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Biopunk setting. Not completely Tyranid, but there's creatures for a lot of purposes and breeding some is doable thanks to a lot of cross species working. Science is up to Reason in most domains

Characters are Lvl 4, with full use of this unofficial supplement:

<http://slethweb.wikidot.com/fc-origin-creation>

Campaign qualities in use:

- Dramatic pacing: Duration are not set in stone number of minutes, but 'as long as it makes a good story'
- Fast feats. With all that has been added...
- Hearty heroes: Don't stay in bed for weeks healing
- Miracle: Gods are there, and they have fun
- Monty-haul: Encumbrance? Never heard of it. Also allows for running with a captured slave on your shoulder...
- Paranoïa: Harder to simply convince people... better put some good arguments
- Sorcery (With Ubiquitous magic): Magic is a simple enough endeavor to dabble in for most. Spellcasters can create their own spells, too
- Wire-fu: Don't get stopped by a small difficult terrain
- Legendary monster is also applied, but only on mainlands. Enjoy your Lvl+4 equivalent monstrosity if you attempt to land there

New races:

Lamia

Type: Fey

Base Speed: 30 ft.

Size: Large(1x3), Reach 1

Attributes: +1 to lower of Dexterity or Constitution, +2 to lower of Charisma or Wisdom

Tauric Strength: Your bestial half is significantly stronger than your humanoid half, giving you a +2 Strength bonus when making checks utilizing it.

Restricted Actions: Kick attacks, as well as Jump and Tumble checks you make are considered untrained (see FC, page 63).

Heterothermy: Your combination of mammalian and reptilian traits allows you to adapt to different climates. Under normal circumstances, you require only 2 common meals per day but suffer 1 additional damage per die from cold and are sickened for a number of rounds equal to 1/2 any cold damage taken (rounded down). If you suffer continuous cold damage - such as from the environment - you are sickened until you escape the source of the damage. However, if this condition persists for 8 or more hours, you no longer take additional penalties until 8 more hours pass without taking cold damage. While adapted to cold you require 4 common meals per day.

Tauric Form: You are considered to be one Size category smaller for the purposes of weapon wielding, natural attacks using your humanoid half, and partial armor size.

Natural weapons:

Tail slap: 1d10 damage, Reach + 1

Squeeze: 1d12 damage. Used during grapple when inflicting unarmed damage.

Coils: You can grapple up to three medium or smaller sized creatures without penalty.

Catfolk:

Base speed: 40

Medium size

+2 Dexterity, -2 Constitution

Cat Fall: You suffer 1 less die of damage from falling.

Agile Defence: Your base Defence increases by 1.

Enlightened Sneak: Your maximum Sneak rank increases to your Career Level + 5. Only the highest bonus from any single enlightened ability may apply to each skill.

Claws: 1d6 damage, Finesse, Keen 4

Darkvision I: You ignore most ambient light penalties.

Aloof: Your error range increases by 2 when making Impress and Sense Motive checks targeting characters of other species.

Cuttlefish

Size: Medium

Type: Folk

Base Speed: 10 ft. Swim Speed 60 ft.

+2 Int

Multi-Armed

Aquatic II

If I Recall....

Slime

Size: Medium

Type: Ooze

Base Speed: 20 ft.

+2 con, -2 dex

Bleeding Immunity

Cold-Blooded

Thick Hide 4

Darkvision II

Unbreakable

Eusocial Mothfolk, Entertainer Caste

Size: Small

Type: Fey

Speed: 30 ft.

Winged Flight 40 ft.

+2 to the lower of Charisma or Dexterity, -2 to Strength

Light Sensitive

Thick Hide 2

Pheromonic Adrenalin: Each time an adjacent opponent attacks you and misses, he suffers 2 points of sexual damage.

Natural Elegance

Charming

Light Sleeper

Elemental

Type: Elemental

Speed 30

Size Medium

Levitating: Ground based attacks are ineffective against an elemental

Made of mana: You cannot regain Vitality or Wounds by non-magic means save natural healing

Elemental feat: You choose a free Elemental only feat, determining your type. (See species feats)

SquirrelType: Folk

Speed: 30

Size: Medium

+1 Dexterity, -1 Wisdom

Pathfinder basics feat (Forest)

Thrifty: Your Prudence increases by 2

Enlightened Acrobatics: Your maximum Acrobatics rank increases to your Career Level + 5.
Only the highest bonus from any single enlightened ability may apply to each skill.
Improved Sense: Your scent range is doubled and you gains a +4 bonus with related Awareness and Perception checks.

Succubus:

Type: Fey

+1 Charisma, -1 Wisdom

Feat: Fan service

No Pain: You may ignore the first fatigued, shaken or aroused condition you gain each scene.

Natural Elegance: Your Appearance bonus increases by +1

Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5

Sexual resistance 2

Damage vulnerability: Divine

Oni

Type: Fey

Base Speed: 30 ft.

Size: Large(2x2), Reach 1

Attributes: +4 Strength, +2 Constitution, -2 Charisma, -2 Intelligence

Thick Hide 3: You're considered to be wearing partial armour that provides Damage Reduction 3. This DR does not stack with other armour (only the best protection applies). If you gain thick hide from multiple sources, your hide offers the highest single DR value + 1 per additional hide benefit (e.g. thick hide 4, thick hide 3, and thick hide 1 offer DR 6).

No Pain: You may ignore the first fatigued or shaken condition you gain each scene.

Reviled: The Dispositions of non-Oni decrease by 10.

Restricted Actions: Tumble, Calm, and Stealth checks you make are considered untrained (see FC, page 63).

Were-shark (Human Talent)

Were-shark (Human Talent)

Type: Folk

Size: Medium

Speed 30 ft.

Hearty Appetite

Bloodhound

Lycanthropy: With a DC 10 will save you can turn into a monstrous half-shark form gaining the benefits and penalties listed below. Additionally, the first time each night that your skin touches the light of the Full Moon you must make a DC 15 will save or turn into a half-shark. Each round

that a creature within your first scent increment other than yourself takes wound damage or has the bleeding condition at the beginning of your turn, you must succeed on a DC 10 will save to resist turning. If you fail a save to resist turning, you suffer 2d6 stress damage. No matter how you turned, it takes one round. While turned, you can take a full round action to attempt to revert to your human form, which requires a successful DC 12 will save. This DC is increased by 3 if you can currently see the moon and by 3 if it is currently full moon. Otherwise, you revert the next time you sleep or lose consciousness.

Monster Form Effects:

+4 Strength, -4 intelligence

Size increases to Large (do not recalculate wounds)

Gain a 30 ft. swim speed

Bloodthirsty (You may not attack more than one character each round)

Fear of the Cursed (non-lycanthrope NPCs who see you in Monster Form for the first time have their disposition reduced by 10)

Natural Attack (bite) I (which you are automatically proficient with)

Aquatic II

Specs:

Symbiotic Commander

Combat rider feat

Soulmate (increase maximum XP value of Personal Lieutenant by 10)

Celebrated (Your Legend increases by 2)

Encouragement (Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene.)

Heroism (You gain a +1 bonus with all attack and skill checks you make during Dramatic scenes.)

Devoted Symbiot (Your Personal Lieutenant takes exactly 1 point per die when suffering subdual damage from any Athletics/Push Limit checks)

New Specialties:

Serpent Shaman

You've studied the Lamian shamanic arts, blending knowledge of spellcasting and alchemy.

Bonus Feat: Alchemy Basics

Innate Casting: You are always considered to have a Mage's Pouch.

Paired Skills: Each time you gain ranks in the Spellcasting skill, you gain equal ranks in the Crafting skill. This may not increase your Crafting skill beyond its maximum rank.

Attribute Training: The lower of your Intelligence or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

Inquisitive Mind: You gain 2 additional Interests (see FC, page 61).

Natural Elegance: Your Appearance bonus increases by +1.

Brawler

Years of bare-knuckle brawling have taught you how to take a punch -- and how to give it back.

Bonus Feat: Martial Arts

Attribute Training: The lower of your STR or CON scores increases by 1 (your choice if a tie).

Apply this bonus after any modifiers from your Species or Talent.

Unbreakable: Each time you suffer attribute impairment, it decreases by 1 (minimum 0).

Fast: Your Ground Speed increases by 10 ft.

Unarmed Proficiency: You gain the Unarmed proficiency.

Crunch!: Your Strength-based damage rolls inflict 1 additional damage.

Sex Slave

Your life has been spent in carnal servitude, but you've gained valuable experience in a very old profession.

Bonus Feat: Slave Mentality

Attribute Training: The lower of your CHA or DEX scores increases by 1 (your choice if a tie).

Apply this bonus after any modifiers from your Species or Talent.

"Encouragement": Once per scene, you may speak to 1 of your teammates for 1 minute to grant them a +1 morale bonus with saving throws until the end of the current scene. Alternatively, you may perform sex acts for at least 3 minutes, granting a +3 morale bonus.

Natural Elegance: Your Appearance bonus increases by +1.

Odd Jobs: You gain a +4 morale bonus with Downtime checks made to earn income (see Fantasy Craft, page 68).

Charming: Once per session, you may improve the Disposition of any 1 non-adversary NPC by 5.

Shadow

Few manage to see you coming -- fewer see anything more.

Bonus Feat: Ambush Basics

Attribute Training: The lower of your Dexterity or Wisdom scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

Paired Skills: Each time you gain ranks in the Sneak skill, you gain equal ranks in the Blend skill. This may not increase your Blend skill beyond its maximum rank.

Fast: Your Ground Speed increases by 10 ft.

Deft Swing: You gain the Deft Swing trick (see AC, page 139).

Duelist

Your wit is almost as sharp as your sword, and you wield both with a deft style.

Bonus Feat: Fencing Basics

Agile Defense: Your base Defense increases by 1.

Attribute Training: The lower of your Dexterity or Charisma scores increases by 1 (your choice if a tie). Apply this bonus after any modifiers from your Species or Talent.

Paired Skills: Each time you gain ranks in the Acrobatics skill, you gain equal ranks in the Impress skill. This may not increase your Impress skill beyond its maximum rank.

Melee Combat Expert: You're considered to have 2 additional Melee Combat feats for any ability based on the number of Melee Combat feats you have.

Deft Swing: You gain the Deft Swing trick (see AC, page 139).

Custom rules:

New damage type:

Sexual:

- Sexual damage ignore damage reduction outside of Sexual resistance
- Upon taking sexual damage, the target must roll the lower of a Fortitude or Will check (DC: 10+ half the total Sexual damage taken). Upon failing, Sexual damage are reset and the target suffer a level of Aroused. With a critical hit, the character is also stunned for 1 round (if the save succeeds), or stunned for 1d6 rounds (otherwise)
- Outside combat or once all sources of arousal are removed, Sexual damage wears off at the rate of 1 point per minute.
- The Calm action can lower Sexual damage

New combat action:

Pleasuring (Grapple benefit): On a grappled opponent, you can choose to inflict 1d8 Sexual damage, using caresses, masturbation and other techniques to provoke pleasure

Flirting (Half action): You can target an opponent in close quarter, using Impress against the opponent's Resolve, to deal 1d6 Sexual damage, limited to your Appearance bonus

Tying up (Full action): When holding a form of restraint such as a rope or a tentacle, you can choose to try to tie up a Flat-footed character. Upon success, the character is Bound. The DC to get free is half your attack roll + 10.

New skill uses:

Athleticism:

Push action:

Exertion fetish: You can inflict yourself 1d6 Sexual damage to increase your roll by that much

Swimming:

Drowning fetish: You can inflict yourself 1d6 Sexual damage to increase your Fortitude roll by that much

Blend:

Exhibitionism: You halve maluses from things trying to make you less stealthy, such as the sound of a vibrating dildo or your own aroused panting

Disguise:

Fetish clothing fetish: Putting an outfit you have a fetish for, you can take 1d6 Sexual damage to lowers someone's roll attempting to see through your disguise

Mask:

Roleplaying fetish: Playing your role, you can take 1d6 Sexual damage to lowers someone's roll attempting to see through it

Intimidate:

Coerce:

Domination: You can inflict 1d6 Sexual damage to yourself to increase the number of action die to resist by 1

Medicine:

Calm:

On top of healing Stress damage, it also affect Sexual damage by the same amount.

Notice:

Awareness: You can inflict yourself 1d4 Sexual damage to ignore half the range increment when looking at something while not being seen yourself

Prestidigitation:

Escape (Half action):

Most bondage item, when not locked, can be removed as an half action. Those maintained by a knot requires you to beat the DC first with a Prestidigitation check

Resolve:

Endure:

With a DC 20 check, you can:

- Gain a +2 to Constitution checks made to avoid fatigue for long term actions, including resist sleeping or working longer on a craft, for instance
- Avoid a Fatigue, Aroused or Shaken condition once per scene (damage leading to it are not removed however)
- Gain +1 to a save check against Poison, Disease, Pain, or Fear

Relax:

Sensory deprivation fetish: You can double the speed your Stress damage are healed by inflicting yourself 1d6 Sexual damage while being almost entirely removed from external feelings

Ride:

Bestiality fetish: You do not have penalty for having sex with a non-intelligent creature

Tactics:

Ambush:

Rape fetish: You can inflict yourself 1d6 Sexual damage upon a successful ambush, inflicting that much Stress damage to your target

New conditions:

Aroused (I - IV): An Aroused character get a -1 to all Skill and Attack rolls not affected by Appearance. If you were to receive a fifth Aroused level (orgasming), you instead get a level of Fatigue and Shaken, but also lose two levels of Aroused and are stunned for 1d6 rounds

Bound (I - V): A bound character suffer a -2 per grade to all skill checks and gain one of the five listed effect, chosen by the binder.

- Ankles: Bound character can only move half speed, cannot run and must roll an Acrobatic check to move more than 5 ft, failure leading to the character being Sprawled
- Wrists: The character can only take a single half action per turn other than trying to get free or move and his error range increases by 1
- Torso: The character cannot refresh, halves the time he can hold his breath and his critical threat lowers by 1
- Hips: Physical actions taken by the character with a roll under the Bound DC to get free causes 1d4 Sexual damage and the character is flat-footed
- Finishing touches: Must be applied last. Character is also Helpless. Speed lowers to 5ft and any movement provokes the need of an Acrobatics check to not get Sprawled. Error range increases by 1 more, Critical threat lowers by 1 more, the character cannot attack and actions causes 1d4 Subdual damage on top of Sexual damage

Parasite: A parasite lives inside someone's body and feed on him. One can bear up to his Constitution modifier plus his Size modifier (Minimum 1) parasites without much discomfort, but any more will cause 1d6 Stress damage when using an Action die and increases the need for food and water consumption by the number of parasites above that number. If there's 2/1 parasites compared to your capacity, you also suffer 1d6 Stress damage each hour. If there's 3/1 this become minutes. 4/1 each round. On top of this, most parasites have their own effects and way to be removed

New stuff: Fetishes

Characters can have any number of fetishes and their opposite, turn off.

