

Pathfinder Vices

A note on abbreviations: BUCK is the Book of Unlawful Carnal Knowledge, BoEF is the Book of Erotic Fantasy, EAN is the Encyclopedia of Arcane Nymphology, and QT is Quintessential Temptress.

A note on bonuses: cup size sometimes grants a bonus to influence breast fetishists with Diplomacy. This bonus does not stack with itself even if multiple instances of it exist on the same character. The largest bonus (usually +2) applies

Sex

Cup Size

The character's class and possibly their race may have an effect on cup size. The steps are as follows: AA,A,B,C,D,DD(E),DDD(F), G,GG, GGG, and finally, HELLO!*. At the GM's option, Characters with DDD or larger breasts must pay double for clothing or suffer from nearly constant button pops or other wardrobe malfunctions, due to lack of clothing size standardization in the era.

Optional Rule: Weight Increases- Breasts are heavy. Who hasn't heard complaints from some woman about having 5 pounds worth of milk sack attached to her chest? This optional rule reflects that, with a few caveats: 1) weight increase is given as a percentage due to races of different sizes having different cup size parameters 2) being three dimensional objects, breast weight increases are not linear, and finally 3) I've done extremely complicated math for other supplements that doesn't have a place here due to the implementation of an easier system. The table below is an approximation of that math:

Cup Size	Weight Increase
D	5%
DD	7%
DDD	9%
G	12%
GG	15%
GGG	20%
HELLO!	25%

Default cup sizes for classes are determined by their Hit Dice (more rugged characters are generally thicker) and Saves

D12 Hit Dice: D cup

D10 Hit Dice: C cup

D8 Hit Dice: B cup

D6 Hit Dice: A cup

* Originally every cup past A had double and triple letter steps. GMs may prefer that method, but I won't rewrite the weight increase table.

Strong Fortitude (First Level base value +2): +1 cup

Weak Fortitude (First Level base value +0): -1 cup

Arcane Spells: Magic is sexy, +2 cups!

Divine Spells or Alignment/Code of Conduct Restriction: gods don't like competition, -1 cup*

Famous people tend to have bigger boobs. If you have a class feature that gives you any type of fame bonus, start with a DD cup.[†]

If the campaign uses some sort of reputation bonus that applies to all characters, that bonus does not count for this purpose; only class features that specifically work for members of that archetype. If using d20 modern, Celebrity and Dilettante occupations *do* count for this bonus, but only because those occupations go beyond the standard reputation system.

Worked Examples

PHB

Barbarian- Start with a D cup, though some GMs don't consider "non-lawful" a significant restriction on alignment and start their barbarians at DD cup.

Bard- Start with a C cup

Cleric- Start with a B cup

Evil gods know how to appreciate a good bust! Evil Clerics start with a C cup

Druid- Start with a B cup

Fighter- Start with a D cup

Monk- Start with a B cup

Paladin- Start with a C cup

Ranger- Start with a C cup

Rogue- Start with an A cup[‡]

Sorcerer- Start with a B cup

Abysal/Infernal Sorcerer- Demons and devils like them boobies! Start with a D cup.

Wizard- Start with a B cup

NPC Classes

Adept- Start with AA cup if divine or B cup if arcane.

Aristocrat- Start with A cup[§]

Commoner- Start with AA cup^{**}

Expert- Start with A cup

Warrior- Start with D cup

* These modifiers don't stack. If the character has any or all of them, only subtract 1 cup.

† I know that characters don't get bigger breasts until *after* they become famous, but they always claim the breasts are natural...

‡ But is usually higher due to charisma bonuses common for rogues.

§ An aristocrat that doesn't start out with decent charisma is screwed in more ways than just her job, but only by flat fetishist nobles.

** Her profession often puts her at a respectable B or C cup depending on Cha, and Con.

APG

Alchemist- Start with a DD cup^{*}

Antipaladins- Evil gods know how to appreciate a good bust, their paladins start with a D cup

Cavalier- Start with a C cup

Clerics with the Arcane Subdomain- Arcane Magic is Sexy! Start with a DD cup.[†]

Clerics with the Love/Lust Subdomains- Your god isn't jealous, start with a DD cup.[‡]

Clerics with the Daemon, Demon, and Devil Subdomains are blessed with a C cup

Druids of the Reincarnated Archetype can pick what class and race they were before they were reincarnated. They use their old class and race to determine their base cup size modified by their current attributes.

Fighters of the Gladiator Archetype- Start with DD cup because of their *Fame*.

Inquisitor- Start with a B cup

Oracle- Start with an AA cup[§]

(Exception) Oracles with the *Lame* curse waddle around under the weight of DD cups.^{**}

Skirmisher Rangers- Don't have Divine Spells, start with a D cup.

Summoner- Start with a C cup

Witch- Start with a B cup

Wizards of the Enhancement school of the Transmutation College start with a C cup

Ultimate Combat

Gunslingers- Start with a D cup

Monks of the Martial Artist Archetype- aren't held in place by their faith, their free breasts start at C cup.

Ninja- Start with an A cup^{††}

Samurai- The same thing as a Cavalier, starts with a C cup unless your GM sticks with gender roles, and doesn't allow females to be Ronin.

Ultimate Magic

Bards with the Celebrity/Demagogue Archetype- start with a DD cup, because they're *Famous*

Bards of the Geisha Archetype- start with a C cup

Magus- Start with a DD cup.^{‡‡}

^{*} An alchemist isn't considered an arcane spellcaster, at no point does it say "an alchemist creates arcane extracts". Therefore they should calculate as a C cup, however I considered their alchemy class feature and their mutagen feature both worth +1 cup, because what self respecting alchemist worth her tits weight in salt wouldn't use her alchemy to her advantage?

[†] I'm aware the arcane subdomain doesn't change the character's magic type to arcane, I just thought it would be fun.

[‡] Lust and Love gods truly bring new meaning to the phrase "lecherous old bastard"

[§] This might seem... wrong in light of Alahazra, but remember, unlike other divine spellcasters, Oracles cast using Charisma as their governing stat. This puts any Oracle worth her tits weight in salt at +3 or +4 cup size. See *Starting Attributes Modifying Cup Size*.

^{**} Funny how the oracles with the *Lame* curse are the least lame, they actually prefer to be called "differently mobile". Upon further inspection, inspection, I notice that the *Lame* curse makes characters better at sex in general as they level up due to their indefatigability. Upon initially deciding on their ridiculously large breasts, I had not really known that about them.

^{††} On the off chance you actually see a ninja, discerning their gender is rare.

^{‡‡} Decent HD, Strong Fort, and Arcane Magic is a fun combination.

Prestige Classes

Typically prestige classes (not being allowed at first level) won't modify starting cup size, however, some classes may by their very nature involve some degree of transformation which has (at least for these rules) an accompanying cupsizes shift. Examples are given below:

Dragon Disciple- Transformed by their faith, into half dragons, shrewd combination of d12 HD, Strong Fort, and Arcane Spells transforms female dragon disciples' breasts into G cups unless they were already larger. Add the difference in cup size for any features they gained by being a Dragon Disciple, for example, a sorceress turned Dragon Disciple gains a strong fort (+1 cup) and hit die 3 steps larger (+3 cups), while a Bard or summoner turned Dragon Disciple only gains 2 steps for hit die and 1 step for strong fort. If this would increase cupsizes past HELLO!, additional increases are wasted.

Loresmasters- The applicable knowledge feat can give them the effects of Pleasing Physique, enhancing cup size by +2. They may apply d4s as they wish (such as to trim down a hip line expanded by years of constant sex or add to an emaciated waistline that should not be able to support her upper torso).

Rage Prophet- This class doesn't change cup size, but cup size depends on the class chosen at first level.

Starting Attributes Modifying Cup Size

Constitution represents more voluptuous, healthier figure and adds its modifier to cup size. Characters whose highest cup size modifier is Constitution generally have saggy, floppy breasts, with asymmetrically shaped larger nipples.

