

Erotiquequest



**18+
ONLY!**

**A TTRPG By
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V-0.6

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 and others players give 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.

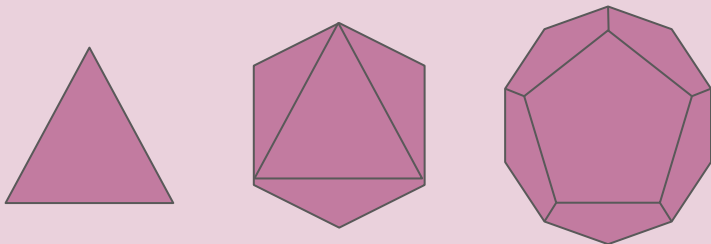
Everyone should say what they're into sexually, what they are willing to do, and what they are not willing to do, as well as a general idea of what the GM has planned. This way you all know what you can and can't do with your fellow players and they know what they can and can't do with you.

Dice

In order to play you will need the following dice: at least one 4 sided die or d4, at least one 8 sided dice or d8, and at least one 12 sided die or d12

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 and can be taken multiple times. 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 24 species you have available for you to be. These are caprin, cephelok, demibeasts, dragonkin, dwarves, elves, felis, infernalings, gnolls, gnomes, goblins, gremlins, humans loperin, mechs, minotaur, myceleites, orangiar, orcs, pachyns, reptids, roptera, theradons, and shadowkin. 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.



Caprin

Caprin are a species that come from mountain goats. They are adept at climbing and can scale very steep inclines. They resemble bipedal, upright goats.

Horns and Tail are free.

Mountain climber: You can walk along any surface that is less than a 90 degree vertical incline.

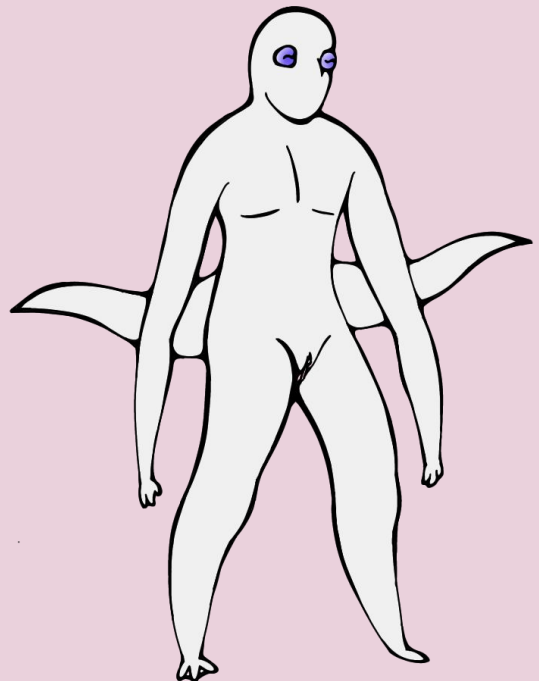


Cephelok

Strange humanoid cephalopods. Long ago they lived in the oceans before a mysterious mass exodus onto the land. They claim that there is nothing good or worthwhile below the ocean and others should stay above the surface. They are tall and pale with long spindly arms. They have no mouth and tentacles sprouting from seemingly random places on their body.

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

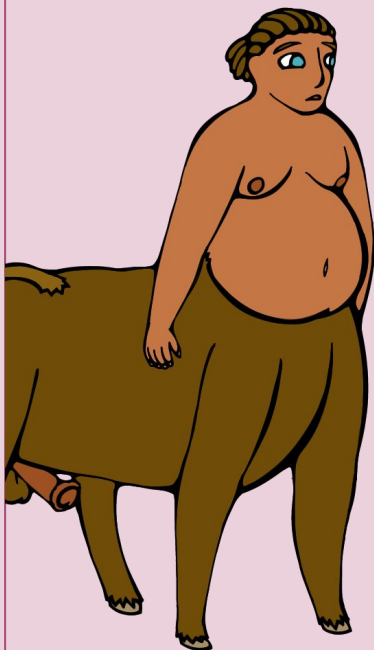
Creatures whose upper body is that of a person and lower body is that of an animal. They were created by Alereta, the goddess of nature, for no discernable reason. The proportions of demibeasts may vary, some having a majority of the animal's body up to its neck, and some only having the hind legs.

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 rolled. You also roll 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

Dragonkin are a species of people descended from dragons. Dragons are relatives of dinosaurs that, as a species, were imbued with magic by Prismiri, the draconic god of luck. They are much smaller than regular dragons but share their wide variety of scale colors and love for shiny objects.

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

Dwarves are related to small cave and mountain dwelling primates like baboons. The rocky conditions they evolved and live in have made them much tougher than most other species. They tend to be quite short, and grow quite a lot of body and facial hair.

Excessive Body Hair and -1 Hight are free.

Endurance: You have greater stamina than most giving +1 to tough and -1 to arousal rolls.

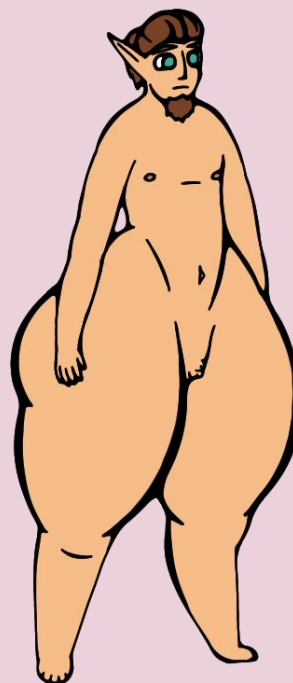


Elf

One of the more common fey creatures found in the central realm. They are known to be so incredibly adaptable that one's genetics can change during their lifetime. They tend to take on traits of other creatures that they have been around for long periods of time, though they can always be differentiated by their long pointed ears and slightly strange appearance.

Two options of your choice 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

Upright bipedal cats created by Pantera, the god of cats, because he wanted a species of cat that could more effectively bully people by speaking in their own languages.

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 like pitons or rope.



Infernalings

Infernalings are the hybrid descendants of a demon or devil with some other species. They take most of their appearance from their infernal heritage, tending to have odd skin colors, strange looking eyes, horns, and tails.

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

Gnolls are a people descended from hyenas. If provoked they can be quite violent and aggressive but otherwise they tend to be somewhat friendly. They look like upright hyenas and are usually very muscular.

Tail and +1 Muscles are free.

Ferocious: You can make an attack on a creature on its turn after it attacks you.

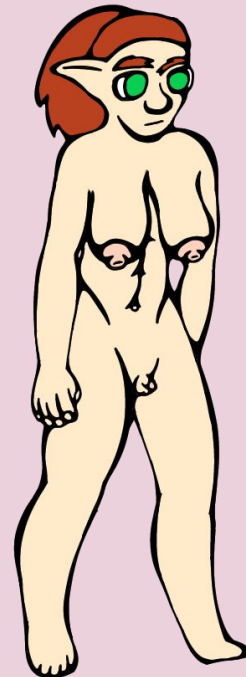


Gnome

Another common fey being, Gnomes are known for having a silly and relatively carefree attitude. They most often look like small humans but with somewhat large calves, forearms, and heads with comically large facial features.

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.

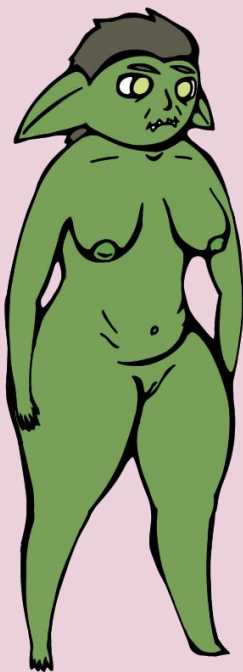


Goblin

One of the less common fey are the goblins. Usually small and green, these beings are often known to have a mischievous streak, though are rarely malevolent and mostly cause problems for the fun of it.

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

The rarest of the fey beings in the central realm, gremlins have very erratic and destructive tendencies with teeth that can chew through most objects. They also have the strangest physiology of any species, with lizard-like bodies and faces, human-like hair, hooves, and blunt scorpion tails.

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

Humans are related to pack oriented primate like bonobos. Due to this they are generally found in large groups which they will commonly accept except those of other species into. They grow thin hair and are on most occasions very social, though not always friendly.

Markings and +1 or -1 to one 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.

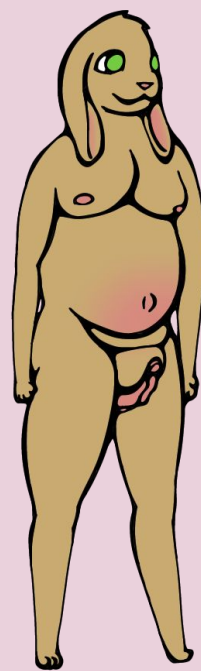


Loperin

Another of the more social species, loperin are descendants of rabbits and hares. They share many of their physical traits with their ancestors, including their impressive speed and quick reflexes.

Tail and Overflow are free.

Agile: You do not lose an action when using a run or jump movement.

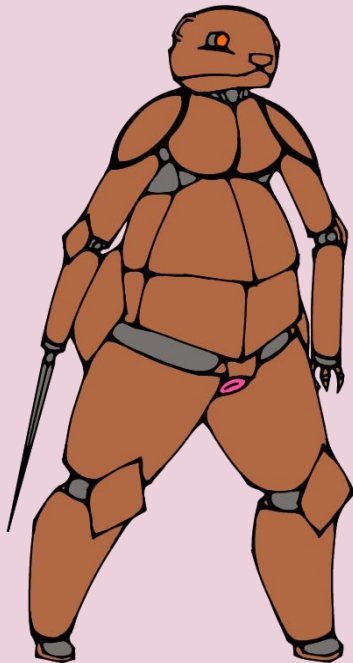


Mech

Mechanical people who were originally meant to be soldier drones but they quickly gained sentience after construction. Most are made out of wood, metal, and occasionally ceramic. They tend to have an upright bipedal body with some form of weapon built in, and a head resembling some kind of animal.

Scales and No Body Hair are free.

Built in: Any weapons or armor that you have in your inventory can be installed into your body. Built in weapons no longer take up space in your inventory and cannot be removed by others.



Minotaur

Minotaurs are a somewhat temperamental species of intelligent bovine. While not actively aggressive they are quite strong and can deal a significant amount of damage to an attacker.

Horns and Udders are free.

Strong like bull: You are extra strong and have a +1 to strength and damage.