A fetish lowers Sexual resistance of the character when exposed to his turn-on, but also inflict one additional Sexual damage (Only two fetishes can be stacked at once, much like interests). Several feats, actions or spells have added effects when the corresponding fetish is applicable.

It is also possible to have a more extreme form of fetish. When in presence of a situation it would apply, the character would suffer 1 Sexual damage that cannot be resisted per round if not already aroused and lose 1 additional Sexual resistance, but Aroused condition penalties are ignored for any actions regarding said fetish.

A normal turn-off increases Sexual resistance but lowers Sexual damage caused, while an extreme turn-off makes forced exposition to said fetish deals 1d6 Stress damage each time Sexual damage are received

Here is a list of fetishes that have added effects currently:

Masochism: Combat masochism feat

Sadism: Combat sadism feat, Whip basics feat

Bondage (top): Bondage feat

Bondage (bottom): Contortionist feat, Hidden casting feat

Mutation: Chimera basics feat

Edging: On the edge feat

Breast feeding: Milk maiden feat

Sexual casting: Sexual magic feat

Foreplay: Caresses trick

Exhibitionnism: Beguiling dance trick, Blend skill, Fan service feat

Sexual violence: Ball buster trick

Parasite victim: Parasitic embrace

Exertion: Push limit action

Fetish clothing: Disguise skill

Roleplaying: Mask action

Domination: Coerce action, Whip basics feat

Voyeurism: Awareness action

Sensory deprivation: Relax action

Bestiality: Ride skill

Rape: Ambush action

Submission: Iron will feat

Fetishist: Favored gear feat

Aberration: Glint of madness feat

Drowning: Breath hold (see Athletics / Swimming)

New feats:

Basic combat feat:

Sexual endurance:

You can choose the save rolled against Sexual damage. You also lose two levels of Aroused at the end of a scene instead of one.

Slave mentality:

You add your number of Arousal level as a Morale bonus to Saves. You also gain Subdual, Stress and Sexual resistance 1 if you have at least two rank of said condition

Contortionist:

You gain a +2 to checks used to escape grapple, manacles and the like, plus Acrobatics checks regarding flexibility. With the Bondage (bottom) fetish, when struggling from a Bound condition, you can roll a d4, dealing yourself that much Sexual damage, but ignoring the restriction of one Bound condition for one action. Also you gain a stance:

Tucked in (Stance): You count as one size smaller for moving into spaces and skill uses

Double jointed:

Requires Contortionist

You gain a +3 to checks used to escape grapple, manacles and the like, plus Acrobatics checks regarding flexibility. Also escape attempts taking a minute are now taking a full round action

Escape artist:

Requires Double jointed

You gain a +4 to checks used to escape grapple, manacles and the like, plus Acrobatics checks regarding flexibility. Once per turn you can make an escape action as a free action.

Combat masochism:

You gain 1 Edge at the end of each turn you're under 4 or more negative conditions. With the Masochism fetish, when taking lethal or subdual damage, you may roll a d6, reducing the damage by the result and inflicting the same amount of sexual damage to yourself. Also you gain a trick:

Ever enduring (Initiative trick): You can ignore a source of non-lethal damage by spending 3 Edge

Combat sadism:

You gain 1 Edge at the end of each turn you caused 2 or more negative conditions. With the Sadism fetish, when inflicting lethal or subdual damage, you may roll a d4, inflicting the result in damage to your target and sexual damage to yourself. Also you gain a stance:

Dominance (Stance): You apply a penalty to saves or skills made against conditions you apply equal to the number of Edge you have. Creature immune to Intimidation are also immune to this effect. You cannot move more than a 5 ft step

Unarmed feats:

Kama-Sutra basics:

The Pleasuring action deals 1d12 sexual damage instead of 1d8. Also, you gain a trick:

Play rough (Pleasuring trick): Half the Sexual damage caused by Pleasuring are also inflicted as Subdual damage to you and the target

Kama-Sutra mastery:

Your Appearance increases by 1. Also, you gain a trick:

Perfect partner (Unarmed attack trick): You can add your Appearance modifier as Sexual damage to one of your Unarmed attack. You may use this trick as many times per combat as you have Unarmed Combat feats.

Kama-Sutra supremacy:

Once per scene, you can choose to automatically succeed your save against Sexual damage.

Also, you gain a stance:

One with pleasure (Stance): One per turn, when you take Sexual damage, you can gain a bonus d6 Action die that you must use before the end of your next turn

Claws basics:

Claws attacks you make gains AP 2. Also you gain a stance:

Predatory instinct (Stance): Even on a missed attack, you inflict 1 damage or your Strength modifier against a flat-footed opponent

Claws mastery:

You require one less action die to activate critical threats with Claws attacks. Also you gain a trick:

Rending claws (Claw attack trick): The attack also cause Bleed but you cannot target another person during this turn

Claw supremacy:

Claws attacks you make against a bleeding opponent gain Excruciating and your critical threat increases by 1

Bite basics:

Bite attacks you make gain Keen 4 and Grab. Also you gain a stance:

Predatory grin (Stance): You gain +2 to Intimidation check on opponents who can see you

Bite mastery:

You can use your Bite for grappling and each turn your opponent is pinned down by this attack, he takes damage equal to your Bite attack. Also you gain a trick:

Maw of hell (Threaten trick): An opponent who fail his Resolve check by 4 or more become Flat-Footed and cannot Run or leave your reach during his next turn

Bite supremacy:

Your Bite attacks cause additional damage equal to your Strength modifier and gain AP 2

Horns basics:

If you moved more than 5ft before your Gore attack, you inflict +1d4 damage. Also you gain a stance:

Low profile (Stance): You gain DR 1 but get -4 to Notice checks

Horns mastery:

Your horns gain Guard 2. Also you gain a trick:

Head collision (Gore attack trick): You can make a free trip attempt after the attack, with a +2 if you moved more than 5 ft beforehand during your turn

Horns supremacy:

When using a Run action, you can make a free Gore attack at the end of your movement. Also you gain a trick:

Overpowering charge (Bull rush trick): You deal your Gore damage instead of Unarmed if your bull rush succeed

Tail slap Basic

All your tail attacks gain the trip quality.

Unexpected attacks (stance): An opponent attacked with a tail slap count as being flanked

Tail slap Mastery

Your tail slap gains reach +1

And down you go! (Tail slap attack trick): Once per round, if you hit with a tail slap you may automatically try a trip action

Tail slap Supremacy

Once per turn you may attempt a free tail slap against any sprawled opponent, to a maximum of your starting action die. You may only use this a number of time equal to your starting action die.

Hell has no fury like my tail! (Full trip action): You may attempt a free trip action against any enemy adjacent to you. If you miss a single opponent during this, you are flat-footed at the end of your Initiative Count.

Squeeze Basic

You gain a bonus to Athletic check made during grapple when having the advantage equal to the number of Squeeze feat you have. Also you gain a stance:

Slow and painful (Stance): You also deal 1d6 Subdual damage when inflicting Squeeze damage

Squeeze Mastery

People you grapple begins to suffocate. Also you gain a trick:

My sides! (Grab trick): You may immediately inflict the Injure grapple benefit.

Squeeze Supremacy

You can grab one additional opponent and only suffer a -2 to Athletics checks upon doing so.

You may choose to inflict any grapple condition in addition to the inflict injure.

Tentacle Basics

You can grapple someone within Tentacle reach as long as you have one free. Also you gain a stance:

Threatening oscillations (Stance): Creature moving away from a square you have reach to are considered crossing difficult terrain

Tentacle mastery

Pinned creatures by your tentacles are moved 5 ft closer to you each time you succeed into keeping the advantage. Also your tentacles gain Reach+1

Tentacle supremacy

When grappling with multiple tentacles, you gain an additional +2 to your Athletics check per tentacle applied to the same creature. Also you gain a trick:

One way trip (Initiative action): Once per round, you can attempt a free Trip attempt against an opponent moving away from you within reach

Covert feats:

Bondage:

You can apply a sexual gear at the same time you use a Tying up action. Also, you can add any sneak attack damage to the DC to get free from your bounds. With the Bondage (top) fetish, when applying a Bound condition, you may roll a d4, inflicting those as Sexual damage to yourself and increasing the Escape DC by +1

Rope play:

Requires Bondage

You may use the Tying up action on a Held opponent as a free action, instead of waiting for pinning him. You also gain a trick:

Expert knots (Tying up action trick): Upgrade the current added tie as follow:

- Corset (upgrade torso): The character loses 2 Defense
- Leg rope (upgrade ankles): The character cannot use the Reposition action to stand up
- Arm bind (upgrade wrists): The character cannot use the Handle items action
- Crotch rope (upgrade hips): Sexual damage and later Subdual damage increases to 1d6 when rolling below the DC
- Hogtie (upgrade finishing touches): Increases the escape DC by 1

Shibari:

Requires Rope play

Tying up is now a half action for you. You also gain a trick:

Master knots (Tying up action trick): Upgrade the current added tie as follow:

- Head wrapping (upgrade torso): The character suffers an additional -2 to all Notice and Search checks
- Frog tie (upgrade ankles): The character suffers an additional -2 to all Dexterity based checks
- Crossed arms (upgrade wrists): The character suffers an additional -2 to all Strength related checks
- Deep coils (upgrade hips): The character suffers 1d4 Sexual and later Subdual damage even if rolling above the DC
- Final knot (upgrade finishing touches): Trying to escape is a full action instead of a half action

Gear feats:

Chimera basics:

Choose two NPC traits and select two randomly from the list below. You can modify a creature by spending the Reputation cost and succeeding in a Crafting (Bioengineering) check. A given creature can only have two mutations. With the Mutation fetish, when applying a mutation, you can choose that the target permanently take one Sexual damage when using it, but make it so it doesn't count toward the limit of how many mutation can have

Chimera mastery:

Choose another NPC trait and select one randomly. You can now remove those NPC traits too. If you were the one to apply them, you are refunded half the Reputation cost. The maximum number of applied traits is now three.

Chimera supremacy:

Choose another NPC trait and select one randomly. You can create an entirely new creature upon completing a subplot related to this craft, using these NPC qualities. The creature's cost is its XP value and will act as the Animal partnership feat otherwise. If you make a second creature, you need to release the previous one. Also, the maximum number of traits is now four

Chimera table

- 1) Aquatic I, 2 RP
- 2) Attractive I-IV, 2 RP per grade
- 3) Blindsight, 8 RP
- 4) Cameleon I, 3RP
- 5) Devour, 6 RP
- 6) Dread/Grueling combatant/Pheromonic Adrenalin (see races), 4 RP
- 7) Fearsome, 5 RP
- 8) Improved sense, 2 RP

- 9) Knockback, 4 RP
- 10) Regeneration, 8 RP
- 11) Telepathic, 2 RP
- 12) Battering/Unnerving/Exciting (Yes), 4 RP
- 13-14) Natural weapon I, 4 RP + 3 RP per modifiers
- 15-16) Extraordinary attack I, 2 per XP
- 17) Movement, 4 RP for a new movement or increasing one per 10 ft
- 18) Thick hide 2, 4 RP
- 19) Ooze, horror or plant type, 10 RP
- 20) Experimentation: Instead of choosing, you can ask either two unknown effects from the list you don't know or one effect not on this list. However, a failed experiment can be troublesome...

Soul binding basics:

One can create a mana crystal using the soul of a defeated opponent. The action is similar to a Coup de grace and grants a mana crystal holding a number of spell points equal to the target's XP value divided by 20 or, for special character, half its level. The Soul binding prevents resurrection

Soul binding mastery:

Charm binding basics, Essence binding basics, chimera basics or scribing basics

You can use a mana crystal to power an enchantment or mutation, bringing its spell points as a reduction to the base Reputation cost, or pay for a parchment up to the same level. Only one mana crystal can be used this way

Soul binding supremacy:

You can now, once per week, combine multiple mana crystal into a larger one, without going above 9 spell points. Moreover, also once per week, you can craft a 1 spell point mana crystal from the ambient magic

Chance feats:

Harder-on:

You gain a +1 per Aroused grade when using an action die

Naughty prowess:

Requires Harder-on

You can use an Action die to increase Sexual damage dealt or received. Sexual rolls requires one less Action die to trigger a threat

Pleasure above all:

Requires Naughty prowess

You gain a +1 bonus on skill checks as long as you accumulated more than 5 Sexual damage. The bonus increases at +2 at 10 Sexual damage and more

On the edge:

When gaining a rank of Aroused, you gain 1 Edge. Also, you gain a trick:

Orgasm denial (Initiative trick): When you should be orgasming, you can spend 3 Edge to instead keep gaining Aroused ranks above IV this turn.

Edging fetish: You can once per round transform Sexual damage into either Stress or Subdual damage

Restless pleasure:

On the edge

As long as you have 5 or more Aroused rank, your action die size increases by 1. You can spend an action die to gain Sexual resistance equal to the roll for one action

Ultimate denial

Restless pleasure

You only apply half your penalty from Aroused condition to your rolls and entirely cancel it upon using an action die

Skill feats:

Sexuality basics:

You gain +2 to sex related checks (including saves against Sexual damage) and score a threat on 19 on those rolls.

Sexuality mastery:

You gain +3 to sex related checks (including saves against Sexual damage) and score a threat on 18 on those rolls. Moreover, you can have sex and use the Flirting action on up to three creatures at once without penalties

Sexuality supremacy

You gain +4 to sex related checks (including saves against Sexual damage) and score a threat on 17 on those rolls. Moreover, you gain Sexual resistance 2

Species feat:

Fire elemental

Half the Fire damage received heals your Vitality instead of dealing damage. Your unarmed and melee attacks deals Fire attacks but cannot be used to heal yourself.

Water and cold causes 1d6 Stress damage per round. You cannot swim, blend or kick.

You gain +4 Dexterity and -2 Intelligence

You also gain the Grueling combattant and Death Throes (Fire damage, 2/level) NPC qualities

Finally, your speed increases by 10 and you ignore fall damage

Lightning elemental:

Half the Lightning damage received heals your Vitality instead of dealing damage. Your unarmed and melee attacks deals Lightning attacks but cannot be used to heal yourself.

