

TiTS Parser Reference, Community Updated V2

Based on the original document (with large swaths of it cannibalized to earn this doc its .shit name)

[Other important documents](#)

[Important things to note when reading this document](#)

[General Parser usage and formatting](#)

[Do's and Don'ts:](#)

[DON'T:](#)

[DO:](#)

[Formatting:](#)

[Specifying Specific Things \(Like Penises or Breast Rows\):](#)

[Usage on NPCs](#)

[What If a Parser Tag Doesn't Exist?](#)

[Sub parser tags](#)

[Form and word sub parser tags](#)

[\[pc.each sub parser tag](#)

[\[pc.one sub parser tag](#)

[\[sAre\] sub parser tag](#)

[\[pc.a and \[pc.an sub parser tag](#)

[Non-body part base parser tags](#)

[Equipment tags](#)

[Gear, armor and weapons](#)

[\[pc.gear\]](#)

[\[pc.armor\]](#)

[\[pc.clothes\]](#)

[\[pc.covers\] or \[pc.coverings\]](#)

[\[pc.underGarment\]](#)

[\[pc.underGarments\]](#)

[\[pc.meleeWeapon\] or \[pc.weaponMelee\]](#)

[\[pc.rangedWeapon\] or \[pc.weaponRanged\]](#)

[\[pc.rangedNoun\], \[pc.gunNoun\], \[pc.bowNoun\]](#)

[\[pc.weapon\], \[pc.MainWeapon\], \[pc.weaponMain\] or \[pc.weaponStat\]](#)

[\[pc.heldWeapon\]](#)

[Upper garment tags](#)

[\[pc.upperUndergarment\]](#)

[\[pc.upperGarment\]](#)

[\[pc.upperGarments\]](#)

[\[pc.upperGarmentOuter\]](#)

[\[pc.chestCover\]](#)

[\[pc.chestCovers\]](#)

[\[pc.chestCoverUnder\]](#)

Lower garments (also Groin and Ass stuff)

[\[pc.lowerUndergarment\]](#)

[\[pc.lowerGarment\]](#)

[\[pc.lowerGarments\]](#)

[\[pc.lowerGarmentOuter\]](#)

[\[pc.crotchCover\]](#)

[\[pc.crotchCovers\]](#)

[\[pc.crotchCoverUnder\]](#)

[\[pc.assCover\]](#)

[\[pc.assCovers\]](#)

[\[pc.assCoverUnder\]](#)

Ships tags

[\[pc.ship\]](#)

[\[pc.shipModel\]](#)

Action tags

Weapons

[\[pc.draw\]](#)

[\[pc.drawing\]](#)

[\[pc.drawWeapon\]](#) or [\[pc.readyWeapon\]](#)

[\[pc.drawingWeapon\]](#) or [\[pc.readyingWeapon\]](#)

[\[pc.readyMelee\]](#)

[\[pc.readyingMelee\]](#)

[\[pc.readyRanged\]](#)

[\[pc.readyingRanged\]](#)

[\[pc.holster\]](#)

[\[pc.holstering\]](#)

[\[pc.holsterWeapon\]](#) or [\[pc.relaxWeapon\]](#)

[\[pc.holsteringWeapon\]](#) or [\[pc.relaxingWeapon\]](#)

[\[pc.relaxMelee\]](#)

[\[pc.relaxingMelee\]](#)

[\[pc.relaxRanged\]](#)

[\[pc.relaxingRanged\]](#)

Movement

[\[pc.move\]](#)

[\[pc.moving\]](#)

[\[pc.walk\]](#)

[\[pc.walking\]](#)

Identity, pronoun and race tags

Pronoun and identity tags

[\[pc.name\]](#) or [\[pc.short\]](#)

[\[pc.fullname\]](#) or [\[pc.fullName\]](#)

[\[pc.lastName\]](#) or [\[pc.surname\]](#)

[\[pc.class\]](#), [\[pc.classType\]](#), [\[pc.characterClass\]](#), [\[pc.startingCareer\]](#), or [\[pc.occupation\]](#)

[\[pc.aClass\]](#), [\[pc.aClassType\]](#), [\[pc.aCharacterClass\]](#), [\[pc.aStartingCareer\]](#), or [\[pc.anOccupation\]](#)

[\[pc.he\]](#), [\[pc.she\]](#), [\[pc.heShe\]](#), or [\[pc.ey\]](#)

[\[pc.him\]](#), [\[pc.himHer\]](#), or [\[pc.em\]](#)

[\[pc.himHerIt\]](#)

[\[pc.his\]](#), [\[pc.hisHer\]](#) or [\[pc.eir\]](#)

[\[pc.hisHers\]](#) or [\[pc.eirs\]](#)

[\[pc.sir\]](#) or [\[pc.ma'am\]](#)

[\[pc.misterMiss\]](#), [\[pc.mister\]](#), or [\[pc.miss\]](#)

[\[pc.mistress\]](#), [\[pc.master\]](#), or [\[pc.masterMistress\]](#)

[\[pc.mr\]](#) or [\[pc.ms\]](#)

[\[pc.man\]](#), [\[pc.woman\]](#), or [\[pc.manWoman\]](#)

[\[pc.boy\]](#), [\[pc.girl\]](#), [\[pc.boyGirl\]](#), or [\[pc.girlBoy\]](#)

[\[pc.guy\]](#), [\[pc.girl\]](#), or [\[pc.guyGirl\]](#)

[\[pc.son\]](#), [\[pc.daughter\]](#), [\[pc.sonDaughter\]](#), or [\[pc.daughterSon\]](#)

[\[pc.daddy\]](#), [\[pc.mommy\]](#), or [\[pc.daddyMommy\]](#)

[\[pc.brother\]](#), [\[pc.sister\]](#), [\[pc.brotherSister\]](#), [\[pc.bro\]](#), [\[pc.sis\]](#), or [\[pc.brosSis\]](#)

[\[pc.uncle\]](#), [\[pc.aunt\]](#), or [\[pc.uncleAunt\]](#)

[\[pc.nephew\]](#), [\[pc.niece\]](#), or [\[pc.nephewNiece\]](#)

[\[pc.handsome\]](#), [\[pc.cute\]](#), or [\[pc.handsomeCute\]](#)

[\[pc.masculinity\]](#) or [\[pc.femininity\]](#)

[\[pc.barkMeow\]](#)

[\[pc.meowBark\]](#)

Combat tags

[\[target.combatName\]](#)

[\[target.combatPronoun\]](#) or [\[target.combatHimHer\]](#)

[\[target.combatHeShe\]](#)

[\[target.combatHisHer\]](#)

[\[target.combatHisHers\]](#)

[\[target.combatHimself\]](#), [\[target.combatHerself\]](#), [\[target.combatYourself\]](#) or

[\[target.combatHimselfHerself\]](#)

[\[target.HasHave\]](#), [\[target.has\]](#) or [\[target.have\]](#)

Race tags

[\[pc.race\]](#)

[\[pc.aRace\]](#)

[\[pc.raceShort\]](#), [\[pc.raceType\]](#), [\[pc.raceSimple\]](#), [\[pc.simpleRace\]](#), [\[pc.raceStrip\]](#), or [\[pc.stripRace\]](#)
[\[pc.aRaceShort\]](#), [\[pc.aRaceType\]](#), [\[pc.aRaceSimple\]](#), [\[pc.aSimpleRace\]](#),
[\[pc.aRaceStrip\]](#), or [\[pc.aStripRace\]](#)
[\[pc.raceTypeStrict\]](#), or [\[pc.raceTypeHuman\]](#)
[\[pc.aRaceTypeStrict\]](#) or [\[pc.aRaceTypeHuman\]](#)
[\[pc.raceCute\]](#), [\[pc.raceCuteSimple\]](#), [\[pc.raceCuteShort\]](#)
[\[pc.aRaceCute\]](#), [\[pc.aRaceCuteSimple\]](#), or [\[pc.aRaceCuteShort\]](#)
[\[pc.raceBoyGirl\]](#), or [\[pc.raceBoyGirlSimple\]](#), [\[pc.raceBoyGirlShort\]](#)
[\[pc.aRaceBoyGirl\]](#), or [\[pc.aRaceBoyGirlSimple\]](#), [\[pc.aRaceBoyGirlShort\]](#)

Body part base parser tags

Genitals

Genital hybrid tags

[\[pc.cockClit\]](#)
[\[pc.cockOrVag\]](#)
[\[pc.vagOrAss\]](#), [\[pc.vagOrAsshole\]](#), [\[pc.vaginaOrAss\]](#), [\[pc.vaginaOrAsshole\]](#),
[\[pc.pussyOrAss\]](#), or [\[pc.pussyOrAsshole\]](#)
[\[pc.vagOrAssNoun\]](#) or [\[pc.vagOrAssSimple\]](#)
[\[pc.cockOrStrapon\]](#) or [\[pc.cockOrHardlight\]](#)
[\[pc.cockOrStraponNoun\]](#) or [\[pc.cockOrHardlightNoun\]](#)
[\[pc.cockOrStraponFull\]](#) or [\[pc.cockOrHardlightFull\]](#)
[\[pc.cockOrStraponHead\]](#)

Other important body part tags

[\[pc.crotch\]](#), [\[pc.groin\]](#), or [\[pc.genitals\]](#)

General Penis and Penis-Related Tags

[\[pc.cock\]](#), [\[pc.cockDescript\]](#), [\[pc.flaccidCock\]](#), or [\[pc.erectCock\]](#)
[\[pc.cockBiggest\]](#), [\[pc.biggestCock\]](#) or [\[pc.biggestCockDescript\]](#)
[\[pc.cockSmallest\]](#), [\[pc.smallestCock\]](#), or [\[pc.smallestCockDescript\]](#)
[\[pc.shortestCock\]](#), [\[pc.cockShortest\]](#), or [\[pc.shortestCockDescript\]](#)
[\[pc.cocks\]](#), [\[pc.cocksDescript\]](#), [\[pc.erectCocks\]](#), [\[pc.flaccidCocks\]](#) or [\[pc.dicks\]](#)
[\[pc.eachCock\]](#), [\[pc.eachFlaccidCock\]](#), or [\[pc.eachErectCock\]](#)
[\[pc.oneCock\]](#), [\[pc.oneFlaccidCock\]](#), or [\[pc.oneErectCock\]](#)
[\[pc.cocksIsAre\]](#) or [\[pc.dicksIsAre\]](#)
[\[pc.eachCocksIsAre\]](#)
[\[pc.cockNoun\]](#), [\[pc.cockLight\]](#), [\[pc.cockNounSimple\]](#), [\[pc.cockSimple\]](#), or
[\[pc.cockShort\]](#)
[\[pc.cockNounBiggest\]](#), [\[pc.biggestCockNoun\]](#), or [\[pc.cockBiggestNoun\]](#)
[\[pc.smallestCockNoun\]](#), [\[pc.cockSmallestNoun\]](#)
[\[pc.shortestCockNoun\]](#), [\[pc.cockShortestNoun\]](#)
[\[pc.cockNounComplex\]](#) or [\[pc.cockComplex\]](#)

[\[pc.cocksNoun\]](#), [\[pc.cocksLight\]](#), [\[pc.cocksDescriptLight\]](#), [\[pc.dicksLight\]](#),
[\[pc.cocksSimple\]](#), [\[pc.cocksShort\]](#), or [\[pc.cocksNounSimple\]](#)
[\[pc.cocksLightIsAre\]](#), [\[pc.dicksLightIsAre\]](#), [\[pc.cocksNounIsAre\]](#) or
[\[pc.dicksNounIsAre\]](#)
[\[pc.cockHead\]](#), [\[pc.cockhead\]](#)
[\[pc.cockHeadBiggest\]](#), [\[pc.cockheadBiggest\]](#), [\[pc.biggestCockHead\]](#), or
[\[pc.biggestCockhead\]](#)
[\[pc.smallestCockHead\]](#), [\[pc.smallestCockhead\]](#), [\[pc.cockHeadSmallest\]](#), or
[\[pc.cockheadSmallest\]](#)
[\[pc.cockHeads\]](#), [\[pc.cockheads\]](#)
[\[pc.eachCockHead\]](#)
[\[pc.oneCockHead\]](#)
[\[pc.cockHeadNoun\]](#)
[\[pc.cockHeadsNoun\]](#)
[\[pc.accurateCockName\]](#)
[\[pc.multiCocks\]](#), [\[pc.multiCockDescript\]](#), [\[pc.erectMultiCocks\]](#),
[\[pc.flaccidMultiCocks\]](#)
[\[pc.cockShape\]](#), [\[pc.cockshape\]](#), [\[pc.cockType\]](#), or [\[pc.cocktype\]](#)
[\[pc.sheath\]](#), [\[pc.base\]](#), [\[pc.cockBase\]](#), [\[pc.sheathDescript\]](#), or [\[pc.sheathOrBase\]](#)
[\[pc.biggestSheath\]](#), or [\[pc.sheathBiggest\]](#)
[\[pc.knot\]](#), [\[pc.knotOrBase\]](#)
[\[pc.knotBiggest\]](#)
[\[pc.sheathOrKnot\]](#)
[\[pc.knotOrSheath\]](#)
[\[pc.knots\]](#)
[\[pc.knotBallsHilt\]](#)

Penis aspect tags

[\[pc.cockColor\]](#) or [\[pc.dickColor\]](#)
[\[pc.cockSkin\]](#) or [\[pc.dickSkin\]](#)
[\[pc.cockLength\]](#) or [\[pc.cocklength\]](#)
[\[pc.cockCount\]](#)

Hardlight Strapon tags:

[\[pc.hardlightCock\]](#)
[\[pc.hardlightCockNoun\]](#)
[\[pc.hardlightCockFull\]](#)

Balls And Related Tags:

[\[pc.sack\]](#), [\[pc.prostate\]](#), [\[pc.ballSack\]](#), [\[pc.ballsack\]](#), [\[pc.nutsack\]](#), or [\[pc.scrotum\]](#)
[\[pc.sackTexture\]](#)
[\[pc.balls\]](#) or [\[pc.ball\]](#)
[\[pc.ballsIsAre\]](#)
[\[pc.ballsNoun\]](#)
[\[pc.ballNoun\]](#)

[\[pc.ballsNounIsAre\]](#)
[\[pc.ballsNounSimple\]](#)
[\[pc.ballNounSimple\]](#)
[\[pc.ballNounSimpleIsAre\]](#)

Vaginas and Related Tags:

[\[pc.vagina\]](#), [\[pc.cunt\]](#), or [\[pc.pussy\]](#)
[\[pc.biggestVagina\]](#), [\[pc.vaginaBiggest\]](#), [\[pc.biggestCunt\]](#), or [\[pc.cuntBiggest\]](#)
[\[pc.vaginas\]](#) or [\[pc.cunts\]](#) or [\[pc.pussies\]](#)
[\[pc.vaginalsAre\]](#), [\[pc.cuntsIsAre\]](#), or [\[pc.pussiesIsAre\]](#)
[\[pc.eachVagina\]](#), [\[pc.eachPussy\]](#), or [\[pc.eachCunt\]](#)
[\[pc.oneVagina\]](#), [\[pc.onePussy\]](#), or [\[pc.oneCunt\]](#)
[\[pc.vaginaNoun\]](#), [\[pc.pussyNoun\]](#), or [\[pc.cuntNoun\]](#)
[\[pc.biggestVaginaNoun\]](#), [\[pc.vaginaBiggestNoun\]](#), [\[pc.cuntBiggestNoun\]](#), or
[\[pc.biggestCuntNoun\]](#)
[\[pc.vaginaSimple\]](#), [\[pc.pussySimple\]](#), [\[pc.cuntSimple\]](#), or [\[pc.vaginaNounSimple\]](#)
[\[pc.vaginaNounComplex\]](#) or [\[pc.pussyNounComplex\]](#)
[\[pc.vaginasNoun\]](#), [\[pc.pussiesNoun\]](#), [\[pc.cuntsNoun\]](#), [\[pc.vaginasSimple\]](#),
[\[pc.pussiesSimple\]](#), [\[pc.cuntsSimple\]](#), or [\[pc.vaginasNounSimple\]](#)
[\[pc.vaginasLightIsAre\]](#), [\[pc.cuntsLightIsAre\]](#), or [\[pc.pussiesLightIsAre\]](#)
[\[pc.vaginasLight\]](#), [\[pc.pussiesLight\]](#), or [\[pc.cuntsLight\]](#)
[\[pc.multiVaginas\]](#), [\[pc.multiVagina\]](#), [\[pc.multiCunts\]](#), or [\[pc.multiCunt\]](#)
[\[pc.vaginaType\]](#)
[\[pc.vaginaColor\]](#), [\[pc.cuntColor\]](#), or [\[pc.pussyColor\]](#)

Womb and clit tags

[\[pc.womb\]](#) or [\[pc.uterus\]](#)
[\[pc.wombs\]](#), [\[pc.uteruses\]](#), or [\[pc.uteri\]](#)
[\[pc.clit\]](#) or [\[pc.clitoris\]](#)
[\[pc.biggestCuntClit\]](#)
[\[pc.clits\]](#)
[\[pc.eachClit\]](#) or [\[pc.eachClitoris\]](#)
[\[pc.oneClit\]](#) or [\[pc.oneClitoris\]](#)
[\[pc.clitsIsAre\]](#)
[\[pc.oneClitPerVagina\]](#)
[\[pc.clitNoun\]](#) or [\[pc.clitorisNoun\]](#)
[\[pc.clitsNoun\]](#)