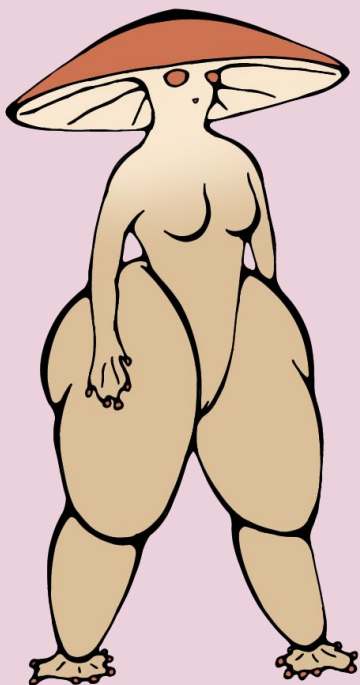


Myceleite

Another form of attempted worker drone, like the mechs, the myceleites are an artificially grown fungus. After gaining sentience they took over the facilities in which they were grown in order to propagate their species. Myceleites tend to have very diverse features, but they all tend to somewhat resemble major structures of fungi.

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.



Orangiar

Orangiar are related to large solitary primates like orangutans. Liking to keep to themselves more than most species, they have learned how to be quieter and less noticeable despite their size. They tend to be tall and grow long thick fur everywhere but their face, hands, and feet.

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.

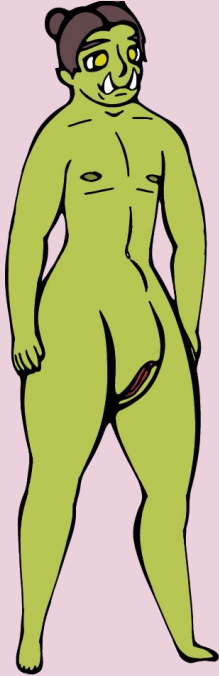


Orc

Orcs are people descended from giants. While they usually don't come up to the same height as their ancestors, they are still decently big, and have a hearty constitution. Most often they have green or grey skin and tusks growing from their lower jaws.

+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.



Pachyn

Pachyn are an elephantine people. While large in stature and bearing long gnarly tusks, they are often quite docile. One of their most prominent physical features are their elongated snouts which they can use like an extra limb.

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

Reptids come from wetland dwelling reptiles like crocodiles and skinks. They share with their kin smooth or scaly skin and the ability to hold their breath underwater for extended periods of time.

Scales and Tail are free.

Semi-aquatic: You are capable of holding your breath underwater for an amount of hours equal to your tough stat.



Roptera

Roptera are a somewhat sizable and intelligent species of bat. While they may be lacking somewhat in eyesight their hearing is superb and can use echolocation like other bats to help them detect things in their surroundings.

Wings and Tail are free.

Echolocation: You get +1 on smart rolls involving sight in light but -2 on smart rolls involving sound.

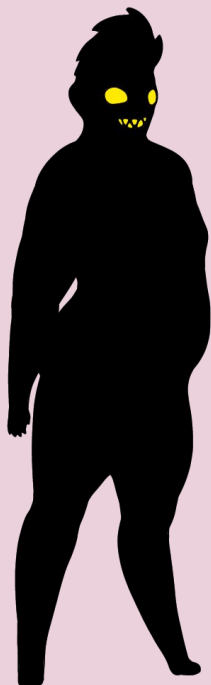


Shadowkin

Shadowkin are intelligent creatures that have leaked into the world from the realm of darkness and undeath. No light reflects off of them making it seem as though they are always in complete darkness. Their large eyes and razor teeth however are bioluminescent and can glow any number of colors.

No Body Hair and Tentacles are free.

Apparition: You can become an actual shadow allowing you to move along two dimensional surfaces and giving you a -2 to stealth based rolls in darkness.

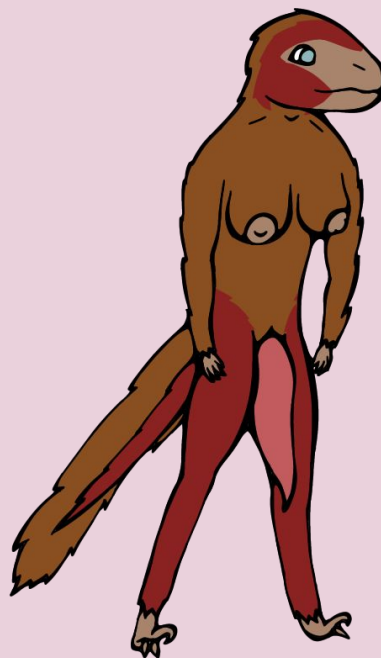


Theradon

Theradon are close descendants of theropod dinosaurs like tyrannosaurs and birds. They are carnivorous and can move with incredible swiftness. They closely resemble their ancestors and often have scales and colorful feathers.

Wings and Tail are free.

Aerodynamic: The amount of distance you travel in a movement increases by 1.



Body options

Body options are used to customize, flavor, and enhance your character's appearance and experience. What a body option means is up to interpretation. A hyper belly could be caused by fat or pregnancy or something else entirely. A tail could be just a normal animal tail, or if taken with an extra body part could have a mouth on the end of it.

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 and beyond which you can obtain by initially rolling 1d4 and spending Body Points to raise or lower them.

0-Nonexistent: It just isn't there

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

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

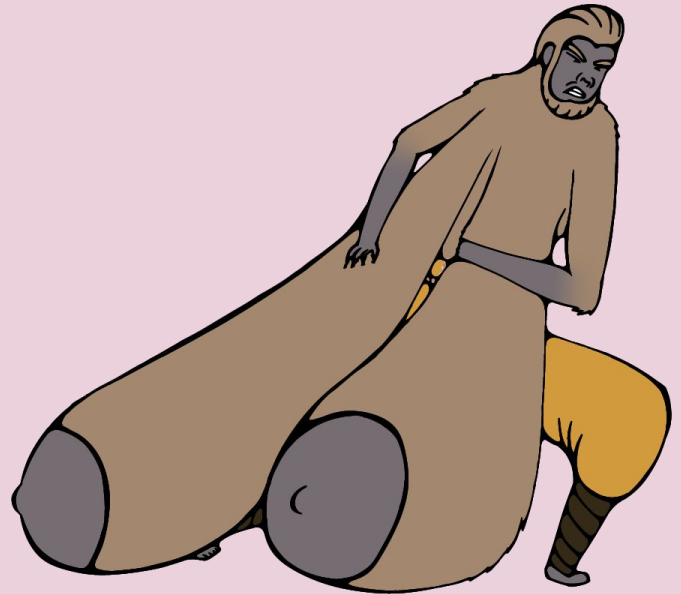
3-Medium: Around what the average generally is.

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

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

Some sizes have certain rules that come along with them

- One or more 5 point body parts other than height will make mobility a problem. Any movement will cost 1 more action than usual.



- With any 6 points body parts you cannot run, jump, climb, or fly without assistance.
- With any 7 point body parts you need to succeed a strength roll in order to move
- With any 8 point body parts you cannot move under your own power
- Being at hyper height will increase the distance you are capable of moving in 1 movement by 1.
- Being at tiny height will reduce the distance you are capable of moving in 1 movement by 1.
- Hyper muscles give +1 to your strength stat
- Tiny muscles give -1 to your strength stat
- Nonexistent muscles halve your strength stat
- Hyper genitals halve your arousal modifier rounded up.
- Nonexistent height is not possible.
- 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 one hyper or tiny body part.
- **Lactation:** Your chest constantly leaks milk.
- **Leaky:** Your genitals constantly leak sexual fluids.

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 a short room scale distance.
- **Musk:** You have a slightly hypnotic scent. -2 to hot rolls.



Skills

A skill is any activity or craft your character is good at or trained in. During character creation you can have a maximum of 5 skills, and you can only have an amount of skills from a stat equal that stat at first level. For instance if you have a 4 in smart and 2 in strength you can have 3 smart based skills and 2 strength based skills, or 4 smart skills and 1 strength skill, but not 4 smart skills and 2 strength skills.

As the game progresses you can add skills by doing things associated with that skill, like hunting a lot to gain Survival, and you can exceed the level one limit.

When you have a skill and make a roll related to performing it you can roll twice and take the better outcome. When you choose your skills during character creation you also choose one of your skill and take the item that comes with it on the list.

Skill	Stat	Item
Brewing	Smart	Glass bottles
Clockwork	Smart	Clockwork tools
Research	Smart	Book
Writing	Smart	Ink and quill
Tailoring	Smart	Sewing kit
Smithing	Strength	Smithing tools
Sports	Strength	Sport equipment
Stonework	Strength	Stonework tools
Woodwork	Strength	Woodwork tools
Carrying	Strength	Backpack
Sailing	Tough	Rope or Compass
Survival	Tough	Hunting trap
Medicine	Tough	Medkit
Farming	Tough	Shovel
Climbing	Tough	Piton set
Artistry	Hot	Drawing supplies or Sculpting clay
Cooking	Hot	Cooking pot
Performing	Hot	Instrument
Swindling	Hot	Playing cards
Taming	Hot	Animal harness



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 one 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.

Leveling Up

In order to reach the next level your character needs to have been in a number of major events equal to $2x$ your next level. Going from level 1 to level 2 requires 4 major events, going from level 2 to level 3 requires 6 major events, and so on. Major events are any event or encounter that takes up a significant amount of time and/or effort like clearing a floor of a dungeon or attending a fancy party.

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

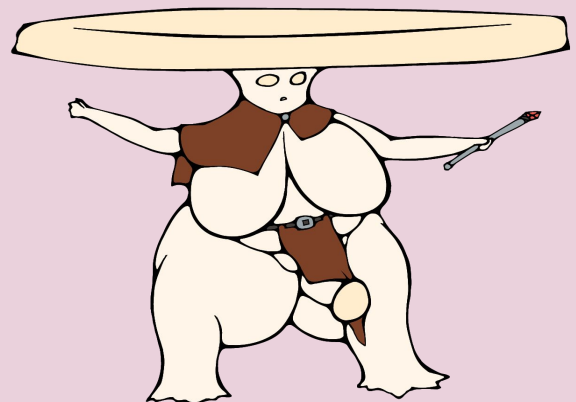
Sorcerers are spellcasters who have somehow managed to gain magical ability. They are capable of exploiting glitches in the magic of the world around them.

Warrior

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

Multiclassing

When taking levels in multiple class you take the abilities of the new class and replace your current health modifier with the new one. However you do not take level 1 items and any level 1 stats other than the health modifier..