Water causes 1d6 Stress damage per round. You cannot swim, blend or kick.

You gain +4 Dexterity and -2 Wisdom

You also gain the Grueling combattant and Death Throes (Electric damage, 2/level) NPC qualities

Finally, your speed increases by 10 and you ignore fall damage

Lightning force:

Lightning elemental

Your reach increases by 1. Also you can handle any item in close quarter as long as it is made of metal, even partially, and attempts Disarm or Trip maneuvers on people with a metallic weapon or armor, respectively. Finally, you can choose to learn a Level 2 or below Lightning spell and cast it once per scene

Water elemental:

You gain Aquatic 2 and a Swim speed of 40 ft. Your unarmed and melee attacks have AP 2 and soak fire.

Ice and Lightning causes 1d6 Stress damage per round. You cannot blend or kick

You also gain Grappler, Chameleon I (in water) and Improved stability.

Finally, you ignore fall damage

Earth Elemental:

You gain +4 constitution and -2 Dexterity

You gain Sterner Stuff, Thick Hide 3, Improved Stability and a climb speed of 20 ft, but your land speed is reduced by 10 ft.

/*TODO: Other elementals*/

Grenat core: (Blood slime)

Slime, level 1 only

Unarmed attack you make gain Bleed 1 and gain Fire resistance 5, while losing Cold blooded.

You can regain 1d6 Vitality or 1 Wound by consuming a dead body at most one size lower than you, a process taking 10 minutes. Creature larger than medium must be consumed in parts, one per case occupied by their footprint

Grenat cell: (Vampire slime)

Grenat core

Double the gain from consuming a body. You also gain a class ability, interest, proficiency or a feat known by your target until the end of the scene. You gain 1 additional Vitality per level

Aquamarine core: (Water slime)

Slime, level 1 only

You gain Aquatic II, a swim speed of 20 ft and Blunt resistance 2. Natural healing is doubled, while Blend and Sneak check are increased by +4 when in water. When pinning an opponent, you can choose to drown him until he manages to release himself.

Aquamarine cell: (Deep slime)

Aquamarine core

You gain Cold resistance 2 and ignore the effect of pressure. You also gain Blindsight.

Gold core: (Acid slime)

Slime, level 1 only

Metallic items you touch take 1d6 acid damage per round, including weapons used against you. Your unarmed attack can also deal Acid damage instead of their usual type. You gain a +4 bonus to resist poisons and diseases, and to Haggle check meant to estimate the worth of any metal item

Gold cell: (Metal slime)

Gold core

You gain Thick hide 4 and immunity to Acid. You can eat 10s worth of money to restore 1d6 Vitality once per scene

Fish tail: (Mermaid)

Lamia, level 1 only

You gain Aquatic II and a swim speed of 40, but your land speed decreases by 20 and lose Heterothermia and Coils. The lower of your Constitution or Charisma increases by 1, as is your Appearance.

Fish scales: (Eelmaid)

Fish tail

Your swim speed increases by 10 ft and gain Bite II. You also gain blind sight

Lava tail: (Salamander)

Lamia, level 1 only

You gain Fire resistance 10, Unarmed and Melee attack you make can deal Fire damage instead and lose Heterothermia. You also gain Grueling combattant and Stench (due to the sulphur)

Lava scales:

Sand tail: (Worm)

Lamia, level 1 only

You gain a burrowing speed of 20, Darkvision II and Devour. Moreover, you do need only half the water required for a creature of your size

Sand scales

Regal Tail

You descend from one of the original eight mages of Lamia's Circle. A measure of their power still flows through your veins.

Prerequisites: Lamia, Level 1 only

Benefit: The lower of your Wisdom or Charisma increases by 1, and you gain a +2 bonus to Spellcasting checks to cast within a school of your choice. Also, you learn 1 additional spell from this school.

Regal Scales

The Serpent Queen Lamia was your distant ancestor. The arcane might of her bloodline calls to you across the gulf of time.

Prerequisites: Lamia, Serpent Noble, special

Benefit: The higher of your Wisdom or Charisma increases by 1, and your school-specific Spellcasting bonus is replaced with a universal +4 bonus to Spellcasting checks. Also, you learn 1 additional spell.

Special: This feat requires GM approval.

Tiger fur (Tigerfolk)

Catfolk, level 1 only

You lose Aloof and the lower of your Strength or your Constitution rise by 2. You also gain a +2 bonus to Initiative and Reflex saves and your land speed increases by 10

Tiger paws (Weretiger)

Tiger fur

You can take an additional 5 ft step each turn and your Dexterity rises by 1

Lion fur (Lionfolk)

Catfolk, level 1 only

Your Strength increases by 2 and gain Cold resistance 2. You also gain the Hearty appetite trait and gain a +4 to Athletic checks made for jumping and running

Lion paws (Werelion)

Lion fur

You gain Claw I and Bite I. You also gain Fearsome

Panther fur (Pantherfolk)

Catfolk, level 1 only

Your Charisma increases by 2 and gain Heat resistance 2. You also gain a +4 to Blend and Browbeat checks and your land speed increases by 10

Panther paws (Werepanther)

Panther fur

You gain a +2 bonus with Climb checks and are always considered to have climber's gear. If you moved more than 20 ft this turn, you deal 1 dice of sneak attack damage

Blue tentacles (Scylla)

Cuttlefish, level 1 only

You lose your Land speed and If I recall... but gain Tauric strength. You also gain an ink attack causing Blinding for 1d6 rounds in a 20ft cone (Ref Save DC 5+Con modifier). If used underwater, the area also become pitch black for the entire duration.

Green tentacles (Alraune)

Cuttlefish, level 1 only

You change your type to Plant. You also gain the Toxin sack feat, applied to your unarmed attack

Purple tentacle (Tentacle monster)

Cuttlefish, level 1 only

You change your type to Horror. You also gain Squeeze I and Coils, but lose If I recall...

Parrot nation (Brown elf)

Elf, level 1 only

Your appearance increases by 1 and you ignore 1 point of Sexual resistance with your attacks. When taking the Basic Skill Mastery feat you have access to a new skill pair: Natural beauty (Impress and Survival)

Parrot noble (Amazon elf)

Parrot nation

The lower of your Strength or Dexterity increases by 1. Also, you gain a trick:

Gratuitous display (Distract trick): The initiative loss has a duration equals to the number of Aroused level of the target plus 1

Aerial gnawer (Flying squirrel)

Green Cap (Amanita)

Prereqs: Myconid. 1st level only.

Effect: Your Spore Puff attack deals additional damage equal to your constitution modifier and its damage is changed to Lethal. If the target is bleeding, the attack ignores damage reduction and resistance.

Brown Cap (Psilocybin)

Prereqs: Myconid. 1st level only.

Effect: Your Spore Puff attack deals additional damage equal to your constitution modifier and when an enemy fails a save against the stress damage from your Spore Puff attack, they also gain a grade of Baffled.

Webbed Cap (Veiled Lady)

Prereqs: Myconid. 1st level only.

Effect: Your Spore Puff attack deals additional damage equal to your constitution modifier and its damage is changed to Sexual. Additionally your Appearance bonus increases by 1.

Puffball Cap

Prereqs: Myconid. Con 12+. 1st level only.

Effect: The range of your Spore Puff attack increases to 5 increments and you gain a trick

-Spore Ball (Spore Puff Trick): Your Spore Puff gains Indirect and Blast (10 ft. increment).

Special: When you take this feat you may reduce one of your ability scores by 2. If you do, you gain another species feat as a bonus feat.

Malleable

Slime, Elemental

Your body can take various useful forms, replicating a wielded item of complexity 12 in form and function, as long as it exist in ancient era. It takes an half round action to form or dispel the item and it occupies hands as per the original item.

Heavenly body

Level 1 only

+1 to the lower of Strength, Constitution or Dexterity, and +1 Appearance

Sexual metabolism

When gaining a grade of Aroused, you regain 1 Vitality. It increases to 1d6 when you Orgasm

Milk maiden

Breasts required

You can produce a number equals to your Constitution bonus (minimum 1) dose of milk per day, as long as you're well fed, serving as water requirement for a creature at least one time smaller. Drinking it provides a +1 to saves versus Poison and Diseases. With the Breastfeeding fetish, if

someone were to directly drink at the source, you can inflict yourself 1d4 Sexual damage, healing that much Stress and Subdual damage to both of you

Frigid

Level 1 only feat

Flirting has no effect on you as long as you have less than two Aroused grade and you gain Sexual resistance 2. Orgasming makes you stunned for 1 round only, but cannot have extreme form of fetishes. You can take another Level 1 only feat by lowering one of your attribute by -2

(Also, Many armed can be applied to Lamias (to make Mariliths), Quick healer also lowers Sexual damage, Toxin sack is available to Lamias, Slimes and offered to Alraunes)

Spellcasting feat

Sexual magic:

Requires spellcasting

You gain 1 Spell point or a once per scene spell of level 3 or below upon gaining a level of Aroused. You also can maintain concentration on spells during sex. With the Sexual casting fetish, when casting a spell, you can add the Sexual damage received this turn to one Spellcasting roll

Spell conversion - Erotic

Casting level 1+

You gain two tricks:

Blissful spell (Spellcasting trick): You can choose to inflict yourself 1d6+Spell level Sexual damage to increase your Spellcasting roll by the result of the d6. On a 6, the spell costs 1 less Spell point, for a minimum of 1

Aroused spell (Spellcasting trick): Add your Aroused grade to your caster level to determine the effect of the spell. Using this trick deals 1d6+Spell level Sexual damage to the caster

Spell conversion - Power

Casting level 1+

You gain two tricks:

Low maintenance (Spellcasting trick): You can reduce the level of a spell you cast by one but it double the casting time and lowers its save DC by 2. You cannot use this trick on a spell that doesn't allow a save.

Overpower (Spellcasting trick): You can cast a spell as if it was one level higher to increases its DC by 2, however if the Spellcraft check fails, the magical backlash makes you Stunned until the end of your next round and you take 1d6+modified spell level Stress damage. You cannot use this trick on a spell that doesn't allow a save.

Spell conversion - Element

Casting level 1+

Choose an element upon gaining this feat. You gain two tricks:

Elemental mastery (Spellcasting trick): You can reduce the level of a spell you cast by one if it is of the element you selected by doubling its casting time

Elemental conversion (Spellcasting trick): You can cast a spell as if it was one level higher to change its element to the one you selected

Spell conversion - Chaos

Casting level 1+

You gain two tricks:

Chaotic release (Spellcasting trick): You can reduce the level of a spell you cast by one but you must roll a 3D6 on the chaos table below

Uncontrolled spell (Spellcasting trick): You can cast a spell with a random element as if it was one level higher, but random variable of the spell are altered as follow: Odd rolls are divided by two, even rolls are doubled

Chaos table:

1: Internalized casting: The caster loses an amount of Vitality equal to his career or threat level and 4 Wounds

2: Draining: The caster Takes immediately a level of Fatigued and Shaken

3: Truly random!: The GM can make almost anything happen, but most likely not to the advantage of the caster!

4: Weakened spell!: The spell is cast as if having its caster level halved

5: Adrenalin rush: The caster becomes Enraged for 1d6 rounds

6: Nothing: Yes, it happens!

7: Wrong number: Another spell of the same level is cast instead. Roll it randomly. It can still be the same in the end!

8: Friendly fire: The spell target the closest valid target, outside of the caster himself

9: Rabbit appears from nowhere: Caster is Stunned for a Round

10: Reroll on this table... now using D20. If you were already rolling a D20, go back to 3D6

11: Double!: The spell is cast twice

12: What was it again?: The spell is not cast, but the turn isn't over. Spell points are not spent either

13: Lucky!: The caster gain a free half action!

14: Memory hole: The caster forget the spell for the rest of the adventure

15: Spell point? Not silver points?: You lose an equal amount of Silver as the number of Spell point spent

16: Sensory overload: The caster is Blinded and Deafened for 1d6 rounds

17: Magic drain: All Spell points are lost

18: The more the merrier!: Reroll two time on this table!

19: Freebie: The Spell points are not spent this time

20: Wish upon a star!: The spell is for all intent and purpose replaced by Wish III! However, the caster is unconscious after the wish is granted...

Last word

Casting level 1+

You can increase the DC of one of your spells by 2, however doing so makes you unable to cast anything else for the rest of the scene

Style feats:

Heroic archetype

Requires Fan service

You use your best attribute for Impress rolls when wearing at most a partial armor. Also, you gain a stance:

Heroic pose (Stance): Once per round, when putting an opponent out of combat, you can make a Threaten action as a free action

Terrain feat:

Parasitic embrace

Your body is more accepting of parasites. Your limit increases by 2. Also you gain a +1 bonus to saves versus parasites.