Anus and Asshole Tags

[\[pc.asshole\]](#), [\[pc.anus\]](#), [\[pc.assholeDescript\]](#), or [\[pc.buttole\]](#)
[\[pc.assholeSimple\]](#), [\[pc.anusSimple\]](#), [\[pc.assholeNoun\]](#), or [\[pc.anusNoun\]](#)

Butt, Hips, and Thigh Tags

[\[pc.butt\]](#), [\[pc.ass\]](#), or [\[pc.buttDescript\]](#)
[\[pc.buttcheek\]](#) or [\[pc.asscheek\]](#)

[\[pc.buttcheeks\]](#), [\[pc.asscheeks\]](#), [\[pc.buttsDescript\]](#), [\[pc.cheeks\]](#), [\[pc.butts\]](#), or [\[pc.asses\]](#)

[\[pc.hip\]](#), [\[pc.hipDescript\]](#)

[\[pc.hips\]](#), [\[pc.hipsDescript\]](#)

[\[pc.thigh\]](#), [\[pc.thighDescript\]](#)

[\[pc.thighs\]](#), [\[pc.thighsDescript\]](#)

Breast Related Tags

[\[pc.chest\]](#) or [\[pc.chestDesc\]](#)

[\[pc.breasts\]](#), [\[pc.breastDescript\]](#), [\[pc.boobs\]](#), or [\[pc.tits\]](#)

[\[pc.biggestBreastDescript\]](#)

[\[pc.lowestBreasts\]](#)

[\[pc.chestSimple\]](#), [\[pc.chestNoun\]](#), or [\[pc.breastsNoun\]](#)

[\[pc.breastNoun\]](#) or [\[pc.breast\]](#)

[\[pc.breastChaste\]](#), [\[pc.breastNounChaste\]](#), [\[pc.breastNounDry\]](#), or [\[pc.breastDry\]](#)

[\[pc.fullChest\]](#), [\[pc.allChestDescript\]](#), or [\[pc.chestFull\]](#)

[\[pc.breastCupSize\]](#), [\[pc.breastCup\]](#), or [\[pc.cupSize\]](#)

Nipple Related tags

[\[pc.nipple\]](#), [\[pc.nippleDescript\]](#), or [\[pc.lipple\]](#)

[\[pc.nipples\]](#), [\[pc.nipplesDescript\]](#), or [\[pc.lipples\]](#)

[\[pc.nippleNoun\]](#)

[\[pc.nipplesNoun\]](#)

[\[pc.nippleNounSimple\]](#)

[\[pc.nipplesNounSimple\]](#)

[\[pc.areola\]](#) or [\[pc.areolaDescript\]](#)

[\[pc.areolae\]](#) or [\[pc.areolaeDescript\]](#)

[\[pc.milkyNipple\]](#)

[\[pc.milkyNipples\]](#)

[\[pc.nippleColor\]](#)

[\[pc.nipplePiercing\]](#)

[\[pc.nippleHarden\]](#), [\[pc.nipplesHarden\]](#)

[\[pc.nippleHardening\]](#), [\[pc.nipplesHardening\]](#)

Nipple-Genital Related Tags

[\[pc.nippleCock\]](#), [\[pc.nippleCockDescript\]](#), or [\[pc.dickNipple\]](#)

[\[pc.nippleCocks\]](#), [\[pc.nippleCocksDescript\]](#), or [\[pc.dickNipples\]](#)

[\[pc.nippleCunt\]](#), [\[pc.nippleCuntDescript\]](#), or [\[pc.cuntNipple\]](#)

[\[pc.nippleCunts\]](#), [\[pc.nippleCuntsDescript\]](#), or [\[pc.cuntNipples\]](#)

Tail-Genital Related Tags

[\[pc.tailGenital\]](#), [\[pc.genitalTail\]](#), [\[pc.genitail\]](#)

[\[pc.tailGenitals\]](#), [\[pc.genitalTails\]](#), [\[pc.genitails\]](#)

[\[pc.eachTailGenital\]](#) or [\[pc.eachGenitalTail\]](#)

[\[pc.oneTailGenital\]](#), [\[pc.oneGenitalTail\]](#), [\[pc.OneGenitail\]](#)

[\[pc.tailCock\]](#) or [\[pc.cockTail\]](#)
[\[pc.tailCocks\]](#) or [\[pc.cockTails\]](#)
[\[pc.eachTailCock\]](#) or [\[pc.eachCockTail\]](#)
[\[pc.oneTailCock\]](#) or [\[pc.oneCockTail\]](#)
[\[pc.tailCockNoun\]](#)
[\[pc.tailCockHead\]](#)
[\[pc.tailCockHeads\]](#)
[\[pc.tailgina\]](#), [\[pc.cuntTail\]](#), [\[pc.tailCunt\]](#), or [\[pc.tailVagina\]](#)
[\[pc.tailVaginas\]](#), [\[pc.cuntTails\]](#), [\[pc.tailCunts\]](#), or [\[pc.tailginas\]](#)
[\[pc.eachTailVagina\]](#), [\[pc.eachTailCunt\]](#), [\[pc.eachCuntTail\]](#), or [\[pc.eachTailgina\]](#)
[\[pc.oneTailCunt\]](#), [\[pc.oneTailgina\]](#), [\[pc.oneTailVagina\]](#), or [\[pc.oneCuntTail\]](#)
[\[pc.tailCuntNoun\]](#)
[\[pc.tailGenitalColor\]](#), [\[pc.tailCuntColor\]](#), or [\[pc.tailCockColor\]](#)

Cum Tags:

[\[pc.cum\]](#) or [\[pc.cumDescript\]](#)
[\[pc.cumNoun\]](#) or [\[pc.cumType\]](#)
[\[pc.cumColor\]](#)
[\[pc.cumColorNoun\]](#) or [\[pc.cumColorSimple\]](#)
[\[pc.cumGem\]](#)
[\[pc.cumVisc\]](#)
[\[pc.cumFlavor\]](#)

Girl-cum Tags:

[\[pc.girlcum\]](#), [\[pc.girlCum\]](#), [\[pc.femcum\]](#), [\[pc.femCum\]](#), or [\[pc.girlCumDescript\]](#)
[\[pc.girlCumNoun\]](#), [\[pc.girlCumType\]](#), [\[pc.femCumNoun\]](#), or [\[pc.femCumType\]](#)
[\[pc.girlCumColor\]](#) or [\[pc.femCumColor\]](#)
[\[pc.girlCumColorNoun\]](#), [\[pc.girlCumColorSimple\]](#), [\[pc.femCumColorNoun\]](#) or [\[pc.femCumColorSimple\]](#)
[\[pc.girlCumGem\]](#) or [\[pc.femCumGem\]](#)
[\[pc.girlCumVisc\]](#) or [\[pc.femCumVisc\]](#)
[\[pc.girlCumFlavor\]](#) or [\[pc.femCumFlavor\]](#)

Milk Tags:

[\[pc.milk\]](#) or [\[pc.milkDescript\]](#)
[\[pc.milkNoun\]](#) or [\[pc.milkType\]](#)
[\[pc.milkColor\]](#)
[\[pc.milkColorNoun\]](#) or [\[pc.milkColorSimple\]](#)
[\[pc.milkGem\]](#)
[\[pc.milkVisc\]](#)
[\[pc.milkFlavor\]](#)

General body tags

Skin, fur, scales and chitin tags

[\[pc.skinFurScales\]](#), [\[pc.skinScalesFur\]](#), or [\[pc.skinfurscales\]](#)

[\[pc.skinFurScalesNoun\]](#) or [\[pc.skinScalesFurNoun\]](#)
[\[pc.skinFurScalesNounSimple\]](#)
[\[pc.skinFurScalesColor\]](#) or [\[pc.skinScalesFurColor\]](#)
[\[pc.skin\]](#)
[\[pc.skinNoun\]](#)
[\[pc.skinNounSimple\]](#)
[\[pc.skinColor\]](#) or [\[pc.skinTone\]](#)
[\[pc.furColor\]](#)
[\[pc.scaleColor\]](#)
[\[pc.chitinColor\]](#)
 [\[pc.chitinColorBody\]](#)
 [\[pc.chitinColorArm\]](#)
 [\[pc.chitinColorLeg\]](#)
 [\[pc.chitinColorTail\]](#)
[\[pc.accentMarkings\]](#)
[\[pc.accentMarkingsNoun\]](#)
[\[pc.accentMarked\]](#)
[\[pc.accentMarkedSimple\]](#)
[\[pc.accentColor\]](#) or [\[pc.skinAccent\]](#)

Head, hair and face tags

[\[pc.ears\]](#)
 [\[pc.ear\]](#)
[\[pc.eyes\]](#)
 [\[pc.eye\]](#)
[\[pc.eyePigment\]](#) or [\[pc.eyeColor\]](#)
[\[pc.hair\]](#) or [\[pc.hairDescript\]](#)
[\[pc.hairsDescript\]](#)
[\[pc.hairNoun\]](#)
[\[pc.hairs\]](#), [\[pc.hairsNoun\]](#)
[\[pc.hairColor\]](#)
[\[pc.beard\]](#)
[\[pc.beardNoun\]](#)
[\[pc.beardColor\]](#)
[\[pc.face\]](#)
[\[pc.nose\]](#)
[\[pc.mouth\]](#)
 [\[pc.mouthChaste\]](#)
 [\[pc.mouthFull\]](#)
 [\[pc.mouthFullChaste\]](#)
[\[pc.lip\]](#)
 [\[pc.lips\]](#)

[\[pc.lipChaste\]](#)
[\[pc.lipsChaste\]](#)
[\[pc.lipNoun\]](#)
[\[pc.lipsNoun\]](#)
[\[pc.lipNounChaste\]](#)
[\[pc.lipsNounChaste\]](#)
[\[pc.lipColor\]](#)
[\[pc.tongue\]](#)
[\[pc.tongueNoun\]](#)
[\[pc.tongueNounSimple\]](#)
[\[pc.tonguePierced\]](#)

Limb and tail tags

[\[pc.tail\]](#)
[\[pc.tails\]](#)
[\[pc.oneTail\]](#) or [\[pc.onetail\]](#)
[\[pc.eachTail\]](#) or [\[pc.eachtail\]](#)
[\[pc.tailsIsAre\]](#)
[\[pc.TailNoun\]](#)
[\[pc.leg\]](#)
[\[pc.legs\]](#)
[\[pc.legNoun\]](#)
[\[pc.legsNoun\]](#)
[\[pc.legOrLegs\]](#), [\[pc.leg\(s\)\]](#), or [\[pc.legsOrLeg\]](#)
[\[pc.legOrLegsNoun\]](#)
[\[pc.thighsOrLegs\]](#) or [\[pc.legsOrThighs\]](#)
[\[pc.legFurScales\]](#)
[\[pc.lowerBody\]](#) or [\[pc.lowerbody\]](#)
[\[pc.feet\]](#), [\[pc.footOrFeet\]](#), or [\[pc.feetOrFoot\]](#)
[\[pc.foot\]](#)
[\[pc.toe\]](#)
[\[pc.toes\]](#)
[\[pc.knee\]](#)
[\[pc.knees\]](#)
[\[pc.arm\]](#)
[\[pc.arms\]](#)
[\[pc.armFull\]](#)
[\[pc.armsFull\]](#)
[\[pc.armNoun\]](#)
[\[pc.armsNoun\]](#)
[\[pc.hand\]](#)
[\[pc.hands\]](#)

[\[pc.finger\]](#)

[\[pc.fingers\]](#)

Miscellaneous body tags

[\[pc.height\]](#)

[\[pc.wing\]](#)

[\[pc.wings\]](#)

[\[pc.wingNoun\]](#)

[\[pc.wingsNoun\]](#)

[\[pc.belly\]](#), [\[pc.stomach\]](#), [\[pc.tummy\]](#), or [\[pc.abdomen\]](#)

[\[pc.bellySize\]](#)

[\[pc.gill\]](#)

[\[pc.gills\]](#)

[\[pc.horn\]](#)

[\[pc.horns\]](#)

[\[pc.eachHorn\]](#)

[\[pc.oneHorn\]](#)

[\[pc.hornNoun\]](#)

[\[pc.hornsNoun\]](#)

[\[pc.hornColor\]](#)

[\[pc.antenna\]](#)

[\[pc.antennae\]](#)

Other important documents

Submission docs

- [Wsan's "On Writing" thread](#)
- [TiTS Submission Guide v0.3.6](#)
- [How not to make Gedan hate you when you submit a content document](#)

Parser docs

- [The original now outdated parser doc](#) (a lot of it was cannibalized)
-

List of code checks for variables doc (to be made)

Important things to note when reading this document

"[pc." or "[target." (for tags where "[pc." shouldn't be used) is always added in front of the tag for ease of reading and making of the document (and also that it is the character you will use it on the most). And other characters can be used as well. (see "[Usage on NPCs](#)" for more details.)

General Parser usage and formatting

Here you will find explanations of the basic usage and formatting of the parser tags

Do's and Don'ts:

DON'T:

- Use parser calls with your own adjectives. "Hard [pc.cock]" can come out weirdly formatted: "Hard throbbing, thick shaft", and even adding a comma can still come up with weirdness: "Hard, cock". **Don't add custom adjectives with a parser call unless its description says that it works with them. DON'T DO IT.**
- Don't overuse similar parser calls. If you call [pc.nipples] or [pc.cocks] a dozen times in a paragraph, there's a good likelihood that a player could end up seeing repeated word choice that jars them out of a scene. Parser calls are like seasoning - using a large variety in small individual proportions is the way to go.
- Don't use fancy quotes. These are fancy quotes: “”. Don't use them. Use "" instead. In google docs, you can turn them off via Tools → Preferences → "Use Smart Quotes".

DO:

- **Be consistent.** I can't say this one enough. If you use a tag incorrectly but consistently, it's easy to do a find and replace to fix. If you format it differently every time, it makes our job that much harder.

Formatting:

All parser tags are done in camel case. That means the beginning is always lowercase and each successive word is capitalized. Examples: [pc.cockHead], [pc.cockBiggest], [pc.cumColor], [pc.girlCum]. There is one exception to this rule. If you want to start a sentence with a parser call, you can capitalize the first letter of the parser tag. That's how it knows whether or not to uppercase a word. Smart, huh?

Examples:

- [pc.Hips] don't lie. ⇒ Hypnotic hips don't lie.
- Your [pc.hips] don't lie. ⇒ Your hypnotic hips don't lie.
- [pc.EachCock] bounces. ⇒ Each of your cocks bounces.
- Distractingly, [pc.eachCock] bounces. ⇒ Distractingly, each of your cocks bounces.

Specifying Specific Things (Like Penises or Breast Rows):

Some functions, like [pc.cock] allow for you to specify a certain penis to describe. In such instances, you'll want a space and then a number before the closing brackets. Make sure to have a space between your parser call and the argument. Also, code starts counting up from 0, not 1, so [pc.cock 0] describes the first penis and [pc.cock 1] the second.

If you have a scene that might have to refer to different penises at different times, like one that picks a dick best suited to fuck a particular vagina, you'll need to slip a variable in there instead of a number. I usually use x or y. You should format the call as [pc.cock " + x + "] for the aforementioned example. When doing the same sort of things with vaginas, this is how you would do it: [pc.vagina " + x + "].

Here is an example from one of Shekka's scenes: Even if you were determined not to fuck her, you couldn't stop your [pc.hips] from lurching forward. You couldn't stop your [pc.cock " + x + "] from spreading them wide{ or your [pc.cock " + y + "] from battering into her tight asshole}. (The {}'s merely denote optional text that requires some coding to accomplish.)

Most scenes involving intercourse end up using these x variables in order to handle multiple dicks or vaginas well, but do not feel obligated to put this stuff in yourself if you are not comfortable with it. It's not too much trouble for me to add, but you doing the markup ahead of time can save me a little effort.

Usage on NPCs

Tags can be easily used on NPC by adding the name of the NPC in front of it. For example [penny.cock] will work exactly the same for Penny as it does for Steele (although Penny's cock is much less customizable).

What If a Parser Tag Doesn't Exist?

If you want to describe something that doesn't exist, you can just make something descriptive up. Just please be consistent if you're doing it more than once, as it will save me time implementing it.

Let's say you want to reference how long a demon-like girl's horns are. Just throw something like "[demonGirl.hornLength]" in your scene.

Sub parser tags

What I call sub parser tags here are actually keywords that when added to certain base tags can be used to achieve certain effects such as adding certain words (potentially in the correct form), or manipulating/restricting parser outcomes.

Form and word sub parser tags

What I call sub parser tags here are actually keywords that when added to certain base tags can be used to add in text without having to worry about coding. Although they have the side effect of having to cut out certain words before or after the full parser. For example the "[pc.each" sub parser tag, requires the removal of the word "your" in front of it but generates either "your" (single of part) or "each of your" (multiple of part) before the resulting tag.

[pc.each sub parser tag]

The "[pc.each" sub parser tag is a little tricky. It includes a "your" in it, so be sure that you don't put "your" before it. It adds a "your" or "each of your" as appropriate in front of a parser result. This is great for referencing multiples of something without having to worry about your verb agreeing with it.