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, 1d12x2
Copper coins

Level 1 item options

1 tool item, 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

Level 2 stat options

Option 1

Health: +4 per level

Armor: +2

Arousal: -1

Stat mod: +1 hot

Option 2

Health: +3 per level

Armor: +1

Arousal: -4

Stat mod: +1 tough

Option 3

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 smart

Level 2 ability options

Option 1

Thievery: You gain a bonus equal to negative the base stat increase when you are attempting to steal an object.

Option 2

Fast Attack: Once per round you are capable of attacking 1 extra time in an action.

Option 3

Natures Pocket: You get a bonus to your base Inventory equal to the base stat increase.

Level 3

Level 3 ability options

Option 1

Tracking: If you have seen a creature or have found evidence of it within the last day any stat rolls made to track its location get -1d4.

Option 2

Super Critical: Critical hits deal triple damage instead of double.

Option 3

Intimate Persuasion: You gain a bonus equal to negative the base stat increase when you are attempting to persuade someone to do something in a sexual manner.

Level 4

Level 4 ability options

Option 1

Precision: Critical successes now occur on 1s and 2s and critical hits now occur on 12s and 11s.

Option 2

Medic: The amount of dice used to heal someone, whether with a potion, medkit, or spell, is equal to your level unless the original amount of dice is higher.

Option 3

Arousing Success: You can counteract a failed roll by making an arousal roll, changing a regular failure to a success or a critical failure to a regular failure. If you roll even on the arousal roll you instantly become lustdrunk, or frustrated if you roll odd.

Level 5

Level 5 ability options

Option 1

Trap Finder: When making a roll to search for traps or security devices in an area or on an object roll twice and take the better outcome. Any trap you do find you immediately know how to disarm.

Option 2

Better Hidden: As long as you are not directly within the line of sight of another creature it will not be able to detect you.

Option 3

Hyper Stealth: Your attempts at stealth can no longer be hindered by hyper body parts regardless of how noticeable they may be otherwise.



Level 6

Level 6 stat options

Option 1

Health: +2 per level

Armor: +4

Arousal: -4

Stat mod: +1 smart

Option 2

Health: +4 per level

Armor: +1

Arousal: -2

Stat mod: +1 tough

Option 3

Health: +3 per level

Armor: +2

Arousal: -1

Stat mod: +1 hot

Level 6 ability options

Option 1

Expert Critical (Prerequisite Super Critical):

Critical hits deal quadruple damage instead of triple.

Option 2

Hyper Hunt (Prerequisite: Tracking): If a creature that you are tracking has any hyper body parts or 2 or 3 point chosen body options, you know what parts and options they are, and you can roll twice and take the better outcome on stat rolls made to track its location.

Option 3

Arcane Talent: You can now cast 1 spell type starting at casting level 1. Describe a magical effect that you wish to occur based on the spell types of your choice using the guidelines described in the Magic section.

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, 1d12x2
Copper coins

Level 1 item options

Pouch, 1 tool item, or 1 common magic item

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

Level 2 stat options

Option 1

Health: +1 per level

Armor: +2

Arousal: -3

Stat mod: +1 tough

Option 2

Health: +4 per level

Armor: +3

Arousal: -1

Stat mod: +1 hot

Option 3

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 strength

Level 2 ability options

Option 1

Mana Storage: Every hour that you do not cast a spell you gain one mana. This amount can exceed the allotted amount of mana for your level. The extra mana adds to the points of one of your rolled body options.

Option 2

Brewer: Once per day you can brew a potion that can do one of the following: raise or lower a stat by 1d4, raise or lower health by 1d4, raise or lower a rolled body option by 1, give a chosen body option for 1 hour, or force an arousal roll. The amount you can make per day is equal to half your level.

Option 3

Lesser Homunculus: You create a small or tiny monster using the rules from the Monsters section. You can command it and it takes its turn after yours.

Level 3

Level 3 ability options

Option 1

Upcast: You are capable of casting spells at levels higher than your own. The amount of extra mana required to upcast is equal to the amount of levels higher the spell is.

Option 2

Lesser Enchantment: You can use 1 mana to create a common or rare spell container that lasts indefinitely. You do not regain the mana expended until you dispel the item, and you can dispel any time as an action.

Option 3

Body focus (Prerequisite: Mana storage): When you cast a spell with the mana stored in your body the spell is cast through the body part it is stored in instead of an item and you must make an arousal roll.

Level 4

Level 4 ability options

Option 1

Mana Restoration: Once per day you can regain an amount of mana equal to your base stat increase.

Option 2

Rapid Casting: You can cast two spells in one action with one mana by sacrificing a movement.

Option 3

Mana Transference: You can give or take mana from another spellcaster whenever you cause them to make an arousal roll.



Level 5

Level 5 ability options

Option 1

Greater Homunculus (Prerequisite: Lesser Homunculus): The homunculus now has the stats of a medium or large monster instead of small or tiny.

Option 2

Mana Vore (Prerequisite: Inflatable body option): You can gain mana by consuming creatures that are still alive or that you killed. The amount of mana gained is equal to half your level + the creature's size/height level (At level 5 a 2 height/small creature is equal to 4 mana).

Option 3

Battle Caster: When you cast a spell that deals or prevents damage you roll for the spellcasting roll twice and take the better outcome and the target must roll twice and take the worse outcome. Also when you cast a spell that does damage, that damage is now doubled.

Level 6

Level 6 stat options

Option 1

Health: +2 per level

Armor: +3

Arousal: -2

Stat mod: +1 hot

Option 2

Health: +1 per level

Armor: +4

Arousal: -3

Stat mod: +1 strength

Option 3

Health: +4 per level

Armor: +2

Arousal: -1

Stat mod: +1 tough

Level 6 ability options

Option 1

Greater Enchantment (Prerequisite: Lesser Enchantment): The spell containers you create can now be of scarce and epic rarity and you now can regain mana used to make common and rare spell containers by sleeping.

Option 2

Learned Spell: You can choose to learn 1 sorcerer spell type of your choice.

Option 3

Mana Modification: You can now expend mana in order to gain body options. The amount of mana used is equal to the points required for the body option and the body option lasts as long as a regular spell would.

Priest

Level 1

Level 1 stats

Health: 1d4+2 per level

Armor: 3

Arousal: -2

Stat mod: +1 tough

Level 1 Items

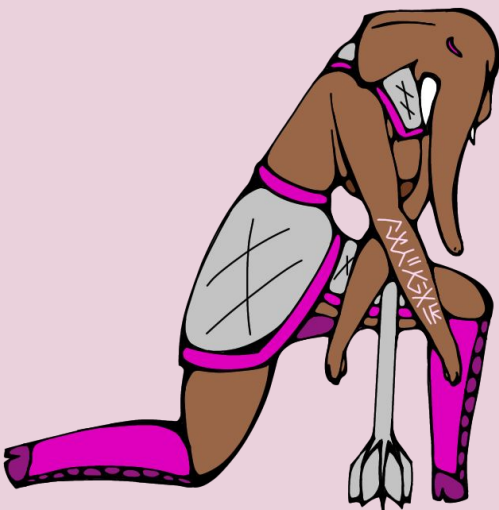
Clothing, Sign of worship, 1 medium melee weapon, and Mail armor, 1d4x3 Copper coins

Level 1 item options

1 heavy melee weapon, Book of your religion, or Buckler 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

Level 2 stat options

Option 1

Health: +3 per level

Armor: +2

Arousal: -4

Stat mod: +1 smart

Option 2

Health: +4 per level

Armor: +1

Arousal: -3

Stat mod: +1 hot

Option 3

Health: +1 per level

Armor: +4

Arousal: -1

Stat mod: +1 strength

Level 2 ability options

Option 1

Divine Champion: You gain a bonus to damage equal to your base stat increase.

Option 2

Divine Caster: You can cast spells using 2 spell types of your choice.

Option 3

Healslut: Roll on the Arousal meter. The roll applies to you and the target and the target regains health equal to the die roll.

Level 3

Level 3 ability options

Option 1

Prayer: You may pray to your god for 1 minute. For the rest of the day you get -1d4 to all stat rolls and +1d4 to attack rolls.

Option 2

Smite: As an action you may activate a smite which grants 1d4 extra damage to the next attack you hit on.

Option 3

Act of Devotion: As an action make an arousal roll. You gain a bonus equal to the negative of the resulting number for 1 hour.

Level 4

Level 4 ability options

Option 1

Holy Shield: You can reduce the damage you or an ally takes by a number of d4s equal to your level.

Option 2

Divine Ally: For 1 hour you can summon a helpful being in the employ of your god. This entity is a medium or smaller monster that you create using the rules from the Monsters section.

Option 3

Bodily Blessing: You can imbue yourself or another creature with a number of body points equal to half of your level rounded down to use on whatever body option(s) they choose. They keep the body points until after they go to sleep.

Level 5

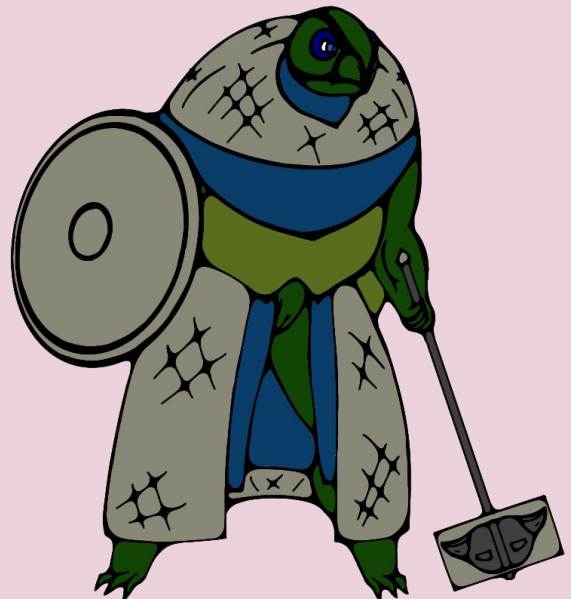
Level 5 ability options

Option 1

Rebuke: When you take damage from a spell or attack you can make a hot roll. If you succeed the damage is halved and the attacker takes the other half of the damage.

Option 2

Rejuvenating Release (Prerequisite: Healslut): When you cause someone to orgasm, or are involved in a sexual encounter where someone orgasms, they regain all lost health.



Option 3

Holy Weapon: Choose a weapon that you currently have on you. That weapon becomes your holy weapon. When you attack with it you add 1d4 to the roll and an amount of d4s equal to your level to the damage. It remains your holy weapon until it is destroyed or you choose another one.