Charisma represents a measure of self esteem gained (presumably, for game purposes) from an appearance that isn't unattractive. Add its modifier to cup size. Characters whose highest cup size modifier is Charisma generally have more symmetrical, well rounded soft breasts and medium nipples with a moderate bounce.

Strength subtracts 1/2 of its modifier (remember, subtracting a negative is adding a positive; round down) to cup size as higher strength represents firmer more compact breasts while lower strength represents flabbiness. Characters whose highest cup size modifier is Strength generally have firmer more conical or pectoral shaped breasts with only a little bounce and small nipples.

Optionally, Characters with Disguise can reduce their cup size by 1 step per rank without any discomfort. Characters attempting to go beyond this take -1 armor check penalty per step beyond (not cumulative with actual armor check penalty, use the worse of the two) per extra step they attempt to take. It is up to the GM whether cup size penalizes disguise rolls.

Traits:

The character may purchase either Larger or Smaller Breasts with traits if they are available or with the Additional Traits feat if traits normally aren't available but can be purchased. In either case this requires first level or being subjected to "Cosmetic Magic".

Calistrian Prostitute- Increases cup size by one step in addition to its normal benefits

Charming- Increases cup size by one step in addition to its normal benefits

Larger Breasts- Increase cup size by 1 step and gain a +1 or +2 enhancement bonus to diplomacy checks made against breast fetishists (Social, Any Racial). This trait comes in 2 levels.

Smaller Breasts- Decrease cup size by 1 step and gain +1 or +2 enhancement bonus on diplomacy rolls made to influence flat fetishists (Social, Any Racial). This trait comes in 2 levels.

Thick- You gain +1d4 to your waist and hip measures. Whether using default weight multipliers, or the randomized ones discussed later, your waist roll is added to your weight multiplier. In addition you gain a +1 trait bonus to your CMD to avoid Bull Rushes and Trips. This bonus stacks with dwarves' racial Stability if you're using that ability.

Optional Trait: Hermaphrodite

This trait is applied to females by adding any penis trait. Since vaginal traits aren't reflected here, it wouldn't make much mechanical sense to base hermaphrodites on males. If they did, the male would need both a vaginal trait and a breast trait.

Special Abilities:

Brassiere of Breast Alteration- Characters who have worn this brassiere should make note of this somewhere on their Character Sheets.

Cosmetic Surgery/Magic

Polymorph costs 1,125 gp plus Permanency which requires 2,500 gp worth of diamond dust minimum. There exists a spell called Disfiguring Touch, the opposite of which shouldn't by any stretch of common sense or the imagination be difficult to describe. The spell has limited material cost which brings the spell down to just the cost of permanency. It would be modified as per the suggestions below:

New Spell: Body Enhancement

School: transmutation [not necessarily a curse]

Level: cleric/oracle 2, sorcerer/wizard 2, witch 2

Casting Time: 1 standard action

Components: V, S

Range: touch

Target: creature touched

Duration: 1 day/level

Saving Throw: Will negates; Spell resistance yes

DESCRIPTION

With a touch, you cause the target to grow physically beautiful. The physical changes associate with this spell change their appearance in any single way. The target gains a +2 increase to Charisma, Strength, Constitution, or Dexterity. This changes the character's figure in very minor ways, but if cast on a male can apply +50% to the length of his penis.

Alter Breasts

Transmutation

Level: Brd 0, Sor/Wiz 0.

Components: V, S.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 30 minutes/level.

Saving Throw: Fortitude negates (harmless).

Spell Resistance: Yes (harmless).

This spell is a lesser version of Body Enhancement that does not otherwise change the statistics of the character. Cast either on yourself or on others this spell can confer upon the recipient of its magical effect from 'fried eggs' to 'big wobbly fun bags'. Cupsize may be altered by up to 5 levels. Men are assumed to start at AA.

Bust Waist and Hip Measures in Pathfinder

Magic Number: The number used as the baseline for all characteristics and assumes that the attributes used to determine it is no higher than 20 at character creation. To determine the Magic Number add the total *positive* modifiers from Charisma and Constitution and add 20 generating a number between 20 and 30. If these measures generate unwieldy stats, feel free to fudge on the d4 rolls or choose some score between the minimum and maximum results, however MWwG d20 asserts that unwieldy results are part of the fun.

Bust (band measure, which is the 38 in the expression "38D")

Take the Magic Number

Add 1/2 Strength *score*

Add 1d4+2

Round to *an even number*

Waist

Take the Magic Number

Subtract *positive* Dex modifier

Pleasing Physique subtracts 1d4 as well

Hip

Take the Magic Number

Add Dex modifier

Add the absolute value of Str modifier

Add +1 if perform is cross class and +3 if it is a class skill

At GM discretion these statistics may change with character advancement. Con and Cha increases add to Magic Number, and the GM may require characters who've been banged more than a screen door in a hurricane to add half their Perform [Sexual Techniques] ranks to their

hip measures (1/4 if they *specifically* exercise their hips and thighs on their downtime) since spreading your hips all the time (especially making babies) makes hips wider. Cup size should only increase with magic (either by being affected by a spell or item, or by taking a transformational class ability that could reasonably affect it.)

Race Specific Changes

Some GMs may want additional detail among the races. In all cases multiply magic number by scale relative to 5 feet (75% for small creatures). If you are one such GM consider making the following changes based on race:

Dwarves are “stocky with wide compact bodies”. Dwarf females have their *Magic Number* increased by 2”. Dwarves may add a step (or 2) to cup size if the GM likes big meaty dwarf girls, or reduce it by a step if dwarves Ala Pratchett are preferred (where you can’t tell the gender through all that armor). If using Alternate Racial Traits, dwarves without Stability reduce their weight multiplier, and waist and hip measures by 2.

Elves are “generally taller than humans [they] possess a graceful fragile physique” Elves may decrease *Magic Number* by two.

“Gnomes possess highly mutable facial characteristics, and many have overly large mouths and eyes [etc]” they may specialize in fellatio.

Half Elves may reduce all figure measures by one or two depending on the parent they most strongly compare to. Increase cup by one step if the (somehow more) well endowed characters of various video games are preferred. Otherwise leave it unchanged.

Half Orcs Increase *Magic Number*, cupsize and penis length by 2.

Halflings in Pathfinder *may* have those hairy little shoe feet, but with feats like “Pass for Human” and “Childlike” the child sex trade must be horrendous in the setting... or at least the Halfling sex trade. Halflings with Childlike cannot have breasts above a B cup (D cup in settings which feature growth hormones or their magical equivalent).

Scale and Sexual Features

Penis Length defaults to 1/12 height. Levels of Large Penis add 50% (up to the maximum the GM permits, though level 3 (13-15 inches) should be *extremely* rare). “Rings” increase even this. Small Penis subtracts 50% or 75% from penis measures and no further subtraction should be possible. (note all percentages affect the base, thus if you have +150% from Large Penis and +50%, then your penis is 3 times its *original size*.)

Alternate Method: Penises may have base measures of (height/15 plus racial modifier) but add the total modifiers of Strength, Constitution, and Charisma (*natural scores only*). This allows a base measure of 5” for humans (actually 6’ tall humans are 4.8) which can be modified by up to +12 through attributes rendering penis traits unnecessary... at the GM’s discretion (and *only*

because of the prevalence of magic), these could still allow for increases of up to +50% of the base measure per step. This allows a maximum length (5+4+4+4+2+2+2=) 23” for a 6 foot and change human.* Penises over about 18 inches for any reason need special pants to accommodate them, worth double the standard clothing cost.

Some characters aren’t Medium, and certainly some monsters are humanoid and functionally feminine. To determine figures for such characters use the Space column of Table 8-4 (PHB) to calculate the ratio of the creature to 5 feet. Multiply by that ratio (10/5 or 2/1 for large creatures) to determine final measures. Small creatures multiply by .75.

