

Glossary:

- PAD:** **Physical Attack Damage.** How much physical damage your character deals as a base.
- MAD:** **Magical Attack Damage.**How much magical damage your character deals as a base.
- EVASION:** What a roll to hit has to beat in order to successfully hit.
- WEAPON BONUS:** Extra damage added to your damage roll based on the weapon you are using.
- MENTAL:** Your mental stat. You add this stat to rolls that require mental skills. Such as learning about things, recognizing or spotting things and magical knowledge or skills.
- PHYSICAL:** Your physical stat. You add this stat to rolls that require physical skills. Such as escaping a grapple, picking things up and sneaking.
- SOCIAL:** Your social stat. You add this stat to rolls that require your social skills. Such as flirting, convincing people of things, bluffing or intimidating people.
- HP:** Hit points. Your health. If this is at 0 you are dying.
- RP:** Resistance Points. Your ability to resist climaxing. Goes down as you endure sexual pleasure. If it reaches 0 you climax and can no longer continue until you are revived.
- CC:** Combat Class. The class you choose that affects your abilities in combat.
- NCC:** Non-Combat Class. The class you choose that affects your out of combat interactions and sexual interactions in and out of combat.
- DR:** Damage Resistance. Damage dealt to a target is reduced by the amount of DR the target has. Certain types of damage ignore DR.

Character Creation Rules

While creating a character you choose your Combat Class, Non-combat class and Race. You automatically start with 100c and a basic weapon, basic armor and a basic shield. You get all skills and traits available to your Combat Class, Non-Combat Class and Race.

Combat Rules

Turn Order

The Turn order is decided by each character in combat rolling 1d6+ their evasion. Turn order goes in the order of highest roll to lowest. In the case of a tie the character with the higher base evasion goes first. If both have the same base evasion, then the player auto beats the enemy. If both are players or enemies then roll 1d4 for each and the higher goes.

Choose a skill to use. Roll to attack using that skills to hit roll. Roll is versus the target's or targets' Evasion. If unsuccessful check if the target has any trait or ability it can use if something misses it and if it doesn't nothing happens and that creature's turn ends unless it has any trait or ability that lets it take any further actions. On a hit do whatever the skill says to do.

Incoming Damage Special Rule

Certain traits or abilities will affect the amount of damage a character takes or will activate when the character takes damage. The characters DR is always calculated first. After DR calculation is done any remaining damage that made it through the characters DR is then affected by any traits the character may have that affect damage dealt to the character, after that any abilities and then the final calculated damage is dealt. Special abilities of items, weapons or armor are counted as inherent traits and calculated alongside the traits. If there are more than one trait or ability affecting incoming damage. The dm can decide in what order the damage is calculated. If of course The DR blocks all incoming damage. No damage affecting traits or abilities activate.

Using Items in combat

Items that deal damage or status effects take up your turn. Healing or support items can be used as many times as desired in a turn and still allow you to take an action.

Fleeing from Combat

Roll 1d6+physical. Add the result to your evasion. The opponent makes an attack roll to try and stop you. On failure you have managed to escape combat. On success you take damage and your turn ends. You may try again as many times as you wish.

Skill Checks

There are three kinds of skill checks. Mental, Physical and Social. Each skill check has sub categories. Every skill check will fall into one skill and one subcategory. Subcategories are mostly unimportant during the actual skill check and merely determine what if any skill check effecting traits might come into play. The various subcategories are

Mental

Magical Magical refers to any check involving the identification or application of things of a magical nature.

EX: Identifying a spell in a book, breaking a magical ward or figuring out the nature of a curse.

Knowledge Refers to any check involving how much knowledge a character has about a specific field of study.

Ex: Knowing about something from history, Figuring out a puzzle or identifying various creatures you interact with.

Special Note: One might get confused on the difference between Magical and Knowledge in some contexts. So, here's some examples to help you figure out which is required. Knowing what a specific spell does is Magical. Knowing about a field or school of magic or recognizing the signs of a specific mage or magical group is knowledge. There is also a couple of points where either would be acceptable.