Level 6

Level 6 stat options

Option 1

Health: +1 per level

Armor: +2

Arousal: -4

Stat mod: +1 hot

Option 2

Health: +3 per level

Armor: +4

Arousal: -1

Stat mod: +1 strength

Option 3

Health: +4 per level

Armor: +1

Arousal: -3

Stat mod: +1 smart

Level 6 ability options

Option 1

Heightened Worship: The effect of your worship aspect is now heightened. Anything numerical (health, damage, etc) is doubled, and anything else is up to you and the GM.

Option 2

Pheromonal Incense (Prerequisite: Musk): Any creature, including yourself that can smell you is affected by one of the following of your choice: +1d4 or -1d4 health, -1 or +1 to stat rolls, or make an arousal roll.

Option 3

Greater Smite (Prerequisite: Smite): As an action you may activate a smite which grants 1d8 extra damage to the next attack you hit on.

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, 1d8x2 Copper coins

Level 1 item options

Mana gem, 1 medium weapon, or 1 supplies item

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

Level 2 stat options

Option 1

Health: +2 per level

Armor: +2

Arousal: -1

Stat mod: +1 strength

Option 2

Health: +4 per level

Armor: +1

Arousal: -4

Stat mod: +1 smart

Option 3

Health: +3 per level

Armor: +3

Arousal: -3

Stat mod: +1 tough

Level 2 ability options

Option 1

Magical Enhancement: For 1 hour per day you gain extra body points equal to your level.

Option 2

Spell Reroll: Once per round you can reroll a failed roll you made to cast a spell.

Option 3

Combine: As an action you can cast 2 spells of different types as though they were combined into one spell. This costs 2 mana.

Level 3

Level 3 ability options

Option 1

Magic Sense: When a spell is cast by another creature or a spell is contained within an object, you are able to know what the spell and level is.

Option 2

Eroticize Spell: When a spell is cast, whether by you or someone else, you can make the caster, target, or both make arousal rolls.

Option 3

Spell Burst: When you do not touch someone or use an item to cast a spell, instead of automatically failing, the spell takes effect within a sphere around you with a long room scale radius increasing every level.

Level 4

Level 4 ability options

Option 1

Hijack spell: If another creature casts a spell, you can attempt to change it. Make a successful smart roll and you can change the effect of the spell, but not the spell type.

Option 2

Arcane spawn: You can create a small or tiny creature based on the rules from the monster section and one spell type. The spell type determines one of the creature abilities. Invincibility grants 5 armor to allies within a medium room scale distance, Visuals grants the ability to phase through objects, Multiplication allows it to clone itself once, and Abnormality allows it to walk on walls and ceilings.

Option 3

Anatomical aberration (Prerequisite: magical enhancement): Using the body points given by the Magical Enhancements ability you can inflict a corrupted version of a body option on a creature. (e.g. using extra body parts to change their fingers into penises.)

Level 5

Level 5 ability options

Option 1

Imitated Spell Type: You now know one Mage Spell Type of your choice.



Option 2

Power Surge: When you cast a spell, you can instead allow the spell's power to build up inside you. For every round you allow power to build you must sacrifice 1 action. When the spell is released it is upcast an amount of levels equal to the amount of rounds it was allowed to build.

Option 3

Empowered Enhancement (Prerequisite: Magical Enhancement): You can now expend mana to gain extra body points, 2 points per mana. The effects can now last up to one day.

Level 6

Level 6 stat options

Option 1

Health: +3 per level

Armor: +1

Arousal: -3

Stat mod: +1 smart

Option 2

Health: +2 per level

Armor: +3

Arousal: -1

Stat mod: +1 tough

Option 3

Health: +4 per level

Armor: +2

Arousal: -4

Stat mod: +1 strength

Level 6 ability options

Option 1

Triple Cast (Prerequisite: Combine): You can now combine 3 spells into one, costing 3 mana instead of the previous 2

Option 2

Spell leak (Prerequisite: Lactation or Leaky):

Instead of casting a spell you can allow a set spell to leak from you in liquid form. Any creature that consumes that fluid can cast that spell once. This resets after sleeping.

Option 3

Deflect Spell: When a spell is cast at you, you can choose to expend 1 mana to have the spell effect the caster instead of yourself.

Warrior

Level 1

Level 1 stats

Health: 1d4+4 per level

Armor: 2

Arousal: -1

Stat mod: +1 tough

Level 1 Items

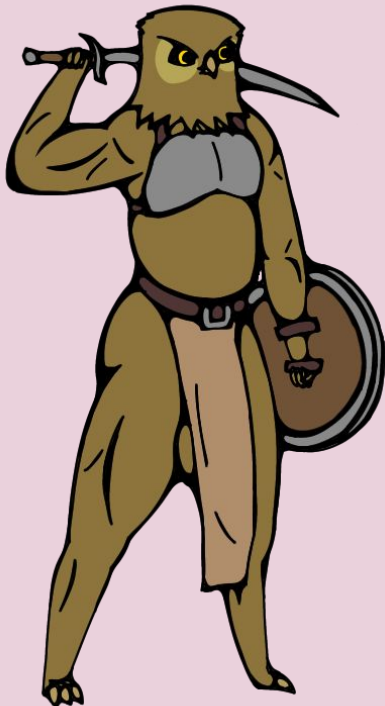
Clothing, 1 medium weapon, buckler shield, leather armor, 1d8x2 Copper coins

Level 1 item options

Target shield, 1 heavy weapon, or 1 supplies item

Level 1 ability

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



Level 2

Level 2 stat options

Option 1

Health: +1 per level

Armor: +3

Arousal: -4

Stat mod: +1 smart

Option 2

Health: +2 per level

Armor: +4

Arousal: -2

Stat mod: +1 hot

Option 3

Health: +3 per level

Armor: +2

Arousal: -3

Stat mod: +1 strength

Level 2 ability options

Option 1

Berserker: For 5 rounds you gain a bonus to your damage and armor equal to your level. After the minute you need 1 minute without combat before you can go berserk again.

Option 2

Masochism: Once per round you can reduce the damage taken from an attack by making an arousal roll and subtracting the amount from the damage.

Option 3

Commander: You can command an allied creature you are capable of communicating with to attack another creature. It does so on your turn and doesn't cost any of its actions.

Level 3

Level 3 ability options

Option 1

Marksman: When you make a ranged attack roll twice and take the higher number.

Option 2

Close Combat: When you make a melee attack roll twice and take the higher number.

Option 3

Armorless: When not wearing anything or using a shield your Armor points are doubled.

Level 4

Level 4 ability options

Option 1

Superiority: For an amount of times equal to the base stat increase you can choose to succeed an attack roll against another creature or have it fail an attack roll against you.

Option 2

Square Up: When you observe another creature you can make a successful smart roll to determine one of the following: its level if it has any, its class if it has any, its stats, or its arousal modifier and attack bonus.

Option 3

Commander (Prerequisite: Commander): Using the Command ability you can now choose to command a willing creature to perform a sexual act instead of an attack or to have it make an arousal roll along with its attack.

Level 5

Level 5 ability options

Option 1

Crowd Control: If there are multiple enemies within melee of you and are next to each other your attack roll and damage count against all of them.



Option 2

Berserkerer (Prerequisite: Berserker): While you are going berserk you gain a bonus to your health equal to your level and all Arousal rolls are halved. Combat no longer affects cooldown.

Option 3

Humiliating Strike: When you hit an enemy you can have them make a hot roll. If they fail you can choose one of the following to happen: A part of their clothing or armor comes off, they make an arousal roll, or they get +1d4 to stat rolls and -1d4 to attacks for one round of combat.

Level 6

Level 6 stat options

Option 1

Health: +3 per level

Armor: +4

Arousal: -2

Stat mod: +1 hot

Option 2

Health: +1 per level

Armor: +2

Arousal: -4

Stat mod: +1 strength

Option 3

Health: +2 per level

Armor: +3

Arousal: -3

Stat mod: +1 smart

Level 6 ability options

Option 1

Belly Bash (Prerequisite: 4+belly): After an attack you can knock the target of the attack a short distance away. The target must succeed a strength roll or take 1d4+ your belly size damage and fall over.

Option 2

Arcane Defense: can cast invincibility spells starting at casting level 1.

Option 3

Charge and Retreat: When you are moving toward a creature to attack it or are moving away from a creature the distance you can move in 1 movement increases by 1.

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

Cost: Cost determines how much money an item is worth. The currencies used are as follows: Tin (T), Bronze (B), Copper (C), Rose gold (R), Gold (G), and various different gems.

5 tin=1 bronze

5 bronze=1 copper

5 copper=1 rose gold

5 rose gold=1 gold

25 coins=1 Space

A 1 space gem costs 50 gold

Armor

Each point of armor given from an armor piece is added to the total armor score. You can only have one set of armor on at a time, not counting shields.

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	Cost
Soft	-----	-----	---
Coat	+1	+4	2R
Hide	+2	+3	3R
Leather	+3	+2	4R
Tough	-----	-----	---
Mail	+5	0	2G
Scale	+6	0	3G
Plate	+7	0	4G
Shields	-----	-----	---
Buckler	+2	N/A	1R
Targe	+4	N/A	2R
Tower	+6	N/A	4R

Weapons

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

Range: The maximum distance at which a weapon can be used. Ranged weapons (**R**) range is in building scale. Melee weapons (**M**) range is in room scale. Some weapons are both.

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	Cost
Light	-----	---	---	---
Dagger M R	2	2	Very short	4C
Staff M	4	3	Long	2C
Rapier M	7	3	Medium	2R
Shortsword M	4	3	Short	6C
Whip M	5	2	Long	1R
Hand crossbow R	4	2	Medium	7C
Pistol R	8	2	Long	1G

Medium	---	---	---	---
Bow R	3	3	Long	3C
Hammer M	6	5	Short	6C
Sword M	5	4	Medium	8C
Spear M R	7	5	Long	2R
Hand axe M R	5	4	Short	7C
Mace M	7	4	Short	8C
Crossbow R	6	5	Long	9C
Rifle R	10	4	Very long	2G
Heavy	---	---	---	---
Axe M	7	6	Long	9C
Chain whip M	11	7	Long	4R
Maul M	12	7	Long	2R
Flail M	8	6	Medium	8C
Sythe M	7	6	Long	1R
Heavy crossbow R	8	7	Very long	11C
Blunderbus s R	12	7	Medium	3G

Equipment

Items 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. Items are split into 4 categories: Tools, items used to complete a specific task like dig a hole or smith a weapon, Supplies, items that are generally useful while adventuring, Outfits, things that one would wear on their body, and Containers, items used to hold more items within themselves.