“Sex is most comfortable between creatures of the same size category. In circumstances where participants are of differing size category assess a -4 penalty to the roll per size category difference. The GM can make exceptions for creativity” (a character might be able to fellatio another up to 2 size categories higher was the example given in the Book of Erotic Fantasy).

Women are capable of taking in an object of Height/12 plus Constitution modifier (again, her *natural* score) plus half her Sexual Techniques ranks, plus the length allowed by her level of the Stuffing Feat. (maximum 6+4+10+8 for a human).†

Randomized Weight Multiplier

By default, height additions are random and weight modifiers are static... In addition to being unrealistic this makes it difficult to create tall and skinny characters, or short and tubby ones. GMs may allow random weight multipliers instead of the numbers on PHB 170. The table below shows the new height and weight multipliers (remember to apply weight multiplier to the Height Mod roll, then *add* that to base weight):

Random Height and Weight Table				
Race/Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Human Male	4’10	2d10	120	2d4
Human Female	4’5	2d10	85	2d4
Dwarf Male	3’9	2d4	150	2d6
Dwarf Female	3’7	2d4	120	2d6
Elf Male	5’4	2d8	100	1d4
Elf Female	5’4	2d6	90	1d4
Gnome Male	3’	2d4	35	1d4/2
Gnome Female	2’10	2d4	30	1d4/2
Half Elf Male	5’2	2d8	110	2d4
Half Elf Female	5’	2d8	90	2d4
Half Orc Male	4’10	2d12	150	2d6
Half Orc Female	4’5	2d12	110	2d6
Halfling Male	2’8	2d4	30	1d4/2
Halfling Female	2’6	2d4	25	1d4/2

* Some people don’t lengthen much when they get erect, some do. Assume all measures discussed here are erectile measures. Whether or not a penis expands is beyond the scope of this document.

† Women get a slight edge over men, and as a result, the GM may penalize sex with smaller penises due to improper fit. This never happens with Extradimensional Vagina.

Example Characters

- 1) Iona Stonefist (Dwarf Barbarian Method: 4d6k3- Str 17; Dex 16; Con 20; Int 12; Wis 14; Cha 11). 1 level of Large Breasts, and Thick.
 - a. Magic Number is 27 (includes +2 for being a dwarf)
 - b. Bust is $(27+9+5)(+2 \text{ for being a dwarf})=38\text{GGG}$
 - c. Waist is $27+3(\text{thick})=30$
 - d. Hips are $(27+3+3) +1(\text{Perform is Cross Class}) +4(\text{thick})=38$

- 2) Cyndi Walsh Human Prostitute (Rogue) (Method: Heroic NPC scores- Arranged Str 8; Dex 14; Con 10; Int 13; Wis 12; Cha 15). 1 level of Large Breasts and, Calistrian Prostitute.
 - a. Magic Number is 22
 - b. Bust is $(22+4+6)=32\text{DDD}$
 - c. Waist is $(22-3)=19$
 - d. Hips are $(22+2+1)(+3, \text{Perform is a class skill})=27$

- 3) Brocla the Unbalanced (Gnomish Rogue, Method: High Fantasy Point Buy- Str 8; Dex 18; Con 12; Int 12; Wis 11; Cha 18). Charming and one level of Large Breasts.
 - a. Magic Number is 19
 - b. Bust is $(19+4+4)=26\text{GGG}$
 - c. Waist is $(18-4)=14$
 - d. Hips are $(18+4+1)(+3, \text{Perform is a class skill})=26$

- 4) Martha the Buxom (Human Expert, level 3 Method: Heroic NPC- STR 10; Dex 12; Con 17; Int 8; Wis 13; Cha 14) two levels of Large Breasts, the Pleasing Physique feat, Quick Recovery, and Motorboat Choke
 - a. Magic Number is 25
 - b. Bust is $(25+5+4+4)= 38\text{HELLO!}$
 - c. Waist is $(25-1-1)=23$
 - d. Hips are $(25+1)(+3, \text{Perform is a trained class skill})=29$

Advanced Sexual Rules

Skills

Appraise

In Sexual games, Appraise can be used to gauge the target's approximate sexual skill by assessing their composure. The DC is equal to either 10+HD or the result of their Bluff ranks. (and the GM isn't obligated to tell them which just in case they might want to backwards engineer the HD of the creature and assess relative threat.)

Bluff

A specific use of the Bluff skill is seduction. A character may use the Bluff skill, shamelessness and a low cut décolletage to seduce a target. This takes at least a minute of uninterrupted access to the target and is an opposed check of Bluff versus the target's Will save. If the target is not of a sexual proclivity that would be interested in the character, or is the wrong creature type (humanoid vs. monstrous humanoid) there is a penalty of -20. The usual modifiers for the standard use of Bluff apply. Being able to seduce is the bread and butter of most temptresses and most should take this skill to a fairly high level.

Craft

The following items may be crafted by persons who have the appropriate specialization using the standard rules for the task as given on CRB p, 93:

Item	Specialization	DC	Price	Weight
Dildo, Wood	carpentry	10	1 gp/3"	.04/length ²
Dildo, Ivory	carpentry	12	10 gp/3"	.04/length ²
Dildo, Glass	glass	15	10 gp/inch	.08/length ²
Dildo, Gnomish Rubber	alchemy	20	20 gp/inch	.02/length ²
Dildo, Masterwork	varies	20	+100 gp	half
Gnomish Rubber Clothing*	Alchemy	20	150 gp/lb	Varies
Bodysuit	Alchemy	20	750 gp	3
skimpy dress	Alchemy	20	500 gp	2
underclothes/bikini	Alchemy	20	150 gp	1
Cat suit	Alchemy	20	+15 gp	3.1
Transparent†	Alchemy	20	+50%	-50%
Gnomish Rubbers	Alchemy	20	3gp	1/50 lb.
Harlot's Outfit	clothing	15	60 gp	2 lbs.
Quick Release	varies	+5	+50%	same
Sheer†	clothing	+0	+50%	same
Cat Ear band	clothing	+0	+1gp	negligible
Non-Lethal weapon‡	Weapons	-5	+50%	same as weapon
Safety Manacles	locks	Disable Device DC to open	65 gp	same as manacles

The items section has more information on the descriptions of these items.

* This is the closest possible alternative to a "latex fetish". Gnomish rubber may be.

† Clothing marked with a cross allows the use of feats requiring skin exposure

‡ This entry can be used to make a normally lethal weapon nonlethal. Damage type changes entirely and the weapon can do *only* nonlethal damage. Some weapons, such as the riding crop simulate nonlethal weapons. The riding crop is a non-lethal small rapier with a DC of 10 and a cost of 30gp

Diplomacy

Diplomacy is *not* used for flirtation because flirtation is a skill that is more in line with acting friendly rather than actually being friendly. You can still use it to get a good impression saying nice charming things, but those things are not flirty.

Disguise

Fetish is a peculiar thing and amongst the many peccadilloes enjoyed by humanoids (particularly humans) is the enjoyment of dress up. A particular set of clothing can evoke very strong feelings in people. A special use of the Disguise skill is in finding a particular clothing type that someone likes and turning it into a coquettish outfit of lust inducement. If you succeed at a Disguise check, you gain +2 to any Perform [Sexual Techniques] checks with that target.

Perform [Dance, Erotic]

This skill is more about taking off clothes than about actual dancing. Oh sure, you do swing legs around, and shake that thang, but even that can only loosely be defined as dancing (doin' a helicopter, now that's dancin' but... that's not sexy). In any event, nice DMs can allow you to use both erotic dance, and sexual techniques (once to get customers in the back room, and the other to perform more explicit acts) for double earnings, but if he does, this is *very exhausting, and requires 1 week of rest* to overcome. It includes pole dancing if it is allowed in your particular campaign. A typical dance worth a copper lasts 1d6 minutes.

