spell tattooed on forearm
Mangeen	Infernals	You can set your weapon on fire as an action which does 3 extra damage to the target of an attack if you hit them.	White leather collar
Marla	Water	You have slight control over water and water based liquids.	Blue tricorn hat

*World lore coming soon

God	Domain	Worship aspect	Sign of worship
Moffis	Death	You can transfer 1 health point between you and another creature as an action.	Bone attached to clothing
Morgorva	War	Your hands and feet are replaced with razor sharp talons that can do a 4 damage attack.	Crow tattoo
Pantera	Cats	You can purr as 2 actions while touching another creature to heal them an amount equal to your level.	Obsidian cat figurine attached to clothing
Prismiri	Luck	Every morning all of your money has a 50% chance of being doubled or halved.	Coins sewn into clothing
Tenoc	monsters	You have a set of tentacles that can do a 3 damage attack and stretch up to 12 feet.	Missing middle finger
Valak	fear	You have a set of horns that do 5 damage and if you crit with them the target will become afraid of you.	Deer antlers attached to clothing
Vrees	Wind	You have slight control over gasses and vapors.	Large gauge ear piercings
Zaleel	Music	You get a -level bonus to rolls when you attempt to perform, persuade, or deceive.	Musical note tattoo

Magic

All casting of magic requires a stat roll from the caster of the GMs choice to try to cast the spell successfully, and if a spell is cast at a creature then they must make a stat roll if the GMs choice to try to avoid the effect. All magic needs to be cast through an object. Long thin objects such as wands or staffs tend to be the most common as they allow the caster to easily direct their spells. There are 2 classes of magic, Mage magic and Sorcerer magic. Each has 4 types of spell that can be cast with them.

Mana

Mana is the energy which one requires to use magic. One point of mana is equal to one casting of a spell. It is gained every level and can be added to by using certain class abilities.* Mana is most commonly restored by resting for eight consecutive hours. However it can also be restored by using certain items and abilities. You need to be able to cast spells to have mana.

Magic leveling

- **Mana per day:** 3 x half your current level rounded up
- **Spell duration:** Up to 10 minutes per level
- **Damage or healing dealt:** 1d4 per level.
- **Stat change:** Up to +1 or -1 per level
- **Area affected:** Up to 5 feet in diameter per level.
- **Range:** Up to 20 feet per level.
- **Move object/being:** Up to 10 feet per level.
- **Objects affected:** Up to 1 of light size or 2 of very light size. Size and amount increases by 1 per level.
- **Creatures affected:** Up to 1 creature of medium height, 2 of small height, or 3 of tiny height. Height and amount increases by 1 per level.

*Not yet in the game

Mage magic

- **Summon-** To add and remove objects existing and beings from a vicinity.
Example:
 - “I would like to summon a fireball on top of the creature”
 - “I would like to de-summon the monster to the plane of fire”
- **See-** To discern information about an object or being. Example:
 - “I would like to see any magic items that are in this room”
 - “I would like to see what is happening in the next room over”
- **Move-** To transport an object or being from one point to another.
Example:
 - “I would like to move the box 10 feet up in the air”
 - “I would like to move myself by hovering across the gorge”
- **Alter-** To manipulate the behavior and physical properties of objects and beings . Example:
 - “I would like to alter the color of my clothes”
 - “I would like to alter the health of the monster”

Sorcerer magic

- **Abnormality:** Cause objects and beings act in ways they physically shouldn't. Example:
 - “I would like to cause the floor to wobble”
 - “I would like to make the bandit shrink in height”
- **Visuals:** Manipulate visual aspects of objects and beings. Example:
 - “I would like to create the illusion of darkness around myself”
 - “I would like to show a floating image of a tree”
- **Invincibility-** To keep objects or beings from harm.
Example:
 - “I would like to make the mage invincible to fire”
 - “I would like to keep myself from being hurt by the spikes”
- **Multiplication:** Replicate objects and beings.
Example:
 - “I would like to duplicate the sword that I'm holding”
 - “I would like to make an exact copy of the barrons signature on my document”

Name	Pronouns	Species	Class and level	Player name
Smart		HP	Armor	Health
Strength		Total		
Tough		Current		
Hot		✘		✘
Body points total		Frustrated		Lustdrunk
Body points used		Abilities	Attack bonus	
Body options				
Height:				
Genitals:				
Chest:				
Butt:				
Belly:				
Muscles:				
Inventory:	Space used:			
Items				
Description				

Name	Pronouns	Species	Class and level	Player name
Arin	He/Him	Avari	Warrior 1	
Smart		1 HP	Armor	Health
Strength		4 Total		7 6
Tough		4 Current		
Hot		2 ✖		✖
Body points total		3 Frustrated	-1	Lustdrunk
Body points used		3 Abilities	Attack bonus	.+2
Body options	Wings	Birds eye: You have exceptional eyes. You get -1 on smart rolls that involve sight. Fighter: The damage you deal goes up by 1 every level		
Height: 1	Tail			
Genitals: 3	Stretchy 2			
Chest: 3				
Butt: 5				
Belly: 1				
Muscles: 4				
Inventory: 5	Space used: 4			
Items				
Clothing 2i Sword 4s 5+1d Wood shield 2a Leather armor 3a				
Description	A 1 foot tall avari with brown feathers and blue eyes. He has incredibly wide hips and ass and is very muscular. He wears skimpy leather armor with red trim on his shoulders and waist as well as a pair of gauntlets. The sheath of his sword is shoved up his cloaca.			