Parasite victim fetish: You can choose to receive damage from high number of parasites as Sexual damage instead

Shared life

Requires Parasitic embrace

Your parasite limit increases by 3. Also you gain a +2 bonus to saves versus parasites. Lastly, any check you make using a parasite has its critical threat increase by 1

Total symbiose

Requires Shared life

Your parasite limit increases by 4. Also you gain a +3 bonus to saves versus parasites. Lastly, once per round, you can gain a free half action that must be related to the use of a parasite

Modified core feats:

Iron will:

Submission fetish: When making a Will save to attempt to do something against your will ordered by someone else, you can instead take 1d6 Sexual damage to force yourself

Whip basics:

Sadism fetish: You can inflict yourself 1d4 Sexual damage to increase the Subdual damage dealt by that much

Dominance fetish: You can inflict yourself 1d4 Sexual damage to deal Sexual damage on top of Subdual damage

Wrestling basics:

The stance also allows a Tying up action

Favored gear:

Fetishist fetish: You can choose to inflict yourself 1d4 Sexual damage so to reroll any action using said item

Hidden spell:

Bondage (bottom) fetish: You can choose to inflict yourself 1d6 Sexual damage to ignore the Bound condition malus to spellcasting

Glint of madness:

Aberration fetish: You can choose to inflict yourself 1d4 Sexual damage to gain the same for resisting Threaten or Fear effect from an aberrant creature

Mark:

You also learn up to three fetishes from the target

Fan service:

Exhibitionism fetish: The trick can also cause 1d4 Sexual damage to you and the target

New paths:

Lightning:

- 1) You gain the Lightning reflexes feat
- 2) You gain a +2 Morale bonus to Initiative and Flash resistance equal to 3 times your rank in this path
- 3) You can cast the Lightning bolt I and Haste spell once per scene
- 4) You gain Darkvision II but limited to metal, and you can cast Call lightning II once per scene
- 5) You can cast the Control weather IV spell once per scene. Also you can choose to deal Bang and Flash damage unarmed or with a melee weapon instead of normal damage

Lust

- 1) You gain Sexual resistance 2 and ignore 2 point of Sexual resistance yourself
- 2) You can cast the Cause arousal I, Mass spell once per scene and your Panache increases by 1
- 3) You gain the Sexuality basics feat
- 4) You can cast the Harem and Charm person IV spells once per scene
- 5) You gain the Sexuality mastery feat and your Charisma increases by 2

Alchemy

- 1) You gain a +2 Morale bonus to Crafting rolls related to Alchemy, increased to +4 upon using an Action die
- 2) You can cast the Goodberry spell once per Scene. Also you gain the Iron Guts quality (+2 save versus Poison and diseases)
- 3) You can cast the Rusting grasp spell once per Scene. Moreover, all your elixirs gain the Distilled modifier for free
- 4) When making a Crafting check tied to Alchemy, you can roll twice and keep the result you prefer. You also gain +1 Prudence
- 5) Once per scene, you may declare having on you an Elixir costing up to 100 Silver without having it on your character sheet. This Elixir loses power at the end of said scene

- 1)
- 2)
- 3)
- 4)
- 5)

- 1)
- 2)
- 3)
- 4)
- 5)

New tricks:

Caresses (Unarmed attack trick)

Your attack causes Sexual damage instead of its type

Foreplay fetish: You can choose to end Flat-footed so to inflict an additional 1d4 Sexual damage

Armor breaker strike (Unarmed or melee attack trick)

Your attack causes its damage to the target's armor or clothes instead, without hurting the person inside

Armor breaker shot (Ranged attack trick)

Your attack causes its damage to the target's armor or clothes instead, without hurting the person inside

Beguiling dance (Initiative trick)

When attacked, you can add your Appearance bonus to your Defense. You can use this Trick a number of time per scene equal to the number of Style feat you have

Exhibitionnism: Without armor only, you can use this trick an additional time

Robust tie (Tying up trick)

Take -2 to hit. If successful, the DC to escape this bind increases by 2

Sensual rope (Tying up trick)

If your attack hit, you also inflict 1d6 Sexual damage

Assault bind (Tying up trick)

If your attack hit, you also inflict 1d6 Subdual damage

Gulp! Gulp! (Grapple trick)

On a pinned opponent, you can force him to absorb an elixir you have readied

Resist the temptation (Initiative trick)

Once per round, you can attempt to resist taking Sexual damage if you do not have a level of Aroused, by rolling a Will save DC 10+taken damage. You can use this Trick a number of time per scene equal to the number of Basic combat feat you have

Ball buster (Unarmed or melee attack trick)

Takes -4 to hit, cannot be used against someone with medium or heavy armor or lacking sensible parts to aim. The attack deals 1d6 Subdual and Stress damage.

Sexual violence fetish: You can inflict yourself 1d4 Sexual damage to remove that much from the accuracy penalty

Escapology (Escape trick)

When attempting to escape from any form of restraints, if you fail by 4 or less, you obtain a cumulative +1 to your next attempt

New gears:

Global upgrade: Living

A living item restores 1 point of durability per week. Costs 25% more, takes a week minimum to craft

Intelligent

Needs to be Living. The item can act on its own, albeit in a limited way. The cost is dependant of the bonus to check it has for its own attempt. The bonus is NOT added to your own abilities.

+2: +75%

+5: +125%

+8: +175%

+12: +225%

Nourishment: Must be a living item. The item has a special set of properties if nourished. Main nutriment sources are blood (Bleeding or damage to Wounds), sex product (Orgasm) and milk (Milk maid feat). +25%, Comp + 2

Sexy goods:

Dildos: Used for self pleasure, includes most similar items such as anal beads and plugs, but also onaholes for men

Silver cost: 20s

Weight: 1 lb

Complexity: 7D

Const: Hard 2

Size: D/1h

Dildos upgrades:

Vibrating: The dildo can be made to pleasure its victim and cause Sexual damage. If multiple vibrating dildos are being used, only apply the highest roll

Price modifiers:

1d4 Sexual damage: +50%

1d6 Sexual damage: +150%

1d8 Sexual damage: +300%

1d10 Sexual damage: +500%

1d12 Sexual damage: +800%

Punishment: Sometimes you want to induce pain, not pleasure. The damage are per round of use

Spiky: 1 Lethal damage: +200%

Electrified: 1 Electric damage: +200%

Control: Added to vibrating dildos so they can be used in more creative ways

Remote controlled: +200%

Random (Function 1d6 rounds, then stops 1d6 minutes): +150%

On effort (Activates for 1d6 rounds upon using an Action die): +200%

Limiter: Prevent reaching orgasm, for the cruel or masochist ones

Edging dildo (Cannot go above 3 Aroused): +200%

Edging dildo (Cannot go above 4 Aroused): +600%

Filler: You can put an elixir or other liquid in it, to be poured into the wearer. You can also combine this with an Enema kit

1/4 lb (one elixir): +100%

1 lb (four doses of elixir): +200%

5 lbs (half a gallon): +300%

Size modifier: A creature must pass a Fortitude check (DC 14) to fit a larger dildo. On a failure, it still enter, but causes 1d6 lethal damage

Large: +200% per size category

Small: -25% per size category

Inflatable: +300%, can increase size once

Biological upgrades: Those requires a bio-dildo with the Living modifier

Secretion: +50% and ten time the price of the secreted elixir/poison. Released on orgasm once per day

Claws, external: +100%. Attaches itself softly, yet with enough strength as to be used as a strap-on, usually having a reactive part meant to transfer sensations

Claws, internal: +50%. Much less pleasant, this parasitic creature attaches itself inside a person's cavity or member. Removing it causes 1d6 lethal damage

Gag: Useful to stop hearing those pesky slaves, especially the mages ones. It apply the 'Silenced' condition

Silver cost: 15s

Weight: 1 lb

Complexity: 7D

Const: Soft 2

Size: F/2h

Blindfold: Makes the wearer unable to see, as per the 'Blinded' condition

Silver cost: 5s

Weight: 1/2 lb

Complexity: 5D

Const: Soft 1

Size: F/2h

Hood: More robust than the blindfold and keep the rest of the head related gear in place

Silver cost: 15s

Weight: 1 lb

Complexity: 7D

Const: Soft 1

Size: D/2h

Ear plugs: The wearer cannot hear his surrounding, as per the 'Deafened' condition

Silver cost: 8s

Weight: 1/4 lb

Complexity: 5D

Const: Soft 1

Size: D/1h

Enema kit: Applying an enema can be both medical and a punishment. It is also possible to put elixirs in place of water, doubling their efficiency as they avoid the digestive system. It also do the same with poisons, however... Even better, or worse, a bag can hold up to 10 vials worth of liquid

Holding an enema is a Fortitude check, DC 12+1 per 10 minutes it stayed, rolling every 10 minutes. Failing by 3 or less deals 1d6 Stress damage, while 4 or more force you to release it. If for some reason you can't, it then deal 2d6 Stress damage

Silver cost: 15s

Weight: 2 lb

Complexity: 7D

Const: Soft 1

Size: T/1h

Chastity belt: Meant for defending the most private parts against the most persistent assaults. It gives +4 Sexual resistance, cannot be combined with the similar armor modification and doesn't include the locking system

Silver cost: 30s

Weight: 5 lb

Complexity: 12W

Const: Hard 3

Size: T/2h

Cockblocker: Similar to the chastity belt in function, the cockblock however act differently. The wearer do not reach Orgasm and instead, stay at Aroused IV, Sexual damage that caused the roll which has been prevented being turned into Subdual damage instead

Silver cost: 25s

Weight: 2 lb

Complexity: 12W

Const: Hard 3

Size: T/2h

Armbinder: Reliable way to keep someone trapped, the wearer cannot use his hands at all. The escape DC is 24 and takes a minute. It can be improved with a wrist strap, upping the DC by 2, and additional straps for increasing the Complexity by 1

Silver cost: 10s/15s/20s

Weight: 2 lb

Complexity: 7D

Const: Soft 3

Size: S/2h

Straightjacket: Much likely to maintain someone, it also prevents the use of hands. The escape DC is 25 and you need to pass two of these, one to get the arms in a useable position and the second for the actual escape. Each attempt takes a minute. Putting the straightjacket on takes also a minute and is impossible on an unwilling target. Models with support straps also exist, raising the Complexity of the first roll by 1

Silver cost: 40s/60s

Weight: 4 lb

Complexity: 10W

Const: Soft 3

Size: M/2h

Ballet boots: Makes walking a literal pain. Moving more than half your speed requires an Acrobatics check (DC 20) or getting Sprawled

Silver cost: 20s

Weight: 2 lb

Complexity: 7D

Const: Soft 2

Size: T/1h

Bio gear:

Tentacle rope: Those living tentacles attaches themselves easily and regrows when cut at the extremities

Silver cost: 25s

Weight: 7 lb

Complexity: 12W

Const: Soft 2

Size: S/2h

Cleaning beetles: Stored in a bag with their nest, those bugs are released by putting a small odorant cotton at the bag's opening, triggering their appetite. Once freed, they will carry and eat most residual organisms around, entirely cleaning the bodies or items left nearby. A bag is enough for one medium sized creature and take 1 hour to do its work and gives +1 appearance. Doesn't stack with grooming, but can have other uses...

Silver cost: 15s

Weight: 2 lb

Complexity: 12W

Const: Soft 1

Size: T/1h

Scenting moss: A secure way to keep prisoners to escape, each moss has an unique scent, which insects can easily track down even day after it passed in a specific place. This makes escape very difficult against well organized guards. It however spilled in the common trade goods as a way to leave messages that few could detect and goods traceability for the most precious ones

Silver cost: 10s

Weight: 1/2 lb

Complexity: 18W

Const: Soft 1

Size: F/1h

Bladderfish: While not an actual fish, the worm like creature is used by divers for its ability to compress air and keep it for a long time. Put in a bottle with a tube to bring the precious gas, one could dive for 1d6+15 minutes before needing to hold their breath. A bladderfish bottle need an hour to resupply its reserves.

Silver cost: 20s

Weight: 1 lb

Complexity: 15W

Const: Brittle 1

Size: F/1h

Psymitter: A special kind of seashells, symmetric to each other. They allow two ways mental communication between wearers, but they need to be kept immersed in salt waters when not in use or die.

Silver cost: 120s (the pair)

Weight: 1 lb

Complexity: 18W

Const: Brittle 1

Size: F/1h

Medicosquito: The biological equivalent of a syringe, this is a mosquito variety of large size, the creature keep its food in a clean bag and possess a powerful antiseptic to ensure it doesn't transmit diseases. One can feed a Medicosquito with a vial and makes it release it in someone's blood, too, for injections.

Consumables:

Lubricant: Makes sex more enjoyable, but can also have more utilitarian uses. 5 uses

Silver cost: 10s

Weight: 1lb

Complexity: 5D

Const: Brittle 1
Size: F/1h

Condom: For safe sex. Protects against sexually transmissible diseases, including the worst of all, children

Silver cost: 5s
Weight: 1/4lb
Complexity: 5D
Const: Soft 1
Size: F/-

Mana crystal: A one time use source of magic power, exist in 9 sizes, each corresponding to a number of Magic points stocked in it. One can supply Magic point by spending these when casting a spell, draining the entirety of it in the process, whatever the spell cost was as long as it wasn't greater than what was stored. One cannot complete the cost of a spell with his own Magic points when using a Mana crystal

Silver cost: 100s per point
Weight: 1lb / point
Complexity: 21D
Const: Brittle 1
Size: T/1h

Massage Oil: This fragrant oil creates a sensation of warmth and a pleasurable tingle on contact, healing an additional d6 of Stress damage when used as part of a Calm action. Alternatively, when used as part of a Caress action, it deals an additional d6 of Sexual damage on the first use. Lastly, taking a full minute, one can cover an entire Medium sized body to give the recipient +2 to Athletics check when not having the advantage on a Grapple (larger creatures need one dose per square taken by their footprint)

Uses: 3
Silver cost: 20s
Weight: 2lb
Complexity: 10D
Const: Brittle 1
Size: T/1H

Bath Oil: This perfumed oil revitalizes and cleanses skin, scales, feathers, membranes, etc., improving the user's Appearance by +1. This bonus does not stack with that granted by the Bath service or the Dressing Room holding upgrade.

Uses: 3
Silver cost: 10s
Weight: 2lb
Complexity: 8D
Const: Brittle 1

Size : T/1H

Lock and traps:

Biolock, chemical: Only a set product can force open the lock easily, even killing it won't do (in fact, it will make it non-reactive)

Complexity: 3

Silver cost: 35s

Weight: 1lb

Complexity: 15W

Const: Hard 3

Size: T/2h

Biolock, timed: The creature has a reflex reaction that subdue after a while, but until then, keep itself strongly closed. The duration tends to be random (+/- 10%). Usual settings are 10 minutes, 1 hour, 6 hours and 24 hours and are defined during crafting

Complexity: 3

Silver cost: 35s

Weight: 1lb

Complexity: 15W

Const: Hard 3

Size: T/2h

Elixirs:

Potions:

Beautify: Increases the Appearance of the recipient by 2 for the scene

Silver cost: 100s

Weight: 1/4 lb

Complexity: 15W

Const: Brittle

Size: T/1h

Lesser hermaphrodite: Transforms the lower body of an individual to correspond to the opposite sex for an hour

Silver cost: 50s

Weight: 1/4 lb

Complexity: 12W

Const: Brittle 1

Size: T/1h

Greater hermaphrodite: Transforms all the sexual features to correspond to the opposite gender for an hour

Silver cost: 150s

Weight: 1/4 lb

Complexity: 18W

Const: Brittle

Size: T/1h

Contraceptive: Makes sex safe for a scene. Works for both sex, surprisingly

Silver cost: 25s

Weight: 1/4 lb

Complexity: 9D

Const: Brittle

Size: T/1h

Vials:

Aphrodisiac: The pink liquid deals 2d6 Sexual damage

Silver cost: 20s

Weight: 1/4 lb

Complexity: 9D

Const: Brittle

Size: T/1h

Aphrodisiac, strong: Deals 4d6 Sexual damage

Silver cost: 150s

Weight: 1/4 lb

Complexity: 15W

Const: Brittle

Size: T/1h

Slime extract: Deals 1d6 Subdual, Stress and Sexual damage

Silver cost: 120s

Weight: 1/4 lb

Complexity: 18W

Const: Brittle

Size: T/1h

Slime hardener: Slimes must pass a Fortitude DC 16 to not solidify for a day. On a success he only partially solidify for an hour. Critical success avoids the effect entirely. A solidified slime cannot squeeze into spaces

Silver cost: 25s

Weight: 1/4 lb

Complexity: 12W

Const: Brittle

Size: T/1h

Concrete glue: Upon contact with air, the concrete glue solidifies and keep organic matter glued for good (it has no effect on metal). Breaking is a DC 24 Strength check, lowering by 1 per hour until the end of the fourth where it dissolves itself. A dose is enough to Paralyse a tiny creature, larger ones requiring more uses.

