

Chum Chews: Shark TF

Because Izma isn't here to give you shark teeth.

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Codex Entry:

Developed by: (now defunct) GENeric TECHnologies

Manufactured by: J'ejune Pharmaceuticals

About:

Chum Chews were developed from an ancient Terran mod, which was designed for Terran oceanic exploration long before Ausar contact. The original product having been developed before nanotechnology became commonplace, rather than using microsurgeons to change the user, it used more primitive retroviruses to deliver its genetic payload of squaline DNA, as well as genetic material from other Terran species to promote regeneration and increase metabolism. The original product was administered via intramuscular injection in a controlled medical environment, to prevent side effects and incompatibilities.

J'ejune would come across the old mod when searching for a way to facilitate colonization of primarily oceanic worlds, a few having been discovered a few Rushes back, which would allow colonists to stay underwater without diving gear. Hoping to beat Xenogen to market, J'ejune quickly changed the delivery format to oral administration in the form of gummies, and rushed into trials, where they discovered that side effects, some of them extreme, tended to occur in large daily doses. Not wanting to spend extra time and research fixing the problem, J'ejune silenced and fired the laquine team that redeveloped the mod, slapping a warning label on the package in order to get legal approval.

The public would soon learn of the side effects, although the fallout for J'ejune was minimal, after running a extensive advertisement campaign detailing the potential benefits of the side effects when the public first learned of it. However, the fired scientists would have the last laugh, with one of the rarer, more salacious side effects being undocumented in the original mod.

Item Description



Short name: ChumChews

Long name: bag of Chum Chews

Description: a bag of fish-shaped gummies comprising a dose of 'Chum Chews'

Tooltip: A mod in the form of bright-red fish-shaped gummies designed to give shark-like qualities for underwater exploration. Some small text on the back warns about unintended side effects if consumed more than 6 times in a 24 terran-hour period.

Base Price: 800 credits

Location: Gene's Mods.

Stat Tracking/Status Effects:

Usage Tracking:

Chum Chews Status Effect

- 1st value: Number of uses since status effects began
- 2nd value: Tigershark OD status (0-3)
- 3rd value: Sharktopus OD status (0-2)

Effect Tracking

SHARK_EAR_VARIANT flag:

- undefined: long ears, no headfin

- defined: ear holes, headfin

Use

First time:

```
if kGAMECLASS.flags["CHUM_CHEWS"] == undefined && target.faceType !=  
GLOBAL.TYPE_SHARK) {  
    kGAMECLASS.flags["CHUM_CHEWS"] = 0;  
    output("You open the bag and take one of the fish-shaped  
candies. You pop it in your mouth and chew... and chew... and  
chew... before you're able to swallow the piece of candy.  
Tastes sort of like cherries with a hint of fish oil. You go  
and swallow the rest of the candies without chewing.");  
    kGameClass.flags["CHUM_CHEWS_VARIANT"] = 0;  
}
```

Subsequent times:

```
else if (target.faceType == GLOBAL.TYPE_SHARK)  
    output("You open the bag and pop a candy in your mouth. Thanks  
to your rows of sharp teeth, chewing the candy isn't a problem.  
You go ahead and eat the rest of the gummies. Tastes a lot more  
fishy now.");  
else  
    output("You open the bag and pop a candy in your mouth. They're  
still really hard to chew. After swallowing the first, you go  
ahead and eat the rest of the gummies without chewing.");  
kGAMECLASS.flags["CHUM_CHEWS"]++;  
if (target.hasStatusEffect("Chum Chews")){  
    target.addStatusValue("Chum Chews", 1, 1);  
    target.addStatusMinutes("Chum Chews", 240);  
}  
else  
    target.createStatusEffect("ChumChews", 1, 0, 0, 0, true,  
"Pill", "You've still got a bit of gummies stuck on your teeth...",  
false, 240, 0xD8D8D8);
```

```
if (target.sharkScore()<2) kGAMECLASS.flags[SHARK_EAR_VARIANT] =
undefined; //reset ear variant
output(" You throw away the bag and wait for the changes to begin...");
```

Tier 0 Effects

These effects always happen. If the target already has these traits, an extra change rolls to the next tier

Teeth

// Requirements: target does not shark face.

- Face changes to shark type (no muzzle, just teeth)
 - "You feel a slight ache from your gums, and you figure it's just from all the chewing you did just to get the first candy down, but that's one of your least concerns, because it feels like one of the candies has gotten stuck on your teeth. You move your [pc.tongue] to dislodge the stuck candy, but are stopped by a searing pain as your tongue rubs against something sharp, and you can taste blood. You bring up your codex to inspect the damage, but what catches your eye is **a row of sharp triangular teeth that have grown in front of your regular set!** Your face has grown more angular to accommodate the extra teeth, which seem to retract when you're not focused on them."