Examples (using the [pc.eachCockHead] tag):

- [pc.EachCockHead] pulses with joy. ⇒ Each of your crowns pulse with pleasure.
- Swelling, [pc.eachCockHead] expands to wear a hat. ⇒ Swelling, your flared tip expands to wear a hat.Please don't give your cocks hats.

Examples (using the [pc.eachVagina] tag):

- [pc.EachVagina] drenches itself and everything around it, glazing your legs with [pc.girlCum].

Now, let's look at potential outputs:

- First, a single cooched character: Your vagina drenches itself and everything around it, glazing your legs with girlish lube.
- Next, multiple endowments: Each of your vaginas drenches itself and everything around it, glazing your legs with girlish lube.

List of parser tags using the "[pc.each" sub parser tag (note that tags on the same bulletin are just the same tag with different names) **You are allowed to add "each" in front of a parser not on this list.**

- [pc.eachtail] or [pc.eachTail]
- [pc.eachCockHead]
- [pc.eachCock]
- [pc.eachCocksAre]
- [pc.eachErectCock] or [pc.eachFlaccidCock]
- [pc.eachVagina], [pc.eachPussy], or [pc.eachCunt]
- [pc.eachClit] or [pc.eachClitoris]
- [pc.eachTailGenital] or [pc.eachGenitalTail]
- [pc.eachTailCock] or [pc.eachCockTail]
- [pc.eachTailVagina], [pc.eachVaginaTail], [pc.eachTailCunt], or [pc.eachCuntTail]
- [pc.eachHorn]

[pc.one sub parser tag]

The "[pc.one" similar to the "[pc.each" sub parser tag in that it includes a "your" in it. Meaning that once again you have to make sure you don't put a "your" in front of it. It adds a "your" or "one of your" as appropriate in front of a parser result. It's best used during scene openings to reference that a PC has multiple parts while setting up that one is singled out for later actions.

Example (using the [pc.oneCock] tag):

- The adorable kaithrit yanks [pc.oneCock] up to her lips. And gives it a lick, her innocent look is completely at odds with the [pc.cock " + x + "] in front of her.
(See what I did there? Single dicked players see no difference, and multiple-dicked characters don't feel ignored because the scene will specifically mention her grabbing one penis out of the bunch.)

Example (using the [pc.oneVagina] tag):

- Syri grinds her knotty cock against [pc.oneVagina]. Then, her dick slips into your [pc.vagina " + x + "].
 - PLURAL: Syri grinds her knotty cock against one of your syrupy pussies. Then, her dick slips into your wet cunt.
 - SINGLE: Syri grinds her knotty cock against your syrupy pussy. Then, her dick slips into your wet cunt.

List of parser tags using the "[pc.one" sub parser tag (note that tags on the same bulletin are just the same tag with different names) **You are allowed to add "one" in front of a base parser not on this list.**

- [pc.onetail] or [pc.oneTail]
- [pc.oneCockHead]
- [pc.oneCock]
- [pc.oneErectCock] or [pc.oneFlaccidCock]
- [pc.oneVagina], [pc.onePussy], or [pc.oneCunt]
- [pc.oneClit] or [pc.oneClitoris]
- [pc.oneClitPerVagina]
- [pc.oneTailGenital], [pc.oneGenitalTail], or [pc.oneGenitalTail]
- [pc.oneTailCock] or [pc.oneCockTail]
- [pc.oneTailVagina], [pc.oneVaginaTail], [pc.oneTailCunt], [pc.oneCuntTail], [pc.oneTailgina], or [pc.oneTailCunt]
- [pc.oneHorn]

IsAre] sub parser tag

The "IsAre" unlike the "[pc.each" and "[pc.one" sub parser tags, is added to the back of the base tag. It is used to add "is" or "are" after creating a body part description.

Example (using the [pc.cocksIsAre] parser tag):

You realize just how hard your [pc.cocksIsAre] stretching, aching for contact that you quickly provide.

- Multi-cock ⇒ just how hard your bestial shafts are stretching
- Single-cock ⇒ just how hard your bestial shaft is stretching

List of parser tags using the "IsAre]" sub parser tag (note that tags on the same bulletin are just the same tag with different names) **You are allowed to add "IsAre" at the back of a base parser this list.**

- [pc.tailsIsAre]

- [pc.cocksIsAre] or [pc.dicksIsAre]
- [pc.cocksLightIsAre] or [pc.dicksLightIsAre]
- [pc.dicksNounIsAre] or [pc.cocksNounIsAre]
- [pc.eachCockIsAre]
- [pc.ballsNounIsAre]
- [pc.ballsNounSimpleIsAre]
- [pc.ballsIsAre]
- [pc.vaginasIsAre], [pc.cuntsIsAre], or [pc.pussiesIsAre]
- [pc.vaginasLightIsAre], [pc.cuntsLightIsAre], or [pc.pussiesLightIsAre]
- [pc.clitsIsAre]

[pc.a and [pc.an sub parser tag

The "[pc.a" and "[pc.an" parser are used to add the indefinite article (a/an) in front of a base parser as appropriate. Proper grammar, y'all!

List of parser tags using the "IsAre]" sub parser tag (note that tags on the same bulletin are just the same tag with different names) **You are allowed to add "IsAre" at the back of a base parser this list.**

- [pc.aRace]
- [pc.aRaceType], [pc.aRaceShort], [pc.aRaceSimple], [pc.aSimpleRace], [pc.aRaceStrip] or [pc.aStripRace]
- [pc.aRaceTypeStrict] or [pc.aRaceTypeHuman]
- [pc.aRaceCute]
- [pc.aRaceCuteShort] or [pc.aRaceCuteSimple]
- [pc.aRaceBoyGirl]
- [pc.aRaceBoyGirlShort] or [pc.aRaceBoyGirlSimple]
- [pc.aClass], [pc.aClassType], [pc.aCharacterClass], [pc.aStartingCareer], [pc.anOccupation]

Non-body part base parser tags

A list of tags that are used to describe the many, many variable things in the game. And that may or may not be alterable by means of [sub parser tags](#).

Equipment tags

Tags of which the outputs are dependent on the character's clothes and chosen equipment. No intractability with the [sub parser tags](#).

Gear, armor and weapons

[pc.gear]

This is the catch-all when it comes to getting naked. Whether you're going commando, naked, or fully dressed, this will throw out something. If you're naked, it will simply output

"gear", indicating your inventory, codex, and any key items. I typically use it like this: "You toss your [pc.gear] aside and climb into bed."

Some example outputs:

- naleenscale armor, black panties, and comfortable boxers.
- underbust corset and thong
- sheer panties
- gear

Alternate tags (none work for full nudity of their area)

- [\[pc.chestCovers\]](#) (version for chest only, no fail safe for full chest nudity)
- [\[pc.crotchCovers\]](#) (version for crotch only, no fail safe for full crotch nudity)
- [\[pc.assCovers\]](#) (version for ass only, no fail safe for full ass nudity)

[\[pc.armor\]](#)

This will throw out the name of the item in your armor slot. Examples:

- naleenscale armor
- comfortable suitclothes
- classy dress
- bolted-together slabs of metal
- exoskeleton

[\[pc.clothes\]](#)

Similar to [\[pc.gear\]](#) but isolates layers (armor if its there, otherwise both undergarments). She looks at your [\[pc.clothes\]](#) before sighing "you could have dressed better". examples.

- naleenscale armor
- underbust corset and thong
- sheer panties (only wearing panties in this case)

Alternate tags

- [\[pc.upperGarmentOuter\]](#) (version for upper body only)
- [\[pc.lowerGarmentOuter\]](#) (version for lower body only)

[\[pc.covers\]](#) or [\[pc.coverings\]](#)

Similar to [\[pc.clothes\]](#) but ignores see through items (aka items with the transparent flag or (the fully exposed flag for armor, the chest exposed flag for upper undergarments, or both the ass and groin exposed flags for lower undergarments). As she imagines how you look under your [\[pc.covers\]](#)

Alternate tags

- [\[pc.chestCover\]](#) (version for chest only)
- [\[pc.crotchCover\]](#) (version for crotch only)
- [\[pc.assCover\]](#) (version for ass only)

[\[pc.underGarment\]](#)

Outputs the lower undergarment if the character is wearing, otherwise if the character is wearing an upper undergarment return that. If the character is wearing neither output neither.

[pc.underGarments]

Outputs the upper undergarment and lower undergarment that the character is wearing.

[pc.meleeWeapon] or [pc.weaponMelee]

This will output the name of your melee or ranged weapon. Be wary of using it where singular or plural inconsistencies could arise, as paired swords or the like could make an appearance down the line.

- You pull out your [pc.meleeWeapon] threateningly.

[pc.rangedWeapon] or [pc.weaponRanged]

This will output the name of your ranged weapon. Be wary of using it where singular or plural inconsistencies could arise, as paired pistols or the like could make an appearance down the line.

- Nerveless fingers drop your [pc.rangedWeapon] before you can so much as consider taking a shot.

[pc.rangedNoun], [pc.gunNoun], [pc.bowNoun]

This will output the ranged weapon type or last word of the name (the latter only if it doesn't have any sort of numbers at the end). Examples

- bow
- rifle
- caster (for arc caster)

[pc.weapon], [pc.MainWeapon], [pc.weaponMain] or [pc.weaponStat]

This outputs either [\[pc.meleeWeapon\]](#) or [\[pc.rangedWeapon\]](#) depending on which has a higher related stat. High aim PC's will get ranged output and vice versa for high physique characters. PC's with equal aim and physique will output the ranged weapon, unless the character has an affinity for physique.

[pc.heldWeapon]

This outputs the character's ranged weapon if they have no melee weapon or a rock equipped and Vice Versa for melee weapons. If both slots have an actual weapon returns [\[pc.weapon\]](#).

Upper garment tags

Parser tag focusing on upper garments

[pc.upperUndergarment]

This throws out your bra or undershirt's description. Examples

- maternity bra
- comfortable bra
- pasties

[pc.upperGarment]

This is what you want to reference if the PC's nips are rubbing against their clothes or something similar. It'll output the item closest to skin. If the character is wearing a bra, it'll

describe that. If they've got nothing under their armor, that'll get referenced. You'll want to include an alternate line for utterly topless PC's, of course. Examples:

- Your [pc.nipples] feel so good rubbing against your [pc.upperGarment]. ⇒ Your perky nipples feel so good rubbing against your maternity bra.

[pc.upperGarments]

This is like [\[pc.upperGarment\]](#), but it will list both items worn up top, outermost layers first. This is best used for getting topless for lactation or boob-centric scenes. Example:

- You remove your [pc.upperGarments] to free your leaking teats. ⇒ You remove your heavy steel armor and lacy black bra to free your leaking teats.

[pc.upperGarmentOuter]

Just like [\[pc.upperGarment\]](#) (aka the “Outer” less version), only this one will display the outermost garment if possible. Best used for describing what the character is wearing on the top of your body. Although chest cover should be used when describing when an npc is staring at your chest.

[pc.chestCover]

Much like [\[pc.upperGarmentOuter\]](#), this will display the outermost garment that covers* your chest.

Examples:

- She admires your [pc.chest] hidden behind your [pc.chestCover].

* Covers in this context means: any item in the armor or upper undergarment slots that doesn't have one or more of the following flags (Transparent, Chest exposed, Fully Exposed).

[pc.chestCovers]

Much like [\[pc.lowerGarments\]](#), this will display all the garments that cover* your loins.

Examples:

- You yank your [pc.chestCovers] out of the way, letting your [pc.breasts] bounce free.
- You yank your naleen scale armor and pasties out of the way, letting your DD-cups bounce free.

* Cover in this context means: any item in the armor or lower undergarment slots that doesn't have one or more of the following flags (Transparent, Groin exposed, Fully Exposed).

[pc.chestCoverUnder]

This is just like [\[pc.chestCover\]](#) but the innermost garment is prioritized over the outer. For instance, when wearing full armor and a bra, [pc.chestCoverUnder] will display the bra's description.

- You feel [pc.milk] staining your [pc.chestCoverUnder]. ⇒ You feel milk staining your maternity bra.
- Great for describing the effects of bodily secretions on clothing along with [\[pc.crotchCoverUnder\]](#) and [\[pc.assCoverUnder\]](#).

Lower garments (also Groin and Ass stuff)

Parser tag focusing on lower garments

[pc.lowerUndergarment]

This throws out your underwear's description. Examples:

- plain panties
- boxers
- thong

[pc.lowerGarment]

This is what you want to reference when wetness or boners are interacting with clothing on the character's bottom half. Like [\[pc.upperGarment\]](#), this will describe whichever clothing item is closest to skin. Examples:

- Your length strains against your [pc.lowerGarment], trying to burst free.
- Wetness floods your [pc.lowerGarment] after trying the odd-tasting pastry. Oh no!

[pc.lowerGarments]

This is like [\[pc.lowerGarment\]](#), but it will list both your armor and your panties if both are worn. Perfect if someone is under the table and pulling open your [pc.lowerGarments] to get at your [pc.cocks].

[pc.lowerGarmentOuter]

Just like [\[pc.lowerGarment\]](#) (aka the “Outer” less version), only this one will display the outermost garment if possible.

[pc.crotchCover]

Much like [\[pc.lowerGarmentOuter\]](#), this will display the outermost garment that covers* your loins. Examples:

- She admires {the straining bulge in your [pc.crotchCover]/your straining bulge}.

* Covers in this context means: any item in the armor or lower undergarment slots that doesn't have one or more of the following flags (Transparent, Groin exposed, Fully Exposed).

[pc.crotchCovers]

Much like [\[pc.lowerGarments\]](#), this will display all the garments that cover* your loins.

Examples:

- You yank your [pc.crotchCovers] out of the way, letting your [pc.cocks] bounce free.
- You yank your naleen scale armor and plain panties out of the way, letting your bestial shafts bounce free.

* Cover in this context means: any item in the armor or lower undergarment slots that doesn't have one or more of the following flags (Transparent, Groin exposed, Fully Exposed).

[pc.crotchCoverUnder]

This is just like [\[pc.crotchCover\]](#) but the innermost garment is prioritized over the outer. For instance, when wearing full armor and boxers, [pc.crotchCoverUnder] will display the brief underwear description.

- You feel pre-cum staining your [\[pc.crotchCoverUnder\]](#). ⇒ You feel pre-cum staining your tight thong.
- Great for describing the effects of bodily secretions on clothing along with [\[pc.chestCoverUnder\]](#) and [\[pc.assCoverUnder\]](#).

[\[pc.assCover\]](#)

This works exactly like [\[pc.crotchCover\]](#), but for your asshole (with the Groin exposed flag becoming the Ass exposed flag).

[\[pc.assCovers\]](#)

This works exactly like [\[pc.crotchCovers\]](#), but for your asshole (with the Groin exposed flag becoming the Ass exposed flag).

[\[pc.assCoverUnder\]](#)

Exactly like [\[pc.assCover\]](#) but it only displays the innermost covering garment - if you have full armor and a boxers, the boxers will be displayed.

Ships tags

[\[pc.ship\]](#)

Returns ship. Or if the character is Steele returns Steele's ship name

[\[pc.shipModel\]](#)

Returns ship. Or if the character is Steele returns Steele's ship model.

Action tags

Tags of which the outputs are not dependent on the character's specific body parts.

Weapons

Tags of which the outputs are dependent on the character's body or gender. And have no intractability with the [sub parser tags](#).

[\[pc.draw\]](#)

Returns a verb for readying weapons based upon your weapon type. Melee or ranged weapon choice is determined in the same way as with [\[pc.weapon\]](#). This parser is actually best used when writing enemy encounters (if you do want ever use it) The pirates quickly [\[pc.draw\]](#) their pistols. Although the variants with Weapon added to the end may be useful for the PC.

Examples.

- take out
- charge
- unravel

Examples singular enemy

- takes out
- charges
- unravels

Extended variants

- **[pc.drawing]**
 - Uses the -ing form
- **[pc.drawWeapon] or [pc.readyWeapon]**
 - Adds [\[pc.weapon\]](#) to the end
- **[pc.drawingWeapon] or [pc.readyingWeapon]**
 - Uses the -ing form
 - Adds [\[pc.weapon\]](#) to the end
- **[pc.readyMelee]**
 - Only uses the characters melee weapon
 - Adds [\[pc.meleeWeapon\]](#) to the end
- **[pc.readyingMelee]**
 - Uses the -ing form
 - Only uses the characters melee weapon
 - Adds [\[pc.meleeWeapon\]](#) to the end
- **[pc.readyRanged]**
 - Only uses the characters ranged weapon
 - Adds [\[pc.rangedWeapon\]](#) to the end
- **[pc.readyingRanged]**
 - Uses the -ing form
 - Only uses the characters ranged weapon
 - Adds [\[pc.rangedWeapon\]](#) to the end

[\[pc.holster\]](#)

Returns a verb for relaxing weapons based upon your weapon type. Melee or ranged weapon choice is determined in the same way as with [\[pc.weapon\]](#). This parser is actually best used when writing enemy encounters (if you do want ever use it) The pirates quickly [\[pc.holster\]](#) their pistols. Although the variants with Weapon added to the end may be useful for the PC.