Silver cost: 50s

Weight: 1/4 lb

Complexity: 15W

Const: Brittle

Size: T/1h

Elixir modifier:

Enema solution: Takes one hour to take effect, but can be used above the number of elixir limit.
+700% weight

Poisons:

Liquid prostitute: A poison that some would call too pleasant to be considered malevolent, a drug for the sexually active. Deals 2d6 Sexual damage

Incubation: 1 hour

Silver cost: 50s

Weight: 1/10 lb

Complexity: 15D

Uses: 3

Cockblocker: The preferred poison of those wanting to get revenge on a womanizer, it disallow the target to get above Aroused III

Incubation: 1 hour

Silver cost: 30s

Weight: 1/10 lb

Complexity: 15D

Uses: 3

The Bland: Not a dangerous poison all by itself, the bland is however usually added to a regularly poisoned food so to hide its taste. A side effect of this poison is that it cancels the effect of spices

Incubation: 8 hours

Silver cost: 20s

Weight: 1/10 lb

Complexity: 15D

Uses: 3

Succubus embrace: A potent way to ensure a slave's sexual desire to be kept between customer, the Succubus embrace prevents natural removal of the Aroused state

Incubation: 1 day

Silver cost: 50s

Weight: 1/10 lb

Complexity: 21D

Uses: 3

Nano algae: This strange poison acts as a parasite... except, each time you fail a save, it divides and add a new instance of itself, soon overflowing the host if it isn't quickly taken care of

Incubation: 1 hour

Silver cost: 100s

Weight: 1/10 lb

Complexity: 21D

Uses: 3

Killer algae: Similar to it's above counterpart, except that other parasites are slowly but surely killed beforehand. A lesser version of it is used to remove intrusive bodies. Each failed save remove a random parasite

Incubation: 1 hour

Silver cost: 50s

Weight: 1/10 lb

Complexity: 15D

Uses: 3

New type of poisons: parasites

See the Condition for how could one get infected by parasites. One can insert a parasite in an individual, which take 1 minute and where the recipient shouldn't be able to defend himself for the entire duration (or be willing). As long as the parasite is not removed, the damage from the related poison will continue, even upon passing the DC

Cost of poison + 200%

Specifics parasites:

Egg: Some creatures implant their eggs in other, usually females, creatures. A successful save allows for expelling the egg, at the price of 1d6 Lethal and 2d6 Stress damage, but one can choose to not attempt it and instead let it grow, usually because they know their body cannot deal with the damage. However, the Fortitude DC increases by 1 each time as the egg grows and failing to expel an egg (by failing the save) deals 1d6 Stress damage. Most eggs are mature after 3 or 5 incubation periods, where a baby will be born 1d6 minutes later, multiple eggs opening successively instead of at the same time. The effect of the birth is entirely dependant upon the creature that oviposited the character. Also, if the egg comes from a creature your size or larger, add the difference in size+2 to the Fortitude check to squeeze it off

Incubation: 1 week

Silver cost: Varies

Weight: 1/2 lb

Brown eel: This blue creature got its name from its nutriment, which as you can guess, is shit. And it goes a long way to find a place to be fed constantly. This somewhat disturbing parasite has its uses, mostly with slaves as they can eliminate wastes, rendering the need of relieving themselves to the unfortunates victims. However, if several of those are present, the competition will force them to go deeper and deeper, until it reaches parts where damage could be done. Each incubation period, the parasited creature takes 1d6 lethal damage per Brown eel after the first. An enema can drown them, but it must be kept for an hour.

Incubation: 1 day

Silver cost: 40s

Weight: 1 lb

Pheromonina: A parasitic flower that releases pleasant musk. It is used by various high ranking nobles for the obvious replacement for perfumes it brings. If a single patch of flowers gives Pheromonic Adrenalin, multiple ones instead induces Stench. They die when the incubation check fail.

Incubation: 1 day

Silver cost: 30s

Weight: 1/4 lb

Octopussy: No relation with James Bond, but instead, a clear understanding of what and where this creature goes. Massive parasite (count as three by itself), it is easy to remove at first. The only time problems arise is when, for mating purpose, it attempt to enter a female's uterus to protect its children. From there, removing it is requiring a Complexity 3 attempt at passing the Incubation save, the creature being too large to be removed in a single attempt. One has to worry about the fact it will fiercely try to keep its nest around and any attempt to help from an external approach will be met by barbed tentacles. It is in fact for that exact reason some mermaid and, more rarely lamias, let these creatures install themselves: they tend to lacerate the lizardmen's dicks in their attempt to rape their victim!

Incubation: 1 day
Silver cost: 80s
Weight: 1/4 lb

Adrenal glands: This parasite is a powerful factory of boosting drugs. Once per scene, the carrier can spend an action die to get Enraged and boost Strength, Constitution and Dexterity by 5 for 2d6 rounds
Silver cost: 80s
Weight: 1/2 lb

Nutritories: A common parasite used by rich people who need no food. It basically nourishes the recipient each day, while keeping the stomach empty. Be warned! Feeding with one attached can bring complications! Each incubation phase after taking a meal, make a Fortitude check to see if you're Nauseated
Incubation: 1 hour
Silver cost: 90s
Weight: 1/4 lb

Armors:

Added rule for armor: Partial gives +1 Sexual resistance, Moderate +3 and Full, +5, when those damage are physical

Partial/moderate armors:

Chainmail bikini: Covers the minimum required. Maybe less, even. For obvious reason, doesn't exist in Moderate form

DR: 1
Resistance: None
DP: 0
ACP: 0
Speed: 0
Disguise: 0
Silver cost: 50
Weight: 5 lbs
Complexity: 12W
Const: Hard 2

Latex catsuit: A dominatrix favorite, includes corset, boots and all!
DR: 1/2

Resistance: Cold and Electric resistance 3/5

DP: 0/0

ACP: 0/0

Speed: -5/-5

Disguise: -2/-4

Silver cost: 30/80

Weight: 8/12 lbs

Complexity: 9D/12W

Const: Soft 2/Soft 3

Living armor: Living armor that feeds on the wearer. Has its pros and cons, as you can guess, and count as a parasite

DR: 2/3

Resistance: Stress resistance 2/3, cold/heat resistance 1/2

DP: -1/-1

ACP: -1/-1

Speed: -5/-5

Disguise: -2/-6

Silver cost: 80/200

Weight: 20/35 lbs

Complexity: 12M/12M

Const: Hard 2/Hard 3

Special: The armor tends to overreact to the most intense actions. The wearer takes 1d6/1d10 Sexual damage each time an Action dice is used

Armor modifiers:

Racial:

Slime: Dripped in an elixir it can apply with an half-action to the wearer. +50%

Catfolk: Gives the wearer Natural weapon (Claw) I and cold resistance 2. +100%

Moth: The armor dims the light of the moon, giving +2 to Blend check by night with a moon. +25%

Customisation:

Chastity: +4 Sexual resistance, cost +50%, Comp +5, usually have a lock, too

Tentacles: +2 to grapple or can hold one item for a free 'Readies item' action (cannot both hold an item and help grapple). +100%, Comp +2

Sea-worthy: -1 ACP for swimming only. +25%, Comp +2

Dominator: +2 to Threaten action. +25%, Comp +2

Parasitic: Must be a living armor. Count as one, two or three parasites depending of fittings. A parasitic nourishment armor is always considered nourished. -25% if it can be removed, -50% if it requires a 1 hour long Medecine check

Weapons:

Blunt weapons

Club

Crop: Used to mark slaves and punish them when they disobey, it can also be used as a weapon somehow

Damage: 1d4 Lethal or 1d6 Subdual

Silver cost: 10s

Weight: 1 lb

Complexity: 9D

Const: Soft 1

Size: T/1h

Whip

Biowhip: Made of several barbed tentacles, this is a cruel weapon meant to tear flesh apart

Damage: 1d8 Lethal

Silver cost: 40s

Weight: 2 lb

Complexity: 15W

Const: Soft 2

Size: T/1h

Reach + 1, Excruciating

Weapon modifiers:

Racial:

Slime: Dripped in an elixir it can apply it as if it was Poisonous, on top of being Poisonous itself. +50%

Moth: The weapon's threat range increases by 1 by night under the moon. +50%

Lamia: A poisonous weapon has 10% chance not losing its poison once used. +50%

Customisation:

Parasitic: Must be a living weapon. Count as one or two parasites depending of number of hands it uses. A parasitic nourishment armor is always considered nourished. Can be made hard to remove, requiring a 1 hour Medecine check, but prevents being disarmed. -25%

Silver cost:

Weight:

Complexity:

Const:

Size:

Clothing:

One can compose his outfit by spending up to his Panache income + 10s freely. Damaged or exceptional piece of clothing can potentially alters the Appearance bonus awarded. Protection bonus are not cumulable with armor

Name	Effect	Const	Complex	Weight	Cost
Plain clothes	-	Soft 2	6D	1 lb	5s
Plain shoes	-	Soft 2	6D	1/2 lb	5s
Plain underwear	Sexual resistance 1	Soft 1	6D	1/4 lb	5s
Plain jewelry	-	Hard 1	9D	1/2 lb	10s
Fancy clothes	-	Soft 2	12W	2 lb	15s
Fancy shoes	-	Soft 2	12W	1/2 lb	10s
Fancy underwear	Sexual resistance 1	Soft 1	12D	1/4 lb	15s
Fancy jewelry	-	Hard 1	15W	1 lb	25s
Gorgeous clothes	-	Soft 2	18W	2 lb	25s
Gorgeous shoes	-	Soft 2	18W	1/2 lb	20s
Gorgeous underwear	Sexual resistance 1	Soft 1	18W	1/4 lb	25s
Gorgeous jewelry	-	Hard 1	21W	2 lb	35s
Winter clothes	Cold resistance 2	Soft 2	9D	3 lb	10s
Summer clothes	Heat resistance 2	Soft 2	9D	1 lb	10s
Insulated clothes	Lightning resistance 2	Soft 2	9D	2 lb	10s
Riding boots	Ride +2 to stay on mount	Hard 2	9D	1 lb	10s
Adventure vest	Can keep two T items easy to	Soft 3	12D	2 lb	10s

	reach, readies item as free action				
Doctor clothes	Diseases resistance 2	Soft 3	12D	2 lb	15s
Beekeeper	Swarm resistance 2	Soft 2	10D	2 lb	15s

Clothing modifiers

Name	Effect	Const	Complex	Weight	Cost
Living	Self repairing	-	D -> W	-	-
Tearaway clothes	Self destroying	-1	+3	-	+25%
Water proof	Can be worn by slimes	-	+2	-	+25%
Sexy clothes	+2 to Flirting attempts	-1	+2	-	+25%
Travel wear	-	+1	+3	-	+50%

New spells:

Level 0:

Detect arousal:

Casting Time: 1 half action

Distance: Personal

Area: 60 ft. penetrating cone

Duration: Concentration + 1 Minute per casting level (Dismissable)

Effect: You can detect Sexual damage received and Arousal level of creatures. You can also determine one of their fetishes with a DC 15 knowledge check

Lactation:

Casting time: 1 full action

Distance: Touch

Duration: One hour

Saving throw: Fortitude negates

Effect: The target gain the Milk maiden feat for the entire spell duration, but the target need food and water for a day for each milk dose produced. This spell is used for feeding babies, mainly.

Sexual drain I:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Effect: If you were to Orgasm during the duration of the spell, you regain 1d4 Vitality point or, if you already had full Vitality, gain a +3 on your next check

Tie rope:

Casting Time: 1 full action

Distance: One rope in hand

Duration: Instant

Effect: You animate the rope so it automatically tie itself to something. A Hurler attack can be used to catch something at distance with it. The knot is however very simple so it is only a DC 12 to get free if used to bind someone

Mage hand

Casting Time: 1 half action

Distance: Close

Duration: Concentration up to 1 Round per caster level

Effect: The caster can telekinetically Handle item in close range, provided it is unattended, as if using one hand with Strength and Dexterity 8

Magic trick

Casting time: 1 half action

Distance: Close

Duration: 1 Round per caster level

Effect: Each turn, as an half round action, you can cause one of the listed effect:

- Hide a small item: you may make a Stash check (using your spellcasting roll if applicable) to hide 1 object weighing up to 1 lb. Inspection fails to find the object unless a threat or critical success is scored
- Ghost sound: Cause a simple, clearly artificial, sound. It stays similar in volume to the spellcaster's voice
- Clean: Remove dust and other small junks from an item, cleaning it as if it was new
- Spark: Lights a candle or similar item meant to be lighted up
- Move: Can telekinetically move or handle an item weighing no more than 1 lb.

Enlarge, sexual feature

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: One natural sexual feature increases in size, as if one size category larger. A B cup would become D as an example. This spell opposes Minimize, sexual feature

Minimize, sexual feature

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: One natural sexual feature decreases in size, as if one size category larger. A D cup would become B as an example. This spell opposes Enlarge, sexual feature

Level 1:

Cause arousal I:

Casting Time: 1 Full action

Distance: Touch

Duration: Instant

Saving throw: Fortitude half

Effect: The spell deals 10 Sexual damage

Glide:

Casting time: 1 Free action, even out of turn

Distance: Personal

Duration: 1 minute per caster level

Effect: As the Feather fall spell, but you can move laterally 5 ft for each 5 ft of fall. On an Acrobatic check DC 15, modified by wind, you can rise by 10 ft using a full action if you have something to serve as a parachute

Magic bondage I:

Casting time: 1 Half action

Distance: Close

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound. Trying to get free is a half action, rolling Dexterity against the spell DC

Electroshock:

Casting time: 1 Half action

Distance: Touch

Duration: Instant

Saving throw: Fortitude negates

Effect: The target takes 1d6 Electric damage and lose the Enraged and Fixated condition.

