

# Corrupt Class Guide

For the [Perils of Perversion](#) rules.

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## Introduction

The purpose of this document is to introduce class options for the Perils of Perversion ruleset. These class options were determined to be outside of the scope of the original document. All options contained in this guide are under development and subject to change at any time.

## Class Options

### Alchemist Discoveries

The following represent new alchemist discoveries available to classes that gain alchemist discoveries. All of the following discoveries are available to alchemists, while some may be available to other classes that gain alchemist discoveries.

#### Aphrodisiac Bomb\*

**Benefit:** When the alchemist creates a bomb, they can choose to have it inflict lust instead of damage. Creatures that take a direct hit from an aphrodisiac bomb take an additional 1d6 points of lust 1 round later if they fail a Fortitude save. This is an aphrodisiac effect.

## Corrupted Aphrodisiac

**Benefit:** The alchemist knows certain reagents that can infuse an aphrodisiac with corrupted energies, increasing its potency. This requires a dose of the aphrodisiac, materials with a cost equal to a third of the aphrodisiac's value, and 1 minute of concentration. The aphrodisiac's frequency is extended by 50% and the save DC increases by +2. In addition, a creature who fails against the initial effects of the aphrodisiac suffers a corruption with an equal DC. This aphrodisiac must be used within 1 hour of its creation or it is ruined.

## Corrupted Mutagens

**Benefit:** The alchemist's frequent use of mutagens has increased the effects of corruption upon their body. They gain [Superior Mutation](#) as a bonus feat.

## Barbarian Archetype

### Naked Fanatic

**Weapon and Armour Proficiency:** A naked fanatic is not proficient with any armour.

This ability modifies the barbarian's weapon and armour proficiency.

**Tattoos (Ex):** A naked fanatic wears tribal tattoos on their entire body to protect themselves. When unarmored and unencumbered, and displaying all their tattoos, the naked fanatic adds their Wisdom bonus (if any) to their AC and CMD. In addition, a naked fanatic gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four naked fanatic levels thereafter, up to a maximum of +5 at 20th level.

**Rage (Ex):** A naked fanatic does not gain a penalty to AC when they rage, nor do they become fatigued at the end of a rage. Instead, they become aroused whenever they enter a rage. This arousal does not end when they end their rage, but if the Naked Fanatic loses the aroused condition while in a rage, they become aroused again at the beginning of their next turn unless they stop raging (this is not an action).

This ability modifies the barbarian's rage.

## Cleric Domains

### Charm Domain

You gain Sex as a class skill.

# Paladin Options

## New Mercies

3rd Level:

*Aroused*: The target is no longer aroused.

### Archetype: Lustful Champion

**Alignment:** A lustful champion can be neutral good or chaotic good. This alters the paladin's alignment restrictions.

**Code of Conduct:** A lustful champion must be neutral good or chaotic good and loses all class features except proficiencies if she ever willingly commits an evil act.

Additionally, a lustful champion's code requires that she not harm innocents or allow innocents to come to harm if she can prevent it, and helps those in need (provided they do not use that help for evil ends). Other than those rules, they follow a set of guidelines:

- I see beauty in others and seek to show that beauty to the world.
- I lead by example, not with my blade. Where my blade passes, a life is cut short, and the world's potential for passion is lessened.
- I devote myself to the pursuit of passion. Life is enriched by passions and made dull by denying them.
- None can know for all what makes a good life. Where someone's decision affects no others, it is their decision to make.

This replaces the paladin's code of conduct.

**Aura of Resistance:** At 3rd level, a lustful champion does not cause others to suffer corruption by having sex with them. Additionally, allies within 10 ft. of the lustful champion gain a +3 morale bonus on saving throws against corruption.

This replaces the paladin's aura of courage.

**Spells:** Remove the following spells from the lustful champion's spell list: [Discern lies](#), [dispel chaos](#), [magic circle against chaos](#), [protection from chaos](#). This does not alter the paladin's spellcasting class feature for the purposes of taking other archetypes.

**Divine Bond:** If the paladin uses divine bond to enhance their weapon, they cannot select the axiomatic special weapon property. This does not alter the paladin's divine bond class feature for the purposes of taking other archetypes.