Examples PC/Multi-enemy

- put away
- power down
- recoil

Examples singular enemy

- puts away
- powers down
- recoils

Extended variants

- **[pc.holstering]**
 - Uses the -ing form
- **[pc.holsterWeapon] or [pc.relaxWeapon]**
 - Adds [\[pc.weapon\]](#) to the end

- **[pc.holsteringWeapon] or [pc.relaxingWeapon]**
 - Uses the -ing form
 - Adds [\[pc.weapon\]](#) to the end
- **[pc.relaxMelee]**
 - Only uses the characters melee weapon
 - Adds [\[pc.meleeWeapon\]](#) to the end
- **[pc.relaxingMelee]**
 - Uses the -ing form
 - Only uses the characters melee weapon
 - Adds [\[pc.meleeWeapon\]](#) to the end
- **[pc.relaxRanged]**
 - Only uses the characters ranged weapon
 - Adds [\[pc.rangedWeapon\]](#) to the end
- **[pc.relaxingRanged]**
 - Uses the -ing form
 - Only uses the characters ranged weapon
 - Adds [\[pc.rangedWeapon\]](#) to the end

Movement

Tags of which the outputs are dependent on the character's body or gender. And have no intractability with the [sub parser tags](#).

[\[pc.move\]](#)

Outputs a movement type based on the type of creature. Best used for short distances. You [\[pc.move\]](#) out of the way to let her pass.

Examples PC/Multi-enemy

- Step
- Slither
- Lope

Extended variants

- **[pc.moving]**
 - Uses the -ing form

[\[pc.walk\]](#)

Basically [\[pc.move\]](#) but for longer distances (cuts out short distance variants). As you [\[pc.walk\]](#) to the next room.

Extended variants

- **[pc.walking]**
 - Uses the -ing form

Identity, pronoun and race tags

Tags of which the outputs are not dependent on the character's specific body parts.

Pronoun and identity tags

Tags of which the outputs are dependent on the character's body or gender. And have no intractability with the [sub parser tags](#).

[\[pc.name\]](#) or [\[pc.short\]](#)

Returns the character's name.

[\[pc.fullname\]](#) or [\[pc.fullName\]](#)

Returns the character's name. And if this is the Player Character adds Steele to the back of it.

[\[pc.lastName\]](#) or [\[pc.surname\]](#)

Returns Steele.

[\[pc.class\]](#), [\[pc.classType\]](#), [\[pc.characterClass\]](#), [\[pc.startingCareer\]](#), or [\[pc.occupation\]](#)

Other tags that do not fit within the equipment tag, or the other

- **[\[pc.aClass\]](#), [\[pc.aClassType\]](#), [\[pc.aCharacterClass\]](#), [\[pc.aStartingCareer\]](#), or [\[pc.anOccupation\]](#)**
 - adds "a" or "an" before as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)

[\[pc.he\]](#), [\[pc.she\]](#), [\[pc.heShe\]](#), or [\[pc.ey\]](#)

Returns "he" or "she" as appropriate.

[\[pc.him\]](#), [\[pc.himHer\]](#), or [\[pc.em\]](#)

Returns "him" or "her" as appropriate.

[\[pc.himHerIt\]](#)

Returns "him", "her" or "it" as appropriate.

[\[pc.his\]](#), [\[pc.hisHer\]](#) or [\[pc.eir\]](#)

Returns "his" or "her" as appropriate.

[\[pc.hisHers\]](#) or [\[pc.eirs\]](#)

Returns "his" or "hers" as appropriate.

[\[pc.sir\]](#) or [\[pc.ma'am\]](#)

Returns "sir" or "ma'am" as appropriate. Please just use [\[pc.sir\]](#) instead of [\[pc.ma'am\]](#) as there can easily be a "" typo in the latter.

[\[pc.misterMiss\]](#), [\[pc.mister\]](#), or [\[pc.miss\]](#)

Returns "master" or "mistress" as appropriate.

[\[pc.mistress\]](#), [\[pc.master\]](#), or [\[pc.masterMistress\]](#)

Returns "master" or "mistress" as appropriate.

[\[pc.mr\]](#) or [\[pc.ms\]](#)

Returns "Mr" or "Ms" as appropriate.

[\[pc.man\]](#), [\[pc.woman\]](#), or [\[pc.manWoman\]](#)

Returns "man" or "woman" as appropriate.

[pc.boy], [pc.girl], [pc.boyGirl], or [pc.girlBoy]

Returns "boy" or "girl" as appropriate.

[pc.guy], [pc.girl], or [pc.guyGirl]

Returns "guy" or "girl" as appropriate.

[pc.son], [pc.daughter], [pc.sonDaughter], or [pc.daughterSon]

Returns "son" or "daughter" as appropriate.

[pc.daddy], [pc.mommy], or [pc.daddyMommy]

Returns "daddy" or "mommy" as appropriate.

[pc.brother], [pc.sister], [pc.brotherSister], [pc.bro], [pc.sis], or [pc.brosSis]

Returns "brother" or "sister" as appropriate.

[pc.uncle], [pc.aunt], or [pc.uncleAunt]

Returns "uncle" or "aunt" as appropriate.

[pc.nephew], [pc.niece], or [pc.nephewNiece]

Returns "nephew" or "niece" as appropriate.

[pc.handsome], [pc.cute], or [pc.handsomeCute]

Returns "nephew" or "niece" as appropriate.

[pc.masculinity] or [pc.femininity]

Returns "masculinity" or "femininity" as appropriate.

[pc.barkMeow]

Outputs "meow" if the character is a cat like race. Otherwise it outputs "bark".

[pc.meowBark]

Outputs "bark" if the character is a cat like race. Otherwise it outputs "meow".

Combat tags

Combat tags mostly used in writing attacks and appearance blurbs both of which can be used by both the PC and NPCs. (these parsers have "[pc." replaced with "[target." because "[target." and "[attacker." are basically the only 2 you should ever use with these.

[target.combatName]

Outputs the combatname of a the selected target

[target.combatPronoun] or [target.combatHimHer]

Outputs a pronoun in the "s" form based on gender and if the target is a single entity.

Examples

- you
- they
- he
- she
- it

[target.combatHeShe]

Outputs a pronoun in the "o" form based on gender and if the target is a single entity.

Examples

- you
- them
- him
- her
- it

[target.combatHisHer]

Outputs a pronoun in the "pa" form based on gender and if the target is a single entity.

Examples

- your
- their
- his
- her
- its

[target.combatHisHers]

Outputs a pronoun in the "pp" form based on gender and if the target is a single entity.

Examples

- yours
- theirs
- his
- hers
- its

[target.combatHimself], [target.combatHerself], [target.combatYourself] or [target.combatHimselfHerself]

Outputs a pronoun in the "sl" form based on gender and if the target is a single entity.

Examples

- yourselves
- themselves
- himself
- herself
- itself

[target.HasHave], [target.has] or [target.have]

Outputs have for PC and multi NPCs, and has for singular NPC.

Race tags

Tags of which the outputs are dependent on the character's body or gender. And have intractability with the [sub parser tags](#).

[pc.race]

Displays the PC's current race. Output should look like this:

- human
- half-ausar
- ausar
- cow-girl
- zil-morph
- Etc

Extended variants

- **[pc.aRace]**
 - adds "a" or "an" as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)

[\[pc.raceShort\]](#), [\[pc.raceType\]](#), [\[pc.raceSimple\]](#), [\[pc.simpleRace\]](#), [\[pc.raceStrip\]](#), or [\[pc.stripRace\]](#)

[pc.raceShort] is [pc.race] but stripped of words like "-morph", "taur", "hybrid", and the like.

Extended variants

- **[pc.aRaceShort], [pc.aRaceType], [pc.aRaceSimple], [pc.aSimpleRace], [pc.aRaceStrip], or [pc.aStripRace]**
 - adds "a" or "an" as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)

[\[pc.raceTypeStrict\]](#), or [\[pc.raceTypeHuman\]](#)

[pc.raceTypeStrict] is similar to [\[pc.raceShort\]](#) but any race that has the "half-" prefix results in an output of human.

Extended variants

- **[pc.aRaceTypeStrict] or [pc.aRaceTypeHuman]**
 - adds "a" or "an" as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)

[\[pc.raceCute\]](#), [\[pc.raceCuteSimple\]](#), [\[pc.raceCuteShort\]](#)

Cutifies certain [\[pc.raceShort\]](#) outputs, if no cutified version available uses [pc.raceShort] output.

Extended variants

- **[pc.aRaceCute], [pc.aRaceCuteSimple], or [pc.aRaceCuteShort]**
 - adds "a" or "an" before as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)
- **[pc.raceBoyGirl], or [pc.raceBoyGirlSimple], [pc.raceBoyGirlShort]**
 - appends "boy" or "girl" as appropriate at the end
- **[pc.aRaceBoyGirl], or [pc.aRaceBoyGirlSimple], [pc.aRaceBoyGirlShort]**
 - adds "a" or "an" before as appropriate (see [\[pc.a and \[pc.an sub parser tag\]](#) for more details)
 - appends "boy" or "girl" as appropriate at the end

Body part base parser tags

Genitals

A list of all genital related tags.

Genital hybrid tags

Parsers that return other parsers based on if the character has a certain genital or not.

[pc.cockClit]

Accepts [arguments](#). Returns [pc.clit] if the argument is less than one, or there is no cock.

Otherwise returns [\[pc.cock\]](#) Examples:

- Shekka licks her lips at the sight of your [pc.cockColor] pillar. ⇒ ...bright red pillar.
- You watch as your [pc.cockColor] flesh slowly mottles, adopting a pink and black color.

[pc.cockOrVag]

Returns [\[pc.cocks\]](#) if there are cock(s), [\[pc.vaginas\]](#) if there is no cock and there are vagina(s), "thigh" if there is no cock or vagina. Best used in passing or low detail scenes example Spending the rest of the evening slathering your [pc.cockOrVag] with attention.

[pc.vagOrAss], [pc.vagOrAsshole], [pc.vaginaOrAss], [pc.vaginaOrAsshole],

[pc.pussyOrAss], or [pc.pussyOrAsshole]

Accepts [arguments](#). This describes either the characters pussy (if they have one) using [\[pc.vagina\]](#) or their asshole (if there are no vagina's or asshole was indicated) using [\[pc.asshole\]](#). It's a good way to save time while writing a penetration scene for any sex of character. You should probably go ahead and write individual orgasm bits for each, though.

Alternate tags

- [\[pc.vagOrAssNoun\]](#) for describing vag or ass without an adjective

[pc.vagOrAssNoun] or [pc.vagOrAssSimple]

Accepts [arguments](#). Using the nouns version of the [\[pc.vagOrAss\]](#) parsers. Meaning it outputs [\[pc.vaginaNoun\]](#) (if the character has a vagina and it is selected), or [\[pc.assholeSimple\]](#) if the character has no vagina or asshole is selected.

Alternate tags

- [\[pc.vagOrAss\]](#) for describing vag or ass potentially with an adjective

[pc.cockOrStrapon] or [pc.cockOrHardlight]

Accepts [arguments](#). This will output [\[pc.cock\]](#) if a cock is available (and indicated), otherwise output [\[pc.hardlightCock\]](#). Good for scenes that can use both a cock and strapon.

Alternate tags

- [\[pc.cockOrStraponNoun\]](#) outputs a short cock/hardlight description
- [\[pc.cockOrStraponFull\]](#) outputs a long cock/hardlight description

[\[pc.cockOrStraponNoun\]](#) or [\[pc.cockOrHardlightNoun\]](#)

Accepts [arguments](#). This will output [\[pc.cockNoun\]](#) if a cock is available (and indicated), otherwise output [\[pc.hardlightCockNoun\]](#). Good for scenes that can use both a cock and strapon.

Alternate tags

- [\[pc.cockOrStraponFull\]](#) outputs a long cock/hardlight description
- [\[pc.cockOrStrapon\]](#) outputs a mid*length cock/hardlight description

[\[pc.cockOrStraponFull\]](#) or [\[pc.cockOrHardlightFull\]](#)

Accepts [arguments](#). This will output [\[pc.cock\]](#) if a cock is available (and indicated), otherwise output [\[pc.hardlightCockFull\]](#). Good for scenes that can use both a cock and strapon.

Alternate tags

- [\[pc.cockOrStrapon\]](#) outputs a mid-length cock/hardlight description
- [\[pc.cockOrStraponNoun\]](#) outputs a short cock/hardlight description

[\[pc.cockOrStraponHead\]](#)

Accepts [arguments](#). This will output [\[pc.cockHead\]](#) if a cock is available (and indicated), otherwise output [\[pc.hardlightCockNoun\]](#). Good for scenes that can use both a cock and strapon.

Alternate Tags

- [\[pc.cockOrStrapon\]](#) Another cock and hard light comparison tag

Other important body part tags

A list of parsers that you should definitely know but can't easily be put in another category

[\[pc.crotch\]](#), [\[pc.groin\]](#), or [\[pc.genitals\]](#)

These will create a comma delineated list of the important bits on the PC's crotch. Either call gives the same result. They also work for genderless folks. Examples:

- cocks, swollen balls, and needy cunt
- throbbing horsecock and puffy pussy
- bare groin

General Penis and Penis-Related Tags

This section describes general cock tags that describe the cock itself. Tags like [color](#), [length](#), and [number](#) can be found under the [penis aspect section](#). Essentially if it can be generally used in a scene you will find it here. With some under the aforementioned [aspect section](#).

[\[pc.cock\]](#), [\[pc.cockDescript\]](#), [\[pc.flaccidCock\]](#), or [\[pc.erectCock\]](#)

Accepts [arguments](#) (first cock is used if no cock is assigned). This describes the chosen dick with anything from a basic "dick" all the way up to "pre-oozing, arm-sized tentacle-cock". Don't use this with your own adjectives (Use something from the [\[pc.cockNoun\]](#) family for that one) or I'll kill you. And by kill you, I mean tear out my heart when I have to fix your fuck-up down the road. Don't do it!

Examples

- bestial shafts
- toy sized prick

Extended variants (None of these accept [arguments](#))

- **[pc.cockBiggest], [pc.biggestCock] or [pc.biggestCockDescript]**
 - Describes the cock that is the biggest volume wise
 - Best used for blowjobs
- **[pc.cockSmallest], [pc.smallestCock], or [pc.smallestCockDescript]**
 - Describes the cock that is the smallest volume wise
- **[pc.shortestCock], [pc.cockShortest], or [pc.shortestCockDescript]**
 - Describes the cock that is the shortest length wise

Alternate tags

- [\[pc.cocks\]](#) for working with (potentially) multiple cocks
- [\[pc.cockOrStrapon\]](#) for when working with scenes that allows use of both cock and [hardlight](#).
- [\[pc.cockOrStraponFull\]](#) another parser for when working with both cock and [hardlight](#).
- [\[pc.cockClit\]](#) for dealing with scenes where a mega clit can act as a cock alternative.
- [\[pc.cockOrVag\]](#) for dealing with vague scenes where vagina(s) can be used if there are no cock(s).
- [\[pc.cockHead\]](#) for describing the cock head itself
- [\[pc.cockNoun\]](#) for a shorter output (good for working with adjectives)
- [\[pc.cockNounComplex\]](#) for a more complex output (good for working with adjectives)
- [\[pc.cockShape\]/\[pc.cockType\]](#) for a more shape/type based output
- [\[pc.accurateCockName\]](#) outputs a simple "accurate" cock description

[\[pc.cocks\]](#), [\[pc.cocksDescript\]](#), [\[pc.erectCocks\]](#), [\[pc.flaccidCocks\]](#) or [\[pc.dicks\]](#)

For single dicks, will return [\[pc.cock\]](#). For multiples, it will return a basic, plural description "immense dicks", "fat horse-cocks", etc. This is recommended over [\[pc.multiCocks\]](#) for general usage. Note that if it is used in a scene that can have singular and multiple dicks that verbs may need modded to agree: Your [\[pc.cocks\]](#) throb{s} excitedly.

Examples

- bestial shafts
- toy sized prick

Extended variants (None of these accept [arguments](#))

- **[pc.eachCock], [pc.eachFlaccidCock], or [pc.eachErectCock]**
 - adds "your" or "each of your" before as appropriate (see [\[pc.each sub parser tag\]](#) for more details)
 - I love these "each" and "one" parser calls. They're fuckin' smart and let you reference multiples of something without much work. Basically, this will say "your dick" if you have a single chode, and "each of your dicks" if you have

multiple. Why is this important? Well, it lets you not worrying about matching your verb to it. One or sixteen dicks - it still works. Examples:

- Distractingly, [pc.eachCock] bounces. ⇒ Distractingly, each of your cocks bounces.
- Distractingly, [pc.eachCock] bounces. ⇒ Distractingly, your cock bounces
- **[pc.oneCock], [pc.oneFlaccidCock], or [pc.oneErectCock]**
 - adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
 - This guy is [pc.eachCock]'s evil twin brother. It's best used during scene openings to reference that a PC has multiple dicks while setting up that one is singled out for later calls. Like "eachCock", it includes "your", so don't add it yourself. Examples:
 - Syri yanks [pc.oneCock] up to her lips. (BLAH BLAH BLAH A FEW SENTENCES LATER) Her innocent look is completely at odds with the [pc.cock " + x + "] in her mouth. (See what I did there? Single dickd players see no difference, and multiple-dickd characters don't feel ignored because the scene will specifically mention her grabbing one penis out of the bunch.)
- **[pc.cocksIsAre] or [pc.dicksIsAre]**
 - add "is" or "are" after as appropriate (see [\[IsAre\] sub parser tag](#) for more details)
- **[pc.eachCocksIsAre]**
 - add "is" or "are" after as appropriate (see [\[IsAre\] sub parser tag](#) for more details)

Alternate tags

- [\[pc.cock\]](#) for working with a singular cock
- [\[pc.cockOrVag\]](#) for dealing with vague scenes where vagina(s) can be used if there are no cock(s).
- [\[pc.cockHeads\]](#) for describing the cock heads
- [\[pc.cocksNoun\]](#) for a more simplified description (good for working with adjectives)
- [\[pc.multiCocks\]](#) another multi cock descriptor (do not use this one as a sentence's subject)

[\[pc.cockNoun\]](#), [\[pc.cockLight\]](#), [\[pc.cockNounSimple\]](#), [\[pc.cockSimple\]](#), or [\[pc.cockShort\]](#)

Accepts [arguments](#). Gives short nouns like "horse-cock" or "dick". Perfect for use with your own custom adjectives.

