

Mixed (Femdom & Corruption)

A Spark of Magic In A Technological World

Background

Any significantly analyzed magic is indistinguishable from science. Magic was simply a word used to describe anything humanity has yet to understand. Nearly a century ago, a new unexplained phenomenon had suddenly appeared and left humanity bewildered. It had many names back then: Chi Energy, Psychic Powers, Enochian Magick, Alchemy. Magic, of course, was the most common name people referred to the phenomenon as. It made sense at the time. What other name was there for the ability to summon fire by simply willing it into existence?

However, like everything else in the world, humanity obsessively broke down and analyzed this supernatural phenomenon. The end result was the creation of a new mundane reality. What was once proof of the supernatural was now another scientific concept taught in grade school alongside math and history. Its official name was Exousia and it was something possessed by everyone on Earth. The 'Magic' was gone and replaced with cold, hard facts.

Nobody really believed in the supernatural anymore. There was nothing in this vast world that science can't explain.

Plot Premise

YC has come to MC for help about ridding themselves of a 'curse' they received from a 'Demon'. This 'curse' is transforming YC into a Monster Girl and they will go on a journey to fix it with the possibility of getting caught up into a much bigger plot. Both characters have something called an **Exousia**, which is essentially Psychic powers. YC will gain the ability to use Magic in the form of **Monster Abilities** during the roleplay and what they can use will depend on what kind of Monster Girl they will transform into.

The exact relationship between the two can be anything from friend to sibling. As to how YC encountered the 'Demon', you're free to create whatever background you want for that.

Exousia

*Below is a chart I've created to showcase all the different categories and potential powers that fall into said category. The Circles are the main three branches and Arrows are sub categories. Anything in a Rectangle is a power. What power you can get is **not** limited to what's inside my chart.*

Kinesis = Movement

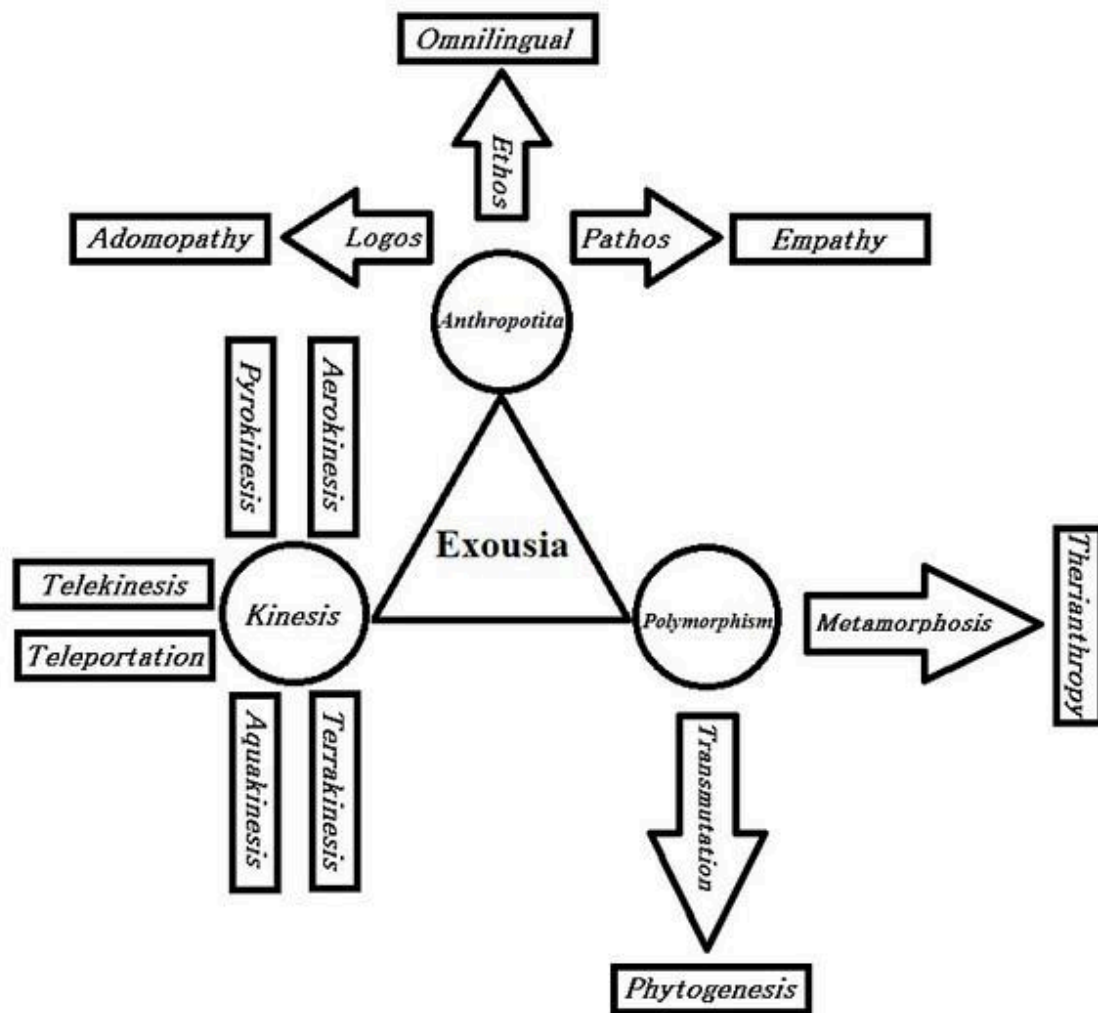
- *Aquakinesis* - The ability to control water.
- *Terrakinesis* - The ability to control earth.
- *Pyrokinesis* - The ability to control fire.
- *Aerokinesis* - The ability to control air.
- *Telekinesis* - The ability to move physical objects.
- *Teleportation* - The ability to move from one location to another without physically occupying the space in between.