Moreover, it protects against Sleep spells for a number of round equal to your caster level and wake up sleeping people.

Sexual drain II:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Saving throw: Fortitude negates

Effect: If you were to Orgasm during the duration of the spell, you regain 2d6 Vitality point or, if you already had full Vitality, gain a +6 on your next check. However, your partner must pass his save or gain a level of Fatigue

Level 2

Magic bondage I, mass:

Casting time: 1 Half action

Distance: Close

Area: 20 ft penetrating sphere

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound. Trying to get free is a half action, rolling Dexterity against the spell DC

Body alchemy I

Casting time: 1 Minute

Distance: Personal

Duration: 1 day

Effect: Upon casting this spell, the caster uses an elixir on himself. Its effect is delayed until next orgasm, where it work both on on the caster and a sexual partner. Only a single Body alchemy spell can be active at the same time. Some uses of this spell includes prostitutes with fatigue curing elixir, poisons to kill a weak willed constable or some anti-parasitic. There's even a cult serving healing potions this way only

Mutation I

Casting time: One full action

Distance: Personal

Duration: 1 hour per caster level

Effect: The target receive a random effect from the mutation table used by the Chimera basics feat

Virgin guard I

Casting time: One minute

Distance: Touch

Duration: One hour per caster level or one use per caster level, whichever come first

Saving throw: Fortitude halves

Effect: The spell prevents sexual intercourse per the application of electricity on the invader. In inflicts 2d6 Electrical damage to anyone touching the sexual organs. The spell works once per caster level until being discharged. The spell's recipient is immune to the damage, unless activated underwater where the usual rules are applied instead

Enlarge I

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: You size increases to the next level, your equipment following suit. Weapon damage and Wounds total are unaffected This spell opposes Minimize I

Minimize I

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: You size decreases to the next level, your equipment following suit. Weapon damage and Wounds total are unaffected This spell opposes Enlarge I

Level 3:

Cause arousal I, mass

Casting Time: 1 Full action

Distance: Close

Duration: Instant

Saving throw: Fortitude half

Effect: The spell deals 10 Sexual damage to a number of target equals to up to your caster level

Dream partner

Casting time: 1 Minute

Distance: Close

Duration: Scene

Saving throw: Will negates

Effect: You appear and feel like the perfect partner for the duration of the spell, even allowing you to change race, size and sex. You also feel like your illusion, to the extend of what you

could imagine, so for instance, you do not gain additional senses. It has no effects outside of appearance

Unbind

Casting Time: 1 Full action

Distance: Touch

Duration: Instant

Effect: The target loses all Bondage gear and Bound and Entangled conditions that is not locked.

Morning wood

Casting Time: 1 Minute

Distance: Touch

Duration: Instant

Effect: The target (who must be sleeping) makes very pleasant dreams for the rest of the night and will wake up with two grade of Arousal. Moreover, Will saves are lowered by 2 for the next hour after that as the target will continue daydreaming

Entangle, arousing

Casting Time: 1 half action

Distance: Remote

Area: 40 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Reflex partial (repeatable)

Effect: Plant life wraps and twists around characters in the Area and those who enter, leaving Large and smaller victims entangled and unable to move until they make their save. Each turn spent Entangled cause 1d6 Sexual damage

This spell may only be cast in areas with vegetation.

Sexual drain III:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Saving throw: Fortitude negates

Effect: If you were to Orgasm during the duration of the spell, you regain 4d6 Vitality point or, if you already had full Vitality, gain a +8 on your next check. However, your partner must pass his save or lose 1d6 Vitality

Level 4:

Cause arousal II:

Casting Time: 1 Full action

Distance: Touch

Duration: Caster level rounds
Saving throw: Fortitude half each round
Effect: The spell deals 10 Sexual damage each round

Magic bondage II:

Casting time: 1 Half action
Distance: Close
Duration: Instant
Saving throw: Reflex negate
Effect: The target is Bound twice. Trying to get free is a half action, rolling Dexterity against the spell DC

Growing oven

Casting time: 10 Minutes
Distance: Personal
Duration: One week
Effect: User's uterus turns into a little factory, crafting a biological item by itself without the need of Downtime. Replace the Crafting skill by the Spellcraft of the user and ignore all other bonuses, such as forte, workshop, feats... Each time the user lose wounds, he must pass a Fortitude check with the DC being the one used for the item crafting. On a fail, the item is miscarried. Magic items and Chimera induced mutations cannot be made using this spell.

Share feeling I

Casting Time: 1 Full action
Distance: Local
Duration: 10 minutes per caster level, enduring, dismissible
Saving throw: Fortitude negates
Effect: As long as the caster and the target stays in range, each will receive Sexual, Subdual and Stress damage felt by the other. Basic feeling can be detected too as per the Detect emotion spell with the link going both way. The spell ends prematurely if one were to receive more than 3 lethal damage in a single round

Entangle, restraining

Casting Time: 1 half action
Distance: Remote
Area: 40 ft. penetrating sphere
Duration: 1 minute per Casting Level (dismissible)
Saving Throw: Reflex partial (repeatable)
Effect: Plant life wraps and twists around characters in the Area and those who enter, leaving Large and smaller victims entangled and unable to move until they make their save. Each turn spent Entangled adds a grade of Bound with an Escape DC equal to the spell DC, lasting until the end of the spell
This spell may only be cast in areas with vegetation.

Level 5:

Magic bondage I, pleasuring:

Casting time: 1 Half action

Distance: Close

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound. Trying to get free is a half action, rolling Dexterity against the spell DC. As long as the target is Bound by the spell, the target suffers 1d6 Sexual damage at the end of the turn

Cause arousal II, mass

Casting Time: 1 Full action

Distance: Close

Duration: Caster level rounds

Saving throw: Fortitude half each round

Effect: The spell deals 10 Sexual damage to a number of target equals to up to your caster level

Body alchemy II

Casting time: 1 Minute

Distance: Personal

Duration: 1 week

Effect: Upon casting this spell, the caster uses up to three elixirs on himself. Their effects are delayed until the next three orgasms, where it work both on on the caster and a sexual partner each time. Only a single Body alchemy spell can be active at the same time.

Virgin guard II

Casting time: One minute

Distance: Touch

Duration: One day per caster level or one use per caster level, whichever come first

Saving throw: Fortitude halves

Effect: The spell prevents sexual intercourse per the application of electricity on the invader. It inflicts 3d6 Electrical damage and 1d6 rounds of Stun (only 1 round if the save is successful) to anyone touching the sexual organs. The spell works once per caster level until being discharged. The spell's recipient is immune to the damage, unless activated underwater where the usual rules are applied instead

Sexual drain IV:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Saving throw: Fortitude negates

Effect: If you were to Orgasm during the duration of the spell, you regain 5d6 Vitality point or, if you already had full Vitality, gain a +10 on your next check. However, your partner must pass his save or lose 2d6 Vitality and be stunned 1 round

Level 6:

Magic bondage II, mass:

Casting time: 1 Half action

Distance: Close

Area: 20 ft penetrating sphere

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound twice. Trying to get free is a half action, rolling Dexterity against the spell DC

Cause arousal III:

Casting Time: 1 Full action

Distance: Touch

Duration: Caster level minutes

Saving throw: Fortitude half each round

Effect: The spell deals 10 Sexual damage each round

Harem:

Casting time: 1 minute

Distance: Personal

Area: 100 ft cube

Duration: 10 minutes per caster level, enduring, dismissible

Saving throw: Will negates

Effect: The area turns into a very cozy room in appearance, where luxurious furnitures stands next to fine pieces of art. Illusions of servants serves to the best of their abilities anyone present in the area, but are unable to harm people by themselves. People who believes the illusion gives +4 to Impress checks and +1 to Appearance to other

Share feeling II

Casting Time: 1 Full action

Distance: Local

Duration: 10 minutes per caster level, enduring, dismissible

Saving throw: Fortitude negates

Effect: As long as the caster and the target stays in range, each will receive any damage felt by the other. Basic feeling can be detected too as per the Detect emotion spell with the link going both way. It also transmit magical healing effects.

Entangle, raping

Casting Time: 1 half action

Distance: Remote

Area: 40 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Reflex partial (repeatable)

Effect: Plant life wraps and twists around characters in the Area and those who enter, leaving Large and smaller victims entangled and unable to move until they make their save. Each turn spent Entangled adds a grade of Bound with an Escape DC equal to the spell DC and deals 1d6 Sexual damage, lasting until the end of the spell

This spell may only be cast in areas with vegetation.

Enlarge II

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: Your size increases by two levels, your equipment following suit. Weapon damage and Wounds total are unaffected This spell opposes Minimize II

Minimize II

Casting time: 1 half action

Distance: Touch

Duration: 1 Minute per caster level

Saving throw: Fortitude negates

Effect: Your size decreases by two levels, your equipment following suit. Weapon damage and Wounds total are unaffected This spell opposes Enlarge II

Level 7:

Magic bondage III:

Casting time: 1 Half action

Distance: Close

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound three times. Trying to get free is a half action, rolling Dexterity against the spell DC

Mutation II

Casting time: One full action

Distance: Close

Duration: 1 hour per caster level

Effect: The target receive three random effects from the mutation table used by the Chimera basics feat

Power word: Bind

Casting time: 1 free action

Distance: Close

Duration: Instant

Effect: You and a character of your choice are under the Bound V condition, even if they can't hear you

Sexual drain V:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Saving throw: Fortitude negates

Effect: If you were to Orgasm during the duration of the spell, you regain 6d6 Vitality point or, if you already had full Vitality, gain a +12 on your next check. However, your partner must pass his save or take 1 Constitution damage, lose 3d6 Vitality and be stunned 1d4 rounds

Level 8:

Magic bondage II, pleasuring:

Casting time: 1 Half action

Distance: Close

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound twice. Trying to get free is a half action, rolling Dexterity against the spell DC. As long as the target is Bound by the spell, the target suffers 1d6 Sexual damage at the end of the turn

Cause arousal III, mass

Casting Time: 1 Full action

Distance: Close

Duration: Caster level minutes

Saving throw: Fortitude half each round

Effect: The spell deals 10 Sexual damage to a number of target equals to up to your caster level

Pregnancy

Casting time: 1 Hour

Distance: Personal

Duration: Instant

Effect: The caster become pregnant, or lays a fertilized egg, to the limit of her bodily function. A legend says the spell has added properties when cast by a virgin

Entangle, intruding

Casting Time: 1 half action

Distance: Remote

Area: 40 ft. penetrating sphere

Duration: 1 minute per Casting Level (dismissible)

Saving Throw: Reflex partial (repeatable) and Fortitude negates (repeatable)

Effect: Plant life wraps and twists around characters in the Area and those who enter, leaving Large and smaller victims entangled and unable to move until they make their save. Each turn spent Entangled adds a grade of Bound with an Escape DC equal to the spell DC and deals 1d6 Sexual damage, lasting until the end of the spell. Once the hips Bound effect is put on, the entangling creature will try once per minute to fill its prisoner with eggs, applying the Parasite condition upon failing a Fortitude check. The parasite will grow for 1d6 hours until dying, freeing seeds that will cast the spell again, centered on the place it is left. Those can be removed with a Medicine check against the Spell's DC, turning them inert. A creature that falls unconscious due to the first casting might very well never be able to escape it... but keep feeding the spell that will continue to be cast until death, potentially capturing more unwary creatures to spread itself. This spell may only be cast in areas with vegetation.

Level 9:

Magic bondage III, mass:

Casting time: 1 Half action

Distance: Close

Area: 20 ft penetrating sphere

Duration: Instant

Saving throw: Reflex negate

Effect: The target is Bound three times. Trying to get free is a half action, rolling Dexterity against the spell DC

Slavery:

Casting time: 1 Minute

Distance: Close

Duration: Instant

Saving throw: Will negate

Effect: The target become permanently enslaved to the caster, or any other person designed as the new master. Casting the spell and designing the target as its own master free a former slave

Sexual drain VI:

Casting Time: 1 half action

Distance: Personal

Duration: 1 Minute per level

Saving throw: Fortitude negates

Effect: If you were to Orgasm during the duration of the spell, you regain 7d6 Vitality point or, if you already had full Vitality, gain a +14 on your next check. However, your partner must pass his save or take 1 Constitution and Wisdom damage, lose 4d6 Vitality and be stunned 1d6 rounds

Casting Time:

Distance:

Duration:

Area:

Effect:

New expert classes!

Bondage witch (inspired from: <http://grigbertz.com/gallery/main.php>)

The most determined caster would go to lengths for improving his mastery of the arts, but the reality of life are always taking the ascendant one day or another. Those little pleasures of life, these comforting evening near the fire with a good book... moments spent not meditating! As a result, an order of mages decided to force themselves out of this life of leisures and instead became slave on their own, some with a master, other alone. A dangerous path, but rewarding for the penitent.

Requirements: Sorcery quality, Spellcraft rank 6+, Resolve rank 4+, Secret casting feat

Favored attribute: Wisdom, Charisma, Constitution

Caster: Each level in this class increases our casting level by 1

Class skills: Bluff, Haggle, Impress, Intimidation, Notice, Prestidigitation, Resolve, Sense motive, Tactics

Skill points: 6 + Intelligence modifier

Vitality: 9 + Constitution modifier

L V L	B A B	F o r	R e f	W i l	D e f	I n i	Life style	Legend	Abilities
1	0	1	0	1	1	1	2	1	Freedom in chains, Freedom of mind
2	1	2	0	2	1	1	3	2	Focused power

3	1	2	1	2	2	2	3	3	Circle of power I
4	2	2	1	2	2	2	4	3	Bonus feat, Life of restrictions I
5	2	3	1	3	3	3	4	4	Circle of power II
6	3	3	2	3	4	4	5	5	Spell overload I
7	3	4	2	4	4	4	5	6	Circle of power III, Life of restrictions II
8	4	4	2	4	5	5	6	6	Unbridled existence
9	4	4	3	4	5	5	6	7	Circle of power IV
10	5	5	3	5	6	6	7	8	Life of restrictions III, Golden cage

Core ability: Freedom in chains: You ignore the penalty given by bondage gears and the the Bound condition to Spellcasting. Moreover, for every two of those worn for 24 hours or more, you gain a +1 to Spellcraft and Relax checks, and to Will saves

Freedom of mind: If you're Blinded, you gain Blindsight. If you're Silenced, you gain Improved senses II (scent) and if you are Deafened, you are under the effect of a constant Detect magic spell

Focused power: At the beginning of each scene, you gain a number of bonus spell points equal to the number of Bound grade and bondage gear locked on you, to a maximum of your level in this class.