Example:

- Aliss descends upon your condom-wrapped [pc.cockNounSimple].
- The sydian sniffs your musky, pre-oozing [pc.cockNounSimple " + x + "].

Extended variants

- **[pc.cockNounBiggest], [pc.biggestCockNoun], or [pc.cockBiggestNoun]**
 - Return a short noun description of the cock that is the biggest volume wise
- **[pc.smallestCockNoun], [pc.cockSmallestNoun]**
 - Return a short noun description of the cock that is the smallest volume wise

- **[pc.shortestCockNoun], [pc.cockShortestNoun]**
 - Return a short noun description of the cock that is the shortest length wise

Alternate tags

- [\[pc.cock\]](#) for mid length cock descriptions (does not mesh well with own adjectives in front of it)
- [\[pc.cockOrStraponNoun\]](#) for when working with scenes that allows use of both cock and [hardlight](#)
- [\[pc.cocksNoun\]](#) for working with (potentially) multiple cocks
- [\[pc.cockNounComplex\]](#) for longer length cock descriptions
- [\[pc.cockShape\]/\[pc.cockType\]](#) for a more shape/type based description

[\[pc.cockNounComplex\]](#) or [\[pc.cockComplex\]](#)

Accepts [arguments](#). Displays "long" cock nouns without extra size or girth adjectives. Results are something like "bulbous terran shaft" or "knotty dog-dick". If you use an adjective with this, it should probably have a comma. Example:

- Your spit-slicked, [\[pc.cockNounComplex\]](#) ⇒ Your spit-slicked, spine-covered cat-cock.

Alternate tags

- [\[pc.cock\]](#) for a mid length cock description (does not mesh well with own adjectives in front of it)
- [\[pc.cockShape\]/\[pc.cockType\]](#) for a more shape/type based output
- [\[pc.cockNoun\]](#) for a short length cock description

[\[pc.cocksNoun\]](#), [\[pc.cocksLight\]](#), [\[pc.cocksDescriptLight\]](#), [\[pc.dicksLight\]](#), [\[pc.cocksSimple\]](#), [\[pc.cocksShort\]](#), or [\[pc.cocksNounSimple\]](#)

As [\[pc.cocks\]](#), but only ever uses "simple" cock nouns. Think "horse-cock" instead of "equine beast-member". Basically just shorter nouns with less adjectives.

- **[pc.cocksLightIsAre], [pc.dicksLightIsAre], [pc.cocksNounIsAre] or [pc.dicksNounIsAre]**
 - Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)

Alternate tags

- [\[pc.cocks\]](#) for a mid length cock description (does not mesh well with adjectives in front of it)
- [\[pc.cockNoun\]](#) for working with a singular cock

[\[pc.cockHead\]](#), [\[pc.cockhead\]](#)

Accepts [arguments](#) (first cock is used if no cock is assigned). Displays a description of the tip of a character's dick. Common outputs include but are not limited to: "tip", "head", "crown", "flared head", "flare", "pointed tip", etc.

Extended variants (None of these accept [arguments](#))

- **[pc.cockHeadBiggest], [pc.cockheadBiggest], [pc.biggestCockHead], or [pc.biggestCockhead]**
 - Describes the head of the cock that is the biggest volume wise

- **[pc.smallestCockHead]**, **[pc.smallestCockhead]**, **[pc.cockHeadSmallest]**, or **[pc.cockheadSmallest]**
 - Describes the head of the cock that is the smallest volume wise

Alternate tags

- [\[pc.cock\]](#) for a description of the full cock
- [\[pc.cockOrStraponHead\]](#) for when working with scenes that allows use of both cock and [hardlight](#).
- [\[pc.cockHeads\]](#) for working with (potentially) multiple cocks
- [\[pc.cockHeadNoun\]](#) for a shorter description (and working with your own adjectives)

[\[pc.cockHeads\]](#), [\[pc.cockheads\]](#)

This is to [\[pc.cockHead\]](#) as [\[pc.cocks\]](#) is to [\[pc.cock\]](#). BAM! Analogy. Take that, high school english teacher! Basically this outputs a single cockhead description or a plural one depending on how many the character has.

Extended variants (None of these accept [arguments](#))

- **[pc.eachCockHead]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[pc.oneCockHead]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)

Alternate tags

- [\[pc.cocks\]](#) for describing whole cocks
- [\[pc.cockHead\]](#) for working with a singular cock
- [\[pc.cockHeadsNoun\]](#) for a shorter description (and working with your own adjectives)

[\[pc.cockHeadNoun\]](#)

Accepts [arguments](#). Similar to [\[pc.cockHead\]](#) but will simplify outputs further if possible. By cutting out the word before the space.

Examples

- flared head ⇒ head
- pointed tip ⇒ tip

Alternate tags

- [\[pc.cockHead\]](#) for a longer description
- [\[pc.cockHeadsNoun\]](#) for working with (potentially) multiple cocks

[\[pc.cockHeadsNoun\]](#)

This parser pluralizes [\[pc.cockHeadNoun\]](#) if necessary.

Alternate tags

- [\[pc.cockHeads\]](#) for a longer description
- [\[pc.cockHeadNoun\]](#) for working with a singular cock

[pc.accurateCockName]

Accepts [arguments](#) (first cock is used if no cock is assigned). Throws out the cock type followed by a generic cock description. Mostly used in tf and other non-sexy menus

- canine dong
- equine prick
- feline tool

[pc.multiCocks], [pc.multiCockDescript], [pc.erectMultiCocks], [pc.flaccidMultiCocks]

If the character has a single dick, it's the same as [\[pc.cock\]](#). Otherwise, it will return a blurb about the number of penises and their type if they match. Examples:

- brace of phalluses
- three, throbbing horse-cocks

WARNING: Be careful not to use this as the subject of a sentence, as it can cause subject verb issues. Example: Your trio or horsecocks pulses happily. Your three, turgid members pulses happily. No matter how you set up the verb, you'll get weird. Only stick this in places that won't generate weirdness. IE: You stroke your [\[pc.multiCockDescript\]](#) lovingly.

Alternate tags

- [\[pc.cocks\]](#) for a mid length cock description (does not mesh well with adjectives in front of it)
- [\[pc.cocksNoun\]](#) for a more simplified description (good for working with adjectives)

[pc.cockShape], [pc.cockshape], [pc.cockType], or [pc.cocktype]

Accepts an index [argument](#) for the cock to inspect. Returns a single word relating to the overall shape or type of a cock. Usage is similar to [\[pc.cockNoun\]](#) and [\[pc.cockNounComplex\]](#), but [cockShape](#) will only ever return a non-ambiguous description of the target cock; it doesn't include potential results like "pecker" or "cock". Example:

- Her insides part around your [\[pc.cockShape\]](#) cocks shape. ⇒ Her insides part around your equine cocks shape, Her insides part around your knotted cocks shape.

Alternate tags

- [\[pc.cock\]](#) for a more general mid-length description
- [\[pc.cockNoun\]](#) for a more general short description
- [\[pc.cockNounComplex\]](#) for a more general long description

[pc.sheath], [pc.base], [pc.cockBase], [pc.sheathDescript], or [pc.sheathOrBase]

Returns "sheath" or "base" depending on whether or not the character has one. Accepts [dick number arguments](#) as well. Examples for a pc who has a human dick as his first dick and a horsewang as his second:

- [\[pc.sheath 0\]](#) ⇒ base
- [\[pc.base 1\]](#) ⇒ sheath

Extended variants

- **[\[pc.biggestSheath\], or \[pc.sheathBiggest\]](#)**
 - Describes the sheath/base of the cock that is the biggest volume wise

Alternate tags

- [\[pc.knot\]](#) for knots instead of sheaths
- [\[pc.sheathOrKnot\]](#) adds knot to the formula, but favors sheaths

- [\[pc.knotOrSheath\]](#) adds knot to the formula, also favors knot
- [\[pc.knotBallsHilt\]](#) another base descriptor.

[\[pc.knot\]](#), [\[pc.knotOrBase\]](#)

Similar to [\[pc.base\]/\[pc.sheath\]](#), this returns "knot" or "base" as appropriate. Accepts [dick number arguments](#) as well. Examples for a pc who has a human dick as his first dick and a canine cock as his second:

- [\[pc.knot 0\]](#) ⇒ base
- [\[pc.knot 1\]](#) ⇒ knot

Extended variants

- **[\[pc.knotBiggest\]](#)**
 - Describes the sheath/base of the cock that is the biggest volume wise

Alternate tags

- [\[pc.knots\]](#) will output knots if there are multiple knots
- [\[pc.sheath\]/\[pc.base\]](#) for sheaths instead of sheats
- [\[pc.knotOrSheath\]](#) adds sheath to the formula, but favors knot
- [\[pc.sheathOrKnot\]](#) adds sheath to the formula, also favors sheath
- [\[pc.knotBallsHilt\]](#) another base descriptor.

[\[pc.sheathOrKnot\]](#)

A combination of [\[pc.sheath\]](#) and [\[pc.knot\]](#), this parser returns "sheath", "knot" or "base" as appropriate. Will prioritize sheaths over knots. Accepts [dick number arguments](#) as well.

Alternate tags

- [\[pc.sheath\]/\[pc.base\]](#) for sheaths instead of sheats
- [\[pc.knotOrSheath\]](#) favors knots instead of sheaths
- [\[pc.knotBallsHilt\]](#) another cock base descriptor

[\[pc.knotOrSheath\]](#)

Same as [\[pc.sheathOrKnot\]](#) but prioritizes knots over sheaths. Accepts [dick number arguments](#) as well.

[\[pc.knots\]](#)

Takes the result of [\[pc.knot\]](#) and appends an "s" to it when there are multiple cocks. (honestly the function should be reworked)

[\[pc.knotBallsHilt\]](#)

Accepts [arguments](#) as well. This parser returns "knot" if there is a knot, [\[pc.ballsNounSimple\]](#) if there is no knot but the character does have balls. Or lastly "hilt" if the character does not have any ball(s) or knot.

Alternate tags

- [\[pc.sheath\]/\[pc.base\]](#) another cock base descriptor
- [\[pc.knotOrSheath\]](#) another cock base descriptor
- [\[pc.knotBallsHilt\]](#) another base descriptor

Penis aspect tags

Things that can't be used as general descriptors of the cock itself, and describe qualities of the cock more than anything. (Does not include the [shape/type tag](#) because it can be used as a general cock descriptor)

[\[pc.cockColor\]](#) or [\[pc.dickColor\]](#)

Accepts [arguments](#). Displays the color of a character's phallus. Examples:

- Shekka licks her lips at the sight of your [\[pc.cockColor\]](#) pillar. ⇒ ...bright red pillar.
- You watch as your [\[pc.cockColor\]](#) flesh slowly mottles, adopting a pink and black color.

[\[pc.cockSkin\]](#) or [\[pc.dickSkin\]](#)

Accepts [arguments](#). Returns "dickskin" or "cockskin" with a 50% chance for a flag based adjective. Examples:

- nubby cockskin
- bright red dickskin

[\[pc.cockLength\]](#) or [\[pc.cocklength\]](#)

Accepts [arguments](#). Returns in text form the length inches of the indicated cock.

[\[pc.cockCount\]](#)

Returns in text form the number of cocks the character has.

Hardlight Strapon tags:

[\[pc.hardlightCock\]](#)

This will describe the character's hardlight cock. With a 50% chance of an added adjective.

Example

- hardlight dildo
- strapon

Alternate Tags

- [\[pc.cockOrStrapon\]](#) outputs [\[pc.cock\]](#) or [\[pc.hardlightCock\]](#) as necessary
- [\[pc.hardlightCockNoun\]](#) outputs a shorter hardlight description
- [\[pc.hardlightCockFull\]](#) outputs a longer description of the hardlight

[\[pc.hardlightCockNoun\]](#)

This will describe the character's hardlight cock. Without an adjective meaning a writer can add one in front of it, similar to [\[pc.cockNoun\]](#).

Example

- dildo
- strapon

Alternate Tags

- [\[pc.cockOrStraponNoun\]](#) outputs [\[pc.cockNoun\]](#) or [\[pc.hardlightCockNoun\]](#) as necessary
- [\[pc.hardlightCock\]](#) outputs a mid-length hardlight description
- [\[pc.hardlightCockFull\]](#) outputs a longer description of the hardlight
- [\[pc.cockOrStrapon\]](#) Another cock and hard light comparison tag

[\[pc.hardlightCockFull\]](#)

This will describe the character's hardlight cock. With an added adjective, this is similar to [\[pc.cockNounComplex\]](#).

Example

- hardlight dildo
- projected strapon

Alternate Tags

- [\[pc.cockOrStraponFull\]](#) outputs [\[pc.cock\]](#) or **[pc.hardlightCockFull]** as necessary
- [\[pc.hardlightCock\]](#) outputs a mid-length hardlight description
- [\[pc.hardlightCockNoun\]](#) outputs a shorter hardlight description
- [\[pc.cockOrStrapon\]](#) Another cock and hard light comparison tag

Balls And Related Tags:

[\[pc.sack\]](#), [\[pc.prostate\]](#), [\[pc.ballSack\]](#), [\[pc.ballsack\]](#), [\[pc.nutsack\]](#), or [\[pc.scrotum\]](#)

This will describe the character's scrotum. It will also never use the word scrotum.

Alternate Tags

- [\[pc.sackTexture\]](#) for describing the texture of the sack
- [\[pc.balls\]](#) for describing the ball(s) themselves

[\[pc.sackTexture\]](#)

This describes the texture of the character's ballsack.

- Normal skin sack ⇒ doughy
- Furry sack ⇒ fuzzy
- Scaly sack ⇒ scaly

Alternate Tags

- [\[pc.sack\]](#) for describing the sack itself

[\[pc.balls\]](#) or [\[pc.ball\]](#)

This will attempt to describe the character's testicles. If the character only has one, it will only describe one. Keep this in mind as you may need to adjust your verb to match. Also, if the player has no testes, it will return "prostate" as a failsafe.

Extended variants

- **[pc.ballsIsAre]**
 - Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)

Alternate Tags

- [\[pc.sack\]](#) for describing the ballsack itself
- [\[pc.ballsNoun\]](#) for describing the balls in a single word
- [\[pc.ballsNounSimple\]](#) for describing the balls as "balls" or "nuts"

[\[pc.ballsNoun\]](#)

Describes the balls in simple single words like "gonad" or "nuts" in plural or singular form as appropriate. Also, if the player has no testes, it will return "prostate" as a failsafe.

Extended variants

- **[pc.ballNoun]**
 - Forces use of singular form (will still output prostate if there are no ball(s))
- **[pc.ballsNounIsAre]**
 - Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)

Alternate Tags

- [\[pc.balls\]](#) for describing the ball(s) itself in a longer way
- [\[pc.ballsNounSimple\]](#) for describing the balls as "balls" or "nuts"

[\[pc.ballsNounSimple\]](#)

Describes the balls as "balls" or "nuts" in singular or plural form as appropriate. Also, if the player has no testes, it will return "prostate" as a failsafe.

Extended variants

- **[pc.ballNounSimple]**
 - Forces use of singular form (will still output prostate if there are no ball(s))
- **[pc.ballNounSimpleIsAre]**
 - Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)

Alternate Tags

- [\[pc.balls\]](#) for describing the ball(s) itself in a longer way
- [\[pc.ballsNoun\]](#) for describing the balls in a single word

Vaginas and Related Tags:

[\[pc.vagina\]](#), [\[pc.cunt\]](#), or [\[pc.pussy\]](#)

Accepts [arguments](#). This describes a given pussy with a random amount of adjectives, giving everything from "pussy" up to "honey-dripping, black zil-cunt". Please don't put your own adjectives before this. You will cause issues if you do.