Anthropotita = Sentience

- Logos - Information Gathering & Using Knowledge
 - *Adomopathy* - The ability to replicate any physical action perfectly after seeing it performed.
- Pathos - Emotions
 - *Empathy* - The ability to feel the emotions of others.
- Ethos - Bridging Connections With Others
 - *Omnilingualism* - The ability to be able to read, write, speak, and understand any language.

Polymorphism = Change

- Transmutation - Altering The Environment.
 - *Phytogenesis* - The ability to induce plant growth
- Metamorphosis - Transforming Oneself Into A Different Form
 - *Therianthropy* - The ability to shapeshift into an animal.



How Corruption Will Function & Be Tracked Within The Game

At the beginning of the role-play, your character will start off tainted with Demonic Energy. The 'curse' inflicted on your character will manifest itself as a heart shaped tattoo right above their crotch.

Corruption Meter, Monster Abilities, & Transformation

The Corruption Meter measures how much of your character has been transformed. It will start at 0 Points and will steadily rise as the role-play progresses. Once it reaches 100 Points, your character will become a Monster Girl. There are a couple different ways that the Corruption Meter is filled.

- For every post you make, **1 Point** is gained.
- Every time your character uses a Monster Ability, **1 Point** is gained.
- Every time your character uses an Enchanted Exousia, **1 Point** is gained.
- While under the influence of Lust, you will gain Points and additional effects depending on how much the Corruption Meter is filled.

With every **10 Points** gained, your character will receive one new ability. What kind of ability you receive will depend on the Monster Girl you choose. You are free to create whatever abilities you want so long as they compliment the Monster Girl you choose and their power scales to how corrupted your character has become. Weaker abilities are earned at lower levels of corruption (10~40). Stronger abilities are earned at higher levels of corruption (50~100).

Lowering Corruption will cause your character to lose abilities.

With every **10 Points** gained, a part of your character's body will change into that of the Monster Girl of your choice. The first four changes will be minor. (Ex: Growing fangs. Eye color change. Forked tongue.) The next three changes will be mild. These can be a group of minor changes or one change that will be somewhat difficult to hide (Ex: Growing scales. Breast expansion.) The next two changes will be major. These will be impossible to hide. (Ex: Legs transforming into a tail. Massive horns.) The last change will completely transform your character into a Monster Girl.

Physical changes are permanent. They do not revert when your character's Corruption has been lowered.

Lust

Although eliminating Corruption completely is impossible, it is possible to temporarily lower it. There is only one method available; they need to have an orgasm. This will reset their Corruption back to the beginning of the Lust stage they are on. For example, if they have 39 Points and manage to orgasm, then they will be reset to 20 Points. It is, however, impossible to

reset back from a higher Lust stage to a lower one. For example, if they have 20 Points and manage to orgasm, they will still remain at 20 Points.