# Sorcerer Bloodline

## Corruption Bloodline

**Class Skill:** Sex.

**Bonus Spells:** [cause arousal](#) (3rd), [feed on lust](#) (5th), [pheromone cloud](#) (7th), [naughty tentacles](#) (9th), [mind-fog](#) (11th), [pheromone ray](#) (13th), [undeniable need](#) (15th), *mass charm monster* (17th), [mass undeniable need](#) (19th).

**Bonus Feats:** [Aroused Spell](#), [Corrupted Spell](#), [Enthusiastic](#), [Moxie](#), Spell Focus (enchantment), [Tease Focus](#), [Tease Specialisation](#).

**Bloodline Arcana:** Gain [Height of Corruption](#) as a bonus feat. You receive a -1 penalty to saves against perversion, and the DC of a corruption suffered because of sex with you is increased by 1.

**Bloodline Powers:** ???.

*Lust Ray (Sp):* Starting at 1st level, you can unleash a ray of lust as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of lust + 1 for every two sorcerer levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

*Natural Corruption:* At 3rd level, you gain a bonus to your resolve equal to your corruption score.

*Unusual Anatomy (Ex):* At 9th level, your anatomy has been significantly altered by the corruption, giving you a 25% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 50% at 13th level.

???: 15th.

???: 20th.

# Unchained Monk Archetype

## Corruption Monk

**Alignment:** A corrupted monk can be any non-lawful alignment. This replaces the monk's alignment restrictions.

**Special:** A monk who becomes non-lawful can take this archetype the next time they level up. They replace all class features immediately as if they had retrained.

**Class Skills:** A corruption monk gains Sex (Cha) as a class skill, in addition to any class skills they otherwise have.

**AC Bonus:** A typical corruption monk wears form-fitting clothing with strategically placed cutouts, when they can get away with it. They only gain the benefits of their AC bonus when wearing revealing or no clothing, in addition to their other restrictions.

This ability modifies the unchained monk's AC bonus.

**Bonus Feats:** Whenever a corruption monk gains an unchained monk bonus feat, they may choose from feats marked as corruption feats in addition to their normal feat selection.

**Flurry of Blows:** A corruption monk is adept at using mutations to his advantage. When using a flurry of blows, he may use his natural weapons. If he has any number of claws, he can choose to make claw attacks in place of any of his regular attacks. All other types of natural attacks can be made in addition to these attacks.

This ability modifies the unchained monk's flurry of blows.

**Arousing Touch:** At 1st level, a corruption monk gains [Arousing Touch](#) as a bonus feat, even if he does not meet the prerequisites. At 4th level, and every four levels thereafter, the monk increases the lust of his Arousing Touch by 1d6 (2d6 at 4th level, 3d6 at 8th level, and so on).

At 4th level, the corruption monk's touch can be a fierce whirlwind or a gentle caress. When they use Arousing Touch, they may also choose to cause lust instead of their normal damage for that attack. This replaces all damage from abilities and effects that increase damage dealt, but not additional damage that would have its own damage type (such as elemental damage from weapon special abilities). Depending on context, this may be interpreted as a tease instead of an attack, and might not cause hostilities, at the GM's discretion.

This ability replaces Stunning Fist.

**Guide Corruption:** A corruption monk guides their corruptions in the direction they choose. They gain [Superior Mutation](#) as a bonus feat.

**Ki Pool:** If a corruption monk's corruption score is lower than his level, then his ki pool is calculated as if his level was equal to his corruption score. If his corruption score is equal to or higher than his monk level, this has no effect.

This ability modifies the unchained monk's ki pool.

**Perversion Ki Power:** A corruption monk is taught to channel their perversions to access their ki, and thereby avoid being overcome by corruption. Whenever a corruption monk selects a ki power, they may take a perversion ki power instead. Perversion ki powers all require the corruption monk to have specific perversions to take. If the corruption monk has a perversion ki power, their corruption limit is increased by 1. This increases to 2 when the corruption monk has 3 perversion ki powers. In addition, for every 2 perversion ki powers the corruption monk has, the DC for saves against perversion they make is increased by 1.

*Ki Absorption (Su):* A corruption monk can spend 2 ki points as an immediate action to gain spell resistance equal to his corruption score + 10, replacing the 10% chance to absorb spells granted by the absorption perversion for its duration. This spell resistance lasts for a number of rounds equal to the monk's corruption score. A corruption monk must have the absorption perversion to select this perversion ki power.