Extended variants

- **[pc.biggestVagina], [pc.vaginaBiggest], [pc.biggestCunt], or [pc.cuntBiggest]**
 - Describes the cunt that has the biggest capacity

Alternate Tags

- [\[pc.vagOrAss\]](#) for scenes that need to describe either the character's pussy (if they have one) or their asshole
- [\[pc.cockOrVag\]](#) for dealing with vague scenes where a vagina can be used if there is no cock.
- [\[pc.vaginas\]](#) for working with (potentially) multiple vaginas
- [\[pc.vaginaNoun\]](#) for when you need a simplified description that works with adjectives
- [\[pc.vaginaNounComplex\]](#) for when you need a more complex description that works with adjectives
- [\[pc.vaginaSimple\]](#) can outputs both [\[pc.vaginaNoun\]](#) and [\[pc.vaginaNounComplex\]](#) outputs

[\[pc.vaginas\]](#) or [\[pc.cunts\]](#) or [\[pc.pussies\]](#)

Describes a single vagina if the character has a single pussy or multiple if the character has multiple. Examples outputs:

- slick honeypot (PC with one "zil" type pussy)
- slick honeypots (PC with multiple "zil" type pussies)
- cunts (multiple)

Extended variants

- **[pc.vaginalsAre], [pc.cuntsIsAre], or [pc.pussiesIsAre]**
 - Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)
- **[pc.eachVagina], [pc.eachPussy], or [pc.eachCunt]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
 - perfect for mentioning multicunted PCs without much effort needed on the part of the writer ([see \[pc.eachVagina\] tag in the old document](#))
 - Example: [pc.EachVagina] drenches itself and everything around it, glazing your legs with [pc.girlCum].
 - Single vagina ⇒ Your vagina drenches itself and everything around it, glazing your legs with girlish lube.
 - Multiple vagina ⇒ Each of your vaginas drenches itself and everything around it, glazing your legs with girlish lube.
 - This function is essential to effortlessly referencing the ultra-fertile among the playerbase.
- **[pc.oneVagina], [pc.onePussy], or [pc.oneCunt]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
 - great for singling out a single vagina before penetration ([see \[pc.oneVagina\] tag in the old document](#))
 - Example (I don't recommend calling two vaginal descriptions so close together, but for brevity's sake, I'm making this example hyper-brief):
 - PLURAL: Syri grinds her knotty cock against one of your syrupy pussies. Then, her dick slips into your wet cunt.
 - SINGLE: Syri grinds her knotty cock against your syrupy pussy. Then, her dick slips into your wet cunt.
 - Use this shit. It's good

Alternate tags

- [\[pc.vagina\]](#) for when working with a single vagina
- [\[pc.vaginasNoun\]](#) for a more simple multi vag output
- [\[pc.vaginasLight\]](#) for another multi vag output
- [\[pc.multiVaginas\]](#) for a more general multi vag description (do not use as a subject)

[\[pc.vaginaNoun\]](#), [\[pc.pussyNoun\]](#), or [\[pc.cuntNoun\]](#)

Accepts [arguments](#). Has a 50/50 chance of outputting either a [\[pc.vaginaSimple\]](#) output or [\[pc.vaginaNounComplex\]](#) output.

Extended variants

- **[pc.biggestVaginaNoun], [pc.vaginaBiggestNoun], [pc.cuntBiggestNoun], or [pc.biggestCuntNoun]**
 - Describes the cunt that has the biggest capacity

Alternate Tags

- [\[pc.vagOrAssNoun\]](#) This will describe either the player's first pussy (if they have one) or their asshole using a simplified noun output
- [\[pc.vagina\]](#) for a more general vagina description
- [\[pc.vaginasNoun\]](#) for working with (potentially) multiple vaginas
- [\[pc.vaginaNounComplex\]](#) for when you need a more complex description that works with adjectives
- [\[pc.vaginaNoun\]](#) for when you need a simplified description that works with adjectives

[\[pc.vaginaSimple\]](#), [\[pc.pussySimple\]](#), [\[pc.cuntSimple\]](#), or [\[pc.vaginaNounSimple\]](#)

Accepts [arguments](#). Describes the vagina using short and simple descriptions.

Examples

- pussy
- mare-cunt
- venom-cunt

Alternate Tags

- [\[pc.vagina\]](#) for a more general vagina description
- [\[pc.vaginasNoun\]](#) for working with (potentially) multiple vaginas
- [\[pc.vaginaNounComplex\]](#) for when you need a more complex description that works with adjectives
- [\[pc.vaginaNoun\]](#) for when you need a simplified description that works with adjectives

[\[pc.vaginaNounComplex\]](#) or [\[pc.pussyNounComplex\]](#)

Accepts [arguments](#). Describes the vagina using a more complex description.

- terran slit
- equine pussy
- venomous pussy

Alternate Tags

- [\[pc.vagina\]](#) for scenes that need to describe either the character's pussy (if they have one) or their asshole
- [\[pc.vaginasLight\]](#) for working with (potentially) multiple vaginas
- [\[pc.vaginaSimple\]](#) can outputs both [\[pc.vaginaNoun\]](#) and [\[pc.vaginaNounComplex\]](#) outputs
- [\[pc.vaginaNoun\]](#) for when you need a simplified description that works with adjectives

[\[pc.vaginasNoun\]](#), [\[pc.pussiesNoun\]](#), [\[pc.cuntsNoun\]](#), [\[pc.vaginasSimple\]](#),
[\[pc.pussiesSimple\]](#), [\[pc.cuntsSimple\]](#), or [\[pc.vaginasNounSimple\]](#)

Takes the output of [\[pc.vaginaSimple\]](#) and pluralizes it if there are multiple matching vaginas. If there are multiple vaginas this parser uses a simple description like "pussies", "cunts" or "vaginas"

Extended variants

- **[\[pc.vaginasLightIsAre\]](#), [\[pc.cuntsLightIsAre\]](#), or [\[pc.pussiesLightIsAre\]](#)**
- Add "is" or "are" after as appropriate (see [IsAre sub parser tag](#) for more details)
- Yeah this is actually in the correct place

Alternate tags

- [\[pc.vaginaSimple\]](#) for working with a single vagina
- [\[pc.vaginas\]](#) for a more general multi vag description
- [\[pc.vaginasLight\]](#) for another multi vag output
- [\[pc.multiVaginas\]](#) for a more general multi vag description (do not use as a subject)

[\[pc.vaginasLight\]](#), [\[pc.pussiesLight\]](#), or [\[pc.cuntsLight\]](#)

Takes the output [\[pc.vaginaNounComplex\]](#) output of a random vagina (or the first if they all match) and pluralizes it.

Alternate tags

- [\[pc.vaginaNounComplex\]](#) for working with a single vagina
- [\[pc.vaginas\]](#) for a more general multi vag description
- [\[pc.vaginasNoun\]](#) for a more simple multi vag output
- [\[pc.multiVaginas\]](#) for a more general multi vag description (do not use as a subject)

[\[pc.multiVaginas\]](#), [\[pc.multiVagina\]](#), [\[pc.multiCunts\]](#), or [\[pc.multiCunt\]](#)

Used when dealing with multiple vaginas. When dealing with a single vagina it returns [\[pc.vagina\]](#). Although this one is not compatible with adjectives.

Examples

- trio of wet twats
- three wet, wriggling pussies

If the character has a single cunt, it's the same as [\[pc.vagina\]](#). Otherwise, it will return a blurb about the number of vaginas and their type if they match. Examples:

- three honeypots
- three wet, wriggling pussies

WARNING: Be careful not to use this as the subject of a sentence, as it can cause subject verb issues. Example: Your trio of wet twats twitches hungrily. Your three wet, wriggling pussies twitches hungrily. No matter how you set up the verb, you'll get weird. Only stick this in places that won't generate weirdness. IE: You finger your [\[pc.multiVaginas\]](#) lovingly.

Alternate tags

- [\[pc.vaginaNounComplex\]](#) for working with a single vagina
- [\[pc.vaginas\]](#) for a more general multi vag description

- [\[pc.vaginasNoun\]](#) for a more simple multi vag output
- [\[pc.vaginasLight\]](#) for another multi vag output

[\[pc.vaginaType\]](#)

Accepts [arguments](#). Returns the vagina type of the selected vagina

Examples

- human
- suula
- equine

[\[pc.vaginaColor\]](#), [\[pc.cuntColor\]](#), or [\[pc.pussyColor\]](#)

Accepts [arguments](#). Outputs the color of the given vagina. Examples for a PC with multiple vaginas, the first of which is human and the second of which is equine:

- [\[pc.vaginaColor 0\]](#) ⇒ pink
- [\[pc.vaginaColor 1\]](#) ⇒ black
- [\[pc.vaginaColor\]](#) ⇒ pink

Womb and clit tags

[\[pc.womb\]](#) or [\[pc.uterus\]](#)

Accepts vagindex [arguments](#). Outputs "womb" or "uterus" and may add additional adjectives if the character is in heat or pregnant.

Examples (for heat and pregnant)

- cum-hungry womb
- impregnated uterus

Alternate tags

- [\[pc.wombs\]](#) for when dealing with multiple vaginas/wombs

[\[pc.wombs\]](#), [\[pc.uteruses\]](#), or [\[pc.uteri\]](#)

Returns [\[pc.womb\]](#) when dealing with a single vagina. When dealing with multiple this parser outputs "wombs" or "uteri" and may add additional adjectives if the character is in heat or pregnant.

Examples (for heat and pregnant)

- breed-hungry wombs
- pregnant uteri

Alternate tags

- [\[pc.womb\]](#) for when dealing with a single vagina/womb

[\[pc.clit\]](#) or [\[pc.clitoris\]](#)

Accepts vagindex [arguments](#). This describes a single clitoris. It does not accept arguments because I mandated that all clits are always the same size to save my sanity. Examples:

- sensitive button
- cock-like pleasure-buzzer

Extended variants

- [\[pc.biggestCuntClit\]](#)

Alternate tags

- [\[pc.clits\]](#) for when working with potentially multiple clits
- [\[pc.clitNoun\]](#) for shorter clit description
- [\[pc.cockClit\]](#) for when dealing with scenes where a mega clit can act as a cock alternative.

[\[pc.clits\]](#)

Displays a description of multiple clits if the character has multiple. Otherwise it describes a single one. Be wary of verb agreement when using this.

Extended variants

- **[pc.eachClit] or [pc.eachClitoris]**
 - Adds "your" or "each of your" before as appropriate (see [\[pc.each sub parser tag\]](#) for more details)
 - Consider using this even if a scene assumes that the player only has one vagina, as multiple clits per vagina are possible.
- **[pc.oneClit] or [pc.oneClitoris]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
 - Consider using this even if a scene assumes that the player only has one vagina, as multiple clits per vagina are possible.
- **[pc.clitsIsAre]**
 - Adds "is" or "are" after as appropriate (see [\[IsAre\] sub parser tag](#) for more details)
 - consider using this even if a scene assumes that the player only has one vagina, as multiple clits per vagina are possible.
- **[pc.oneClitPerVagina]**
 - Accepts [arguments](#) (these indicate vagina).
 - Adds "your" or "one of your" based on the clit count of the selected vagina.
 - Consider using this if you need to focus on a vaginas particular clit

Alternate tags

- [\[pc.clit\]](#) for when working with a single vagina
- [\[pc.clitsNoun\]](#) for shorter multiclit descriptions

[\[pc.clitNoun\]](#) or [\[pc.clitorisNoun\]](#)

Accepts vagindex [arguments](#). Describes the clit using only nouns although some descriptors may be hyphenated on to the chosen word

- clit
- button
- bitch-clit (when having fur and a canine vagina)

Alternate tags

- [\[pc.clit\]](#) for a more detailed clit description
- [\[pc.clitsNoun\]](#) for when dealing with potential multi clits

[\[pc.clitsNoun\]](#)

Takes a [\[pc.clitNoun\]](#) output and pluralizes it if there are multiple vaginas or clits. clit

- buttons
- bitch-clits (when having fur and a canine vagina)

Alternate tags

- [\[pc.clits\]](#) for a more detailed clits description
- [\[pc.clitNoun\]](#) for when working with a single clit

Anus and Asshole Tags

Characters will only ever have one of these.

[\[pc.asshole\]](#), [\[pc.anus\]](#), [\[pc.assholeDescript\]](#), or [\[pc.butthole\]](#)

This will describe a character's asshole. Do not use adjectives in front of it.

- moist backdoor
- fat sphincter

Alternate tags

- [\[pc.vagOrAss\]](#) for scenes that need to describe either the character's pussy (if they have one) or their asshole
- [\[pc.assholeSimple\]](#) for describing the asshole without using adjectives.

[\[pc.assholeSimple\]](#), [\[pc.anusSimple\]](#), [\[pc.assholeNoun\]](#), or [\[pc.anusNoun\]](#)

This will describe a character's asshole without using adjectives. Good for if you want to use your one adjective.

- backdoor
- sphincter

Alternate tags

- [\[pc.vagOrAssNoun\]](#) for scenes that need to describe either the character's pussy (if they have one) or their asshole without an adjective
- [\[pc.assholeSimple\]](#) for describing the asshole potentially with adjectives.

Butt, Hips, and Thigh Tags

Includes nearly everything about the butt and buttocks, aside from the [asshole](#).

[\[pc.butt\]](#), [\[pc.ass\]](#), or [\[pc.buttDescript\]](#)

Describes the character's butt. The result always ends in a singular noun like "butt", "backside", or "derriere". Never says "cheeks" or any similarly plural thing.

Example

- vast, cushiony butt
- huge bottom

Alternate tags

- [\[pc.buttcheek\]](#) describes a single buttock
- [\[pc.buttcheeks\]](#) describes both buttocks

[\[pc.buttcheek\]](#) or [\[pc.asscheek\]](#)

Describes a single asscheek of the character. Do not use with your own adjectives in front of it.

Example

- seam-bursting asscheek
- huge, slappable buttcheek

Alternate tags

- [\[pc.butt\]](#) describes the whole butt
- [\[pc.buttcheek\]](#) describes a single buttcheek

[\[pc.buttcheeks\]](#), [\[pc.asscheeks\]](#), [\[pc.buttsDescript\]](#), [\[pc.cheeks\]](#), [\[pc.butts\]](#), or [\[pc.asses\]](#)

Describes both of the characters buttcheeks. do not use with adjectives.

Example

- firm cheeks
- plush, vast cheeks
- cheeks

Alternate tags

- [\[pc.butt\]](#) describes the whole butt
- [\[pc.buttcheeks\]](#) describes both buttcheeks

[\[pc.hip\]](#), [\[pc.hipDescript\]](#)

Describes a single hip. Pretty self explanatory. Good for when a character is putting a hand on a hip.

Alternate tags

- [\[pc.hips\]](#) describes both hips

[\[pc.hips\]](#), [\[pc.hipsDescript\]](#)

Describes a character's hips. Good for being grabbed or wiggled.

Alternate tags

- [\[pc.hip\]](#) describes a single hip

[\[pc.thigh\]](#), [\[pc.thighDescript\]](#)

Describes one of a character's thighs. This one could be a bit flakey with new lower body types as they're introduced, but I'll do my best to keep it working fine. Generally, it's just going to say "thigh". Also do not use with your own adjectives.

Alternate tags

- [\[pc.thighs\]](#) plural version
- [\[pc.thighsOrLegs\]](#) for when you need a thighs output if the character has no legs.
But a leg leg output if the character does have tags.

[\[pc.thighs\]](#), [\[pc.thighsDescript\]](#)

The plural version of [\[pc.thigh\]](#).

Alternate tags

- [\[pc.thigh\]](#) singular version
- [\[pc.thighsOrLegs\]](#) for when you need a thighs output if the character has no legs.
But a leg leg output if the character does have tags.

Breast Related Tags

Focused on the breasts themselves. Note that the [nipple](#) and [nipple genital](#) tags have been moved to their own section.

[\[pc.chest\]](#) or [\[pc.chestDesc\]](#)

Accepts [arguments](#). For flat-chested characters, this will display "chest". For everyone else, it will describe their breasts as per the [\[pc.breasts\]](#) function. Be aware that this can cause singular/plural agreement issues since "breasts" are plural and "chest" is singular.

Alternate tags

- [\[pc.breasts\]](#) for when you don't want a flat-chested character to return "chest"
- [\[pc.chestSimple\]](#) for a shorter description that is adjective friendly.
- [\[pc.fullChest\]](#) for a description off all breasts

[\[pc.breasts\]](#), [\[pc.breastDescript\]](#), [\[pc.boobs\]](#), or [\[pc.tits\]](#)

Accepts [arguments](#). This will describe a single row of breasts. The top row of breasts is considered to be 0 for the sake of passing an argument to this function. Examples:

- [\[pc.breasts\]](#) ⇒ mountainous melons
- [\[pc.breasts\]](#) ⇒ pecs
- [\[pc.breasts\]](#) ⇒ well-rounded tits

Extended variants

- **[\[pc.biggestBreastDescript\]](#)**
 - Describes the biggest breast row
- **[\[pc.lowestBreasts\]](#)**
 - Describes the lowest breast row

Alternate Tags

- [\[pc.chest\]](#) for when you need flat-chested character to return "chest"
- [\[pc.breastNoun\]](#) for a shorter breast description
- [\[pc.fullChest\]](#) for a description off all breasts

[\[pc.chestSimple\]](#), [\[pc.chestNoun\]](#), or [\[pc.breastsNoun\]](#)

Accepts [arguments](#). For flat-chested characters, this will display "chest". For everyone else, it will describe their breasts as per the [\[pc.breastNoun\]](#) function. Be aware that this can cause singular/plural agreement issues since "breasts" are plural and "chest" is singular.

Alternate tags

- [\[pc.chest\]](#) for a more general breast description.
- [\[pc.breastNoun\]](#) for when you don't want a flat-chested character to return "chest"
- [\[pc.fullChest\]](#) for a description off all breasts

[\[pc.breastNoun\]](#) or [\[pc.breast\]](#)

Describes the chest in a shorter and more adjective friendly way.