Perform [Flirtation]

Flirtation is more of a performance than a form of diplomacy... sure you *can* use it to influence the attitudes of others much the same way you can use Sexual Diplomacy, but its primary use is to get dates, dinners, and drinks paid for on your behalf. Roll a check every time you go into some establishment. The total determines the amount paid on your behalf exactly as other forms of perform would determine the amount you earn for playing music or having sex. Note that if you drink libations provided for you, it may render you unable to actually charge for any sexual techniques you are bound to perform later. If on the other hand you still have your mental faculties, the GM may allow you to charge.

Perform [Sexual Techniques] (Cha)

You are skilled in a special type of performance that doesn't take place in public but still has something of an audience in larger towns. The audience you impress is impressed one member at a time (unless you have the Orgy feat, see *Ensemble*). You earn money daily as a standard performance but this skill assumes that you attempt to attract clients all day.

Perform is used because of the increased variability over Profession: Prostitute. Profession can get a gold per day at DC 14 but this only works if characters have a single encounter during the day (or possibly 10 massages or hand jobs). It takes DC 30 to get 2 clients a day (15gp/week). With Perform DC 20 gets you around 1-3 gold per day (but random) DC 25 guarantees 1d6 gold daily (25 gold weekly on average) and DC 30 grants an average of 10 gold per day. This more accurately reflects the fickle nature of the average Soiled Dove's clientele.

DC	Money	Weekly Average	Task
Combat Maneuver	N/A	N/A	Dick Choke or Motorboat Choke
10	1d10cp	38.5cp	simple sexual maneuvers; exhibition
12	""	38.5cp	Anal, Oral or Mammary
15	1d10sp	38.5sp	Dexterous or Strenuous moves
20	3d10sp	115.5sp	Deepthroat or Pounding (facial or vaginal); Roughness
25	1d6gp	24.5gp	Vadavaka or Fisting/Stuffing
30	3d6gp	73.5gp	Karezza
Partner DC modifiers			
+2	N/A	N/A	Partner is a monstrous humanoid, fey, or dragon
+5	N/A	N/A	Partner is a monstrous humanoid, animal, sentient plant, or vermin
+10	N/A	N/A	Partner is an aberration, magical beast, ooze, or outsider
+20	N/A	N/A	Partner is a creature without living nerves such as an undead or construct, or the means to convey joy, such as a nonsentient plant.
Customer Incentives affect check result.			
Check Result Mod	Money	Weekly Average	Task
+2 per person on a train	+20%	+20%	Trains- Your ass is cheaper in bulk. You don't take a penalty other than being fatigued or exhausted from the first one when you start on the next one (see Coffee and Allnight). Though it is more fatiguing to run trains, each person provides 20% more income and a +2 check result boost.
-	See info		Each Coworker-The Aid Another action grants +2 for each roll of 10 or higher that your assistants make (using the Orgy feat). This direct increase to your skill roll can increase the monetary gains you and your brothel make on average but you can only have 7 Aid Another attempts per day. You may also assist your fellow working girls in their endeavors. The GM may speed things up by assuming half of any Aid Another maneuvers succeed (thus granting +1 per Aid Another attempt).
-2	+50%	+50%	Circumstantial Fetish- The character may seek out those that have similar fetishes to their own, or may continue having sex with pregophiles while impregnated. It is easier to please a partner that has a fetish you also have, and to please a partner that has a fetish you automatically fill by your current circumstance.
+5	+50%	+50%	Unusual Fetishes- It is easier to make money if you openly indulge customers in their fetishes. Characters doing this are able to meet higher DCs and gain +50% over the normal amount for the increased DC. Each of the client's fetishes indulged increases all inhibition reduction by one point on any success and adds 50% to your earnings.
-2	+20%	+20%	Multiple Partners- having sex with multiple individuals is more difficult since you have to split your attention
-4	+40%	+40%	"Crossed Swords" you take -4 per extra penis accommodated in the same orifice. This may be reduced or eliminated by the Stuffing Feat. Extradimensional Orifice allows you to accommodate a number of penises equal to the maximum number of people you can be adjacent to,
-2	-20%	-20%	Trade Favors- You reduce or eliminate the bill of some patron on a given month in exchange for a one time NPC Boon. Whether or not you succeed at the action or not, you still reduce your earnings by 20%

Dick Choke or Motorboat Choke-see the feat of this name.

Simple Sexual Maneuvers- Maneuvers that don't require much imagination like missionary or doggy style. Includes masturbation, fondling, and kissing.

Anal Oral or Mammary sex isn't any more complicated than DC 10 but the higher DC reflects that these maneuvers aren't public knowledge where graphical pornography isn't common. Additionally, lubrication for Anal is easy to overlook and some performing oral sex have difficulty suppressing their gag reflex thus reflecting the added difficulty. Masturbation may also be less than public knowledge.

Dexterous or Strenuous moves- use DEX or STR in place of CHA at the GM's option. Such moves that require the male to support the female's weight entirely or that require considerable flexibility on the part of either participant such as those best described as The Superman (The man holds the woman's weight up by her arms as she clings by the legs to his waist) or The Longbow (The woman holds her legs perfectly vertical as if doing the splits).

Deepthroat/Pounding/Roughness- It is difficult to suppress ones gag reflex sometimes and this leads to reduced satisfaction on the part of the man, thus both maneuvers are the same difficulty. With pounding it is DC 20 because failure carries the risk of dealing your unarmed damage to your partner. You can't take 20 if you're attempting to pound because of this extra risk unless a class feature allows you to do so. The same goes for roughly fondling your target, BDSM, etc, which may carry the added risk of dealing damage with a weapon (paddles are treated as clubs, riding crops are treated as small rapiers* that deal nonlethal bludgeoning damage and whips need no special rules).

Characters with an evil component in their alignment, as well as those with a lawful component may be sexual masochists at their player's option. Doing so means they reduce inhibition (get aroused and orgasm faster) by the amount of nonlethal damage they take in a sexual act. Characters with a non Lawful but Evil component may instead be sadists (sexual or otherwise) and lower inhibition by the amount of damage (nonlethal or otherwise) they *inflict* in a sexual act. Chaotic characters are more accepting of social taboo in general. Lawful Good characters *can have sex*, but they cannot violate laws or social norms to do so, they must accept marriage, age, abstinence, and relation as boundaries to certain partners and never "violate" their partners, pretend or otherwise. Doing so violates their code of conduct (the abstinence clause may not require the paladin to *be abstinent* but if his potential partner declares that she is, he *must* respect that).

Vadavaka- Also known as The Snapper or Milking, involves very fine vaginal muscle control.

Karezza- Characters who've just had an orgasm may attempt to return to the plateau phase with a DC 30 check instead of the excitement phase.

Sexual Diplomacy- a novel use of the Perform [Sexual Techniques] skill is to influence a partner. The DC to influence the target depends on their current attitude and the degree of the shift you intend. if the performance is subpar, attitude is reduced by 1 step, while routine performances maintain attitude, and so on up to exceptional performances which automatically raise attitude to Helpful. Hybrid humanoid creatures such as centaurs, medusae, and minotaurs can be influenced by it, while animals cannot. The action takes several maneuvers, only ending in the "Resolution Phase" of an encounter which is achieved by performing various maneuvers that reduce the inhibition of your partner. You may use your highest roll throughout the entire encounter to determine attitude. Using Perform [Flirtation] to flash your partner or [Dance, Erotic] can reduce inhibition to the Arousal phase before the action starts.

* They can benefit from Sexual Finesse, and Arousing Sneak Attack. See the Dominator class in *Shards of Eros* for more information.

People who willingly have sex with you should at least be indifferent, but exceptions exist, such as jaded prostitutes or spouses who are currently angry. This use of the skill is not intended to justify or condone rape! It is merely included as an adjudication on the use of sex as an influence skill (which if you're good enough or your partner sucks, it can be).

