

1.Introduction

As we all know, vanilla items and classes leave a lot to be desired balance wise. It's gotten to a point where for a mod to create challenging content it needs to account for stuff like multi-chemist teams with muskets of helplessness and the like. Or how any content that grants new abilities that don't take up slots lives in fear of hyperfocus visor. This is a major headache both from the perspective of the player and mod developer. So I decided to create a mod that fixes the headache.

2.Current state of balance

Due to a combination of various factors, namely gear, skills and crests, it is very possible and easy to create several builds that completely break the game, being able to consistently dish out triple digits in damage every turn consistently while having maxed out, or close to maxed out damage reduction. It would be one thing if they were extremely late game things using legendary gear, but in practice you can easily and consistently assemble the builds before day 100, maybe even 50 if you get lucky. On top of that, 2 of the classes stand way above everyone else, namely alchemist and paladin, leaving other classes in the dust. Patch 4 did not address this issue properly.

There are different ways to use build them, but the strongest builds in my opinion are currently:



and



Notice the lack of legendary items - each build has 1 very rare item, and the rest are commons or rares. This could be even better with winner's suits but that's a pain in the ass to get so i didn't include it

I believe alchemist is the strongest of the 2, but realistically you will be running both anyway. There are broken combinations beyond that, these are just the worst offenders. This is due to a combination of several overtuned things, but if i had to summarise them as briefly as possible:

- Crest of lust makes lust management irrelevant while giving you a sizeable damage bonus
- Corset and heel trainings give way too big of a benefit while basically being completeable in encounter you can infinitely stall
- Alchemist gets way too big of an advantage from critical tokens, and is too weak without it (but it always gets 1 for some reason)
- Alchemist blind can be bypassed by many things, including provisions, making the reload drawback not really a thing
- Musket of helplessness and other alchemist gear is way overtuned
- Paladin as a class is just not designed around being able to get Divine favor tokens for free so quickly and reliably

3. List of important changes

This is a list of changes that aims to fix stuff that is seriously broken, or way too weak, and the changes will have a major impact on how the game is played

3.1 Crest changes

This may sound confusing, but hear me out here: I believe it's best to start the rebalance from the crests, as they are kind of all over the place.

First of all, crests are something that enemies spend turns putting on our heroes as punishment. Why then do so many of those have little to no drawbacks? They should be specializations, granting both heavy penalties with some benefits, that if you build around them, end up beneficial. But they are way too easy to be built around, so they end up being mostly upsides. The good ones at least.

Second of all, a lot of them are downright overpowered. Crest of lust is really problematic design wise, as you can straight up ignore lust management while getting a damage bonus. And it doesn't even make sense thematically! Why is crest of lust more anti-lust than crest of purity? On the other side of the spectrum, we have a crest of abandonment which is basically just bad.

So I decided to start on reworking the crest effects. I want them to be bad on an average build so the enemy advancing a crest is bad, but still providing a benefit if you know what you're doing. On top of that, I would also like them to be a way to increase a specific desire quickly, as the game currently kind of lacks that.

Below are the reworked values and effects: Some may be controversial/arguable but the most important part is the crest of lust change. Abandonment can stay as is for all I care.

Crest values are (minor/normal/major)

Crest of Lust:

- Every day: Main desire +2/6/10
- Love Recoil: 10/20/30%
- per 6/4/3 lust: +1% damage

Crest of Masochism:

- Every day: masochism desire + 2/6/10
- Bonus when working as a slave: +10/20/50%
- dmg taken to lust: 10/20/30%,
- Turn start: (taunt, 1 punish dot for 4 turns) (10/20/50%)

Crest of abandonment:

- Bonus when working as a ponygirl: +10/20/50%
- Parasite growth: -20/50/100%
- Turn start:
if ranks 3,4: stealth(10/20/50%)
- else: (back 1, weak token) (15/30/75%)

Crest of exhibitionism:

- Every day: +2/6/10 exhibitionism desire
- bonus when working as a puppy: +(10/20/50)
- +15/30/45% durability damage received
- If not exposed: force action: strip (5/10/15%)
- if underwear exposed: turn start: Str token (10/20/50%)
- If outfit exposed: turn start: crit token (5/10/15%)

Crest of desire:

- Every day: libido desire +2/6/10
- +10/20/50% parasite Growth
- Self and allies: +10/20/30% lust damage taken
- If parasite attached: +1/2/3 speed, +10/20/30 resists
Else -2/4/6 speed, -20/40/60 resists

Crest of vanity:

- Turn start: if rank 1,2: block+ token (10/20/50%),
- Else forward 1,vulnerable (15/30/75%)

Crest of servitude:

- +20/50/100 obedient affliction weight
- Bonus when working as a maid: +10/20/50%
- +15/30/50% healing done,
-15/30/50% damage dealt

Crest of submission:

- Every day: submission desire +2/6/10
- Bonus when working as a wench: +10/20/50%
- -10/20/30% hp
- Self and allies: +20/40/60% dungeon provision efficiency (I think that just means healing from provisions but i could be wrong)
- -Per cursed item equipped:
+1/2/3 morale
+1/2/3% loot

Crest of corruption:

- Milk production increase: +10/20/50%
- -15/30/45% damage
- Per ally of cursed class: +10/20/30% damage

Crest of purity:

- denial chance on max lust +20/50/100%
- done dmg to lust: -10/20/30%
- If lust >20: +10/20/30% Damage taken,

Mantra changes:

- Mantra of autonomy: Dmg received:-15% -> +6 speed
- Mantra of community: Healing received: 50% -> +50 max morale
- Mantra of Docility: +20 Healing done -> +50% healing received
- Mantra of Glory: +4 speed -> -10% damage received
- Mantra of Pragmatism: Loot:20% -> Loot +30%
- Mantra of relaxation: Bonus to working as wench: -> +40% to all resists
- Mantra of service: Bonus to working as a maid -> +30% healing done
- Mantra of idealism: Clearheaded Chance on max lust: +20 -> -25% lust damage taken
- Mantra of slumbering: -20% lust damage taken -> Every day: Masochism,Submission,Exhibitionism,Libido desire -10

3.2 Important Class, gear and token Changes

Alchemist:

Skills:

- Blanket fire: dmg 1-4 -> 3-4
- Musket shot: dmg 2-12 -> 6-9
- Extra power: dmg 5-12 -> 8-12
- Trickshot: Grants blind- instead of blind
- Cauterize: Heal: 2-4 -> 7-10, no longer cures DoTs, burn amount: 3 -> 2
- Reload: Now also grants a critical token
- Branding: -20 arousal -> -30 arousal, burn amount 3 -> 2
- Disorienting blast: grants blind+ instead of blind, and vuln and weak token

Gear:

- **Musket of helplessness: DMG:2x -> 1.5x**
- **Milk blaster: SIMPLE CHANGE: PER 2 BOOB SIZE: +1 magic damage**
~~More ambitious change:~~
~~dmg 0.75x~~
~~per 2 boob size:~~
~~dmg 1.01x~~
~~Alters move musket shot to milk shot:~~
~~dmg 5-7, +10% dmg per milk token, on move: boob size -10~~

~~Alters move blanket fire to milk explosion: Hits everyone, dmg 2-3, +100% dmg per milk token on move: boob size -20~~

~~Alters move extra power to Milk power shot:~~

~~dmg 4-6, +100% dmg per milk token, on move remove all milk tokens and boob size -20~~

~~Alters move fireworks to boiling milk:~~

~~Alters move immolation to extract milk (gentle): swift action, targets ally with boob size >80, gets a milk token,~~

~~Alters move point blank shot to extract milk (forceful):~~

~~swift action, required target: enemy human: physical damage 3-5, gain 2 milk tokens~~

~~Alters move reload to replenish milk: gain 2 milk tokens, boob size +20~~

~~Alters move cauterize to excess lactation~~

- Boomstick: +10% magic damage to magic damage 1.15x, now also grants -4 speed
Boom shot: dmg 4-12 -> 6-8
Slow reload: Also grants a crit token
- Broomstick: Now also grants +25% healing done
Cleanup: heal 1-2 -> 2-3
Sweeping cloud: Now also ignores defensive tokens and removes a random one
- Love blaster:
Controlled musket shot: dmg 5-12 -> 7-8,
- Shotgun:
Shotgun hail: dmg 3-6 -> 4-6
Shotgun blast: dmg 6-8 -> 9-11
Sniper rifle:
Sniper shot:
 - Now ignores all defensive tokens
 - crit 15% -> 5%
 - Instead of adding stun token adds a "skip turn" token taken from devastator's seedbed pack

Comment: While this weapon on its own is underwhelming, there are things both in vanilla and in mods that grant stun immunity, breaking the weapon. The devastator class solved this quite well. In general there should be a differentiation between stun applied by enemies and self-stun specifically because of things like that.

- Alchemy blaster: Now also grants +10% damage received per DoT

Paladin:

Skills:

- "divine favor" skill upgrade starts him with a prescience token instead of a divine favor token at combat start
- Smite: Dmg: 4-5 -> 4-6
- Divine smite: Dmg 12-14 -> 9-11, burn inflicted: 2 -> 6
- Pray: Heal 2-4 -> 3-6
- Zealous proclamation: dmg 12-14 -> 14-17, stuns instead of dazing, but now requires and removes 3 tokens
- Flagellate:
Self: Take 25% max hp damage
2 bleed -> 2 punish on a failed fortitude save

Comment: This is one of the biggest culprits on why paladins are op: Instead of spending turns getting tokens, you could instead do a zealous accusation turn 1 thanks to a starting token, completely nuking the front. In addition, 2 bleed of a dot is a joke, and even if it was higher, heavy latex suit still grants immunity to it. On the other hand, it's hard to think of what else it could grant.