Bonus feat: You gain a bonus Spellcasting feat

Life of restriction I: Once per scene, you may ignore the effect of a bondage gear or a Bound grade for a turn

Life of restrictions II: You can do it twice per scene

Life of restrictions III: You can do it three time per scene

Spell overload I : You can apply two tricks to your spell

Unbridled existence: You halve the penalties applied by the Bound condition and gain a bonus to Defense, Initiative and saves versus the Paralysed condition equal to the grade of this condition

Golden cage: Once per scene, you can cast a spell of a level below the number of Bound grade and bondage gears on you without spending spell points and with an automatic 20 on the Spellcasting check. Also you gain the Always ready and Telepathic NPC traits

Mutant (A Chimera line-based class)

Bioengineers often experiment their own creations on themselves, improving body and mind to higher standards... when it works. Irregardless of the end result, however, there's always someone going too far, too fast, ending as a shell of his former being, changed for an eternity. Mutants are these men and women, deformed image of their twisted past, yet still venturing outside of the boundaries of sanity.

Requirements: Chimera basics, Bioengineering study, two mutations

Favored attribute: Constitution

Class skills: Athletics, Blend, Bluff, Crafting, Disguise, Intimidate, Medicine, Notice, Resolve, Sneak, Survival

Skill points: 6 + Intelligence modifier

Vitality: 12 + Constitution modifier

L V L	B A B	F o r	R e f	W i l l	D e f	I n i	Life style	Legend	Abilities
1	1	2	0	0	2	1	0	1	Abomination, Chimeric embrace
2	2	3	0	0	3	1	0	1	Bonus feat
3	3	3	1	1	3	2	1	2	Entropic body I
4	4	4	1	1	4	2	1	2	Self reconstitution
5	5	4	1	1	5	3	1	3	Chimeric embrace II
6	6	5	2	2	6	4	2	3	Bonus feat
7	7	5	2	2	6	4	2	4	Entropic body II, Aberrant appearance
8	8	6	2	2	7	5	2	4	Chimeric embrace III
9	9	6	3	3	8	5	3	5	Bonus feat
10	10	7	3	3	9	6	3	5	Racial fusion

Core ability: Abomination: You can have an additional number of mutation equal to your Constitution modifier, minimum 1. You also gain the Horror type

Chimeric embrace I: You learn 1 new mutation and select 1 randomly. Moreover, you now have access to the advanced Chimera mutation (see below)

Chimeric embrace II: You learn 1 new mutation and select 1 randomly and your lower attribute increases by 1.

Chimeric embrace III: You learn 1 new mutation and select 1 randomly and your higher attribute increases by 1.

Bonus feat: You gain a species feat, ignoring race and level requirement.

Entropic body I: Once per scene, you can choose to apply a -2 to an attribute of your choice to add a +2 to another. The change lasts for the entire scene.

Entropic body II: The bonus is now +4 to one attribute or +2 to two different attributes

Self reconstitution: You gain the Regeneration trait and your number of wounds increases as if your Constitution was 4 points higher

Aberrant appearance: You gain the Fearsome trait. Moreover its damage is increased by your Appearance modifier

Racial fusion: You choose a race different than your own. You gain all the traits associated with it. If you choose 'Human', then you gain a human talent.

New mutations:

- 1) Always ready, 4 RP
- 2) Cagey I-II, 3 RP per grade
- 3) Damage defiance, 4 RP
- 4) Fast healing, 2 RP
- 5) Feral, 2 RP
- 6) Grappler, 4 RP
- 7) Improved stability, 4 RP
- 8) Natural defense, 10 or 15 RP
- 9) Sterner stuff, 2 RP
- 10) Superior jumper/runner/swimmer/climber/traveler I - II, 2 RP per rank
- 11) Strength increase I, 6 RP
- 12) Constitution increase I, 6 RP
- 13) Dexterity increase I, 6 RP

- 14) Intelligence increase I, 6 RP
 15) Wisdom increase I, 6 RP
 16) Charisma increase I, 6 RP
 17-18) Vitality increase I (+10 Vitality), 6 RP
 19) Magic increase I (+2 Magic point), 6 RP
 20) No pain (Ignore first Fatigued, Shaken or Aroused condition each scene), 4 RP

L V L	B A B	F o r	R e f	W i l l	D e f	I n i	Life style	Legend	Abilities
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									

Race fluff

Celestian Society

Celestians are technically an offshoot of humanity. They believe that their kind was blessed by the Heavens in ancient times and that their ruler, The Paragon, is given the right to speak on behalf of Heaven itself. Their society is a theocracy with clergy of the Divine Light fulfilling both spiritual and governmental roles. They are isolationist even by this setting standard and very preoccupied with their purity. They eschew bioengineering technology completely, considering it abominable, and make up for the lack of the technology through cultivating zealous devotion

and patriotism in the population and through a strong martial tradition. All villages or larger have an arena of some sort whether it's just a cleared area with wooden markers or something fancier and watching or participating in non-lethal combat is the national pastime with regular winners earning prestige and popularity in their village, town or city. Some Celestians have wings, typically growing from their shoulders starting in their mid to late teens, these individuals are considered blessed and a lot of them enter the ecclesiarchy, the military or both. It is customary in Celestial society to seal agreements and compromises with sex and compulsory for the claimants to do so when a dispute is settled by an arbiter from the priesthood, seen as a means of preventing lasting hostilities or carried grudges. Child rearing is handled communally and it is rare for a Celestian to know even one of his or her parents. As a result of this, worldly possessions pass on to the local church after an individual's death, to be redistributed among the community or used taking care of the community's children.

The Celestians worship the Divine Light and believe that the Sun is the gateway between Heaven and the Mortal World. They consider themselves the purest of races, and will not abide by impurity. Non-humans are given one warning to turn away upon showing up by their shores and if they fail to heed it they are met with lethal force. Ships with human crews and where non-humans aboard are slaves at most are allowed to dock in Celestian ports, but no non-human slave, human with mutations or modifications or bioengineered tools are allowed on Celestial soil under any circumstances under penalty of death and visitors who do not convert to the Celestial faith are only allowed in the port district of the city, while convertes who are undergoing their Year of Trial may go anywhere if accompanied by a priest and may be in a church or port district unaccompanied. If the Year of Trial is passed, the convertes is afforded the same freedoms as a native. Obviously, only racially pure and unmodified humans may convert.

Celestians generally aren't expansionists and are fine with just sticking to themselves, though anyone, human or not, who attack them should expect quick and merciless retaliation. If they suffer attacks from what they perceive to be an organized effort, the Paragon may declare the perpetrating culture or species a Blight and call a crusade, during which the Celestial military tries to exterminate the target in question with great prejudice. Recently, a crusade was called on X.

As willing as the Celestians are to slay non-humans or non-believers who cross them, as reluctant they are to kill or permanently injure their own. They use fines, reparations and penance in the form of fasting, imprisonment and re-education at the hands of the priests as punishment for crimes. In particularly severe cases such as kinslayers and traitors the offender is branded, have his or her wings removed if applicable and is then exiled and only in the case of a returning exile is the offender executed, in which case the execution is carried out at midnight, as far removed in time from the rays of the sun as possible.

Official setting starts here

The Grand Ocean. A legend say it is the reflect of the Infinite Sky, mirroring every stars with an island, spanning across the entire world. Another legend mentions the work of Gods, all of them creating a haven for their own creations long ago, until the mortals decided to leave their cradles. Truth be told, no one seems to have the definitive answer on the origin of the world, but all agree on one thing: the number of different creatures living on this world is astonishing, with almost 150 sentient species recorded, several subspecies not included. In that wonderful melting pot of skins, furs and scales, the need for a species identity is strong and most would have feelings ranging from disdain to hatred toward the strangers. All seek superiority on their neighbors and wars are common, if only on a relative small scale most of the time, alliances being all but long term after all.

Resulting from this status quo, a certain form of trade evolved, as slaves are common to replace the lacking workforce caused by the numerous death of warriors defending their small piece of land, when they didn't fall during another attempt at pillaging. It also result in a fantastic and constant repopulation effort where making children is a necessity for survival, replacing the numerous death. Side effect, most races has a very young population, the elderly are uncommon and seen as monuments of knowledge and wisdom. Women are also predominant in the more bled out cultures, resulting in a need for them to compete with each other to get their offsprings existing. This led to the major shift in sexuality in the islands.

Because one has to seduce, please and keep their men, women started developing sex as a literal art form, making extra sure to find ways to make bedtime enjoyable. With this, men responded with an ever increased list of demands, from sandwiches to perverted fetishes, making the world the place of debauchery we now know. Further increasing this sentiment is how even the basic fauna and flora plays this trope.

With islands low in natural resources and agricultural spaces, the various inhabitants had to adapt, usually in their secluded niches, while keeping biological compatibility with their neighbors to compensate for low numbers. It results in a massive biodiversity, used and abused by most as the highly specialized creatures are the way to evolution, be it of species and science. With selective breeding, creatures of all size and forms are created, serving in some case as everyday tools. This knife? A shell that sharpen itself as it grows older. That ship? A massive sea behemoth more than happy to have its exoskeleton cleaned from bacteria and parasites by sailors. Those clothes? Yes, he had the same as a kid, the microscopic spider colony enlarge it every winter when making their nest. Symbiotic life is the common denominator of most, if not all, species... as long as you do not land on the continent.

Barren civilization wise, only the harshest, strongest, toughest and most cunning can expect surviving long term, as the whole place is an infernal competitive arena, where survival of the fittest is the only law that could be endorsed. If some expeditions tries to exploit the massive resources found in these lands, few manage to stay alive doing this. Predators pack able to raze a whole village for breakfast patrols the endless expand of land, while smaller creatures are as commonly dangerous. Acid ants, two headed snakes, giant insects, man eating trees... nothing scream hell more than these pests. And yet... yet once there was a civilization in these lands. Ruins from a different time were sighted both above and below water, traces of an old master of the monstrosities millennia old, standing in the wild nature as proof of an untold past.

Grana island:

The largest island is home of four groups, two being related to each other: Elves and Humans. Alliance secured long ago thanks to a serie of royal marriage, it is now an obligation for the human king to rule next to the elven queen, whatever the age difference is. As a result, the currently 41 years old man is all powerful, the young long eared queen being 15, too young to govern considering the elven laws. As such King Joakin IV's harem holds a great political place right now, for the better most would say. Loving knowledgeable people in his court, the man has a large network of officials sailing from island to island, trying to gather the most exotic species. The fey touched ones are more reserved, as the man is rumored to be cruel and to have caused the end of the former queen, but little Raluell doesn't seem to share this view, so for now, they watch, and hope she will be a great queen in three years.

Outside of this, the superpower is also a technical and artistic haven, jewel of the sea, the heart of cultural advancement. The great building facing the sea made by human hands are standing next to the living cities made by elves, a definitive fusion between development and preservation. Music, poetry, dance... all are practiced by the people, from the lower ranking peasants to the sacred songstress of mana. The powerful trade network created by the fast skiffs bred by the forest dweller and the massive galleons built by men brings the riches back to home in a magnificent ballet of naval superiority, once again a proof of their complementarity. Even their army is strong, even if not rated as the best the Great ocean could muster. Truly, they show the power of peace above all, a rarity in the constant war waging sentiment shared by everyone else.

The third race is none other than the catfolks, probably the most civilized considering their love for anything that shine or move. While being the majority in term of population, their society is far less structured and organized, preferring the actions of individuals over great projects requiring long attention span. And yet, there's some cohesion in their actions as they managed to secure the power of machinery, steam and magnetism before everyone else. Content to be under the alliance's rulership so they can put more time toward their occupations, it is said that no cat people has a master, only people they consider listening to willingly. Legends says that these people are too lazy to conquer all the islands, but that they almost did

in the past, out of boredom. While no written record can attest of this, remote islands do have stories about fur wearing invaders in their past.

Maybe even more surprising from them they are the only one not practicing slavery, as the very concept of taking care of someone else, even for doing your work, is completely alien to most of them. Even their economic system is almost money free, as you exchange services for goods, most artisans preferring to teach and help someone to make the various products instead of doing everything himself. They have quite distinctively few biological creatures with them, as they tend to hunt their food instinctively and many incidents of digested appliances are recorded each week.

Fourth race is, very surprisingly, far less represented than the merchant slimes or travelling lamias. Dragons rule the peaks of the island, helped in this with their half breed drakes in that matter. They number below 1000 individuals, but when you are the only ones able to fly reliably from one island to another, breathes fire to an entire forest and control long forgotten spells, you tend to compensate for that. As one could expect, they are very secluded and secretive, but hardly hostile to those sharing their lands. However, they tend to raid the nearby islands fairly regularly, a nice thing from the other three races' perspective, as it eliminate most rivals.

Khuanids islands:

A set of three main islands and their dependences, part of the same archipelago, the Khuanids are home of most of the reptilians themed inhabitants. Their tropical forests are home of the most venomous snakes and lizards the Grand Ocean has ever hosted but that didn't stop the emergence of societies.

Lamias are the predominant inhabitants, slithering proudly. One could wonder how it happened considering their origins, however, as this race is unable to reproduce due to the entire species being female. But this is without taking into account the weird biology at work in the region. Being able to reproduce with most races, they use that fact to create snake hybrids, increasing their numbers that way. And for the poor, unfortunate births leading to offsprings of the male race? They are invariably used as slaves from as young as you can make them work, making them some of the most valuable servants one could expect... but also one of the rarest, as the Lamias are seldom parting with their own toys.

Their two mains craft are magic and poisons, both equally easy to obtain for them and highly valuable. Herbal plants used for medical purpose are also commonly found in their lands and those serving as antidote are worth their weight in gold, as one could expect. It is interesting that there's actually not a single, but multiple lamian species, depending on their tails. Due to this, a fierce societal pressure and divergence in abilities made it so the most cunning are ruling on the more physically inclined, compartmenting the species in even smaller niches.