Starting Attitude	Final Attitude DCs*				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	10	15	20	25	30
Unfriendly	5	10	15	20	25
Indifferent	0	5	10	15	20
Friendly	0	0	5	10	15
Helpful	0	0	0	5	10

Each shift in attitude lasts 1d4 days, but if you can maintain the new attitude more than a month or so, the GM may declare that it is permanent. Be wary however, as this is something of a "relationship" and it needs something besides sex to be sustainable, and if one partner cuts the other off without either party having another reason to stay, the attitude shifts back to its original status over the course of 1d4 days per step. A Diplomacy check DC 10 is required to maintain the relationship (Sexual Techniques can be used here). Gifts, dates and so on, can add a bonus. If the relationship has produced a child, the diplomacy roll gets +10 for the purposes of determining whether the relationship is maintained, but not for the purposes of determining actual attitude.

If a breakup is imminent, the other person will leave at Indifferent attitude if possible, but if forced to stay may end up becoming Hostile or Unfriendly.

Special: You may purchase feats that allow you to use other attributes with this skill. You may also specialize in one specific technique (doggystyle, oral, anal, 69, etc), gaining +2 to use that maneuver, but -1 to all others. This bonus is increased against characters that have a fetish for the type of sex you perform, or things you implement in your sexual acts. See Fetish later.

Profession (Courtesan)

This skill is just another skill that allows PCs and NPCs alike to earn half their check result in gold pieces per week, or twice the result per month. It represents the ability of the professional to be entertaining. This doesn't have to be sexual, but sometimes it can be.

Profession (Madam or Pimp) Wis(Trained Only)

By default you make money based on half your check result in a given week, though the rules for brothels expand greatly on the standard system. As a Madam or Pimp you make money based on your take of their earnings (in exchange for room and board), however you may influence this by offering customer incentives. This requires a Profession check depending on how alienating the task is. On a failure, you lose 2% of your girls multiplied by your margin of

* Add the target's Charisma Modifier to the DCs shown. For DC 0, *only* apply the target's Charisma.

failure (in this regard Profession represents loyalty).

DC	Task
Varies	Making Money- You charge each prostitute (your check result + her check result) in silver pieces per week earning about 36 sp for check results around 18, or 144 per month. 144 x 3 prostitutes nets 432 silver pieces, which is sufficient for average cost of living. This assumes a 4 week month. Games with different calendars such as <i>Shards of Eros</i> will use different calendars.
N/A	Charitable Contribution- You actually lose money, but your expenditure on conspicuous work for the local community makes your girls earn more. Add +1 per 100gp spent to their Sexual Techniques roll for the month but if you didn't use the contributions from last month's profit it must come out of this month's
10	Rumor Mill- You may make a Diplomacy check to gather information at the highest skill within your brothel and gain information appropriate to the results of that check, but failure represents that some clients or prostitutes had problems with the breach of trust.
10+Prostitute Level	Hire a prostitute of a given level. Add the settlement's Economy and Crime to the roll (representing the availability and moral slant of the potential employee), but subtract its Society and Law (representing the need to avoid the law and the attitude of the population)
15+	Trade Favors- You ask your prostitutes to work in return for favors from those in positions of influence. Your prostitutes earn 20% less and a failed roll costs you some of your girls. Your establishment as a collective gains 1d8 NPC boons for each 10 of its members. For every additional -20% to income you can trade 1d4 more favors but the DC of the check is increased by +5 for each 20% of income lost this way.
20+	Extra Hours- The typical workday is assumed to be 8 hours, but you can work your girls for an extra 1-4 hours. Each extra hour increases DC by 2 but your girls earn +10% per extra daily hour.
25	Indulge Them- You encourage your girls to allow clients to do things they wouldn't otherwise do increasing earnings by 50% as your girls treat their customers special.
Varies	Punishment- You make an example of one of your women. The severity of punishment determines an earnings boost but one girl is taken out of commission for one month (forever if killed). Flogging or Stocks: Your other girls get +2 on their Perform rolls as they work harder this month. This requires a lawful or evil component. DC 25. Execution: You kill one of your girls, the others get +5 to their rolls this month and +2 to their rolls the month after. This requires an evil component DC 30, succeed or fail, the girl dies.

Sexy Feats

Some feats are preexisting in Pathfinder while others come from the BUCK, or BoEF, and still yet are Encyclopedia Nymphology, and the Quintessential Temptress. They have been modified to fit a game heavy in vices (sexual or otherwise). Anything that works by sacrificing spell slots also works by sacrificing extracts. Anything that uses up spell slots one or more levels higher increases extract levels by a like amount. Any feat that requires spell slots also works on Arcane Pool.

Addictive Coitus

Sex with you causes a moderate addiction.

Prerequisites: The attribute your Sexual Techniques skill is based on must be 25+

Benefit: When you have relations with others, you can induce Nymphomania (see the end of this section for details) with a DC to save equal to 10+your Sexual Techniques Ranks.

Normal: You must drive your partner to Sexual Delirium to make them nymphomaniacs.

Aroused Casting [Metamagic]

Exchange all other spell components for sex.

Prerequisites: Eschew Materials

Benefit: You don't need to make concentration checks to cast while having sex. Additionally, gyrations made during sex count for any Somatic components while moans count as Verbal

components. This doesn't *technically* eliminate the need for those components so Still Spell and Silent Spell aren't appropriate.

Any "Focus" or "Divine Focus" requirement is met with the loss of inhibition. Furthermore, each spell may require 1 point of inhibition per level of the spell, and casting times are replaced with inhibition costs (for example a 5th level spell that takes 10 minutes instead requires 50 points of inhibition loss), which can be taken from both the caster and any partner(s) that she is having sex with. To determine the inhibition lost in a single round, divide margin of success by 10.

A caster may add any inhibition loss caused by his Pink Tentacles spell to the casting cost of any spell he casts after Pink Tentacles becomes active.

Any material cost that exceeds the normal cost associated with Eschew Materials is still required for casting the spell.

Normal: Casting a spell during light sex is Vigorous Motion (DC 10+Spell Level against Caster Level+Attribute) while "Pounding" is Violent Motion (DC 15+Spell Level), and nonlethal damage (such as that taken while indulging a partner's sadism fetish) counts as normal damage for concentration purposes.

Arousing Sneak Attack [General]

You can use your sneak attack to arouse, instead of killing.

Prerequisite: Sneak Attack, BAB + 5, Improved Unarmed Strike

Benefit: You may use your sneak attack ability to induce pleasure by hitting erogenous zones. You roll a normal attack roll and if you hit convert damage to nonlethal damage. You reduce your target's inhibition by the amount of your sneak attack damage. This may force them to skip stages of arousal. You are incapable of performing an arousing sneak attack on yourself since you're always aware of yourself and can't deny yourself your own dexterity bonus without being bound and rendered unable to administer the arousing sneak attack in the first place.

Back Alley Business

Working on the street has a certain... rough quality to it. Things are far from charming and it takes a special kind of person to make the best of the street life and get the most from it. The best of these have the strength of a (female) lion, the fortitude of well-crafted armor and the foul mouth of the roughest sailor.

Prerequisites: Intimidate 4 ranks, base attack bonus +3.

Benefit: Hardening to the savage requirements of life on the street the character gains +2 to her Bluff, Diplomacy and Intimidate checks while working in a street environment, and additionally gains +2 to her Perform rolls when working the docks and alleys for money.

Bukkake Mode [General]

You paint the whole room white when you do it.

Prerequisite: Fertile, Sexual Techniques 10 ranks

Benefit: You seem to squirt gallons of semen all over the room (optionally females might gain a feat called Cytherea Mode, a female may squirt 1 foot per 2 points of her total Sexual

Techniques score). If you are inside your partner's vagina when you orgasm, no roll is necessary on your part to impregnate, though you are still at the mercy of your partner. If you ejaculate on your partner, you can be assumed to take 1d8 rounds to finish, with each round emitting 1d6 strands of ejaculate (each being about 3 ml). for simplicity, you can multiply the results of 1d8 and 1d6.