- Communal prayer: Healing: 1-2 -> 4-5, targets only 1 target instead of everyone, no longer removes divine tokens

Comment: Changed it to single target because what's the point of having 2 aoe heals that interact with divine tokens?

- Bless weapon: now grants crit token instead of a str token
- Faith's blessing: 3 regen for 3 turns -> 4 regen for 4 turns, now consumes a divine token
- Holy light: now also deals 1-2 magic damage, available only from ranks 3-4, self: forward 1
- Divine intervention: Now requires 4 divine tokens to activate

Gear:

- Sword of injustice: Reworked: To

Turn start:

If lust >30:

Str token

else:

remove all divine tokens

- Lance of justice

SIMPLE REWORK: Reworked to:

+30% wis save piercing

At turn start:

if Lust > 60%

forces move: Apologize

Else: Add speed token

AMBITIOUS REWORK

+100% wis save piercing

+10 speed

Dmg 1.25x

At turn start:

if Main desire > 25

forces move: Apologize

per 5 lust:

-20 wis save piercing

dmg 0.95x

-2 speed

Combat start: all desires -1

Holy thrust: damage per token: 30% -> 100%, now has back 1, burn 4 -> 5

Holy lance: damage per token 30% -> 100%, forward 2 instead of 1, requires a mental check to apply fire, burn 3 -> 4

- Divine lance: Same skill changes as above
- Sword of justice - Reworked to:
If lust > 30:
 -30% dmg
 +50% dmg received
else:
 -20% damage taken
- Heavy justice: Dmg per token: 10 -> 15%
- Tether pole:
Tethering pull:
 - can now be used in rank 3, and 4
 - can target all ranks, damage per token: 30% -> 50%,
 - Both self and enemy: if rank 1,2: back 2, else forward 2
 Branding mark:
 - can target all ranks
 - dmg 0-1 -> 1-3
 - No longer removes divine tokens on use
- Catchpole:
Tethering pull:
 - Damage per token: 30% -> 50%
 Branding mark:
 - can target all ranks
 - dmg 1-2 -> 2-4
 - No longer removes divine tokens on use
- Zweihander of pacifism: Healing done per divine token: 20 -> 30

Rogue:

Skills:

- Rogue's baseline riposte is now duelist's advance instead of stab (that also means she will move forward 1 on her riposte unless that move gets altered)
- Duelist's advance: dmg: 2-4 -> 3-5
- Stab: dmg 4 -> 5, +100% dmg per stealth token -> if has stealth token, +100% crit
- Create distance: now also grants dodge-
- riposte now grants 2 taunt tokens instead of 2 dodge tokens, dmg:3-5 -> 2-3 and removes all stealth tokens, can only be cast from ranks 2-3
- Aim carefully now grants 2 stealth tokens instead of a dodge token, has a 4 turn cooldown
- find weakness now grants 2 weak tokens and 2 exposed tokens instead of weak + vuln
- Lunge damage 3-12 -> 6-12, now removes all stealth tokens, can only be cast from rank 4
- Pocket sand: grants blind+ instead of blind

- Hard to hit at combat start now grants 2 stealth tokens instead of dodge tokens
- Stretching: instead of granting stealth, grants 2 riposte, 2 dodge, removes hobbled and weak tokens
- Patch up: heal 2-4 -> 5-6, now removes all dots

Gear:

- Backstabbing blade: Recoil 50% -> 25%
- Daggers of pacifism: also applies a weak token on hit on a reflex save
- Pom poms:
Cheer on!: Now requires at least 2 dodge tokens
Kick off: DMG per dodge token 50 -> 100, Now also grants a dodge token
- Throwing knives:
Throw knife: 2-5 dmg -> 2-6 dmg, crit: 10 -> 35%
Bullseye: 4 bleed -> 6
- Daggers of domination: Reworked to and Renamed to: Daggers of Fiery lust:
dot dmg is affected by physdmg
duplicates any applied dot as estrus
Per 25 main desire:
 +25% res save piercing
 +5% dmg
 force 1 burn
Combat start: main desire +5

Prisoner:

Skills:

- **Lust Explosion: Dmg 10-20 -> 5-10**
Can be used from rank 4
Requires lust to be 100% and grants satisfaction 100%
instead of self-stun apply skip turn token to self
Can no longer stun enemies
Comment: I'll just paint a picture: Collar of lust + crest of lust + Stun immunity (either from a quirk or a modded item). Yeah.
- Exasperated moan: applies weak x2
- It hurts so good! Health threshold required: <20 -> <35
-

Gear:

- Castanets:
Dance: 30% chance to add a skip turn token instead of stun, add vuln to self instead of daze
Sensual dance: +1 base cooldown, Self and target: +20 lust, requires self to not be afflicted

- Spiked yoke: new effect: when hit by enemy: apply 1 bleed on a failed fortitude check
- Bondage mittens:
Grants +3 speed,
Punch: Can hit rank 3, dmg 5-6 0
- **Straitjacket: Force riposte -> Turn start: riposte**
- **Straitjacket hood: Tackle +5 -> Tackle +2**
- Rags: durability to 150, Reworked to: dmg taken converted to lust: 15%
- Rope harness: force Estrus count: 1 -> 2, instead of granting res converts any applied spanking and bleed to estrus
- Skimpy swimsuit: durability 50 -> 100
dmg per empty slot: 15 -> 20
bonus to slave per empty slot: 20 -> 25
Now also has 5% crit per empty slot
chance to taunt per slot: 10 -> 15%

Miscellaneous:

- Martial sleeves: Effect reworked to: If has dodge token, dodge chance 15
Comment: Current effect is pathetically easy to activate, can be done even with morale, and just way too strong in general. I've thought up something that's still good but not as broken.
- Latex collar: dmg reduction from per item from latex set: 5% -> 2%
- Heavy latex suit: instead of granting immunity to bleed or punish, it grants +15% to all resistances for item of latex set
- Latex corset: At turn start 3 punish (10%) to 3 punish (25%)
- Latex stand: Per item from latex set: Dmg received: 4% -> 3%
- Latex gloves: Per item from latex set: Magic dmg received 5% -> 4%
- Latex plugs: Per item from latex set: Dmg received 4% -> 2%
- Latex ring: Added effect: Per item from latex set: Dmg received -3%
- Latex blindfold: Per item from latex set: Magic dmg received: -7% -> -6%
- Latex set durability damage received: -5/10/15% -> -10/20/30%
Comment: The damage reduction from latex basically allowed you to reach a dr cap on everyone at a small cost of increased lust damage taken. This made it pretty ridiculous considering that it's something enemies equip on us.
- Hyperfocus visor: -3 move slots, turn start: str token 35% crit token (10%)
Comment: The bonuses combined with always having at least 1 slot means that any mods that add abilities without taking slots (like latex drone) immediately break this
- Corset training token:
Changed from:

Per token:
If Wearing a corset: Dmg received -10%

else Dmg received: +10%
If wearing a corset: Dmg received +50%
At turn start:
If wearing a corset:
Add token (5%)
else
remove token (5%)

To:

Per token:
If Wearing a corset: Dmg received -5%
else Dmg received: +5%
If wearing a corset: Dmg received +25%
At **combat** start:
If wearing a corset:
Add token (15%)
else
remove token (15%)

- Heel training token:
Changed from:

Per token:
If Wearing heels: +2 speed
else -2 speed
If wearing heels: -10 speed
At turn start:
If wearing heels:
Add token (5%)
else
remove token (5%)

To:

Per token:
If Wearing heels: +1 speed
else -1 speed
If wearing heels: -5 speed
At **combat** start:
If wearing heels:
Add token (15%)
else
remove token (15%)

- Collar training token: Changed token gain to:
At **combat** start:

If wearing a posture collar:

Add token (15%)

else

remove token (15%)

- Drunk token miss chance per token 5% -> 3%

Comment: The drunk token is the main reason why bunny is an awful healer class, and drunk ratkins are so dreaded as enemies, and the table curio is always an awful idea to use. The token itself needs a nerf, but maybe one could buff the damage dealt by the party ratkin to compensate.

- Gambling ring: Now has a 70% chance to grant a crit token, or a skip turn token (instead of a stun token)

Pet:

Gear:

- Muzzle: Bark +2 -> Bark +1

3.3 Less important Changes:

Noble:

Skills:

- Moulinet: damage to 4-7 from 4-5, but no longer bleeds
- En garde! now grants 1 less dodge and riposte token
- appel: dmg to 1-2 from 4-5
- feinte: now requires a REF save to apply vuln
- lunge: now requires a REF save to apply vuln

Gear:

- Martini blade: Dmg dealt: -40% -> -20%, no longer grants riposte when stealthed, alters en garde into absinthe
combat start: get 2 drunk tokens
Turn start: if drunk tokens >5, convert a drunk token into a riposte token
Sante: reworked to grant: dodge+ x2, taunt x2, drunk token x2
Moulinet: DMG: 2-4 -> 4-7, heat applied: 4 -> 6
- Lovely rapier: reworked to: Rapier of exhilarating masochism
Per 4 masochism desire: -1% kidnap chance
per 2% missing health:
dmg 1.01x,
+5% lust damage received
if not afflicted:
dmg converted to lust: 1%
per 5% current health: -1% dodge chance
Combat start: Masochism desire +5
- Cocktail umbrella: Any skill now also applies a daze and 2 drunk tokens when hit, forces 1 regen per 2 drunk tokens