Gills

//Reqs: target does not have gills

- Gain gills
 - You feel a searing pain from your neck. You pull out your codex and look at your reflection to see that the [pc.skinFurScales] of your neck has formed membranous slits, and you can see the blood vessels within. **You now have gills!**.

Tier 1 Effects

Choose 1 change at random, 33% chance of an extra change, changes not used roll to next tier.

Face

Snoot

- If face does not have "Muzzled" flag, add Muzzled flag.

- "You feel the bones and muscles of your [pc.face] melting and rearranging, your nose and mouth pushing out and elongating into a predatory visage. You now have a shark-like snout for a face! "

Ears

- If not shark ear type:
 - if (kGAMECLASS.flags["SHARK_EAR_VARIANT"]==undefined && rand(2)=0)
 - Change ears to Lizan type
 - "There's a sudden heat at your [pc.ears]. Reaching up to touch them, you discover that where you once had ears, you now have a circular depression from where you sense sound."
 - Change horn type to Shark, set horns equal to 1
 - If single horn:
 - "Your [pc.horn] suddenly flops to the side and begins to widen towards the back of your head, shaping into a familiar looking fin."
 - If multiple horns:
 - "Your [pc.horns] suddenly become soft and flop to one side of your head. They start to merge together into one, widening vertically down your head, shaping into a familiar looking fin."
 - If no horns:
 - "Suddenly, you feel something pushing up from the top of your head. Looking at yourself with your codex, you find a familiar looking fin emerging from the back of your head."
 - "You now have a shark-like dorsal fin on your head!"
 - KGAMECLASS.flags["SHARK_EAR_VARIANT"]=true;
 - //Otherwise, change to shark ear type
 - if (!InCollection(target.earType, [GLOBAL.TYPE_HUMAN, GLOBAL.TYPE_BOVINE, GLOBAL.TYPE_SYLVAN, GLOBAL.TYPE_DRIDER, GLOBAL.TYPE_LIZAN, GLOBAL.TYPE_DEER, GLOBAL.TYPE_DRACONIC, GLOBAL.TYPE_GRYVAIN, GLOBAL.TYPE_GABILANI, GLOBAL.TYPE_DEMONIC, GLOBAL.TYPE_FROG]))
 - "You feel a mild pain from your [pc.ears] as they shift and migrate to the side of your head. They "
 - //otherwise: "Your ears "
 - "tingle as the tips reshape into points,lengthening into a long, fin-like shape. You now have long, streamlined ears!"

Eyes

- if eyes are not shark type, change to shark type.
 - "Your see your vision blurring. You blink and rub your eyes, but to no effect. A couple of seconds later, your vision clears. Movement seems sharper, clearer in your vision. You check your reflection in your codex. **Staring back at you are a set of fierce, vertically slitted eyes, much like a cat, a reptile, or a shark.**"

Body

Legs

// Requirements: target does not have shark legs

- If legcount>2, change leg count to 2, reset genital location
 - "Your [pc.lowerbody] goes numb as you stumble and fall gently on your lower half. You clutch the frontmost pair of your [pc.legDescript] in your [pc.hands], as you see them warp and lose definition, flesh sucking back into your body. **Your lower body shortens, shifting you back into a bipedal stance.**"
- If plantigrade, feet change to digitigrade
 - "You feel your [pc.feet] elongating and changing shape to support your bodyweight on the balls of your feet."
- If missing paws flag, Feet gain paws flag.
 - "The flesh on the soles of your feet thickens with additional flesh to further support your weight on land."
- If missing rough flag, legs gain rough skin
 - "Your legs and [pc.feet] begin to itch, as the [pc.legFurScales] of your legs shifts and melts together, before coalescing into the rough, sandpapery skin of a shark."
- Legs change to shark type
 - "Your [pc.toes] ache and begin to stick together, losing definition. You idly wonder if you're turning into the gummy substance of the candies you just ate, but relax as they begin to pull apart again. Sharp claw sprout from your toes, skin having formed webbing between them. **You now have webbed feet!**"

// Otherwise Requirements: target is naga (¼ chance)

- Leg gains rough flag
 - "Your [pc.lowerbody] itches, as the [pc.legFurScales] of your legs shifts and melts together, before coalescing into the rough, sandpapery skin of a shark."
- Leg changes to SharkMaid type (land mermaid?)
 - "The tip of your [pc.leg] really hurts. You clutch the tip in your [pc.hands] as it begins to reshape into a sharp, angular fin. **You have an eel-like lower body, with a tail fin!**"