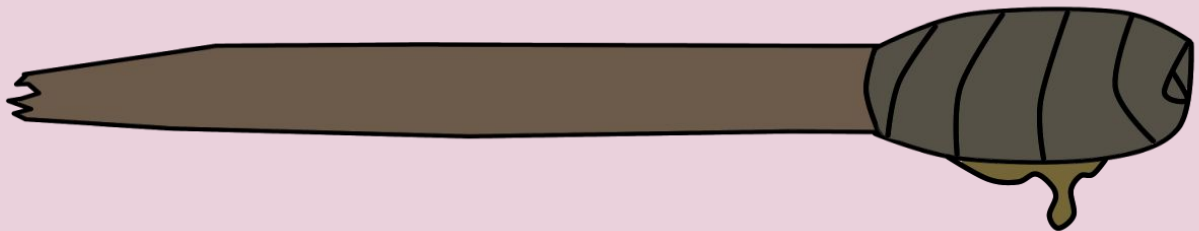
Tools

Tools	Space	Use	Cost
Animal harness	2-7	Can be attached to a small, medium, or large animal or animal-like creature in order to subdue, lead, or ride it.	6C
Book	3	Can be anything from a blank journal, to a novel, to a holy text.	1C-1R
Clockwork tools	2	Tools used to create small or intricate machines.	8C
Compass	1	Points towards north.	3C
Cooking pot	4	A pot used to cook or prepare food in with a Hot roll.	2C
Drawing supplies	3	Charcoal or some other type of substance which can be used to create 2-dimensional art	3R
Hunting trap	4	When set, if a creature steps into the trap it takes 3 damage and cannot make any movement until it is released.	6C
Ink and quill	2	Can be used to inscribe on a smooth surface, usually paper.	9C
Instrument	2-5	A musical instrument that is small enough to carry around.	2-6R
Lockpick	1	Allows the user to pick locks with a Smart roll	1R

Tools	Space	Use	Cost
Medkit	2	When applied gives 1d4+smart score hp to creatures applied to. Has 5 uses.	4C
Piton set	2	25 Pitons that can be used to climb when stuck into a surface. Requires a Strength roll to climb unless used with rope.	3C
Playing cards	1	Can be used to play card games with.	3C
Rope	2	Medium building scale length of rope that can be tied to or around things	2R
Sculpting clay	3	Clay used to create 3-dimensional art	1G
Sewing kit	3	Can be used to stitch together cloth and hide.	2C
Shovel	4	A tool used to dig in sand and soil.	4C
Smithing tools	4	Tools used in blacksmithing and metalwork	1G
Sport equipment	3-6	An item used in sports like a ball or club	2G
Stonework tools	4	Tools used to cut and carve stone	1G
Wand	1	Spells cast through a wand do not automatically fail	2R
Woodwork tools	4	Tools used to cut and carve wood	1G

Supplies

Supplies	Space	Description	Cost
Map	3-5	A map detailing a region, country, or continent, as well as the landmarks and settlements	1R-1G
One Person Tent	4	A tent meant to shelter a single person	2R
Multi Person Tent	8	A tent meant to shelter up to 5 people	4R
Ration	2	1 weeks worth of food	3C
Bedroll	4	A portable bundle of bedding	4C
Tinderbox	3	A box of fire lighting supplies	3C
Torch	4	A stick with a flammable end with which to light up an area with a room scale radius	4C
Lantern	3	A glass and metal cage around a flammable wick with which to light up an area with a medium building scale radius	8C



Outfits

Outfits	Inventory	Cost
Clothing	2-8	1B-1G
Belt	3	1C
Robe	2	2C
Disguise	0	1R
Costume	1	2R
Harness	5	1R
Cold weather gear	6	3R

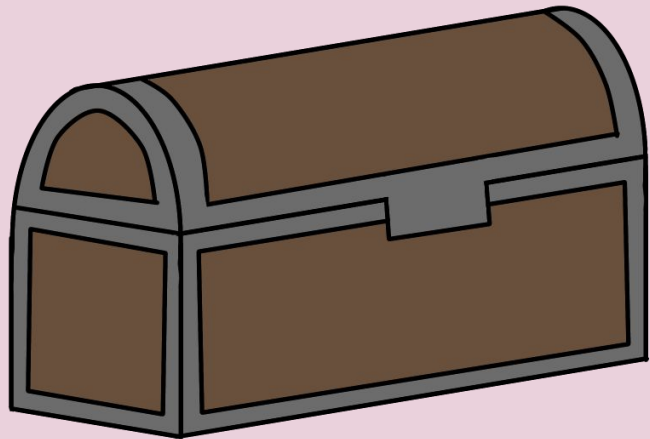
Containers

Containers	Inventory	Cost
Pouch	1	1B
Bag	3	3B
Backpack	5	2C
Glass bottle	2	1R
Canteen	3	4C
Barrel	6	3R
Chest	8	2G

Magic items

Objects with magical properties are known as magic items. There are three types of magic items. The first are spell containers, magic items that have a specific spell imbued in them. The second are magic adapters, devices that manipulate spells and mana when casted through or attached to a spell container. The third are potions, concoctions that give a magical effect to those who consume them. A magic items power is measured in rarity, how likely one is to come across them. There are five levels of rarity

1. Common- The most frequently found magic items, involves the lowest level magic.
2. Rare
3. Scarce
4. Epic
5. Legendary- So incredibly rare that there are likely only a few of a kind in existence, involves the highest level magic.



Spell containers

Spell container rarity is based on the level of spell it contains

1. Common-level 1-2 level
2. Rare-level 3-4 level
3. Scarce-level 5-6 level
4. Epic-level 7-8 level
5. Legendary-level 9-10 level

Some examples of spell containers are:

Epic Flame sword: Sword with 8th level “Summon: fire” that summons fire along the blade when activated and deals 8d4 extra damage, setting the target on fire.

Scarce Helmet of Arcane Detection: Helmet with 5th level “See: magic items” that allows the wearer to detect magic items within a very short building scale diameter centered on themself.

Legendary Telekinetic Gauntlet: Gauntlet with 10th level “Move: object selected” that allows the wearer to telekinetically move any object they point to up to a very short territory scale distance.

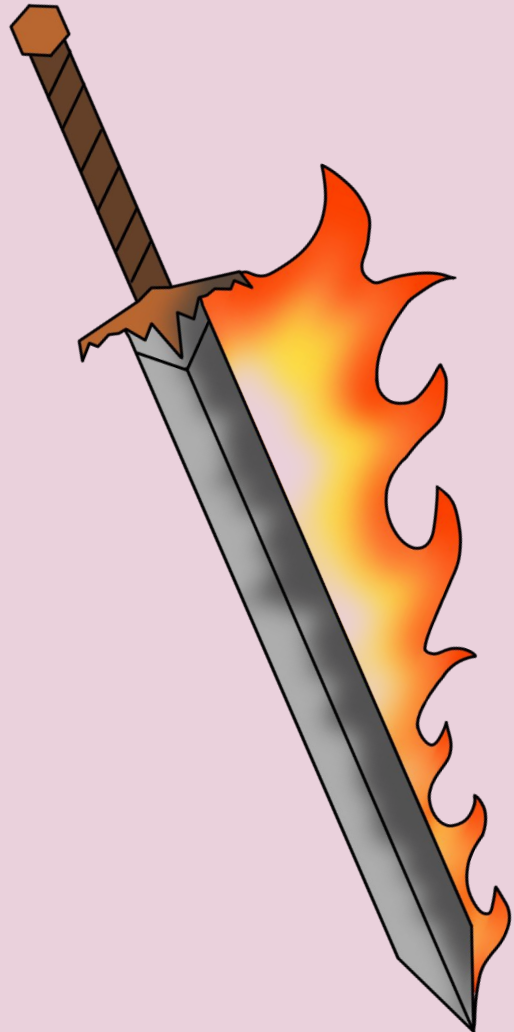
Legendary Cloak of Disguise: Cloak with 9th level “Alter: appearance” that changes the form of the wearer while they are wearing it for up to 2 days and 19 hours.

Scarce Phase ring: Ring with 6th level “Abnormality: incorporeal object” that allows the wearer to move through up to 3 selected solid objects per round as if they were made of air.

Rare Mace of fear: Mace with 3rd level “Visuals: targets nightmare” which forces whoever has been hit with it to see their worst fears as though they were real for up to 40 minutes.

Epic Anti-magic shield: A shield with 7th level “Invincibility: magic” which blocks spells up to 7th level that are cast at the user.

Rare Multi-bow: Bow with 4th level “Multiply: arrow” that Multiplies the amount of arrows in one shot by 4.

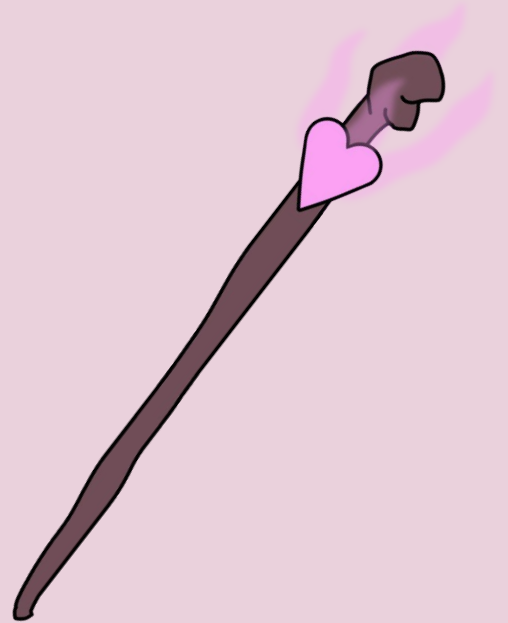


Magic adapters

Magic adapter rarity is based on what level of spell it can effect or the amount of mana based on level it can effect.

1. Common-up to level 2
2. Rare-up to level 4
3. Scarce-up to level 6
4. Epic-up to level 8
5. Legendary-up to level 10

Magic adapter examples



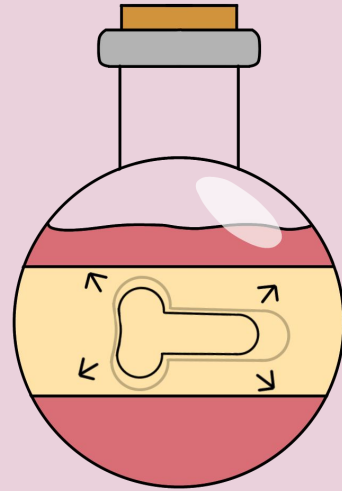
Item	Space	Rarity	Effect
Mana gem	1	Starts at common	Stores 1 mana per rarity
Amplifier	2	Starts at common	Allows a spell to be cast one level higher per rarity
Sexifier	1	Starts at common	Forces any the target of a spell to make an arousal roll on a successful spell
Recaster	2	Starts at rare	Allows the caster to reroll a spellcasting roll if the initial roll failed
Mana regenerator	3	Starts at scarce	Allows caster to regain mana used casting a spell if the spellcasting roll failed
Spookifier	1	Starts at scarce	Forces any target of a spell to make a smart roll on a successful spell. If they fail they become afraid of the caster.