Childlike [General]

Your resemblance to a human child tends to make others trust you, perhaps more than they should.

Prerequisites: Cha 13, halfling.

Benefit: You can take 10 on Bluff checks to convince others you are telling the truth, so long as your story makes you appear innocent. You gain a +2 bonus on Disguise skill checks to pose as a human child, and ignore the check penalties for disguising yourself as a different race and age category while doing so.

Special: Characters who purchase Childlike cannot have a cup size greater than B unless the game features some sort of growth hormone or magical equivalent. Consult your GM to determine if this is possible*. This feat cannot be taken after the start of the game by someone with a larger cup size and if taken at 1st level, cup size automatically reverts to B if normal calculations would make it larger. This feat prevents any mutations from occurring later that would mitigate the realism of this feat, such as the Dragon Disciple or the Lactation cup size increase of the Surrogate Mother class.† If a class feature grants a bonus as a primary effect, but also increases cup size, the GM may allow the character to retain the stat bonus.

Classy

The character has ideas far beyond her station and ambition to match. She has cultivated her accent, her dress sense and her appreciation of the finer things in life ready to maximize any opportunities she might have with the rich or well regarded. Unfortunately, she is still a bit of a slut – but this disposition may help in the right circumstances.

Benefit: Characters with this feat gain a special bonus when dealing with the upper classes and nobility. She gains +2 to any Bluff and Diplomacy checks and gains +2 to her Perform rolls when trading sex with her social betters. Some of the lower classes may defer to someone of authority and class if they do not know she is actually just an ambitious tramp.

Contortionist

You are incredibly flexible and can do amazing things with your body

Prerequisite: Dex 15+

Benefit: When rolling against a sexual skill such as Profession (courtesan), or one of various Perform skills, you may apply your dexterity bonus in addition to the normal attribute bonus for that skill. If you already have Sexual Finesse, you gain +2 on top of that bonus.

* In my *Shards of Eros* campaign for example, Druidic Fertilizer on crops has extended this. See that book for details.

† See *Shards of Eros*.

Cosmopolitan [General]

Living in large, exotic cities has put you in touch with many diverse civilizations, cultures, and races.

Benefit: You can speak and read two additional languages of your choice. In addition, choose two Intelligence-, Wisdom-, or Charisma-based skills. Those skills always count as class skills for you.

Special: You can also use it on Perform [Sexual Techniques] regardless of its attribute because those skills are likely to see fruition in Cosmopolitan societies.

New Settlement Modifier- Cosmopolitan: The society has a large variety of people. The increased variety of customs makes the legal system more relaxed. (*Economy +1, Law -1, Society +1*)

Dazzling Display (Ahem!) [General]

Not to be confused with the similarly named Combat Feat, characters with this feat have particularly skillful control over their cleavage.

Prerequisite: Sex Appeal

Benefit: as an extraordinary ability You can use your bust to distract others-after putting on a bit of a teasing display, such as leaning low over a bar those attracted to your gender in a 15 foot cone must make a Will save (DC 10 + Character Level) or become *dazzled* for as long as you actively concentrate on the effect and perform no other maneuvers. As a side benefit of this you may make a Flirtation check at +1 against anyone dazzled by your display. Dazzling Display (Ahem!) can be used a number of times per day equal to 3+(Charisma Modifier)

Special: A bard with this feat is not limited in the number of times per day he can use this feat. Instead it counts as a round of Bardic Performance with a visual component.

Dick/Motorboat Choke [General]

Depending on whether you are male, female, or hermaphrodite you may use one or more body parts to choke others.

Prerequisite: A cup size that exceeds DD, or penis length longer than 8", Base Attack Bonus +1.

Benefit: Whenever you grapple an opponent you may use any body part that meets this feat's prerequisites to attempt to cause someone to suffocate. Normally this requires a Combat Maneuver check, but if your Sexual Techniques skill is higher than your CMB you may use it instead. If you beat their CMD they must roll to avoid suffocation (CRB p. 445). This provokes an attack of opportunity unless you have Improved Grapple.

Normal: Grapples use CMB and provoke an attack of opportunity.

Divine Beauty [General]

You may channel energy into your beauty.

Prerequisite: Channel Energy Class Feature, cha 13+

Benefit: By using one of your Channel Energy attempts per day you may channel divine energy into your beauty. You increase your charisma by 1 per 1d6 of your normal Channel Energy damage. This bonus lasts 1 minute per level of all classes you possess that grant Channel Energy.

Divine Virginity [General]

You have dedicated your body solely to your god and refrain from any sexual practices. You must abstain from all sexual and intimate physical activity.*

Benefit: A character with this vow takes it to an extreme, refusing to even share a room with another person, or sleeping on the opposite side of a camp from other people in a group. A celibate character is not allowed to touch others or have others touch him (including touch spells from allies). Striking enemies in battle or being struck by enemies is not prohibited, but the character shuns all peaceful or pleasurable contact.

If you are divine caster you gain an additional spell slot of the second highest level you could cast. (Orison on first level, 1st level spell on third and so on.)

A monk with this vow increases his *ki* pool by 1 *ki* point for every 5 monk levels (minimum +1).

If you are not a divine caster or monk, you gain the ability to cast *protection from evil* or *bless* once per day with you as the only affected creature. Your caster level for the purposes of this spell is your character level. If you willingly engage in sexual activity you permanently lose the effect of the feat and risk 1% per your character level chance of being a recipient of a curse. If you are raped or engage in sexual activity while under the effect of mind controlling magic you have to perform atonement before you continue to enjoy the benefits of this feat. Followers of the faiths that encourage promiscuity cannot take this feat.

Endurance

This feat works much like it does in the core rules but has additional effects:

Extra Benefits: The endurance feat also applies to any roll to resist orgasm and sexual fatigue.

Ensemble (Teamwork)

You can create an ensemble of skilled and amateur performers to aid you in your performance.

Prerequisites: Perform 5 ranks

Benefit: When you are performing, allies within 20 feet who also have this feat can aid you with your Perform checks (including those made as part of bardic performance) as if they were aiding another as an immediate action. The allies make their aid another rolls before you make your check. Allies aiding you do not need to use the same category of the Perform skill that you are using in order to aid you.

Special: If you possess one or more levels of the bard class, you can choose any one ally within 20 feet that doesn't have this feat to be part of the ensemble. The ally is considered to have the ensemble teamwork feat for the purposes of aiding your performance. An alternate version of this feat exists called Orgy. If using Orgy, the only eligible skills are Perform [Sexual Techniques, Flirtation, or Erotic Dance,] and Profession (Courtesan, Madam, or Pimp). As with the standard Ensemble, other Orgy participants may use any eligible skill.

* This is an expansion on the vow of "celibacy" in Ultimate Magic

Esoteric Erotica

You have taken a special interest in the sexual proclivities of the more... peculiar denizens of the fantasy world. Forbidden texts have been studied and the mothers of plane-touched children have been talked to. Thanks to this you have an unrivalled understanding of the anatomy and tastes of the beings from other planes and the non-humanoid sentient beings. Understandably, many find this interest distasteful and may end up calling you all manner of names and treating you like trash (except those that want to talk shop).

Prerequisite: Knowledge (arcana, dungeoneering, or the planes) 5+.

Benefit: The tentacle obsessed freak-bag suffers no DC increase for having sex with aberrations, magical beasts, and outsiders which have tentacles. Furthermore she gains a special +2 bonus to her Sexual Techniques checks should she ever be in such a position to do so. Unfortunately her reputation as a total freak means she is unlikely to get anywhere with normal humanoids from the material plane if they so much as catch a whiff of her peculiar interests (normally -2 among those that know, but the GM may allow True Love to mitigate this).

Normal: You take a penalty to have sex with non-humanoids based on their creature type.