Arms

//Requirements: target does not have shark arms (¼ chance)

- Arms gain rough skin
 - "The [pc.armFurScales] of your [pc.arms] and [pc.hands] warms as it reforms into the sandpapery skin of a shark."
- Arms change to shark type
 - " it feels like someone has cut you on the sides of your arms. You inspect your arms to insure you hadn't scraped anything, but all you see is flesh beginning to sprout where the pain is. The flesh continues to grow under your [pc.armFurScales], forming streamlined fins along your forearms. The flesh on your fingertips and palm swells into a more bestial shape, as short, sharp claws emerge from your fingertips. You now have claw-tipped, finned arms!"

Tail

// Requirements: no tail and not naga

- Grows shark tail
 - "Every few seconds, you feel a painful spasm from base of your spine, right above your [pc.ass]. You move a [pc.hand] back to check what's up to discover a fleshy bulge poking from"
 - if nude()
 - "it. The"
 - else
 - "your [pc.armor]. You hastily loosen your [pc.gear] as the"
 - "bulge begins to lengthen and expand, growing almost as wide as your [pc.ass] at the base, and tapering to a point about" +Math.floor(tallness / 24) + "feet behind you. A wicked looking vertical fin sprouts from the end, swaying to and forth with every movement. You now have a tail like a shark's!"

// Otherwise: tail is not shark tail

- // Requirements, (>1 tail), loses extra tails
 - "Your [pc.tails] warm as they begin to fuse into a single, larger base. You look back as it"
- // Otherwise
 - "Your [pc.tail] warms, and you look back, noticing that it"
- Tail changes to shark tail
 - "begins to thicken at the base, widening up to be almost as thick as your [pc.ass], and tapers to a tip near the end. You feel a tingle as the end begins to bulge anew, the bulge coalescing into a wicked vertical fin at the end. Your tail is now like that of a shark's!"

Skin

// Requirements: (target does not have "skin" skintype, or does not have rough skin flag)

- Scales/fur/feathers/chitin changes to skin
 - "Your [pc.skinFurScales] warm as your [pc.skinNoun] begins to meld together into a tough hide."
- Skin becomes rough sharkskin. (Add GLOBAL.FLAG_ROUGH)
 - "Your skin itches as tiny tooth-like denticles erupt from your hide, giving it a rough, sandpapery texture."
- Skin color changes to grey
 - "The color drains from your [pc.skinTone] shin, as it fades to a pale grey, slightly darker on your back, than in your front."
- " Your body is now covered in the sandpaper-like skin of a shark"

Tier 2 Effects

Choose one possible effect at random, unused changes roll to next tier.

Primary Sexual Characteristics

Genital Slit

//Requirements: Target doesn't have genital slit.

- Gains genital slit
- Loses sheath/foreskin if cocks had it
- "There's a sinking feeling... coming from your groin. You check your crotch to see your [pc.multiCockDescript] receding into a newly formed slit. You reach into the slit and are relieved to find your genitalia still there. You now have a genital slit where your [pc.multiCockDescript] hide when unaroused."

Hemipenes

//Requirements: Target has genital slit, and not two identical cocks

- pc.lust(20)

//Reqs: Target has one cock

- "There's a warmth coming through your loins. You hastily dof your [pc.gear] and watch as your [pc.cockDescript] emerges from your slit, hardening to its full length, and thickening, "
- Gains second cock identical to first.
- "thickening while a cleft forms at the tip that deepens, moving down your phallus towards your crotch until you have a matching pair of [pc.multiCocksDescript]!"

// Requirements: Target has greater than two cocks (½ chance)

- Loses smallest cock
- "You feel... something at your crotch. You quickly remove your [pc.gear] to check to see the what the matter is, only to find a single cock erect and sticking out of your slit. You watch, as your [pc.smallestCock] begin to deflate and recede into back inside your body. You reach inside your slit, only to find it missing."

//Requirements: Target has two cocks that aren't identical.

- "You feel a familiar tightness in your loins, but this time accompanied by a strange warmth. You hastily take off your [pc.gear] finding that your [pc.multiCocksDescript] standing at attention. Your [pc.smallestCock] begins to tingle, and lose definition, growing and changing shape to match its larger brother.
- Smallest cock changes to be identical to the other.
- "You now have an identical pair of [pc.ocksDescript]!"