- Sante: reworked to grant: dodge+ x3, taunt x3, drunk token and a daze token
- Rubber rapier:
Rubber moulinet crit 15% -> 5%
- Rapier of crippling self doubt:
+40% dmg
+40% reflex save piercing
Combat start: Gain 5 doubt
on hitting enemy: remove 1 doubt
when getting hit by enemy: gain 1 doubt
- Rapier of punishment
allow moves flaggelation
On hit enemy:
per 1 punish strength on self
on reflex failed reflex save: apply 1 punish

Warrior:

Skills:

- Block: Grants 2 block+ and prescience tokens from 1
- Patch up: heal 2-4 -> 5-6, now removes all dots
- Stand fast: Now removes negative tokens instead of dots, but no longer grants block+ tokens, heal 1-2 -> 2-4

Gear:

- Demon's shaft: Dmg when demon's shaft is active/inactive: 50 -> 1.5x,
- Sword of fireball: force 1 burn -> turn start: if failed ref save: 1 burn (5 turns) per burn: +10% damage
- Stone shield:
Reworked and renamed to dual shielding (uses wooden shield instead of a sword):
-25% dmg taken, Alter move stand fast to THE WALL: 3 riposte, 3 taunt tokens, remove negative tokens, heal 3-5
Alters riposte to shield bash
Turn start: force moves: THE WALL
- Tower shield: Reworked:
-10 SPD
prevent tokens: Speed
Turn start: get block token
For every block token: Shield bash +1
- Sword of pacifism:
Vine reconstruction: 3 heat -> 2 heat
- God's own sword: is now part of the divine set, if lust <10 Grants str token to self instead of allies, else grants a weak token
Comment: Goddess set is weird in that only sword and gloves are important, and that there is no set bonus. I plan to make each piece of the gear more important, and also add drawbacks if lust exceeds threshold
- Goddess's own suit: **Self** if lust < 10 : +30% damage, else -30% damage
- Goddess's own underwear: no longer exhibitionist friendly, self if lust <10 : turn start prescience token, else exposed token
- Goddess's own pack: If lust <10, self get protection, otherwise vuln token

- Goddess's own gloves: if lust < 10, self add crit (30%), else add skip turn token (10%)
- Goddess's own Boots: If lust < 10, Self +4 speed, else -4 speed
- Goddess's set (2 / 6): If lust < 10, allies: +15% damage +2 speed, else -15% damage -2 speed
- Goddess's set (3 / 6): If lust < 10, allies: +15% damage +2 speed, prescience token else -15% damage -2 speed, exposed token
- Goddess's set (4 / 6): If lust < 10, allies: +15% damage +2 speed, Turn start: prescience token protection token (50%), else -15% damage -2 speed, Turn start: exposed token, vuln token (50%),
- Goddess's set (5 / 6): If lust < 10, allies: +15% damage +2 speed, Turn start: prescience token protection token (50%), str token (50%) else -15% damage -2 speed, Turn start: exposed token, vuln token (50%), weak token (50%)
- Goddess's set (6 / 6): If lust < 10, allies: +15% damage +2 speed, Turn start: prescience token protection token (50%), str token (50%), crit token (10%) else -15% damage -2 speed, Turn start: exposed token, vuln token (50%), weak token (50%) skip turn token (5%)

Ranger:

Skills:

- Riposte uses piercing shot slot
- Ambush: cooldown 4, grants 2 stealth tokens, a crit token and a str token
- Suppressive fire: crit 5 -> 20%
- Overwatch: Now grants a speed token
- Signalling flare now requires a fortitude save to apply vuln tokens

Gear:

- Greatbow: Now also grants +30% damage, but requires a fortitude check to apply daze
- Flaming bow: No longer grants bonus damage, on hit enemy: apply 1 burn on a failed dex save
alters point blank shot into flashfire, suppressive fire into holy fire, field medicine into immolate
3 burn for 3 turns (10%) -> on failed dex save: 2 burn for 3 turns (100%)
- Charmed snake:
Now also alters overwatch to guard
Turn start: riposte x2
Snake shot: Dmg 1-2 -> 4-7, heat 3 -> 4
Point snake shot: Targets only first 2 targets, dmg 0-1 -> dmg 4-7, heat dmg: 2 -> 3
- Not so charmed snake: Recoil: 20 -> 30%
- Tactician's bow: Also grants +3 speed, damage: -30% -> -15%
- Bow of uncontrollable lust: - reworked and renamed to Bow of uncontrollable libido
1% damage per 2 libido desire -> 1.01% damage per 4 libido desire.
adds move: passionate molest
Turn start: Force move: Passionate molest
Swift action