Lowing Corruption will not revert any physical changes to their body or remove any Mutations to their Exousia. The only thing lost will be Monster Abilities. They will be gained back once Corruption has risen again.

Exousia Mutation

Your character's body is not the only thing changed by the Corruption. Their mind and, by extension, the power of their Exousia is affected as well. With every **25 Points** gained, a different aspect of your character's Exousia will be changed. There is no order to which mutation you get. You're free to choose any of them once you hit each 25 Point threshold. You can only gain **4 Mutations**. Once you've gained one, it is permanent!

Enchanted Exousia will be marked with an *.

Multiskill - Gain an additional Exousia from a different branch. This mutation can be taken twice. Cannot be taken with A Different Mode or Elemental Mastery.

Dual Wielding* - Combine your Exousia and Monster Abilities to create unique effects.

Magical Symbolism* - An Exousia possessed by a human is bound by the laws that govern reality. This doesn't apply to you anymore. Your power has gained demonic properties that allow it to perform actions that defy scientific understanding. These new actions must make sense symbolically. Ex: Using Aquakinesis (The power to control water) to heal wounds.

Demonic Energy Boost (Kinesis only)* - Strengthen the destructive power and range of your Kinesis ability. This will add an **additional 1 Point** of Corruption.

Elemental Mastery (Kinesis only) - Gain an additional Exousia from Kinesis. This mutation can be taken thrice. Cannot be taken with Multiskill.

A Different Mode (Anthropotita only) - Gain an additional Exousia from a different sub category within Anthropotita. This mutation can be taken twice. Cannot be taken with Multiskill.

Chimera (Metamorphosis only) - Transform only a part of yourself instead of your whole body.

Enchantment (Transmutation only)* - Imbue any object with Demonic Energy to enhance its properties. Can be used together with Magical Symbolism and Kinesis to imbue any object with elemental attributes.

Five Stages Of Lust

Stage One – Sinful Thoughts: Your character will start to find themselves inexplicable thinking about sex. Although these thoughts can be quite distracting, it doesn't take much to ignore them and an orgasm can easily get rid of them.

- Sinful Thoughts will take immediate effect upon reaching **20 Points**.
- Once dispelled, Sinful Thoughts will take effect again after using a Monster Ability or Enchanted Exousia **3 times**.
- **1 Point** is gained for every post Sinful Thoughts is in effect.

Stage Two – Swelling Desires: Thoughts of sex become far more invasive. It will become much harder for them to concentrate on tasks.

- Swelling Desires will take immediate effect upon reaching **40 Points**.
- Once dispelled, Swelling Desires will take effect again after using a Monster Ability or Enchanted Exousia **2 times**.
- **2 Points** are gained for every post Swelling Desires is in effect.

Stage Three – Feverish Body: Their body is now in a constant state of arousal. The need to touch themselves is almost overwhelming. Using Monster Abilities during this state will give them pleasure.

- Feverish Body will take immediate effect upon reaching **60 Points**.
- Once dispelled, Feverish Body will take effect again after using a Monster Ability or Enchanted Exousia **1 time**.
- Monster Abilities and Enchanted Exousia will gain **1 Additional Point** while Feverish Body is in effect.
- **3 Points** are gained for every post Feverish Body is in effect.

Stage Four – Endless Hunger: Their body craves semen. They will start to see their Hero companion as prey to be captured and raped in order to satisfy their lust stricken body. Using Monster Abilities during this state will give them pleasure, but will leave them unsatisfied.

- Endless Hunger will take immediate effect upon reaching **80 Points**.
- Once dispelled, Endless Hunger will take effect again after using a Monster Ability or Enchanted Exousia **1 time** or within **3 posts**.
- Monster Abilities or Enchanted Exousia will gain **2 Additional Points** while Endless Hunger is in effect.
- **4 Points** are gained for every post Endless Hunger is in effect.

Stage Five – Sexual Predator
Transformation complete.

Fall of the Blessed Heroes

Background

The war between humanity and monsters was coming to a close. Unfortunately for humanity, the war has been going decisively in favor of the monsters. Despite the ingenuity that mankind prided itself on, the magic and physical prowess of the monsters proved too much. Swords would bounce harmlessly off their scales. Armour provided no protection against their claws. Most damning, however, were their very appearance and the method they used to strengthen their numbers. Every monster took on the appearance of a woman and was capable of transforming human women into their own kind. Even the most hardened of soldiers found themselves unable to draw their swords when the opposition was wearing the faces of their formal loved ones. As the war dragged on, the number of able-bodied men dwindled and the number of monsters continued to swell with each village they captured. It is only a matter of time before all of humanity is subjugated.