The lamia race is named for its progenitor, the exceptionally vain and power-hungry Queen of an ancient human civilization. Lamia was an Archmage, possessed of incredible

magical prowess and aided by her inner circle of eight court mages, each a master of one of the schools of magic. With their assistance she sought to gain absolute dominion over the arcane, eventually seeking power from the highest source: the Gods themselves. Whether their transformation into the race's current hybrid form was a punishment for her hubris or the accepted condition of her pact with a higher power is a matter of scholarly debate, but the aftermath is not. Reborn in her serpentine form, Lamia's power and ambition grew to new extremes. She and her circle began to transform others and train them in the art of spellcasting, enticing the populace with the promise of power in return for loyal service. It was not long before that service was called upon – Lamia's covetous gaze had turned to foreign lands, and she now had an army of mages to conquer them with. Her first conquests were wildly successful, crushing any who resisted her rule with sheer arcane might. In the face of her expansion, many neighboring nations and species formed alliances, pooling their military and magical might to present a united front. With their forces spread thin across conquered territory, Lamia's armies slowly began to lose ground, ultimately being pushed back to their homeland. In one final battle, Lamia was struck down and her expansion put to an end. In the aftermath, her kingdom was sacked its citizens killed or enslaved, leaving little of the original culture to survive to modern times. Contemporary lamia civilization descends from a small group who escaped enslavement, settling far from their ancestral home.

The lamia appears as a (typically attractive) human woman, with the lower body of a massive serpent. Lamia tails typically range between 12 and 15 feet long, with longer tails often being considered an attractive trait. The divide between the serpent and humanoid half varies in appearance between individuals, but generally scales begin just below the buttocks and the genitals, extending further up on the sides of the waist. An indentation on the first few feet of tail mimics the appearance of a fused pair of human legs. Lamia scales have a wide range of hues, often of unnatural colors. The humanoid half of a lamia also bears serpentine traits, such as slit-pupiled eyes, fangs, occasional scale patterns, and a long, slightly forked tongue. Some individuals have pointed, elf-like ears.

Physiologically, lamias are similar to the humans from which they descend. Unlike natural serpents, the internal organs are not housed in the tail, with the exception of a secondary heart located roughly a foot and a half below the groin. Lamias are heterothermic, operating as cold-blooded creatures in warmer climates and adapting to become warm-blooded in colder ones. This ability is also important when carrying warm-blooded offspring to term. Lamia reproduction is unusual in that they require a male of another species to reproduce, as there are no male lamias. Male births are very rare, estimated to be around 1 in 80 births, and the resulting child is of the father's species with no apparent alterations. Humans are the most common mates, but evidence suggests that any creature capable of impregnating a human is also compatible. Lamias give live birth, carrying pregnancies to term in 10-11 months. The tail is proportionately much shorter at birth, growing rapidly in the first few years of life.

Lizardmen are their fellow cousins, opposed in all points to their neighboring snake people. Unilaterally male, organized as a tribe of hunter gatherer, not interested at all by politics, they spend two thirds of their life sunbathing and sleeping, depending on the hour of the day. Only

their fierce attacks on lamian settlement prevents their extinction, as they need to rape them to force them to lay eggs (lamias keep their kinds in their womb as would do a mammal). They only understand the concept of eating, not exploiting, so they do not keep slaves either and in fact, they would most likely forget about those. They themselves serves as very inefficient workforce so they have the privilege of being left out by almost everyone.

Mermaids singing along the shores of the minor islands are common sights. While they are part of the same family as lamias and share the need of men, they only lay eggs and give birth to other mermaids, unless of course with lizardmen. Much less interested in slavery for practical purpose, the opposite is however common, as the sea creature is often chained to boats to serve as lures, pilots and relief staff while needing next to no maintenance. With the seas being comparatively tame, the need for an evolved society is less pronounced for them and they are as such very carefree.

There's a lot of legends going, but surprisingly, the one calling them man-eater is not completely true. The truth, depending on who you ask, is better - or worse. Because they do not suffer the problem of gestation, mermaids are more than happy to keep men around as reproducers. Sailors are, as one could expect, more than likely to accept that role. But few could endure the incredible appetite hidden behind that fish tail! In fact, even if they wouldn't gain much from it, they also more than willingly accept female partners, the enjoyment being all they sought for.

Fell Junta:

A set of two islands near enough to see each other during clear day, their names came from Junta, a warlord who fell from the rocky cliffs during an attempt at unifying the west and the east. No one saw him surface and stories goes that he is still falling, somewhere... The red rocks are, however, always that sharp across the straits, unfazed by the legends.

Green and pink skins of all size live there, from goblins to giants, including orcs and ogres. They are, in fact, all from the same species and as such are part of a global ethnic group. Giants are the governing ones, as might makes right in Fell Junta. Commanding the most powerful army sailing across the Grand Ocean, they are however way too busy trying to overthrow their competing neighbors to unify this great mass of soldiers under a single banner.

Ogres are massive, but their limited intelligence does not allow them to understand much of the finer details of civilization but when it come to clubbing and pillaging, they know what to do. They are also suspiciously mutation prone and unstable, leading to a wide variety of appearance, all uglier than the other.

Orcs are by far the most representative of all, as they are the only one travelling for other purpose than warmongering. Few of them are however pursuing a non-violent career, as they usually are mercenaries, bodyguards and other martial art teachers. They also are the only one to consider the inhabitants of other islands as more than fresh meat. Not by much, but that's already something...

Goblins are slaves to slaves, that's how low they are in the local hierarchy. Even worse, the immense majority of them is sea-sick! with such a difficult life, seldom any goblin manage to rise above waste treatment services (a polite way to say they remove shit)

Lastarius:

A large island where insects reign supreme, Mothkins above all else. It also has the honor to be the nearest island from the continent, which is its perk: due to the very industrious and selfless workforce, they are the prime candidate for importing resources and goods from the mainland, controlling the flow of metal toward most other races, while also being the go-to place for the ambitious explorers who want to map out the numerous ruins located along the coast.

Even with all these advantages, living in Lastarius is not quite a paradise, as one has to suffer from the harsh and hot climate that goes with it. The numerous hurricanes hitting the coast each year and the constant heat even in winter makes for a very tiring environment for the southerners. Added to this, it sometimes happens that one of the behemoth from the continent crosses the water, willingly or not, hunting down the weaker Mothkin. Such a catastrophic arrival is thankfully rare, but ten years ago, more than a thousand warriors died defending their land when a couple of massive monsters landed on their coast.

Will all this said, there's still some good points to note about the island: first and foremost, it is an insect's paradise, blessed with the colorful ballet of flowers blooming all year long. The place can never be scented before it is seen by navigators not used to these fragrances and the lack of large predators makes it relatively safe outside of the episodic invasions.

Mothkin

Mothkins live in a society of both biological and societal castes and subcastes. The Noble caste holds the subcastes Monarch and Consort. Monarchs are the rulers of Mothkin society. They are hermaphroditic and when two Monarchs mate, something usually arranged as part of political alliances, they fertilize each other and each father the other's next clutch of Noble eggs. The larvae develop into Consorts by default though occasionally the Monarch will command that one be fed Royal Jelly which will cause it to become a new Monarch instead. Monarch lineages are serious business as inheritances, including rulership beyond that of individual Hives, pass down to the elder offspring of the late Monarch, taking into account only those hatched in that Monarch's Hive.

Consorts serve as advisors and aides to their Monarch and direct leaders of a group of Worker or Soldier caste Mothkins. They also mate with the Monarch and with each other. Unlike Monarchs, Consorts have only one gender. Eggs produced by Monarch-Consort mating result in soldier caste larvae, with the larvae diet determining subcaste, and eggs produced by Consort-Consort mating result in worker caste larvae which are likewise assigned a subcaste.

based on diet. Soldier caste Mothkin are mostly the same size as Noble Caste mothkin, though a few subcastes differ in size. Other than that, the subcastes are specialized towards different combat roles, including heavy and light infantry & cavalry, dragoons, heavy artillery operators, archers/arbalests, musketeers, battle magi, scout/skirmishers and sappers. Most Worker caste Mothkin are smaller than Noble or Soldier castes and are divided between a variety of tasks and crafts.

Almost all worker and all of soldier caste Mothkin are infertile males, they do still retain a sex drive, however, if one that needs to be activated to have much of an impact. The only worker castes who are female, and likewise infertile, are Nursery workers and Entertainer workers. Nursery workers have no sex drive at all but an overdeveloped nurturing instinct while Entertainer workers, among others, have an overactive libido and produce airborne aphrodisiacs as a byproduct of metabolizing adrenalin.

While Entertainer workers have a part in a number of Mothkin art ventures, in music, acting, dance and comedy in particular, and do perform for the Noble caste, their main purpose in the hive is rewarding teams of Soldiers or other workers who have performed exceptionally well. They perform various entertainments at first but in most cases they produce and metabolize enough adrenalin in the process for the resulting aphrodisiacs to awaken their audience's dormant sex drives which causes the entertainment reward to end in an orgy.

In addition to these biological castes, Mothkin have 2 castes that are purely societal. Slaves are the result of certain criminal sentences, as well as the fate of prisoners of war that cannot be satisfactorily ransomed. They are afforded no freedom, nearly no rights and are generally worked to death doing menial labour as anything requiring skill is beyond what they're trusted with and assigned to worker caste Mothkin instead.

Wanderer caste is the only caste that exists outside of normal Mothkin society and refers to worker or soldier caste Mothkin, as well as the very rare Consort here and there, who leave their hives and the Mothkin islands to travel the world at large, given the responsibility to observe the methods, works and behaviors of the other species and report them back to their kind.

Mothkin are capable of activity at any hour though they generally prefer night-time and Soldier and Worker subcastes that routinely work outside the physical Hive structures have excellent night-vision. They worship the Great Mother Luna, she lives on the moon according to Mothkin mythology and they attribute to her divine governance of beauty, life and sex. In addition, their pantheon includes a number of lesser star goddess deities believed to be Luna's daughters.

Mothkin are very open to and make extensive use of bioengineering technology, including bioengineer castes working on developing improvements to the various worker and soldier subcastes.

Minor islands:

Aquatic creatures:

Slime Society & Biology

Slimes are a hardy species originally native to deep caves on the coasts of one of the mainland continents. Many slimes still live there in a society that has barely advanced beyond the stone age level as they are too preoccupied with surviving in this extremely hostile place to do much in the way of technological or cultural advancement. Occasionally, however, a ship is abandoned on those rocky shores as an expedition of civilized islanders prove themselves less prepared for the dangers of the mainlands than they thought they were. When this happens, the resident tribe of slimes will often board the ship in search of edibles and occasionally, by chance or accident, they end up loosening the ship from its anchor and drifting to sea.

On at least one occasion of this happening, the wayward tribe of slimes managed to not only survive the ordeal long enough to reach land but figure out the basics of sailing the ship while they were at it, and from these that all known Island Slimes descend.

Island Slimes never found a place to settle down and in time became a nomadic trader culture. The persistence and perseverance that had been necessary for survival where they came from combined with a less hostile environment to produce cultural can-do attitude and as they quickly learned that while strangers might be suspicious or even hostile they were less dangerous than the predators they left behind they came to be substantially more open towards other races and cultures than your average Islander people.

Their relative openness towards others, nomadic lifestyle exposing them to a variety of cultures and technologies and their natural hardiness helping them make it out alive when attempts to talk went south helped them catch up to the older Islander civilizations in terms of technology, and since one of the greatest improvements to their kind's lives was brought on by a massive, if unintended, change has lead them to perceive changes and new things as a source of potential and opportunity, provided one has the skill, ingenuity and perseverance to sift the good changes from the bad.

Slime society remains culturally centered around extended families and most Island Slimes travel on family trade barges or, in the case of the largest families, small trade fleets. These families are ruled by the family elder, though usually they tend to seek debate and consensus

when circumstances permit it. It isn't uncommon for a slime to strike out on his or her own for a time though most of them eventually rejoin their family ship or join another Slime family. Slime families are typically tightly knit and stick up unfailingly for one another.

Slimes are very lightly acidic by nature, which causes many materials to suffer slightly more wear in their 'hands', which in turn has lead them to take a strong liking to materials that don't suffer corrosion, particularly gold and gemstones which have gained a semi-mystical position in Slime spirituality.

Slimes don't believe in gods per se, instead practicing a form of animism in which they believe that people, animals and objects all have spirits and that Bioengineering is the art of convincing the spirit of a yet unborn creature to take the form the bioengineer desires. Likewise, they believe that a tool will be of higher quality and durability if the spirit of the materials approve of their new purpose than if they disapprove. Of all the spirits, those of Gold, Gemstones, Ancestors and Water received particular attention and favoritism from the Slimes. Gold and Gem Spirits are thought to be bringers of good luck and happiness, Ancestral spirits are thought to protect their still living relatives and Water spirits are considered close, if sometimes capricious, friends since the Slimes spend most of their lives out at sea.

Slimes are technically sexless, reproducing by two slimes who choose to have a child each splitting off a part of themselves in which they then mix together to form their offspring. As such, sex is purely a recreational pursuit for them and Slimes select a gender based on personal preference as part of growing up. Usually they stick to that gender for life, but exceptions exist, especially in reaction to major life-changing events.

Cuttlefish

Magic

Magic is a force of nature that is perfectly quantifiable, exploitable and, obviously, abusabe. Thanks however to its very dangerous poisonous effect on most organisms, it cannot be exploited in high quantities and need to be stabilized, which makes it lose its versatility.

The natural physical form, the Magic compound, is shining, like a glittering light, by most of the time very faintly. While a couple compound is not dangerous, the fine dust it become can severely alter reality when reaching certain concentration, about a single gram is enough to warp someone's mind and body and forces unknown mutations to sprout by themselves. Luckily, it is also very volatile and equally hard to stockpile and as such, no concentrations

above a dozen milligrams are known to exist together. Those are also well protected as a single spell cast in proximity would evaporate most of it.

Magic compound tends to lose its stable form relatively fast either way and disperse its potential around, creating the Magic field, the aura a spellcaster would remodel for obtaining his power. Comparatively, the Magic field is inert, even if it sometimes happen that draft of energy cause some minor effects in nature, not so different from auroras.

The magic field can also be recondensed in the form of compounds, in a controlled way, which is the exact idea behind the creation of magic items. Stabilizers for various effects are known, but in all cases, those gives back its toxicity to the compound, even filtered as it is, making it impossible to enchant a living creature without killing it rapidly in the process... and as a poison, it is awfully cost inefficient and desperately slow as you still need to implant the compound in a body, a matter of hours at best.

As for divine magic? It alters the Magic field, but has seemingly no need from an external mind to command it toward a given effect. No valid and scientific explanation manage to get an answer on that matter

As a little note, Magic compound, raw, is worth around 15,000s the milligram. And is dissipated by any spell cast 50 ft away per spell level, meaning a Lv 4 spell would destroy any Magic compound in 200 ft radius... which is the entire ship, for you