Target ally

self: +15 lust, remove a negative token

Ally: +15 lust, remove a negative token

Turn start: When afflicted: Force move: Lust explosion

On combat start: Libido desire +5

- Electric bow:
Estrus: 2 -> 5
- Cupid's bow: Reworked:
Done Dmg to lust: 20% -> 50%,
-1% damage per 2 lust
+1 healing done per 1 lust
Alters move overwatch to lick clean

Mage:

- **Blink:** now also cures all dots and grants a speed token
- Vine reconstruction: heat damage: 3 -> 2
- meditate: removes all negative tokens, grants dodge+ tokens, and adds a str token instead of invigoration tokens
- Shuffle: now stuns and applies vuln instead of dazing, but can only target rank 1
- Prescience: grants 2 prescience tokens instead of 1
- Smokescreen: also adds a dodge- token

Gear:

- Magic wand:
DMG: -50 -> -30
Massage: Now also grants the target and self +50 satisfaction, adds 10 lust to self from 20
- Catalyst of darkness:
Dmg bonus: 15 -> 35%
- Staff of despair: Reworked to +20% damage per negative token
Invoke despair: reworked to grant 2 stealth tokens and a strength token, 4 turn cooldown

Cleric:

Skills:

- Bane: Now also grants a daze token

Gear:

- Extremely heavy mace: Reworked:
-6 speed
disables magical moves
-25% healing done
+50% physical dmg
When hit enemies: on failed FOR save:
inflict daze, inflict stun (25%)

- Mace of servitude: Reworked and renamed to Mace of Liberating Exhibition
For 10 exhibitionist desire:
dodge chance +1
if durability < 200
crit chance +25
Self and allies
if outfit exposed:
+5 dodge chance
else:
Turn start: strip (5%)
if underwear exposed:
force 1 regen
else:
Turn start: strip (5%)
Combat start: Exhibition desire +10

Bunny:

Skills:

- Bash: Dmg per dodge token 30% -> 50%
- Sweep: Dmg per dodge token 30% -> 50%

Gear:

- Reverse bunny suit recoil per libido desire to 2% from 5%
- Full waitress table:
Take drink: 2-4 heal -> 4-8 heal, also removes all dots
- Poisoned plate:
Poisoned vodka now applies healblock
Poisoned waitress now applies a blind- token
- Carrot: Heal 2-4 -> 6-8
- Crown of the loyal bunny:
Spank: Heals everyone for 5 from 3
- Steel bunny boots:
spiked kick: 2 bleed -> 4, can target all 3 ranks
recoil 10 -> 15%
spiked jumpkick: Can only be cast from ranks 2-3 2 bleed -> 4, can target all ranks
spiked highjumpkick: can only be cast from ranks 3-4, forward 3, 2 bleed -> 4, can only target ranks 1-2

Maid:

Skills:

- Makeover: 2 regen 2 turns > 2 regen 5 turns
- Reporting for duty: now grants dodge+ instead of dodge
- Perfect maid: Heal 1-2 -> 8-10, Adds 2 stealth tokens, back 2, 4 turn cooldown

- Maid's focus: Heal 2-6 -> 4-6
- Lick clean: Heal: 4-10 -> 7-10 4 heat -> 2 heat
- Massage: Same as the mage changes
- French kiss: dmg 2-3 -> 2-4
- Cleanup: heal 1-2 -> 2-3

Gear:

- Hakama: If any enemy is human: dmg +15%, +20% healing done
Comment: The "is human" gimmick just does not work, especially with mods that add new enemies. It's just not worth it, so I'm reworking the skillset to be less reliant on it
- Chest binder: Now also grants forces 2 cleanse when flat chested
- Ofuda:
Arcane cleansing: Changed requirement to be self lust < 5
Arcane consecration: Heals 20 lust and adds 3 cleanse for 3 turns
- Magatama:
Arcane ward: Now always grants a block token (from 50%)
- Zori:
Arcane preparations: Adds 2 stealth tokens, heal for 4-6, 4 turn cooldown and a requirement of lust < 10
- Collar of diligence:
Recoil 25% -> 15%
- Maid belt: cleanse + 1 skill strength
- Maid underwear: +1 regen dealt
- Latex maid uniform: Per negative token: dmg -10, from +10, also adds -3% damage received per item from maid set

Pet:

skills:

- lick clean: uses the same skill as maid
- Tail whip: uses dex save, afflicts a weak token and a blind+ token
- Encourage: Also grants a speed token
- Yelp: adds dodge+ instead of dodge

Cow:

Skills:

- Fixed her riposte dealing less damage than it should
- Moo:

Gear:

- Bull set - I think this one needs a weapon to be added, because currently this set makes 0 sense and is obviously unfinished. Not in scope for now.
- Cowprint bikini: now also: Per 10 boob size: -2% magic damage received
- Cow bell: Changed effect to: turn start: Per 10 boob size: 2% chance to add a milk token
- Milk tapper: Drink from the tap is now a swift action
-25% damage dealt, Turn start: 50% chance to get milk token