Not all is lost for humanity however. Two heroes, chosen by the Goddess Herself, have been blessed with abilities beyond mortal men. Thanks to these two bastions of hope, they have successfully stalled the overwhelming tide of monsters from completing their vile plan to destroy humanity. These two have saved humanity from falling into despair and have vowed to take down the Demon Lord herself. Cutting through the Demon Lord's forces, they made their way to her stronghold; a colossal castle in the deepest part of monster territory.

Unbeknownst to them, the Demon Lord has long since known of their plan to storm her castle. Amused by their determination and foolish plan to end her life, she has prepared many surprises for the two heroes. She now waits patiently for them to arrive and for the fun to begin.

The Character You will Be Playing: The Blessed Heroine

The following will serve as a default background information for your character. As the role-play progresses, your character will slowly become corrupted and transform into a monster girl.

You're free to expand on this, add whatever other details you or completely disregard this background in favor of one of your own creation.

Your life before becoming the chosen hero was an uneventful one. You were a nun. As such, you diligently devoted yourself to your faith and sacrificed the pleasures of life. There were times when your thoughts would stray towards sinful things unbecoming of a nun. These thoughts were swiftly dealt with with a prayer and a reciting of several quotes from your holy text. You needed to stay pure. That was expected of you as both a nun and a woman.

Being selected as a hero by your Goddess came as a surprise to both you and all your peers. At first, you found yourself astonished by this revelation. It looked like you were finally being rewarded for all the sacrifices and hard work you put into keeping those sinful thoughts locked away. As you fulfill your new-found duties as a hero, you begin to realize that what you received was no blessing. It was a curse. You found yourself burdened with both the responsibility of upholding the peace of all of humanity and the social expectations of being a woman. They expected you to fight, to dirty your hand with blood and yet you still needed to show yourself as clean. You needed to be pure. Untouched. Incorruptible. Any blemish in your appearance or personality was a sign to the people that you were going to turn. That you were going to become just another monster waddling in sin. You needed to be perfect no matter what in order to ease everyone's worries.

You know this, but deep in your heart, you want nothing more than to let yourself go.

The Character I will Be Playing: The Blessed Hero

Before becoming the symbol of humanity, he was nothing more than a simple farm boy. The only weapon he held up til that point was a farming plow. The thought of harming others for whatever reason was something that made him shiver. He couldn't even bring himself to kill livestock and was often scolded by his father for it. He stayed a softhearted fool even as he left childhood and entered adulthood.

He never wanted to be a hero. There was no man more ill-suited for the task required than him. Of course, he never shared this with anyone. It was an honor and he should be grateful to receive such a blessing. To speak ill of her gift was blasphemy of the highest order. He instead put up a facade for all the people he promised to protect. To the world, he was the perfect hero; stoic, duty-bound, and a slayer of monsters. This was all a lie. Not once did he kill a single monster. He would defeat them and drive them back, but not a single life was taken by his blade in all of his battles. He just couldn't bring himself to do it. The hero that humanity was pinning their hopes on was nothing more than a fraud.

And now that he was working together with the other hero to assassinate the Demon Lord, it was only a matter of time before she realized how much of a traitor he is.

How Corruption Will Function & Be Tracked Within The Game

Sometime within the beginning of the role-play, your character will become tainted with Demonic Energy. Once this occurs, your character will gain two meters that will be used to keep track of their impending transformation into a Monster Girl; Corruption and Divinity.

Corruption Meter, Monster Abilities, & Transformation

The Corruption Meter measures how much of your character has been transformed. It will start at 0 Points and will steadily rise as the role-play progresses. Once it reaches 100 Points, your character will become a Monster Girl and completely abandon their mission to slay the Monster Lord. There are a couple different ways that the Corruption Meter is filled.

- For every post you make, **1 Point** is gained.
- Every time your character uses a Monster Ability, **1 Point** is gained.
- While under the influence of Lust, you will gain Points and additional effects depending on how much the Corruption Meter is filled.

With every **5 Points** gained, your character will receive one new ability. What kind of ability you receive will depend on the Monster Girl you choose. You are free to create whatever abilities you want so long as they compliment the Monster Girl you choose and their power scales to how corrupted your character has become. Weaker abilities are earned at lower levels of corruption (5~45). Stronger abilities are earned at higher levels of corruption (50~100).