Extradimensional Orifice

Prerequisite: Sexual Techniques +15, Take the Stuffing feat twice, able to cast *Create Lesser Demiplane* (*Ultimate Magic* p. 214). 17,500gp

Benefit: Through the use of extradimensional magic, you are able to accommodate any creature whose penis length is less than your full height, or partially accommodate those that are longer (but less than your girth^{*}). You never suffer penalties for size difference, and the muscles of the Extradimensional orifice always contract for a snug fit granting a +2 circumstance bonus for comfort. This stacks with any bonuses gained through specialization or other feats. In addition, you may eject any object from your vagina as a standard action as the spell *Create Lesser Demiplane*. If your extradimensional orifice is destroyed by *limited wish*, *mage's disjunction*, or *miracle*, during a sexual act, you suffer damage equal to (creature's CMB-your own CMB)d6. You no longer need to roll to determine if you had a successful childbirth; this is automatic for you.

Fertile

Prerequisite: Fort+2

Benefit: You always gain the benefit of *personal fluidic enhancer* (+5 to Fortitude saves to impregnate or become pregnant. Females can choose whether they are "squirters" upon taking this feat in addition to this bonus). This feat is cumulative with ongoing spell effects. This is not a magical effect, and won't fade if you enter an area of anti-magic or null magic, or if you are subjected to a dispel effect.

^{*} Assume 1/5 its length is its diameter; unless the creature has a reach statistic, then assume 1/5 normal reach appropriate to its size is its diameter.

Horny Ray [General]

Your arousal allows you to produce a lethal blast of stimulation.

Prerequisite: ki pool (or a variant), Channel Energy, or Arcane Blast, Perform [Sexual Techniques] +7

Benefit: Once per encounter you may cause a line of stimulating energy to erupt from your hands (or any body part that seems appropriate) that will cause damage (see below). This line travels up to 5 feet per 2 full points of skill (*not* ranks). This feat increases the range of a female's normal ejaculate if she has Cytheria Mode. In addition to damage, all creatures targeted by the line, that are able to become aroused, must succeed at a will-save vs. your skill (including all bonuses) or suffer inhibition loss equal to the damage dealt. If they fail by 10 or more, inhibition loss is doubled.

Special: Damage depends on the feature used. If using Channel Energy or Arcane Blast, the damage is equal to half those features plus inhibition loss. If using Ki, the ray costs 4 ki points and deals your unarmed strike damage plus your current inhibition loss. For example if someone who has 4 inhibition per level is in the Plateau Phase with 2 less inhibition, they have lost 10 inhibition. Damage is half their channel or blast damage plus 10 or their monk damage plus 5.

Horny Burst

Your horny ray has a blast radius

Prerequisite: Horny Ray, Sexual Techniques 10+

Benefit: You may expend an additional 2 ki points, or spell levels to affect a 30 foot radius. If using Channel Energy, you may sacrifice channel dice to add your standard radius back onto the attack.

High Tippers

The character knows just what to do in order to extract the maximum tips with minimal effort. In practical terms, this means that the character can increase her income considerably by being a steaming hussy.

Prerequisite: A willingness to do just about anything for cash.

Benefit: You make 50% more from Sexual Techniques (multiply the earnings roll for the appropriate DC by 1.5) checks and have a reputation as the sort of person who will be buried in a 'Y' shaped coffin (this reputation has both a bonus and a penalty depending on who you're talking to, so it cancels out).

Improved Pleasure Touch [Metamagic]

Prerequisite: Pleasure Touch, Sexual Techniques +10.

Benefit: You raise the DC to resist your pleasure touch by 6. Inhibition loss is reduced by 2.

Kiss Spell [Metamagic]

You can cast a spell by kissing the target.

Prerequisites: Still Spell, Silent Spell, Eschew Materials

Benefit: A Kiss Spell is considered to be affected by the Still Spell, Silent Spell, and Eschew Materials Metamagic feats, but faces some restrictions. In order to cast the spell, you must kiss the victim for a full round, with you beginning the kiss on your action and the spell taking effect on your action next turn, assuming you release the kiss then. Kissing a victim who is not willing to be kissed requires the caster to succeed at a Grapple check each round the kiss is maintained. Since no damage is actually made during this grapple, the check to hold the victim is made at a +2 circumstance bonus. However, a kiss spell only affects the victim - Area spells cast this way affect only the target kissed. A kiss spell takes up a spell slot two levels higher than the base spell.

Multiorgasmic [Metamagic]

You can keep it up longer.

Prerequisite: Spell Slots, Ki Points, Grit Points, or Hero Points

Benefit: By spending one spell slot, ki point, grit point, or hero point, you automatically succeed in your fortitude check to keep going after your orgasm (and don't become fatigued or exhausted). You return to the Plateau phase of arousal You may choose to activate this feat after you roll the save but before its results are revealed. This feat was originally in the BUCK (Still Standing) and only worked on males.

Normal: It takes a DC 30 Karezza check to return to the Plateau phase.

Naked Fighting [General]

Prerequisites: Sex Appeal

Benefit: You fight naked, or nearly so. While this denies you protection of armor, other than magical bracers and jewelry, it is extremely distracting to your opponents. All appropriate (see sex appeal feat) enemies who have you in their line of sight suffer -2 on their Attack rolls and Initiative. This penalty is non cumulative and several characters using this feat will not cause additional penalties to the opponents who can see more than one of them. (Originally called Body to Die For in BUCK.)

One Big Erogenous Zone

Women already have a multitude of erogenous zones, varying in emphasis and sensitivity, a whole range like a piano keyboard of sensation. Men have one. The character with this feat has increased the sensitivity of all her erogenous zones so that the slightest touch, in the right situation, can make her gasp, even if it is just holding hands.

Prerequisite: Perception +1 or higher (even untrained), female.

Benefit: Any of the character's sexual partners gain a +2 bonus to their Sexual Techniques checks to do a good job as even the clumsiest brute cannot help but turn on a character with this feat. This has benefits to both the enjoyment of the character and the ego of her lover.

Orgasmic Trigger [Metamagic]

You connect a creature's orgasm to some spell effect.

Prerequisite: able to cast 2nd level spells.

Benefit: You are able to postpone the setting in of a spell effect until the subject of the spell orgasms. Casting the spell, that should be triggered, must be cast normally beforehand and has

to be transmitted to the subject of the spell via a kiss or even sex. The base price of a orgasmic triggered spell is its spell level multiplied by its caster level multiplied by 50 gp.

When the character sets a triggered spell, the character makes any choices that the character would normally make when casting the spell.

Any set spell that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, the character must expend the material component or pay the XP when setting the spell.

This feat may be used on spells that would be delivered other ways, and those that would have another delay. For example, an Orgasmic Delayed Blast Fireball will not go off in 5 rounds unless the target has an orgasm in 5 rounds. Such a spell would also not create the glowing bead that it would normally create.

Pass For Human [General]

You're easily mistaken for a human rather than a member of your own race.

Prerequisite: Half-elf, half-orc, or halfling (see Special).

Benefit: You receive a +10 bonus on Disguise checks to disguise yourself as a human, and do not receive the penalty for disguising yourself as a member of another race when you do so. In areas largely populated or settled by humans, you can take 10 on your Disguise check, meaning most people tend to assume you are human unless given a reason to think otherwise.

Special: a halfling doesn't need to have Childlike if humans exist with genetic Dwarfism.

Pheromone Secretion [General]

You can make your body smell like exciting perfume.

Prerequisite: Spell Slots, Ki Points, Grit Points, or Hero Points

Benefit: as long as you have at least 1 of the associated points, you get +1 on Diplomacy or Bluff rolls made to seduce someone who is attracted to your gender.

Pleasing Physique [General]

Your amazing body gets you lots of customers.

Prerequisite: applied attribute bonus +1 or higher

Benefit: You may use the higher of Constitution or Charisma for any sexual Perform rolls (Erotic Dance, Flirtation, or Sexual Techniques). Characters with Pleasing Physique subtract 1d4 from their waist measure, and add 1d4 to their bust and +2 to their cup size. If you possess racial traits or class features that affect Charisma based skills, they apply to skills modified with this feat.