Potions

Potion rarity is based on how points or dice rolls a potion can give or take.

1. Common-1 point or die
2. Rare-2 points or dice
3. Scarce-3 points or dice
4. Epic-4 points or dice
5. Legendary-5 points or dice

Potion Examples



Item	Space	Rarity	Effect
Potion of health	2	Starts at Common	+1d4 health per rarity
Potion of speed	2	Starts at Common	Allows 1 extra movement and action per rarity
Potion of mana	2	Starts at Common	Allows 1 extra casting of spells per rarity
Potion of size alteration	2	Starts at Common	Changes a rolled body option by 1 per rarity
Potion of strength	2	Starts at Common	+1 to strength and damage per rarity
Potion of toughness	2	Starts at Common	+1 to tough and armor per rarity
Potion of intellect	2	Start at Common	+1 to smart per rarity
Potion of charisma	2	Start at Common	+1 to hot per rarity
Potion of pleasure	2	Start at Common	1 towards Lustdrunk condition per rarity
Potion of displeasure	2	Start at Common	1 towards Frustrated condition per rarity

Combat

Action and Movement

On a player's turn they 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 a room scale distance, run a building scale distance -1 action, jump up to a medium room scale distance -1 action, swim a room scale distance -1 action, climb a room scale distance -1 action, fly a room scale distance, or movement from class, species, or body options.

Rounds

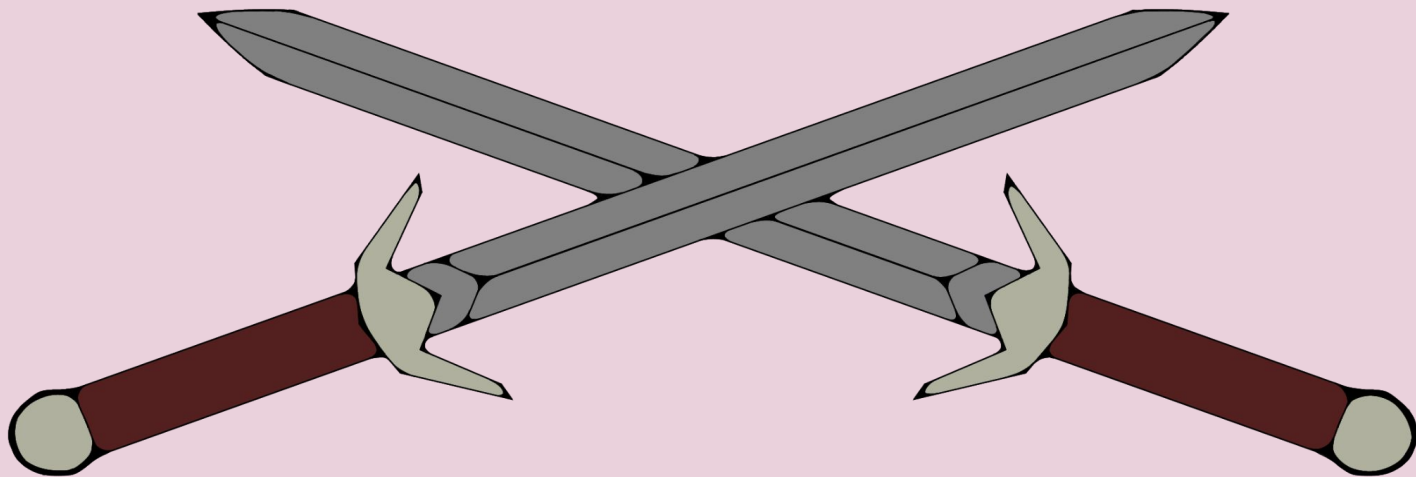
Combat is done by rounds. Every player and creature involved gets 1 turn each round. There is no turn order but once one player or creature has had their turn they cannot have another turn until all others have had their turn in a round or have decided to skip their turn.

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.

Downed

When a character takes enough damage to reach 0 hp or lower they are considered downed. For the next 6 rounds (or 1 in game minute) you must make a tough roll. On a success you heal 1 hp and remain unconscious until woken. On a failure you stay downed and after 5 failures that character dies. Being downed can also be ended if a character is healed or stabilized with a successful smart roll from another character.



Sex

The Arousal Meter



For every round of combat, or anytime a sexual action is made involving you, you roll on the arousal meter. Roll 1d8 and subtract an amount of your choosing up to 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



When Frustrated you feel as though, as much as you want and need to, you cannot orgasm.

- Make an even numbered arousal roll to leave Frustrated and move by 1 on the arousal meter
- +1 to all stats
- Cannot orgasm
- Very irritable

Lustdrunk



When Lustdrunk you become almost lost in pleasure and find it difficult to focus on anything else.

- Make an arousal roll of 1 to leave Lustdrunk and move by 1 on the arousal meter
- -1 to all stat rolls
- Intense orgasm on an arousal roll of 8
- Very unfocused and incoherent

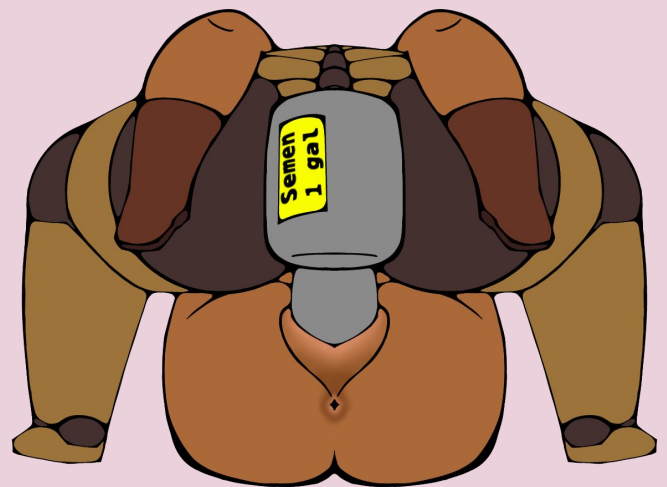
Optional mechanic: Overstim

Overstim 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. Overstim occurs if you fail a roll or if you have had to make the roll 5 times.

Overstim

Similar to Lustdrunk, however are the sensations of pleasure take up all of your focus making most things not related to sex very difficult.

- +2 to stat rolls not involved in sex
- -2 to stat rolls involved in sex
- Orgasm on 1 or 8 arousal roll
- 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

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 a room scale distance	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. If it succeeds then the spell is cast normally, and if it fails the spell is cast but the effect or power is lessened (e.g. duration halved) unless the spell is cast at a creature then that creature must make a stat roll of the GMs choice. If it succeeds then the spell misses entirely, and if it fails the spell takes 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. If they are not cast through an object or without touching the target then the spell is cast as though the casting roll failed.

There are 2 classes of magic, Mage magic and Sorcerer magic. Each has 4 types of spell that can be cast with them.

Only 1 spell can be cast by a person at a time unless an ability says otherwise.

Mana

Mana is a unit of measurement for magical energy. One mana is equal to the amount of energy required to cast one 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 spellcasting class level rounded up
- **Spell duration:** Up to 1 minute times 2 per level after level 1
- **Damage or healing dealt:** 1d4 per level.
- **Stat change:** Up to +1 or -1 every other level
- **Area affected:** Up to a short room scale distance in diameter, increasing every level.
- **Range:** Up to a very long room scale distance increasing, every level.
- **Move object/being:** Up to a medium room scale distance, increasing every level 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.



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”=(Summon: fireball)
- “I would like to summon myself as far as possible away.”=(Summon: self maximum distance away)

See- To discern information about an object or being. Example:

- “I would like to see any magic items that are in this room”=(See: magic items)
- “I would like to see what is happening in the next room over”=(See: adjacent room)

Move- To transport an object or being from one point to another. Example:

- “I would like to move the box a medium room scale distance up in the air”=(Move: target upwards)
- “I would like to move myself by hovering across the gorge”=(Move: self horizontally)

Alter- To manipulate the behavior and physical properties of objects and beings . Example:

- “I would like to alter the color of my clothes”=(Alter: color of clothing)
- “I would like to alter the health of the monster”=(Alter: targets health down)

Sorcerer magic

Abnormality: Cause objects and beings act in ways they physically shouldn't. Example:

- “I would like to cause the floor to wobble”=(Abnormality: wobbly floor)
- “I would like to make the bandit shrink in height”=(Abnormality: shrink targets height)

Visuals: Manipulate visual aspects of objects and beings. Example:

- “I would like to create the illusion of darkness around myself”=(Visual: sphere of darkness)
- “I would like to show a floating image of a tree”=(Visual: illusion of tree)

Invincibility- To keep objects or beings from harm. Example:

- “I would like to make the mage invincible to fire”=(Invincibility: fire)
- “I would like to keep myself from being hurt by the spikes”=(Invincibility: spikes)

Duplication: Replicate objects and beings.

Example:

- “I would like to duplicate the sword that I'm holding”=(Duplicate: sword)
- “I would like to make an exact copy of the barrons signature on my document”=(Duplicate: barron's signature)

Curses

Curses are a special type of magic that can only be performed by certain, very powerful entities and very rarely by most people or monsters. Curses are very rare and are usually inflicted on creatures or imbued into objects as a form of punishment, trap, or torture.

Item Curses

Curses can be put on items, both magic and non-magic and can be given to player characters during the game. Unless the GM decides to, the players will not know that they are cursed until they are used and the curse takes effect. The following are examples of curses and cursed items that can be given.

Bound

An item with the bound curse cannot be removed from a creature once they pick it up or put it on. Example:

- **Bound Helmet of Intelligence Drain:** A helmet with 3rd Level “Alter: Smart” that lowers the wearers Smart by 3 when worn and cannot be removed.

Arousing

Items with the arousing curse require arousal rolls from the user when used. Example:

- **Arousing Tent:** A tent that forces those inside to make an arousal roll for every minute they remain inside.