Internal Testes

Requirements: Target ballsize < 3 (walnut size) and has genital slit.

- Loses balls and balls become internal.
- "You feel a slight tightness and wrenching in your [pc.sack]. Finding the feeling amiss, you remove your [pc.gear], and examine your crotch. You find nothing off at first, but the tightness intensifies, causing you to double over, while you watch helplessly as your [pc.balls] begin to migrate back into your torso, leaving you with an empty flap of skin that was once your scrotum. The skin quickly tightens, leaving you with a smooth patch of skin where your gonads once were."

Sharkgina

//Requirements: Has vagina && vaginas are not shark or siren type

- "Heat courses through your body, leaving you hot and your [pc.vaginas] wet with arousal."
- If target.vaginaTotal(>1, "Each of your cunts", otherwise "Your cunt"
- "is so quickly engorged and needy, that you can't help but begin to masturbate. You bring one hand down to"
- if target.vaginaTotal(>1, "one of your pairs of", otherwise "your"
- "lower lips, and immediately plunge it into your depths, but immediately feel something new, something that begins to stroke and tickle your hand, the sensation spreading all over your buried hand until your whole hand is being tickled. Bringing a finger to stroke at your inner walls, you brush against a protrusion of some sort and are immediately rewarded with another spike of heat and arousal coursing through you."
- Change all vaginas to shark type
- if target.vaginaTotal(>1,
 - "Curious, you remove your hand from your depths and plunge it into"
 - if target.vaginaTotal(>2: "one of your other cunts", otherwise "your other cunt"

- "only to find the same stroking sensation assault your hand. ** Your cunts are now lined with sensitive, wiggling tendrils!**
- //otherwise: "**Your cunt is now lined with a myriad of sensitive, wiggling tendrils!**

Secondary Sexual Characteristics/Bodyshape

Breasts

//Reqs: Breast size > D cup

- Lose cup size
- "There's a warmth in your chest as the flesh begins to recede, giving you a more streamlined shape."

Hips

//Reqs: hipRating > 6

- Decrease hip size by 1
- "There's a bit of tightness in your pelvis as your [pc.hips] begin to narrow, leaving you with a sleeker appearance."

Butt

//Reqs: buttRating > 4

- Decrease butt rating by 1
- "Your [pc.butt] momentarily aches as it tightens and shrinks, granting you a more hydrodynamic figure."

Height

//Requirements: tallness < 70

- "You stumble, but catch yourself before you can fall to the ground. Immediately you notice that ground seems farther away than usual. **You've gained a couple of inches in height!**"
- Gain 3-6 inches of height.

Tier 3 Effects

Effects only happen if extra changes from previous tier.

Dorsal fin (50% chance)

- //Reqs: If target has non-sharktype wing && hornType!=GLOBAL.TYPE_SHARK
 - wing changes to dorsal fin (shark wing)

- "You feel a pinching as your [pc.wings] begin to move on their own and fuse into a single solid mass. After the feeling passes, you check your back with your codex to find that **your [pc.wings] have fused into a single, sharp looking dorsal fin!** You promptly pull out your codex and start looking for new chairs."
- //Otherwise if target doesn't have wings && hornType!=GLOBAL.TYPE_SHARK
 - Grow dorsal fin (shark wing)
 - "You feel a tightness in the middle of your back, but stretching and wiggling your shoulders does little to relieve it. Suddenly, you feel something pushing under the [pc.skinFurScales] of your back. Looking back with your codex, you discover that **you now have a intimidating, shark fin on your back!** You promptly pull out your codex and start looking for new chairs."

Overdoses

Effects only happen if extra changes left over from Tier 3, and target.statusEffectv1("Chum Chews")>6

Tiger Shark (1/X chance)

//Requirements: has extra change, and

- Skin color changes to "red striped", if not already
 - "All of a sudden you feel searing heat and an intense itch from all over your [pc.skinFurScales]. A splotchy rash begins to form, starting from your neck, and begins to spread everywhere, and soon enough, you're covered in it. The feeling intensifies along your sides, where black lines begin to appear, and widen into black, tapered stripes."
- //Otherwise
 - "Suddenly you feel a burning, itching sensation all over your [pc.skinFurScales]. Your [pc.skinFurScales] appears to glow with the perceived heat."
- 1st Time:
 - "The burning and itchiness seem to fade, but the assumed rash does not. **It seems this is your skin color now.**
- 2nd Time:
 - Libido increases by 5
 - Lust increases by 20
 - The burning sensation passes, but another, more sensual, heat spreads to your [pc.crotch], but unlike the burning sensation, this one doesn't seem to fade. **You worry that something more extreme could happen if you overdose again.."**
- 3rd Time:

- Libito increases by 10
 - Go through all possible tiger shark effects.
 - "The heat finally dissipates, and you're left with your new additions."
-
- target.addStatusValue("Chum Chews",2,1);
- target.addStatusValue("Chum Chews",3,1);

3rd Time Effects

//Reqs: Target has less than 4 balls

- //Reqs: Target does not have balls
 - Ballsize = 9 (baseballs)
 - Gain 4 balls
- //Otherwise,
 - balls = 4

//Reqs: Target ballsize < 9 (baseballs)

- //Reqs: ballsize < 3
 - ballsize = 3
- //Otherwise
 - Increase ballsize until baseball size (max gain 1 inches circumference)

//Reqs: Any of target's cocks < 15" in length

- Random increase in cock length for each cock < 15" (max 3")

//Reqs: hipRating < 6

- Increase hip size

//Reqs: buttRating < 6

- Increase butt rating

//Reqs: cup size of breasts < D cup

- Increase cup size to D cup

//Reqs: target does not have vagina

- Grow shark-type vagina

Sharktopus (1/X chance)

- 1st time
 - Change tail to vanae type tentacles
- 2nd time
 - Change legs into Tentacle type
 - Set Legs to 6
 - Reset genital location
 - Add prehensile, tapered, and tendril leg flags

Electrosensitivity (1/X chance)

- If doesn't have Electrosensitivity status effect
 - Gain Electrosensitivity status effect
 - +10% electrical vulnerability for 1 day
- Otherwise
 - Add 12 hours to Electrosensitivity status effect

Forced Sharkmaid (1/X chance)

- if Legtype is not Sharkmaid, change into Sharkmaid type
 - Remove tails if any
 - Set Legs to 1
 - Reset genital location
 - Add prehensile, tapered, and tendril leg flags

Other Needed Mechanics:

SharkScore

```
var counter:int = 0;

//upper body
if (faceType == GLOBAL.TYPE_SHARK) score ++;
if (faceType == GLOBAL.TYPE_SHARK && eyeType == GLOBAL.TYPE_SNAKE)
score ++;
if (earType == GLOBAL.TYPE_SHARK) counter++;
if (hornType == GLOBAL.TYPE_SHARK) counter++;

//limbs (max 3)
if (armType == GLOBAL.TYPE_SHARK && hasArmFlag(GLOBAL.FLAG_ROUGH))
counter++;
if (legType == GLOBAL.TYPE_SHARK && hasLegFlag(GLOBAL.FLAG_ROUGH))
counter++;
if (tailCount == 1 && tailType == GLOBAL.TYPE_SHARK) counter++;
if (legs == 1 && legType == GLOBAL.TYPE_MERMAID) counter+=2;

//other flavor (max 2)
if (counter > 1 && skinType == GLOBAL.SKIN_TYPE_SKIN &&
hasSkinFlag(GLOBAL.FLAG_ROUGH)) counter++;
```

```
if (wingType == GLOBAL.TYPE_SHARK) counter++;  
return counter;
```

Race Checks

```
if (sharkScore() > 5) race = "shark-morph";  
if (race=="shark-morph" && skinTone == red striped) race == "tiger  
shark-morph";  
if (sharkScore() > 5 && isNaga()) race = "shark mer"+  
mf("man", "maid");  
if (sharkScore() > 4 && legType = GLOBAL.TYPE_TENTACLE) race =  
"sharktopus"  
if (race=="shark-mermaid" && skinTone == red striped) race == "tiger  
shark mer"+mf("man", "maid");  
if (race=="sharktopus" && skinTone == red striped) race == "tiger  
sharktopus";
```

Appearance screen

- (Already there) if has shark-type face:
 - "Your face is human in shape and structure, with " + target.skin(true,true) + "."
 - A set of razor-sharp, retractable shark-teeth fill your mouth and gives your visage a slightly angular appearance.
- If has muzzled shark face:
- If has rough skin
- If has shark type arms
- If has shark type legs
- If is shark-mermaid (naga)
- If has tentacle legs (sharktopus)
- If has shark type vagina

Parser

Types (GLOBAL.as)

```
add GLOBAL.TYPE_SHARKMAID  
add GLOBAL.TYPE_SHARKMAID to valid leg types  
add GLOBAL.TYPE_SHARK to valid arm/leg/ear/eye/vagina types  
add GLOBAL.FLAG_ROUGH  
add GLOBAL.FLAG_ROUGH to valid skin/arm/leg flags
```