*Ki Bondage (Su):* A corruption monk who selects this perversion ki power gains a +4 bonus on CMB checks made to grapple. Teases made against pinned opponents cause 1d6 additional lust. A corruption monk must have the bondage (active) perversion to select this perversion ki power.

*Ki Bukkake (Su):* When covered in cum that is less than 4 hours old, a corruption monk who selects this perversion ki power can draw the energy out of it as a swift action by spending 2 ki points. The corruption monk gains 1d8 + their corruption score in resolve. This causes the cum to lose its energy, and it cannot be drawn upon in this way until it is replaced. A corruption monk must have the bukkake perversion before selecting this perversion ki power.

*Ki Buttslut (Su):* A corruption monk who selects this perversion ki power can store items in their anus like a bag of holding. The corruption monk can store up to 50 lbs. or 6 cubic feet of material in this fashion. The weight of items stored in the monk's anus does not count towards their carrying capacity. Items can be stored and retrieved in this manner as a standard action. In addition, the corruption monk's anus is always lubricated. A corruption monk must have the buttslut perversion to select this perversion ki power.

*Ki Cumslut (Su):* A corruption monk who selects this perversion ki power can subsist on sexual fluids. Drinking sexual fluids direct from the source feeds and waters the monk for half a day. They can subsist on sexual fluids for any amount of time, even if the person they come from is themselves subsisting on nothing but sexual fluids. The monk cannot gain the corrupted stomach mutation. If they already have the corrupted stomach mutation, they regain any mutation points they spent on it and gain a new mutation in its place. A corruption monk must have the cumslut perversion to select this perversion ki power.

*Ki Masochism (Su):* A corruption monk with this perversion ki power can spend 1 ki point as an immediate action to gain DR/— equal to a third of their corruption score. This DR lasts for a number of rounds equal to the monk's corruption score. A corruption monk must have the masochism perversion to select this perversion ki power.

*Ki Multiple (Su):* A corruption monk with this perversion ki power extends his awareness of others around him by joining in multiple unions. Once per day, when the corruption monk has sex with multiple creatures, he may regain 2 ki points. If he has sex with three other creatures, he instead regains 3 ki points. If he has sex with five other creatures, he instead regains 6 ki points. A corruption monk must have the multiple perversion to select this perversion ki power.

*Ki Size King/Queen (Su):* When a corruption monk with this perversion ki power uses a size-increasing consumable, they may choose to hold the effect. A corruption monk may store the effects of a number of items equal to half their corruption score in this manner (additional items always take effect immediately). As a standard action, they may spend a ki point to immediately gain an effect held in this manner. This allows them to attempt teases against any number of targets within 30 ft. who can see the corruption monk. In addition, they treat their Strength score as 2 higher for the purpose of determining carrying capacity. A corruption monk must have the size king/queen perversion to select this perversion ki power.

*Ki Stamina (Su):* Whenever a corruption monk with this perversion ki power has sex as part of a short rest, he may choose to have no chance of losing the aroused condition. When he does so, he gains two temporary uses of arousing touch that are lost when he loses the aroused condition or when he sleeps. Multiple instances of temporary uses of arousing touch do not stack. These temporary uses are used before any normal uses of arousing touch. A corruption monk must have the stamina perversion to select this perversion ki power.

**Chaotic Strike:** At 10th level, the monk's unarmed attacks are treated as chaotic for the purpose of overcoming damage reduction. They do not count as lawful from the monk's ki pool class feature.

## Other Options

### Feats

#### Arousing Touch (Combat Feat)

**Prerequisites:** Wis 13, Cha 13, [Improved Unarmed Strike](#), base attack bonus +8.

**Benefits:** You must declare that you are using this feat before you make your attack roll (thus a failed attack roll ruins the attempt). On a successful hit, the attack deals damage normally plus 1d6 points of lust. An enemy reduced to 0 resolve by this attack is horny (not disabled) if they received at least 1 point of lust after all reductions. You may attempt an Arousing Touch attack once per day for every four levels you have attained (see **Special**), and no more than once per round.

**Special:** A corruption monk receives Arousing Touch as a bonus feat at 1st level, even if he does not meet the Prerequisites. A monk may attempt an arousing touch attack a number of

times per day equal to his monk level, plus one more time per day for every four levels he has in classes other than monk.