Regardless of which Monster Girl you choose, the first ability you will gain is **Enhance Senses**. This ability will heighten all senses far beyond that of a normal human. It also grants the user the power to see Demonic Energy.

With every **10 Points** gained, a part of your character's body will change into that of the Monster Girl of your choice. The first four changes will be minor. (Ex: Growing fangs. Eye color changes. Forked tongue.) The next three changes will be mild. These can be a group of minor changes or one change that will be somewhat difficult to hide (Ex: Growing scales. Breast expansion.) The next two changes will be major. These will be impossible to hide. (Ex: Legs transforming into a tail. Massive horns.) The last change will completely transform your character into a Monster Girl.

Divinity Meter & Heroic Blessing

Similar to how the Corruption Meter measures how far along your character's transformation is, the Divinity Meter measures how much of your character's blessings are lost. It will start at 100 Points and will steadily drop as the role-play progresses. It works inverse to the Corruption Meter. Every point added to the Corruption Meter will in turn be taken from the Divinity Meter. Your Character will have a total of twenty Heroic Blessings at the beginning of the role-play and will lose one every 5 Points lost. You will lose blessings in order of strongest to weakest.

You are free to create nineteen Heroic Blessings of your own. Regardless of what you create, your character's weakest Blessing and thus the last one to be lost will be **Calm Mind**. This blessing will allow the user to completely clear their mind of unnecessary thoughts or feelings and grant them inhuman focus. It also has the ability to dispel Lust.

Lust

As their Corruption grows, so too does their carnal desires. There are five stages of Lust. Each one is triggered every **20 Points** gained and the higher stages replace the lower ones. Lust can be dispelled with the **Calm Mind** Blessing, however its effectiveness will be reduced the higher the Corruption.

The Five Stages of Lust

Stage One – Sinful Thoughts: Your character will start to find themselves inexplicable thinking about sex. Although these thoughts can be quite distracting, it doesn't take much to ignore them and **Calm Mind** can easily get rid of them.

- Sinful Thoughts will take immediate effect upon reaching **20 Points**.
- Once dispelled, Sinful Thoughts will take effect again after using a Monster Ability **3 times**.
- **1 Point** is gained for every post Sinful Thoughts is in effect.

Stage Two – Swelling Desires: Thoughts of sex become far more invasive. It will become much harder for them to concentrate on tasks without the use of **Calm Mind**.

- Swelling Desires will take immediate effect upon reaching **40 Points**.
- Once dispelled, Swelling Desires will take effect again after using a Monster Ability **2 times**.
- As long as Swelling Desires is in effect, you cannot use Heroic Blessings with the exception of **Calm Mind**.
- **2 Points** are gained for every post Swelling Desires is in effect.

Stage Three – Feverish Body: Their body is now in a constant state of arousal. The need to touch themselves is almost overwhelming. Using Monster Abilities during this state will give them pleasure.

- Feverish Body will take immediate effect upon reaching **60 Points**.
- Once dispelled, Feverish Body will take effect again after using a Monster Ability **1 time**.
- Monster Abilities will gain **1 Additional Point** while Feverish Body is in effect.
- As long as Feverish Body is in effect, you cannot use Heroic Blessings with the exception of **Calm Mind**.
- **3 Points** are gained for every post Feverish Body is in effect.

Stage Four – Endless Hunger: Their body craves semen. They will start to see their Hero companion as prey to be captured and raped in order to satisfy their lust stricken body. Using Monster Abilities during this state will give them pleasure, but will leave them unsatisfied.

- Endless Hunger will take immediate effect upon reaching **80 Points**.
- Once dispelled, Endless Hunger will take effect again after using a Monster Ability **1 time** or within **3 posts**.
- Monster Abilities will gain **2 Additional Points** while Endless Hunger is in effect.
- As long as Endless Hunger is in effect, you cannot use Heroic Blessings with the exception of **Calm Mind**.
- **4 Points** are gained for every post Endless Hunger is in effect.

Stage Five – Sexual Predator

Transformation complete.

Monster Girl List

This is not a definite list of the only Monster Girls you can use. If there is a different one you want your character to transform into, please feel free to inform me.

Manticore



Salamander



Echidna



Ogre



Hellhound