Double edged

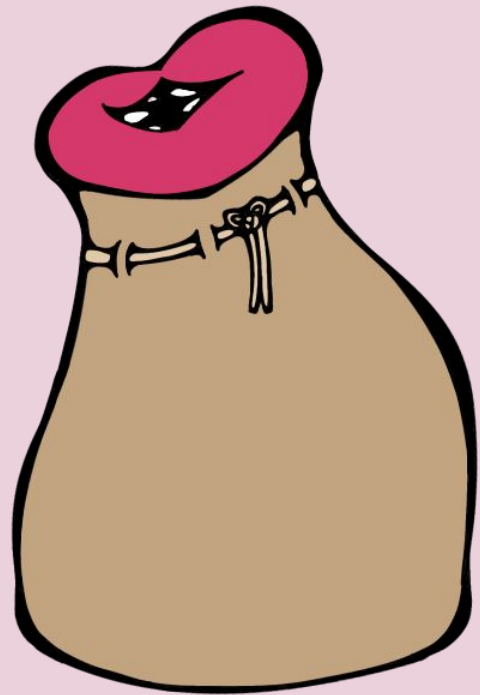
An item with the double edged curse deals damage to user when used. Example:

- **Biting Bag:** A bag that bites down on any hand that enters it dealing 1d4 damage.

Captivating

An item with the captivating curse will make user obsessed with the item, or compel them to do something strange or harmful. Example:

- **Captivating paints:** A set of paints that compel anyone in possession of them to paint random designs onto their body.



People Curses

Curses can be given to a player character or NPC and can be given during character creation with the GMs and players approval or inflicted during the game. The following are examples of curses that can be given.



Corruption

Someone partially under the influence of a very powerful entity

Curse: You have just enough focus to keep it at bay but if that focus drops it can take control of you for a moment. If you take more than half your health in damage in one hit, critically fail a roll, or orgasm your next action or movement is decided by the entity.

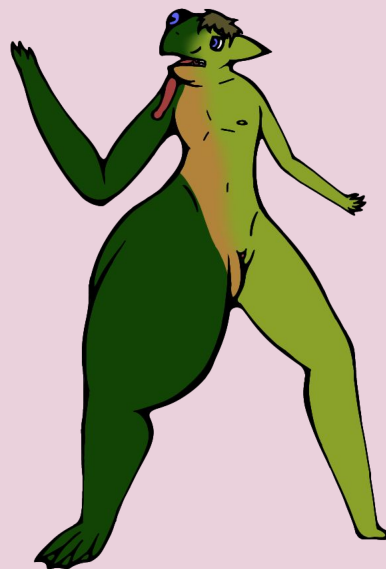
Given Back: For every time you are taken over you can choose to reroll any roll you wish and take the new result. This resets when you sleep.

Lycanthropy

Someone who can change into an animalistic form.

Curse: Every full moon night (roughly 30 days) you take the form of a monstrous animal. In this form you must attack any creature you come across regardless of your relationship to them. You also get a 6 damage attack and a second set of body points and options.

Lycan Form: Any time not during a full moon night you can take the same form but without the need to attack anything.





Undeath

A once living being that has been reanimated

Curse: You are much easier to physically damage without actually killing you. When you take damage equal to $\frac{1}{4}$ your health or are hit with a critical hit one of your limbs is removed from your body, you and the GM can decide which one. If both of those happen in one attack or if take $\frac{1}{2}$ of your health your head is removed from your body but remains alive.

Dismemberment: You can remove parts of your body without taking damage and reattach parts that have been removed. You can control them while they are detached as an action or movement.

Vampirism

A creature that must feed on others to survive.

Curse: You must consume the flesh or fluids of a person once per day. If you do not you get a -1 to all stats (Minimum 1) and damage (Minimum 0) indefinitely. This effect stacks every day until you consume a person's flesh or fluids again.

Feast: When you do consume a person's flesh or fluids you gain +1 to all stats and damage for 1 the rest of the day which stacks every time you do so.



Travel

Distance

Distance is the amount of space between two points. Distance is measured in the following five categories.

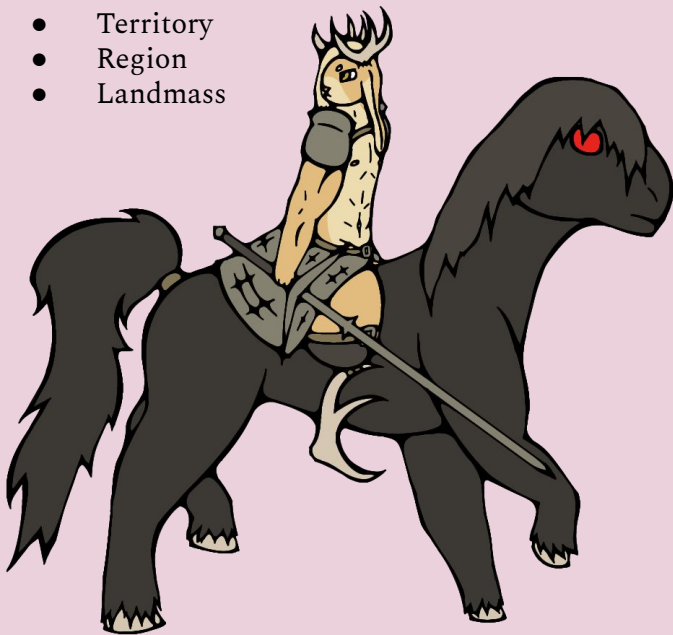
- Very short: Within immediate reach
- Short: Easily reachable but not immediately
- Medium: Not particularly far away but not all that close either
- Long: Requires some traversing to reach
- Very long: Requires a significant amount of traversing to reach

The specifics of these distances are up to player and GM interpretation and can vary depending on the distance scale

Distance Scale

Distance scale determines the relative size of distances. Distance scale is measured in the following six categories

- Room
- Building
- Town
- Territory
- Region
- Landmass



A very short landmass scale distance is many times longer than a very long room scale distance. Very long for each distance scale is slightly shorter than the very short of the next scale up.

Travel Time

Travel time refers to roughly how long it should take to travel a certain distance. Room scale should only take a few seconds to travel

- Building scale should take at most a minute to travel
- Town scale should take at most an hour to travel
- Territory scale should take at most a day to travel
- Region scale should take at most a week to travel
- Landmass scale should take at most a month (about 30 days) to travel

Travel times vary depending on the distance within the scale. A small town may take only five minutes to walk end to end, but a major city may take the full hour.

Transportation

Transportation shortens the length of time travel takes, or at the very least reduces the amount of energy needed to travel it.

Mounts and vehicles are usually small or larger in size. Medium (horse/bicycle) or large (elephant/cart): reduces travel time by 1 scale. Giant (dragon/ship): reduces travel time by 2 scales. Small (wheelchair/dogsled): does not affect travel time normally but can help with difficult terrain or ability to move.

Travel time also varies based on what you are travelling on. Sea travel increases travel time by 1. Sky travel reduces travel time by 1.

Animals, Monsters, and People

Animals

Animals are the non-intelligent creatures that inhabit the world. Animals are generally not intelligent enough to consent. Below are the guidelines on the stats of the various sizes of animals, with some animals listed that would fit in that size range. These do not need to be followed exactly.

Tiny (bee-bunny)

- 1 health
- 0 armor
- 1 to all stats
- 1 attack
- Maximum base damage 1
- Very short room scale walk

Small (cat-pony)

- 2-4 health
- 0-2 armor
- 1 to smart and hot, 3 to strength and tough
- 1-2 attacks
- Maximum base damage 2
- Medium room scale walk

Medium (deer-bear)

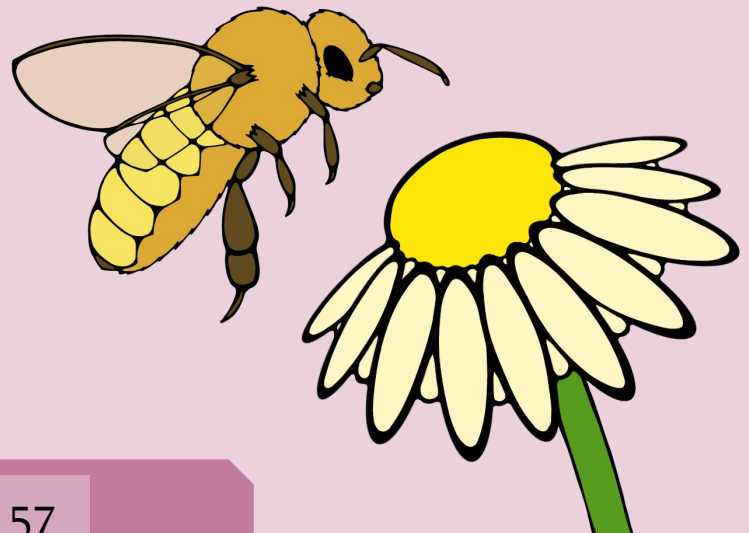
- 5-10 health
- 3-6 armor
- 2 attacks
- 1 to smart and hot, 6 to strength and tough
- Maximum base damage 4
- Very long room scale walk

Large (moose-elephant)

- 12-24 health
- 9-12 armor
- 1 to smart and hot, 9 to strength and tough
- 1-2 attacks
- Maximum base damage 8
- Short building scale walk

Giant (orca-blue whale)

- 30-60 health
- 15-30 armor
- 1 to smart and hot, 12 to strength and tough
- 1 attack
- Maximum base damage 16
- Long building scale walk



Monsters

Monsters are creatures that inhabit the wilds or outskirts of society and can often times cause issues if and when they come into contact with people. They're not exactly animals or people, but are usually intelligent enough to consent. Below are the guidelines for the various sizes of monster along with an example monster. These do not need to be followed exactly.

Tiny

- 1-3 health
- 0-2 armor,
- 0 arousal
- 1d4-1 (Minimum 1) to stats
- 3 body points
- 1 attack
- Maximum base damage 2
- Very short room scale walk
- 1 ability

Example tiny monster: Fairy

- Health: 3
- Armor: 2
- Arousal: 0
- Strength: 1, tough: 1, smart: 1, hot: 3
- Body options: Wings, Stretchy
- Attack: bite 2d
- Attack bonus: 0
- Base walk: Very short room scale distance
- **Sorcerer spellcasting:** The fairy has the ability to cast spells. Describe A magical effect based on the spell types Abnormality, Visuals, Invincibility, and Multiplication, using the guidelines described in the Magic section.