Ponygirl:**Skills:**

- Charge: Dmg 6-10 -> 8-14, Uses forward 3 from 1
- Jumpkick: standardized to be the same as other classes
- Neigh: dmg 1-2 -> 2-4

Miscellaneous:**Starter:**

- Plate armor: now grants -15% physical damage resistance and -3 speed and -15% reflex save
- Chainmail: also grants -5% physical damage resistance and -10% reflex save
- Iron boots: now grant -5% physical damage resistance and -10 durability damage resistance from 8 ref, and grants -1 speed
- Iron bracers: now grant -5% physical damage resistance and +15 fortitude save from 8 ref, but grants -10 ref save
- Leather armor: Gets +1 speed
- Leather boots: now grant +1 speed
- Leather gloves: Now grant +1 speed

Very Common:

- Magic comb: At turn start: Invigoration 50% -> 100%
- Rogue boots: Also grants if dodge: +15% save piercing and +10% damage
- Chainmail boots: Also grant +20 healing received
- Ring of joy: Reworked to: -5% morale cost, combat start: morale boost token
- Iron ring: -25% dur received -> -35%
- Ring of protection: IF has token taunt: -20% damage received
- Blazing lipstick: reworked: If has token guarded_by: +25% dmg
- Boots of strength: Also grants dmg 1.1x if has token str
- Boots of speed: reworked to: +3 speed, If speed is > 8, +15% damage, +25% damage taken
- Mage boots: also grant Grants +20 will save and also +20 will save piercing

Common:

- Halfling ring: reworked to -15% damage, turn start dodge- (100%)
- Giant's ring: reworked to: prevent all dodge tokens, Max speed: 1 turn start: block (50%),
- Drone mask: Min 18 str -> Min 20 str
- Decaying pocketwatch: turn start: if turn count = 1: 50% damage, else if turn count = 2: 25% damage, else if turn count = 4: -25% damage else -50% dmg
- Ring of arousal: reworked: +20% dmg, dmg dealt to lust: 20%

Uncommon:

- Bondage suit: replaced +100% kidnap chance with +25% damage received
- Electric amulet: 10% chance to stun at turn start -> 15% chance for lost_turn token at combat start
- constricting choker: magic damage 15 -> 20%, if enemy is plant: 50% chance to stun -> 50% chance to lose turn
- Earring of Spontaneity: chance for orgasm: 8% -> 5%
- ring of idealism: At combat start: grow crest of purity +1 -> 10
for 8 crest of purity :1% magic dmg -> for 10 crest of purity : 1% magic dmg -> 1% magic damage and 1 will save
- Metal ball: headbutt now ignores blind tokens
- Mind scrambler: -25% chances for negative damage down to -20%, and 40 chance to 45 chance
- Rainbow ribbon: reworked to: Turn start: 80% positive token, 20% negative token
- Odd pocketwatch: dmg values +17/-14 -> +25/-25
- open mouth gag: Now forces Silenced-, when hit by enemy: Lust +5, regen (2,1)
- Cat mask: Reworked to: +10% ref save, turn start convert one dodge token to dodge+, convert one dodge- token to dodge
- Stylish corset: Changed to: If blind: +15 dodge chance
- Penis gag: reworked to: Force silence+, disable provisions Turn start: 15% out of breath
If masochistic desire > 60, Morale +50, morale action point cost -10%
- Boots of correction: reworked to: +20% lust received: If speed <5, turn start: heat 1,5 estrus 5,5, speed token
- Cute ribbon: ref save piercing: 10 -> 15%
- Shock collar: Magic dmg: 20 -> 50%
- Stylish collar: no longer disables rank 1 casting
- Full bondage mask: No longer prevents fire, Grants 40 to all saves and -25% magic damage taken
- Fox mask: Reworked to: Will 15
if speed > 8, turn start: dodge-

Rare:

- Ballet boots of speed: Now also prevents daze tokens, replaced a stun token with lost turn token
- Pink straightjacket: 15% damage reduction
Chance to lose a negative quirk on combat start: 25% -> 50%
- Full plate helm: now also grants -25% physical damage reduction
- Death's embrace: 1% chance to get kidnapped -> 5% chance per turn to take 1000 damage, DMG: 169% -> 69%
- Leather cowl: also grants +5 dodge chance, increased fortitude and reflex saves to 15

Very Rare:

- Black straightjacket: grants a -15% damage reduction

Chance to lose a positive quirk on combat start: 10% -> 25%

Damage per positive quirk: 10 -> 25%

- All for one: grants 1 favor on combat start

Legendary:

- Bad luck charm: dmg +50% -> 1.5x
- Gas mask: Also prevents estrus and fire and has +40% to all saves

SETS:

Crowns:

- Crowns now form a 1 part set for easier item sorting (kinda like dolls)
- Cursed str crown: max 10 Str, min 14 intelligence and wisdom
- Cursed dex crown: max 10 dex, min 14 str and int
- Cursed con crown: max 10 con, min 14 str and dex
- Cursed wis crown: max 10 wis, min 14 dex and con
- Cursed int crown: max 10 int, min 14 con and wis

Ribbons:

- Ribbons now form a 1 part set for easier item sorting (kinda like dolls)
- Red ribbon: Reworked to: +25% phys dmg, max all stats 15
- Green Ribbon: Reworked to: +25% healing received, +25% dex save, max all stats 15
- Yellow Ribbon: Reworked to: +5 hp, max all stats 15
- Blue Ribbon: Reworked to: +25% healing done, +25% will save, max all stats 15
- Pink Ribbon: Reworked to: +25% Magic damage, Max all stats 15
- Cute Ribbon: Reworked to: +50% save piercing, max all stats 15

Rings:

- Rings now form a 1 part set for easier item sorting (kinda like dolls)

Amulets:

- Amulets now form a 1 part set for easier item sorting (kinda like dolls)

Gags:

- Gags not affiliated with other sets now form a 1 part set for easier item sorting (kinda like dolls)

Gothic Set:

- Alabaster ring; renamed to gothic ring, now has: -20% dmg taken, morale action cost +30 %
- Gothic coreset: If pale skin: magic damage +20
- Gothic choker: If raven hair: Phys dmg +20
- Black ribbon: renamed to gothic ribbon, Is now part of the gothic set, reworked to: Critical +15, healing received -30%

Set now has bonuses:

- Gothic set bonus 2 / 5 =
if protection: mag dmg 1.05x,
if barrier: phys dmg 1.05x
on move:
 if move phys: gain: protection token (5%)
 else if move mag gain barrier token (5%)
- Gothic set bonus 3 / 5 =
if protection: mag dmg 1.07x,
if barrier: phys dmg 1.07x
on move:
 if move phys: gain: protection token (10%)
 else if move mag gain barrier token (10%)
- Gothic set bonus 4 / 5 =
if protection: mag dmg 1.1x,
if barrier: phys dmg 1.1x
on move:
 if move phys: gain: protection token (15%)
 else if move mag gain barrier token (15%)
- Gothic set bonus 5 / 5 =
if protection: mag dmg 1.2x,
if barrier: phys dmg 1.2x
on move:
 if move phys: gain: protection token (25%)
 else if move mag gain barrier token (25%)

Aqua Set:

- Aqua heels: turn start: invigoration token +20 wil save, if estrus stun chance 50% -> Turn start: invigoration and strength token, if estrus: lost turn token (40%)
- Aqua cape: min 16 int and wis, at turn start: 25% stealth -> turn start stealth 25%, if stealth: +20% crit if fire: force taunt, expose
- Aqua Sleeves: +20% crit, if heat: -25% dmg, -25% healing done
- Aqua items now form a set:

Aqua set 2 / 3:

If not fire: +3 crit

If not estrus: +3 crit

If not heat: +3 crit

Aqua set 2 / 3:

If not fire: +4 crit

If not estrus: +4 crit

If not heat: +4 crit

Condom set:

- Condomcarrier suit, condom suit and rubber masks now form a condom set
- Condomcarrier suit; Turn start get condom (15%) -> Combat start get condom
- Condom suits: for condom in inventory: -3% damage received
- Condom masks: also grant +5 strength to drink condom

Condom set has following bonuses:

- Condom set bonus 2 / 3 = per condom: combat start: 10 % block token
- Condom set bonus 3 / 3 = per condom: combat start: 10 % block token, str token

Educative set:

Educative set now has bonuses

- Educative set bonus 2 / 3 = if has heels, combat start add heels 5%, if has corset combat start add corset 5%, if has posture collar combat start add collar 5%
- Educative set bonus 3 / 3 = if has heels, combat start add heels 10%, if has corset combat start add corset 10%, if has posture collar combat start add collar 10%

Stylish set:

Stylish set now has bonuses:

Stylish set 2 / 3:

IF hobbled: phys dmg x1.1
IF blinded: miss chance -10%
IF silenced: mag dmg x1.1

Stylish set 3 / 3:

IF hobbled: phys dmg x1.2
IF blinded: miss chance -15%
IF silenced: mag dmg x1.2

Training set:

Training set now has bonuses:

- Training set bonus (2/6) = combat start: Add each stat (1%)
- Training set bonus (3/6) = combat start: Add each stat (2%)
- Training set bonus (4/6) = combat start: Add each stat (3%)
- Training set bonus (5/6) = combat start: Add each stat (4%)
- Training set bonus (6/6) = combat start: Add each stat (5%)
- Bitchsuit is now part of the training set