Example

- mammary
- breast
- milker

Alternate tags

- [\[pc.breasts\]](#) for when you don't want a flat-chested character to return "chest"
- [\[pc.chestSimple\]](#) for when you need flat-chested character to return "chest"
- [\[pc.fullChest\]](#) for a description off all breasts

[\[pc.breastChaste\]](#), [\[pc.breastNounChaste\]](#), [\[pc.breastNounDry\]](#), or [\[pc.breastDry\]](#)

Basically [\[pc.breastNoun\]](#) without lactation related nouns

Alternate Tags

- [\[pc.breasts\]](#) for a more general breast description
- [\[pc.breastNoun\]](#) allows for use of lactation noun

[\[pc.fullChest\]](#), [\[pc.allChestDescript\]](#), or [\[pc.chestFull\]](#)

For characters with a single row of breasts, it will function as [\[pc.chest\]](#). Otherwise, it will indicate the number of rows. For example: "three rows of jiggling breasts".

Alternate Tags

- [\[pc.chest\]](#) for a more general breast description that returns "chest" for flat chested characters
- [\[pc.breasts\]](#) for a more general breast description that does not return "chest" for flat chested characters

[\[pc.breastCupSize\]](#), [\[pc.breastCup\]](#), or [\[pc.cupSize\]](#)

Accepts arguments. This will display the cup-size of the chosen row of breasts (default being top row, of course). Examples:

- A-cup
- B-cup
- DD-cup
- Be aware that for characters without breasts, it will display 0-cup, and shouldn't be used for such characters.

Nipple Related tags

[\[pc.nipple\]](#), [\[pc.nippleDescript\]](#), or [\[pc.lipple\]](#)

Accepts [arguments](#). This one obviously describes the character's nipple in singular form. Note that in the case of lipples or nipplecunts, this is the function that will describe them.

To save sanity, dicknipples in TITS look like normal nipples until forced or drawn out, sliding out of the nipple like a sheath or foreskin. Therefore, [\[pc.nipple\]](#) never describes one. Use the [\[pc.nippleCock\]](#) tag when you need to describe one.

Examples

- drooling teat
- needy bud
- nipples

Extended variants

- [\[pc.nipples\]](#), [\[pc.nipplesDescript\]](#), or [\[pc.lipples\]](#)
 - Plural form

Alternate tags

- [\[pc.areola\]](#) for describing the areola
- [\[pc.milkyNipple\]](#) for a more milk focused description
- [\[pc.nippleNoun\]](#) for a shorter nipple description
- [\[pc.nippleNounSimple\]](#) for an even shorter nipple description

- [\[pc.nippleHarden\]](#) for when you need a verb for a hardening nipple
- [\[pc.nippleCock\]](#) for when you need to describe a nipple cock
- [\[pc.nippleCunt\]](#) for when you need to describe a nipple cunt

[pc.nippleNoun]

Accepts [arguments](#). A less detailed nipple description than [\[pc.nipple\]](#).

Examples

- teats
- nipple
- inverted nipple

Extended variants

- **[pc.nipplesNoun]**
 - Plural form

Alternate tags

- [\[pc.milkyNipple\]](#) for a more milk focused description
- [\[pc.nippleNoun\]](#) for a more general nipple description
- [\[pc.nippleNounSimple\]](#) for an even shorter nipple description

[pc.nippleNounSimple]

Accepts [arguments](#). Returns a hard coded description based on nipple type.

Examples

- regular ⇒ nipple
- lipples ⇒ lipple
- dick nipple ⇒ dick-nipple
- inverted ⇒ inverted nipple
- flat ⇒ flat nipple
- tentacle nips ⇒ tentacle nipple

Extended variants

- **[pc.nipplesNounSimple]**
 - Plural form

Alternate tags

- [\[pc.nipple\]](#) for a more general nipple description
- [\[pc.nippleNoun\]](#) for a shorter nipple description

[pc.areola] or [pc.areolaDescript]

Accepts [arguments](#). Describes the areola of a nipple.

Examples

- coin-sized areola
- areola

Extended variants

- **[pc.areolae] or [pc.areolaeDescript]**
 - Plural form

[pc.milkyNipple]

Accepts [arguments](#). Basically [\[pc.nipple\]](#), but forces a lactation description above other potential descriptors. Good for breastfeeding scenes.

- milky nipple

Extended variants

- **[pc.milkyNipples]**
 - Plural form

Alternate tags

- [\[pc.nipple\]](#) for a more general nipple description

[\[pc.nippleColor\]](#)

This will show the color of the character's nipple and nothing else.

[\[pc.nipplePiercing\]](#)

Returns "nipple piercing" and nothing else (probably needs to be updated).

[\[pc.nippleHarden\]](#), [\[pc.nipplesHarden\]](#)

Gives a verb for hardening nipple.

Example

- harden
- emerge
- hardening (using [\[pc.nippleHardening\]](#))
- emerging (using [\[pc.nippleHardening\]](#))

Extended variants

- **[pc.nippleHardening]**, **[pc.nipplesHardening]**
 - Uses the -ing form

Nipple-Genital Related Tags

Here is a list of all nipple genital tags. Should probably be used in conjunction with the [Breast parser tags](#).

[\[pc.nippleCock\]](#), [\[pc.nippleCockDescript\]](#), or [\[pc.dickNipple\]](#)

This attempts to describe any dicknipples that a player might have. To save sanity, dicknipples in TiTS look like normal nipples until forced or drawn out, sliding out of the nipple like a sheath or foreskin. Therefore, [\[pc.nipple\]](#) never describes one. Use this tag when you need to describe one.

Extended variants

- **[pc.nippleCocks]**, **[pc.nippleCocksDescript]**, or **[pc.dickNipples]**
 - Plural form

[\[pc.nippleCunt\]](#), [\[pc.nippleCuntDescript\]](#), or [\[pc.cuntNipple\]](#)

Describes nipple cunt(s) with a bit more detail. Example

- fuckable-nipple
- Penetrable nipples (pluralized via [\[pc.nippleCunts\]](#))

Extended variants

- **[pc.nippleCunts]**, **[pc.nippleCuntsDescript]**, or **[pc.cuntNipples]**
 - Plural form

Tail-Genital Related Tags

Although there aren't many of these, if the time comes to add new ones already used by regular genitals, I will. Also be sure to check out the [tail tags section](#).

[\[pc.tailGenital\]](#), [\[pc.genitalTail\]](#), [\[pc.genital\]](#)

This parser will describe a tail cock (if there is one) using [\[pc.tailCock\]](#), or a tail vagina (if there is one) using if there are [\[pc.tailCunt\]](#).

Extended variants

- **[pc.tailGenitals]**, **[pc.genitalTails]**, **[pc.genitals]**
 - Plural form if there are multiple tail genitals
- **[pc.eachTailGenital]** or **[pc.eachGenitalTail]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[pc.oneTailGenital]**, **[pc.oneGenitalTail]**, **[pc.OneGenital]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)

[\[pc.tailCock\]](#) or [\[pc.cockTail\]](#)

These will describe a singular tailcock similar to how [\[pc.cock\]](#) displays a normal one.

Extended variants

- **[pc.tailCocks]** or **[pc.cockTails]**
 - Plural form if there are multiple tail cocks
- **[pc.eachTailCock]** or **[pc.eachCockTail]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[pc.oneTailCock]** or **[pc.oneCockTail]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
 - These are just like [\[pc.oneCock\]](#), only for tail-mounted cocks instead of crotch-based ones.

[\[pc.tailCockNoun\]](#)

This will describe a singular tailcock similar to how [\[pc.cockNoun\]](#) displays a normal one. (aka adjective friendly)

[\[pc.tailCockHead\]](#)

This will describe a tailcockhead similar to how [\[pc.cockHead\]](#) displays a normal one.

Extended variants

- **[pc.tailCockHeads]**
 - Plural form if there are multiple tail cocks

[\[pc.tailgina\]](#), [\[pc.cuntTail\]](#), [\[pc.tailCunt\]](#), or [\[pc.tailVagina\]](#)

These will display a tail-based vagina similarly to how [\[pc.vagina\]](#) describes a crotch-mounted one.

Extended variants

- **[\[pc.tailVaginas\]](#), [\[pc.cuntTails\]](#), [\[pc.tailCunts\]](#), or [\[pc.tailginas\]](#)**
 - Plural form if there are multiple tail cunts
- **[\[pc.eachTailVagina\]](#), [\[pc.eachTailCunt\]](#), [\[pc.eachCuntTail\]](#), or [\[pc.eachTailgina\]](#)**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[\[pc.oneTailCunt\]](#), [\[pc.oneTailgina\]](#), [\[pc.oneTailVagina\]](#), or [\[pc.oneCuntTail\]](#)**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
 - These are just like [\[pc.oneVagina\]](#), only for tail-mounted pussies instead of crotch-based ones.

[\[pc.tailCuntNoun\]](#)

These will display a tail-based vagina similarly to how [\[pc.vaginaNoun\]](#) describes a crotch-mounted one.

[\[pc.tailGenitalColor\]](#), [\[pc.tailCuntColor\]](#), or [\[pc.tailCockColor\]](#)

This will show the color of the character's tail genital (not the tail itself) and nothing else.

Cum Tags:

These are pretty much mandatory for describing cum. If you're going to use anything, use these tags.

[\[pc.cum\]](#) or [\[pc.cumDescript\]](#)

This tag describes cum it will sometimes include an adjective like color or viscosity along with an appropriate noun. Don't use your own adjectives with this tag.

[\[pc.cumNoun\]](#) or [\[pc.cumType\]](#)

This function will only call an appropriate noun for the character's cum. You'll see things like "honey", "jism", or "spooge". This is the function to use if you want a custom adjective.

Example: "fresh [\[pc.CumNoun\]](#) ⇒ fresh honey".

[\[pc.cumColor\]](#)

This one will only give you the color of the characters cum. Pretty self explanatory. Usage: You squirt your [\[pc.cumColor\]](#) seed into her pussy.

[\[pc.cumColorNoun\]](#) or [\[pc.cumColorSimple\]](#)

These will only give you the base color of the cum. For regular cum it will only return "white" instead of the alternative "alabaster" or "ivory".

[\[pc.cumGem\]](#)

This will return a gem appropriate for the color the cum has.

- "white" ⇒ "pearl" or "opal"
- "orange"/"yellow" ⇒ "amber", "citrine", or "topaz"

[pc.cumVisc]

These describe the texture of cum. Using it will give you things like "creamy" or "sticky".

[pc.cumFlavor]

These give an appropriate flavor for your cum. You'll see things like "sweet" or "salty" using these.

Girl-cum Tags:

These are pretty much mandatory for describing girl-cum. If you're going to use anything, use these tags.

[pc.girlcum], [pc.girlCum], [pc.femcum], [pc.femCum], or [pc.girlCumDescript]

These tags describe girl-cum it will sometimes include an adjective like color or viscosity along with an appropriate noun. Don't use your own adjectives with this tag.

[pc.girlCumNoun], [pc.girlCumType], [pc.femCumNoun], or [pc.femCumType]

These functions will only call an appropriate noun for the fluid. You'll see things like "honey", "fem-cum", or "girlcum". This is the function to use if you want a custom adjective. Example: "fresh [pc.girlCumNoun] ⇒ fresh honey".

[pc.girlCumColor] or [pc.femCumColor]

These will only give you the color of the character's girl-cum. Pretty self explanatory. Usage: You squirt your [pc.girlCumColor] ejaculate over her face.

[pc.girlCumColorNoun], [pc.girlCumColorSimple], [pc.femCumColorNoun] or [pc.femCumColorSimple]

These will only give you the base color of the girl-cum. For regular girl-cum it will only return "transparent" instead of the alternative "clear" or "semi-transparent".

[pc.girlCumGem] or [pc.femCumGem]

This will return a gem appropriate for the color the girl-cum has.

- "transparent" ⇒ "crystal" or "diamond"
- "orange"/"yellow" ⇒ "amber", "citrine", or "topaz"

[pc.girlCumVisc] or [pc.femCumVisc]

These describe the texture of the given fluid. Using these will give you things like "slippery" or "slick".

[pc.girlCumFlavor] or [pc.femCumFlavor]

These give an appropriate flavor for the fluid. You'll see things like "tangy" or "sugary" using these.

Milk Tags:

These are pretty much mandatory for describing milk. If you're going to use anything, use these tags.

[pc.milk] or [pc.milkDescript]

This tag describes milk it will sometimes include an adjective like color or viscosity along with an appropriate noun. Don't use your own adjectives with this tag.

[\[pc.milkNoun\]](#) or [\[pc.milkType\]](#)

These functions will only call an appropriate noun for the fluid. You'll see things like "honey", or "milk". This is the function to use if you want a custom adjective. Example: "fresh [\[pc.milkNoun\]](#) ⇒ fresh milk".

[\[pc.milkColor\]](#)

These will only give you the color of the chosen fluid. Pretty self explanatory. Usage: Milking [\[pc.milkColor\]](#) milk from your breasts.

[\[pc.milkColorNoun\]](#) or [\[pc.milkColorSimple\]](#)

These will only give you the base color of the milk. For regular milk it will only return "white" instead of the alternative "alabaster" or "ivory".

[\[pc.milkGem\]](#)

This will return a gem appropriate for the color the milk has.

- "white" ⇒ "pearl" or "opal"
- "orange"/"yellow" ⇒ "amber", "citrine", or "topaz"

[\[pc.milkVisc\]](#)

These describe the texture of the given fluid. Using these will give you things like "creamy" or "sticky".

[\[pc.milkFlavor\]](#)

These give an appropriate flavor for the fluid. You'll see things like "cocoa-flavored" or "creamy" using these.

General body tags

Anything that isn't Tits, ass, hips, thighs cock, pussy or some hybrid of one of the later two with another body part.

Skin, fur, scales and chitin tags

[\[pc.skinFurScales\]](#), [\[pc.skinScalesFur\]](#), or [\[pc.skinfurscales\]](#)

Despite that [\[pc.skin\]](#) seems like the obvious choice, this is what should be used in most places when describing what someone's outside looks like. It'll describe your skin, scales, fur, gooey covering, or whatever the character's dermis is. Examples:

- pale skin
- thick, brown fur
- glittering green scales

Alternate tags

- [\[pc.skin\]](#) for describing the skin itself
- [\[pc.skinFurScalesNoun\]](#) for returning only a noun
- [\[pc.skinFurScalesNounSimple\]](#) for returning only the most simple skin type noun
- [\[pc.skinFurScalesColor\]](#) for returning the color of the skinFurScales
- [\[pc.accentMarkings\]](#) describes the skin accent markings in noun form, with its color.
- [\[pc.accentMarked\]](#) describes the skin accent markings in adjective form, with its color.

[\[pc.skinFurScalesNoun\]](#) or [\[pc.skinScalesFurNoun\]](#)

This is just like [skinFurScales](#) but only outputs the noun. Expect to see "skin", "fur", or the like when using this. Nothing else.

Alternate tags

- [\[pc.skinFurScales\]](#) for a more general skin description
- [\[pc.skinFurScalesNounSimple\]](#) for returning only the most simple skin type noun
- [\[pc.accentMarkingsNoun\]](#) describes the skin accent marking in noun form, without color.
- [\[pc.accentMarkedSimple\]](#) describes the skin accent markings in adjective form, without its color.

[\[pc.skinFurScalesNounSimple\]](#)

Similar to [\[pc.SkinFurScalesNoun\]](#) but uses the most simple noun available

Alternate tags

- [\[pc.skinFurScales\]](#) for a more general skin description
- [\[pc.skinFurScalesNoun\]](#) for returning only a more complex noun

[\[pc.skinFurScalesColor\]](#) or [\[pc.skinScalesFurColor\]](#)

This works just like [\[pc.skinColor\]](#), only if you have fur, scales, or something similar, it'll give you the appropriate color instead. Probably your go-to when describing the color of the PC's asscheeks, for instance, since scales or fur would conceal the hue of his dermis.

Alternate Tags

- [\[pc.skinColor\]](#) for describing the color of the character's skin itself
- [\[pc.furColor\]](#) for describing the color of the character's fur itself
- [\[pc.scaleColor\]](#) for describing the color of the character's scale itself
- [\[pc.chitinColor\]](#) for describing the color of the character's chitin itself
- [\[pc.accentColor\]](#) describes the color of a character's accent

[\[pc.skin\]](#)

This always describes the character's skin, regardless of if they have scales or fur. This should only be used for places that wouldn't have fur or scales, like balls or referencing what's under scales or fur. In most cases [\[pc.skinFurScales\]](#) should be used instead.

Alternate Tags

- [\[pc.skinFurScales\]](#) for a skin description that describes the upper skin type
- [\[pc.skinNoun\]](#) return only a skin
- [\[pc.skinNounSimple\]](#) returns an even simpler skin noun

[\[pc.skinNoun\]](#)

TBH, I'm not really sure why this exists, as it's pretty much guaranteed to output "skin". I suppose if something actually replaces skin instead of covering it, you might see that here, like "goo" something. Use [\[pc.skinFurScalesNoun\]](#) instead please.

[\[pc.skinNounSimple\]](#)

This one will actually output only "skin".

[\[pc.skinColor\]](#) or [\[pc.skinTone\]](#)

This one shoots out the color adjective for your skin, IE: "yellow","pale","ebony",etc.

[pc.furColor]

This one shoots out the color adjective for your fur, IE: "white","brown","purple",etc.

[pc.scaleColor]

This one shoots out the color adjective for your scales, IE: "yellow","pale","ebony",etc.