Small

- 3-6 health
- 2-4 armor
- -1 arousal
- 1d4+1 to stats
- 4 body points
- 1-2 attacks
- Maximum base damage 3
- Medium room scale walk
- 2-3 abilities

Example small monster: Slime

- Health: 4
- Armor: 2
- Arousal: -1
- Strength: 5, tough: 5, smart: 2, hot: 5
- Body options: No body hair, Inflatable
- Attack: Suffocate 3d
- Attack bonus: +2
- Base walk: Medium room scale distance
- **Pseudopod:** The slime can create a stubby appendage from its body which it can use to grab objects.
- **Amorphous:** The slime is malleable and has no definite shape. It can take any form within reason and can fit through spaces as small as 1 inch wide.



Medium

- 6-9 health
- 4-8 armor
- -2 arousal
- 1d4+2 to all stat
- 6 body points
- 2-3 attacks
- Maximum base damage 4
- Very long room scalewalk
- 3-4 abilities

Example medium monster: Mimic

- Health: 9
- Armor: 7
- Arousal: -2
- Strength: 4, tough: 4, smart: 3, hot: 3
- Body options: Markings, Long tongue, Tentacles
- Attack: Bite 4d, tongue lash 3d
- Attack bonus: +2
- Base walk: Very long room scale distance
- **Shapechange:** The mimic can change its shape into that of medium or smaller inanimate objects.
- **Fortified:** When the mimic is completely still in the form of an object its armor doubles. This ends when the mimic reveals itself, makes an action, or makes a movement.
- **Stealth:** Those around the mimic reduce smart on rolls they make to notice it by 1.

Large

- 15-30 health
- 9-18 armor
- -1 arousal
- 1d4+0 to smart and hot, 1d4+4 to strength and tough
- 8 body points
- 3-4 attacks
- Maximum base damage 8
- Short building scale walk
- 4-5 abilities

Example large monster: Lesser Devil

- Health: 25
- Armor: 9
- Arousal: -1
- Strength: 8, tough: 7, smart: 1, hot: 3
- Body options: Horns, Tail, Long tongue, Overflow, +2 to muscles
- Attack: Flail 8d, Horns 4d, Punch 3d
- Attack bonus: +4
- Base walk: Short building scale distance
- **Infernal weapon:** If the devil is holding a melee weapon they can alter the material it is made out of to different material like tungsten or plutonium. This will add +2 to the damage or attack.
- **Infernal resistance:** The devil takes half damage if the damage is fire based.
- **Bloody healing:** The devil can heal themselves by 1d4 when they roll a 12 on an attack
- **Bloodthirsty:** If the devil brings a person down to 0 health they can make an extra attack on that action.

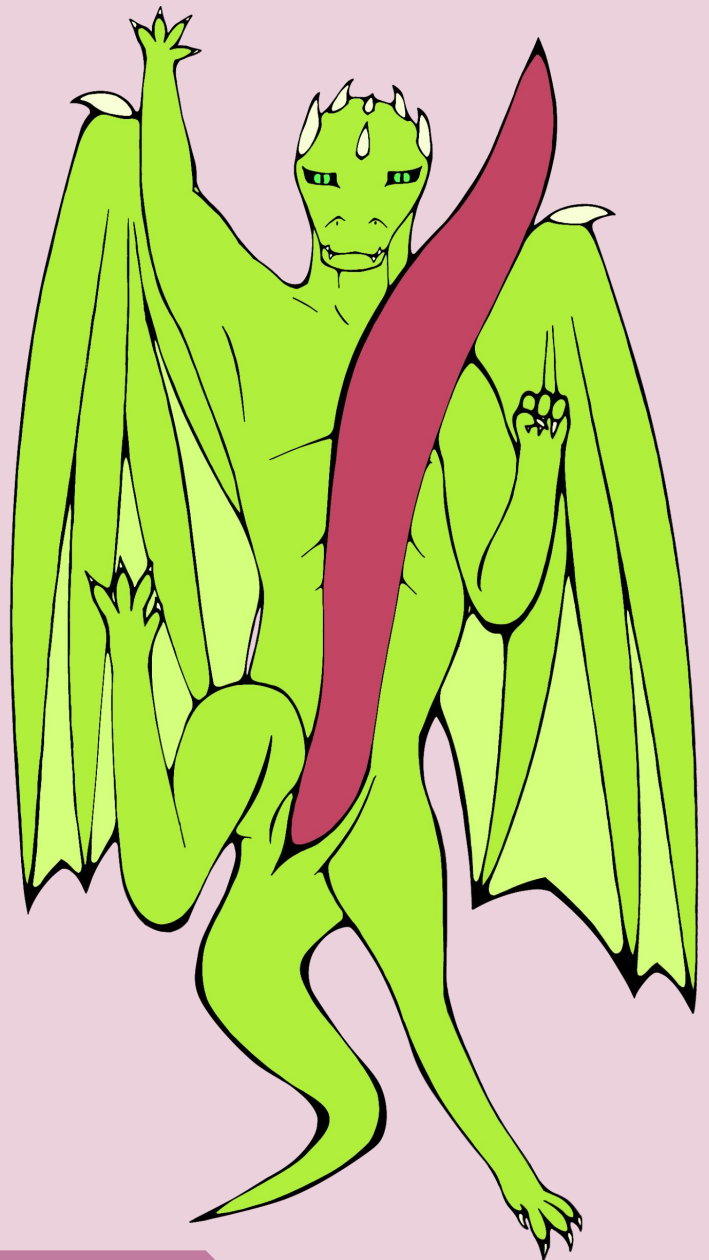
Giant

- 80-100 health
- 20-40 armor
- 0 arousal
- 1d4-1 to smart and hot (Minimum 1), 1d4+8 to strength and tough
- 10 body points
- 4-5 attacks
- Maximum base damage 16
- Long building scale walk
- 5-6 abilities

Example giant monster: Dragon

- Health: 100
- Armor: 41
- Arousal: 0
- Strength: 9, tough: 9, smart: 2, hot: 4
- Body options: Horns. Tail, Wings, Long tongue, Overflow, +3 to genitals
- Attack: Bite 16d, Horns 9d, Tail whip 7d, Stomp 10d, claws 16d
- Attack bonus: +4
- Base walk: Long building scale distance
- **Breath:** The air that the dragon breathes out can have some sort of magical effect of their choosing, and could act as anything from a fireball to an aphrodisiac. This functions the same as a level 10 Summon spell.
- **Magnificence:** Most people will think the dragon is elegant and grandiose when first meeting them, giving them a +5 bonus to Hot when interacting with someone for the first time.
- **Flight speed:** The dragon can sacrifice an action to double their flying speed.

- **Roar:** The dragon lets out a mighty roar. Those they considered their allies are healed by 2d4 health and regain full armor points.
- **Magic resistance:** Spellcasting rolls automatically fail against the dragon.



People

People function pretty much the same as player characters and also have the body options and ability from their species. Whether they have a class and items or not is up to you. People are almost always intelligent enough to consent. Below are some of the common archetypes of non player characters. These do not need to be followed exactly.

Commoner

- 1d4+0 health
- 0-1 base armor
- 0 arousal
- 1 to all stats
- 1-4 body points
- 1-2 skills

Soldier

- 1d4+2 health
- 1 base armor
- 0 arousal
- 1d4+0 to smart and hot, 1d4+1 to strength and hot
- 1-4 body points
- Carrying, survival, and medicine skills

Royal

- 1d4+1 health
- 0-2 base armor
- -1 arousal
- 1d4+0 to all stats
- 1-6 body points
- 0-1 skills

Assassin

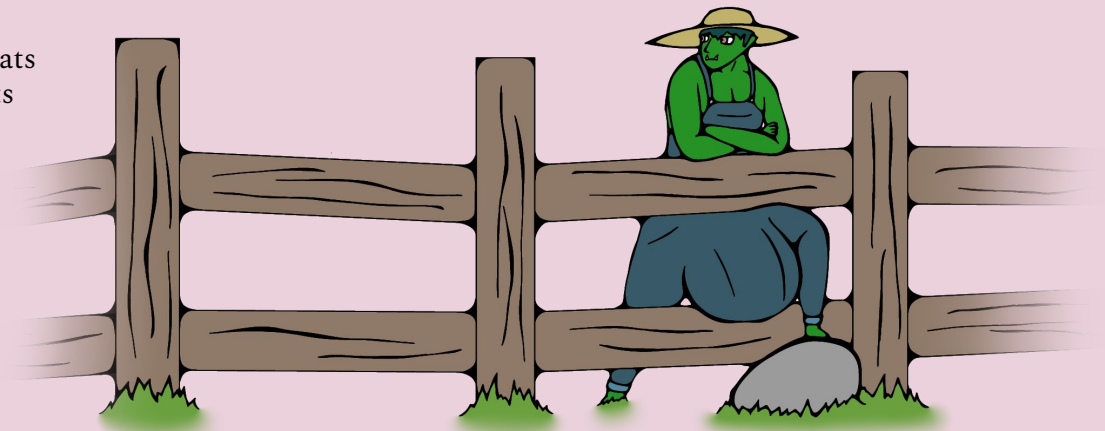
- 1d4+2 health
- 1-3 base armor
- -1 arousal
- 1d4+0 to hot and tough, 1d4+2 to smart and strength
- 1-4 body points
- Brewing, climbing, and swindling skills

Prostitute

- 1d4+1 health
- 0-1 base armor
- -3 arousal
- 1d4+0 to smart and strength, 1d4+2 to hot and tough
- 3-12 body points
- Tailoring and performance skills

Artisan

- 1d4+1 health
- 0-1 base armor
- -2 arousal
- 1d4+1 to tough and strength 1d4+3 to hot and smart
- 2-4 body points
- 2-5 skills



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	Skills			
Height:				
Genitals:				
Chest:				
Butt:				
Belly:				
Muscles:				
Inventory:	Space used:			
Items				
Description				

Name	Pronouns	Species	Class and level	Player name
Arin	He/Him	Therodon	Warrior 1	
Smart		1 HP	Armor	Health
Strength		4 Total		7 6
Tough		4 Current		7 6
Hot		2 ✖		✖
Body points total		3 Frustrated		-1 Lustdrunk
Body points used		3 Abilities	Attack bonus	.+2
Body options	Skills	Aerodynamic: The amount of distance you travel in a movement can be double the normal amount. Fighter: The damage you deal goes up by 1 every level		
Height: 1 (1'2")	Sports			
Genitals: 3	Stonework			
Chest: 3 Pecs				
Butt: 5				
Belly: 1				
Muscles: 4				
Wings				
Tail				
Stretchy 2b 2i				
Inventory: 8	Space used: 8			
Items				
Clothing 2i				
Sword 4s 5+1d				
Buckler shield 2a				
Leather armor 3a				
Stonework tools 4s				
Targe shield 4a				
8 copper				
		lv2 opt2		
Description	A tiny theradon 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.			