Example: Seeing a ritual and figuring out what it does would be magical, Seeing the ritual and recognizing the person performing it is knowledge. Knowing what god the ritual is being used to call upon could be either.

Physical

Strength Refers to any check that requires the use of physical strength or endurance.

Ex: Forcing open a locked door. Holding up a heavy object or restraining someone or something.

Agility Refers to any check that requires the use of reflexes or dexterity.

Ex: Picking a lock, dodging a triggered trap or sneaking.

Special Notes: Grappling. Grapples are their own special subcategory. They only ever use your basic physical stat and do not gain bonuses from any trait that does not specifically affect grapples.

Secondary Special Note: Running. In the event that a player has to run, either to chase someone or beat them in a race or anything of that nature either subcategory can be used.

Social

Menacing Refers to any social interaction through negative means.

Ex: Lying, intimidating or taunting someone.

Diplomatic Refers to any skill check involving a social interaction through positive means.

Ex: Convincing someone of a truth, seducing someone or gaining an audience with a figure of authority.

Special Note: These might seem subjective, but they are not. The intent behind the action does not matter. Attempting to seduce someone with the intent to kill them is still a positive means of interaction, while forcing an audience with a figure of authority by threatening to

crush the guards head is a negative means regardless of whether your interaction with the authority will result in saving the day.

Secondary Special Note: Reputation. You will gain reputations as you play through the game. These reputations can have various effects on your interactions with different groups. This is not fully fleshed out yet, but in a basic way, what this means is that if you say act like a criminal. Authority groups will probably not like you much and you will get penalties to dealing with them, but criminal groups might like you more and you can get bonuses when dealing with them.

Player Grapples

The players can grapple enemies as well and if the enemy is susceptible can even attempt to use RP abilities on the enemy.

Rolling to attempt a grapple is the same roll as a basic attack roll with no damage and no added bonuses.

Much like with Players being grappled. The enemy gets a chance to break the grapple by rolling 1d10+ half their physical stat vs the players grip stat.

Regaining RP

RP is regained in a lot of the same ways as HP is regained.

During a rest each player regains RP equal to a quarter of their max RP unless a status effect or trait says otherwise.

Medical NPCs do not restore RP.

Status Effects:

Grappled: Character has -2 to evasion while grappled and cannot attack. Attempting to escape the grapple requires a 1d10+ half their physical rounded up vs the grapplers grip stat. An ally can attempt to assist the grappled on their turn using up their turn to do so in which case the grappled character can immediately make a grapple escape attempt at 2d10+half their physical rounded up.

Downed: At 0 HP or RP the player is downed. They cannot attack or act unless they are revived.

Fallen: A fallen character cannot use any non-MAD attacks on the next turn unless another player uses their turn to pick them up.

Blinded: Blinding lasts for varying amounts of time and results in a -2 or sometimes higher penalty to hit rolls.

Stunned: Cannot act until the stun ends. Stun lasts varying amounts of time. Can be healed.

Poisoned: Take 1d6 damage per turn unless healed or 4 turns pass.

Fast Poisoned: Take 1d20 damage per turn unless healed or 2 turns pass.

Cursed: 1d4 RP damage per turn until healed.

Horny: Target cannot regain RP. Can be healed.

Seeded: Evasion -2, regenerate half rp from all sources. Can only be removed by Medical NPCs.

Confused: A confused character rolls a dice to decide who their attack hits. Roll a number equal to the number of potential targets including the confused character and assign each number to a target.

Stripped: A stripped character loses all DR until they take a turn to recover their armor. Cannot attempt to recover armor if they are currently fallen, grappled or stunned.

Pregnant: A Pregnant character loses all evasion, takes double RP damage, but gains 10 health and can add 1d4 damage to all damage rolls. Pregnant status effect can only be ended by visiting a healer.

Charmed: A charmed character will make attacks against their own allies.

Weakened: PAD is temporarily reduced to 1d1

Berserk: A berserk character can only use basic attacks on their turns.