[pc.chitinColor]

This one shoots out the color adjective for your chitin, IE: "yellow","pale","ebony",etc

Extended variants

- **[pc.chitinColorBody]**
 - This one shoots out the color adjective for your body's chitin (if there is any)
 - **Note that** this function currently only works if the character's skin type is chitin
- **[pc.chitinColorArm]**
 - This one shoots out the color adjective for your arm's chitin (if there is any)
 - **Note that** this function currently only works if the character's arm have the chitinous flag
- **[pc.chitinColorLeg]**
 - This one shoots out the color adjective for your leg's chitin (if there is any)
 - **Note that** this function currently only works if the character's leg have the chitinous flag
- **[pc.chitinColorTail]**
 - This one shoots out the color adjective for your tail's chitin (if there is any)
 - **Note that** this function currently only works if the character's tails have the chitinous flag

[pc.accentMarkings]

Describes the skin accent in noun form with its color.

Examples

- gold stripes
- silver dapples

Alternate Tags

- [\[pc.accentMarked\]](#) describes the skin accent markings in adjective form, with its color.
- [\[pc.accentMarkingsNoun\]](#) describes the skin accent markings in noun form, without its color.

[pc.accentMarkingsNoun]

Describes the skin accent in noun form without its color.

Examples

- stripes
- dapples

Alternate Tags

- [\[pc.accentMarkings\]](#) describes the skin accent markings in noun form, with its color.
- [\[pc.accentMarked\]](#) describes the skin accent markings in adjective form, with its color.

- [\[pc.accentMarkedSimple\]](#) describes the skin accent markings in adjective form, without its color.
- [\[pc.accentColor\]](#) returns the characters accent color

[\[pc.accentMarked\]](#)

Describes the skin accent in adjective form with its color.

Examples

- gold striped
- silver dappled

Alternate Tags

- [\[pc.accentMarkedSimple\]](#) describes the skin accent markings in adjective form, without its color.
- [\[pc.accentMarkings\]](#) describes the skin accent markings in noun form, with its color.
- [\[pc.accentMarkingsNoun\]](#) describes the skin accent markings in noun form, without its color.
- [\[pc.accentColor\]](#) returns the characters accent color

[\[pc.accentMarkedSimple\]](#)

Describes the skin accent in adjective form without its color.

Examples

- striped
- dappled

Alternate Tags

- [\[pc.accentMarked\]](#) describes the skin accent markings in adjective form, with its color.
- [\[pc.accentMarkings\]](#) describes the skin accent markings in noun form, with its color.
- [\[pc.accentMarkingsNoun\]](#) describes the skin accent markings in noun form, without its color.

[\[pc.accentColor\]](#) or [\[pc.skinAccent\]](#)

Returns the skin accent's color, nothing else.

Alternate Tags

- [\[pc.accentMarkings\]](#) describes the skin accent markings in noun form, with its color.
- [\[pc.accentMarked\]](#) describes the skin accent markings in adjective form, with its color.

Head, hair and face tags

[\[pc.ears\]](#)

Displays a short description of the ears or just the word "ears" sometimes. Pretty simple.

Examples

- anubis-like ears
- ears
- furry ears

Extended variants

- **[pc.ear]**
 - singular form

[pc.eyes]

Describes eyes. Sometimes it'll mention the color, and sometimes it'll just say "eyes".

Examples

- green eyes
- eyes

Extended variant

- **[pc.eye]**
 - singular form

Alternate Tags

- [\[pc.eyePigment\]](#) gives the color of your eye

[pc.eyePigment] or [pc.eyeColor]

This will show the eye color. Useful if you want to use your own noun or metaphor in place of "eyes".

[pc.hair] or [pc.hairDescript]

Provides a short description of a character's hair. It should always output a singular noun, potentially with an adjective. Examples:

- Long hair
- Crimson plumage
- Verdant tentacle-hair

Alternate tags

- [\[pc.hairsDescript\]](#) outputs a plural hair noun potentially with an adjective
- [\[pc.hairNoun\]](#) outputs a singular hair noun without an adjective
- [\[pc.hairs\]](#) outputs a plural hair noun without an adjective
- [\[pc.hairColor\]](#) outputs the character's hair color

[pc.hairsDescript]

Provides a short description of a character's hair. It should always output a plural noun, potentially with an adjective. Examples:

Examples

- ponytail bound locks

Alternate tags

- [\[pc.hair\]](#) outputs a singular hair noun potentially with an adjective
- [\[pc.hairNoun\]](#) outputs a singular hair noun without an adjective
- [\[pc.hairs\]](#) outputs a plural hair noun without an adjective
- [\[pc.hairColor\]](#) outputs the character's hair color

[pc.hairNoun]

The same as [\[pc.hairs\]](#) but always uses a singular noun. Doesn't really work well with short, normal hair at the time of this writing.

Examples:

- feathered head (bald but skin is feathers)

- quill-hair
- hair

Alternate tags

- [\[pc.hair\]](#) outputs a singular hair noun potentially with an adjective
- [\[pc.hairsDescript\]](#) outputs a plural hair noun potentially with an adjective
- [\[pc.hairs\]](#) outputs a plural hair noun without an adjective

[\[pc.hairs\]](#), [\[pc.hairsNoun\]](#)

The same as [\[pc.hair\]](#) but always uses a plural noun. Doesn't really work well with short, normal hair at the time of this writing. Examples:

- long locks
- green feathers
- head feathers (bald but skin is feathers)

Alternate tags

- [\[pc.hair\]](#) outputs a singular hair noun potentially with an adjective
- [\[pc.hairsDescript\]](#) outputs a plural hair noun potentially with an adjective
- [\[pc.hairNoun\]](#) outputs a singular hair noun without an adjective

[\[pc.hairColor\]](#)

Gives the character's hair color

[\[pc.beard\]](#)

Describes a character's beard

- stubble
- braided beard

Alternate tags

- [\[pc.beardNoun\]](#) describes it in a more noun like form
- [\[pc.beardColor\]](#) describes the beard color

[\[pc.beardNoun\]](#)

Describes the characters beard in noun form

- braided beard
- beard
- feather beard

Alternate tags

- [\[pc.beard\]](#) describes it in a more general form
- [\[pc.beardColor\]](#) describes the beard color

[\[pc.beardColor\]](#)

Displays the character's beard color

[\[pc.face\]](#)

Outputs a bit about a character's face. Examples:

- face
- short muzzle
- bovine snout
- feline muzzle

[pc.nose]

Outputs "nose" or "pierced nose" if the nose is pierced.

[pc.mouth]

Describes the mouth of a character.

Extended variant

- **[pc.mouthChaste]**
 - Prevents use of sexy adjectives
- **[pc.mouthFull]**
 - Forces use of an Adjective
- **[pc.mouthFullChaste]**
 - Forces use of an Adjective
 - Prevents use of sexy adjectives

Alternate tags

- [\[pc.lip\]](#) for describing lip(s)
- [\[pc.tongue\]](#) for describing the tongue

[pc.lip]

As lips, but when you need to talk about just one. Along with [pc.lips], this function can output very slutty descriptors if your character has large lips and high libido - "cock-sucker" and the like. Use [pc.lipChaste] if you'd like a version without the added lewdness.

Extended variant

- **[pc.lips]**
 - Plural form
- **[pc.lipChaste]**
 - Prevents use of sexy adjectives
- **[pc.lipsChaste]**
 - Plural form
 - Prevents use of sexy adjectives

Alternate tags

- [\[pc.lipNoun\]](#) for a more custom adjective friendly lip description
- [\[pc.lipColor\]](#) return the characters lip color
- [\[pc.mouth\]](#) for describing the mouth
- [\[pc.tongue\]](#) for describing the tongue

[pc.lipNoun]

Describes a character's lip using only a noun.

Extended variant

- **[pc.lipsNoun]**
 - Plural form
- **[pc.lipNounChaste]**
 - Prevents use of sexy adjectives

- **[pc.lipsNounChaste]**
 - Plural form
 - Prevents use of sexy adjectives

Alternate tags

- **[pc.lip]** for a more general lip description

[pc.lipColor]

Gives the color of the character's lips.

[pc.tongue]

Describes a character's tongue.

Alternate tags

- [\[pc.tongueNoun\]](#) a more simple (pierced) tongue descriptor
- [\[pc.tongueNounSimple\]](#) for working with custom adjectives
- [\[pc.mouth\]](#) for describing the mouth
- [\[pc.lip\]](#) for describing lip tags

[pc.tongueNoun]

Returns "tongue" with piercing adjectives if there are any.

Alternate tags

- [\[pc.tongue\]](#) a more general tongue descriptor
- [\[pc.tongueNounSimple\]](#) for working with custom adjectives

[pc.tongueNounSimple]

Returns "tongue" without piercing adjectives.

[pc.tonguePierced]

Returns [\[pc.tongueNoun\]](#)'s piercing adjective.

Limb and tail tags

[pc.tail]

Describes a character's tail. See [Tail genitals section](#) for working with tail genitals.

[pc.tails]

Describes multiple tails if a character has them or just one if they're just packing a single.

Be wary of verb agreement with this one.

Extended variants

- **[pc.oneTail]** or **[pc.onetail]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)
- **[pc.eachTail]** or **[pc.eachtail]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[pc.tailsIsAre]**
 - Adds "is" or "are" after as appropriate (see [\[IsAre\] sub parser tag](#) for more details)

Alternate tags

- [\[pc.tailNoun\]](#) A more simple tali descriptor

[\[pc.TailNoun\]](#)

Describes the tail using a simple noun

Alternate tags

- [\[pc.tail\]](#) A more general tali descriptor

[\[pc.leg\]](#)

Describes a single leg of a character. Examples:

- leg
- tentacle
- pseudopod
- gooey undercarriage

Alternate tags

- [\[pc.legs\]](#) for describing multiple legs
- [\[pc.legOrLegs\]](#) for describing choosing between [\[pc.leg\]](#) or [\[pc.legs\]](#)
- [\[pc.legNoun\]](#) simpler leg descriptor
- [\[pc.foot\]](#) describes a character's foot
- [\[pc.knee\]](#) describes the character's knee(s)
- [\[pc.thighOrLegs\]](#) outputs [\[pc.thighs\]](#) instead of [\[pc.legs\]](#) when the character is a lamia.
- [\[pc.legFurScales\]](#) describes the covering of the character's legs
- [\[pc.lowerBody\]](#) returns the type of lower body the character has.

[\[pc.legs\]](#)

The plural version of [\[pc.leg\]](#). For characters with a single leg, it still attempts to be plural via cheating the language. For example, a naga would get "snake-like coils", and a goo-girl would get "blobs of goo" or something like that.

Alternate tags

- [\[pc.leg\]](#) for describing a single legs
- [\[pc.legOrLegs\]](#) for describing choosing between [\[pc.leg\]](#) or [\[pc.legs\]](#)
- [\[pc.legsNoun\]](#) simpler leg descriptor
- [\[pc.feet\]](#) describes a character's foot
- [\[pc.knee\]](#) describes the character's knee(s)
- [\[pc.thighOrLegs\]](#) outputs [\[pc.thighs\]](#) instead of [\[pc.legs\]](#) when the character is a lamia.
- [\[pc.legFurScales\]](#) describes the covering of the character's legs
- [\[pc.lowerBody\]](#) returns the type of lower body the character has.

[\[pc.legNoun\]](#)

Like [\[pc.leg\]](#), but will try to return the simplest version of its name possible.

[\[pc.legsNoun\]](#)

Like [\[pc.legs\]](#), but will try to return the simplest version of its name possible.

[pc.legOrLegs], [pc.leg(s)], or [pc.legsOrLeg]

Selects between [\[pc.leg\]](#) and [\[pc.legs\]](#) automatically. There are times when you will want to specifically refer only to a single leg even when the character has multiples, hence the differentiation available.

[pc.legOrLegsNoun]

Selects between [\[pc.legNoun\]](#) and [\[pc.legsNoun\]](#) automatically. There are times when you will want to specifically refer only to a single leg even when the character has multiples, hence the differentiation available.

[pc.thighsOrLegs] or [pc.legsOrThighs]

Selects between [\[pc.legs\]](#) (has legs) and [\[pc.thighs\]](#) (one leg only) automatically.

[pc.legFurScales]

This describes the covering of the PC's legs. Useful for characters who have furry legs but are otherwise hairless, like ausar. Keep in mind that plurality is variable with this - it could be singular (fur) or plural (scales). Try to avoid putting it in situations that could cause problems because of that. "Your legs' fur is so smooth!" is fine, but "Your legs' scales is so smooth!" is not.

[pc.lowerBody] or [pc.lowerbody]

Returns the type of lower body the character has.

[pc.feet], [pc.footOrFeet], or [pc.feetOrFoot]

Describes a character's feet. If there is only one leg this will instead use [\[pc.foot\]](#).

Alternate Tags

- [\[pc.legs\]](#) for describing legs
- [\[pc.toe\]](#) for describing toe(s)

[pc.foot]

Describes a character's foot. Pretty simple.

Alternate Tags

- [\[pc.leg\]](#) for describing legs
- [\[pc.toe\]](#) for describing toe(s)

[pc.toe]

Attempts to describe a character's toe.

Extended variants

- **[pc.toes]**
 - plural form

Alternate Tags

- [\[pc.leg\]](#) for describing legs
- [\[pc.foot\]](#) describes a character's foot

[pc.knee]

Attempts to describe a character's knee.

Extended variants

- **[pc.knees]**
 - plural form

Alternate Tags

- [\[pc.leg\]](#) for describing legs

[pc.arm]

Describes a single arms of a character.

Extended variants

- **[pc.arms]**
 - Plural form
- **[pc.armFull]**
 - Forces an adjective
- **[pc.armsFull]**
 - Plural form
 - Forces an adjective

Alternate Tags

- [\[pc.armNoun\]](#) describes arm
- [\[pc.hand\]](#) describes hand(s)
- [\[pc.finger\]](#) describes finger(s)

[pc.armNoun]

Returns arm

Extended variants

- **[pc.armsNoun]**
 - Returns arms

Alternate Tags

- [\[pc.arm\]](#) more general arm description
- [\[pc.hand\]](#) describes hand(s)
- [\[pc.finger\]](#) describes finger(s)

[pc.hand]

Describes a character's hand

Extended variants

- **[pc.hands]**
 - Plural form

Alternate Tags

- [\[pc.arm\]](#) more general arm description
- [\[pc.armNoun\]](#) describes arm
- [\[pc.finger\]](#) describes finger(s)

[pc.finger]

Describes a character's finger

Extended variants

- **[pc.fingers]**
 - Plural form

Alternate Tags

- [\[pc.arm\]](#) more general arm description
- [\[pc.armNoun\]](#) describes arm
- [\[pc.hand\]](#) describes hand(s)

Miscellaneous body tags

[\[pc.height\]](#)

Describes the player's height in feet and inches. Shouldn't really be used outside of appearance screens. Output looks like this:

- 6 feet and 11 inches

[\[pc.wing\]](#)

Describes a single one of a character's wings.

Extended variants

- **[pc.wings]**
 - Plural form

Alternate tags

- [\[pc.wingNoun\]](#) outputs wing(s)

[\[pc.wingNoun\]](#)

Outputs "wings" or "dorsal fin". The latter replacing the former when the PC has a shark dorsal fin.

Extended variants

- **[pc.wingsNoun]**
 - Plural form
 - Should only be ever used to output "wings"

Alternate tags

- [\[pc.wing\]](#) for a more general wings descriptor

[\[pc.belly\]](#), [\[pc.stomach\]](#), [\[pc.tummy\]](#), or [\[pc.abdomen\]](#)

Describes the pc's tummy based on body thickness, pregnancies, and other modifications.

Alternate tags

- [\[pc.bellySize\]](#) belly descriptor with a focus on size

[\[pc.bellySize\]](#)

Describes the pc's tummy with a size descriptor body

Alternate tags

- [\[pc.belly\]](#) more general belly descriptor

[\[pc.gill\]](#)

Describes one of the character's gills (if they have any)

Extended variants

- **[pc.gills]**
 - Plural form

[pc.horn]

Describes one of the character's horn (if they have any)

Alternate tags

- [\[pc.horns\]](#) For working with multiple horns
- [\[pc.hornNoun\]](#) For a simpler output
- [\[pc.hornColor\]](#) for getting horn color

[pc.horns]

Describes the character's horn (if they have any)

Extended variants

- **[pc.eachHorn]**
 - Adds "your" or "each of your" before as appropriate and pluralizes if necessary (see [\[pc.each sub parser tag\]](#) for more details)
- **[pc.oneHorn]**
 - Adds "your" or "one of your" before as appropriate (see [\[pc.one sub parser tag\]](#) for more details)

Alternate tags

- [\[pc.horn\]](#) For describing a single horn
- [\[pc.hornsNoun\]](#) For a simpler output
- [\[pc.hornColor\]](#) for getting horn color

[pc.hornNoun]

Returns "horn" or "antler"

Alternate tags

- [\[pc.horn\]](#) For a more general horn description
- [\[pc.hornsNoun\]](#) For working with multiple horns

[pc.hornsNoun]

Returns "horns" or "antlers"

Alternate tags

- [\[pc.horns\]](#) For a more general horn description
- [\[pc.hornNoun\]](#) For describing a single horn

[pc.hornColor]

Return the horn's color

[pc.antenna]

Describes one of the character's antenna (if they have any)

Extended variants

- **[pc.antennae]**
 - Plural form