Normal: All performances are normally based on Charisma.

Special: Men, or half orcs, constructs, or half constructs of either gender may add Strength to the list of attributes this feat can be applied to (orcs can too, but they're not playable).

Pleasure Touch (modified due to absence of Psionics) [Metamagic]

You can charge parts of your body with energy that causes pleasure.

Prerequisite: Spell Slots, Ki Points, Grit Points, or Hero Points, Sexual Techniques 5+

Benefit: You got to make a touch attack and sacrifice one spell slot or one of the various types of points. You add +1 to inhibition loss you cause your opponent per level of the spell (or per point of the various other prerequisites) sacrificed.

Quick Recovery

You recover from sex more quickly.

Prerequisite: Endurance

Benefit: ~~Each time you take this feat you may halve your fatigued recovery time.~~ Ultimate Combat suggests that Quick Recovery should automatically allow a recovery time of 15 minutes or being subjected to a healing spell (the Unbreakable fighter archetype gets it free at 11th level). Additionally, you gain your standard Endurance bonus on checks to resist sexual fatigue.

Normal: Fatigue recovery times are switched: Fatigued takes 1 hour, and Exhausted takes 8 hours.

Restful Slumber

You have learned to specialize in loud, energetic, exhausting, howling rock star sex* that is as punishing on its participants as it is on the mattress and the bed frame. You are able to leave your partner a wreck that is likely to fall into a deep, hard slumber the very moment you climb off him to have a cigarette. Needless to say this can be very useful to someone who combines sex and thievery.

Prerequisites: Con 12+, Pleasing Physique, Sexual Techniques 3 ranks.

Benefit: With a successful Sexual Techniques roll, you may induce a *sleep* effect on your partner (Fort DC= Your Check Result). If he fails, he immediately falls into a deep, peaceful but possibly slightly bruised, slumber and remains in that state for eight hours barring being forcibly woken. This is both a sleep and an exhaustion effect and is negated if the target is immune to either.

Satisfied Glow

Sex gives you a little pep in your step

Benefit: Whenever you have sex, you gain temporary charisma equal to the number of orgasms you had. This temporary charisma dissipates at a rate of 1 point per hour.

Sex Appeal (General)

You are sexy enough to drive a person to distraction.

Benefits: You gain Skill Focus (Flirtation). In a situation where you can bring your physical and mental charm to bear, you can gain an advantage over those attracted to you. All people in your presence distracted by your wiles receive a -2 penalty to Appraise, Listen, Sense Motive, and Spot checks. In addition, you gain a +2 circumstance bonus to Bluff, Diplomacy, and Pick Pocket checks against all such victims (you can grant your ally this bonus if he has Team Pickpocket, or use it on yourself with Bluff to assist). Distracting someone with your wiles requires you to consciously use provocative mannerisms, clothing, or conversation on a target (the Perform [Flirtation] skill) whose mental structure allows them to be attracted to you. If

* Not porn-star sex, which usually takes a few minutes per take, and only the guy gets off.

they notice any hostile action towards them on your part, the effect is immediately broken. This secondary function replaces the +6 to skill gained at 10 ranks.

Sexual Energy [Metamagic]

You may use sexual energy to restore spells.

Prerequisite: Aroused Casting, and either spell slots, ki points, grit points, or hero points,

Benefit: You are able to convert the energy set free during your sexual activities into spell energy. Each orgasm during a sexual encounter returns 1 spell level (or other feature that activates your sexual abilities). You can use multiple orgasms to restore higher spell slots. An all night sex fest restores all spells (rather than calculating the number of orgasms) but leaves you exhausted.

Sexual Finesse [General]

Your sexual prowess comes from your wide range of motion, and finite muscular control rather than from your ability to woo your partner.

Prerequisite: Dex bonus +1 or higher

Benefit: You may use Dexterity for sex based performances rather than charisma.

Normal: All performances are normally based on Charisma.

Sexual Healin' [Metamagic]

You can channel your energy during sex and don't lose a use of it.

Prerequisites: Aroused Casting, Channel Positive Energy *or* Lay On Hands Class Feature.

Benefit: You may heal others participating in sexual encounters with you by channeling your positive energy. This is a slower release of energy than either Channel Energy or Lay on Hands. Instead of fiddling with the specific point averages or maximums or other minutiae, you cause healing (with or without a mercy as appropriate to the ability used) equal to the inhibition loss that *you specifically cause* with sexual maneuvers in a given encounter. Any mercy you possess may also be chosen. The energy dissipation is so gradual with this process that it doesn't consume a use of the associated class feature.

Normal: using the associated class feature depletes your ability to do so but doesn't take several minutes per use.

Shank

You're a huge slut.

Prerequisites: Upon selecting this feat you must willingly take Nymphomania and one single fetish that your alignment does not prevent you from taking.

Benefit: You may specialize in more than position or type of sex, gaining +2 for that specialty without suffering -1 for other uses of Sexual Techniques. You may use this feat to eliminate penalties for extra partners, each time it is selected, add 1 to your maximum number of partners (starting with two partners and going until you stop selecting the feat). This feat may be earned multiple times, each time add a fetish, or partner, and a specialty, and add a further +1 to previously selected specializations.

Special: If you also have Two Fisted Technique, eliminate the -2 penalty associated with that feat. This feat may be selected up to 5 times, each time it adds a different specialty or additional partner.

Sterile/Barren [General]

You can neither sire nor have children.

Benefit: You are fully capable of having sex and even enjoying it, but don't need to worry about Post Orgasmic Woes. If you're a male, you can (optionally) shoot semen but it contains no sperm. This allows for the full enjoyment of sex. Realistically an impotence version also exists but this isn't worth burning a feat on... it might be considered a social "flaw" for the purposes of gaining Traits.

Stuffing

You can accommodate large objects into your orifices

Prerequisite: 5 ranks in Sexual Techniques

Benefit: You may eliminate -4 in penalties associated with accommodation of large objects into your mouth, vagina or anus per level of this feat. This translates directly to inches that you can accept... that is for every -1 you eliminate in penalties you may add +1 to the length you can accept. Naturally, more than two levels of this feat are not permitted, however, see *Extradimensional Orifice*.

Strong Pheromones [General]

Your pheromones are very powerful.

Prerequisite: Pheromone Secretion

Benefit: The bonus to seduction attempts increases to +3. If you have 10 or more ranks in Diplomacy the bonus increases to +6.

Tantric

Prerequisite: Int or Wis 13+

Benefit: You may use the higher of your Intelligence or Wisdom in place of your charisma for sex based performances.

Two-Fisted Technique

Prerequisite: Dex 15

Benefit: in a regular DnD game you'd have Two Weapon Fighting. If you tore 'em off they'd count as "Light". With that rationale, you get -2/-2 whenever you try to "manhandle" two customers simultaneously with this feat, but not in combat. This means that you can make two rolls and take the better roll plus half of the lesser roll. For the purposes of earnings, you get +50% to the dice roll appropriate to the DC you make. This is cumulative with High Tipplers.

Normal: Without this feat you get -4/-8 to beat people to death with ripped off penises. You still suffer those penalties for combat, but not for Sexual Techniques.

You Don't Hit Girls

Ingrained in almost every male humanoid since they are born is the indoctrinating creed that it is somehow wrong to hit girls even if they break your heart, even if you're drunk and, disturbingly, even if they are beating the shit out of you themselves. Many men have sisters or mothers who they would not like to see hurt and somehow the character has learned to latch on to this protective instinct and indoctrination and to use it to her advantage.

Prerequisite: Female, allies with the Bodyguard feat, either a positive charisma modifier or Pleasing Physique.

Benefit: Allies with the Bodyguard feat that use Aid Another to increase your AC increase it by +3 rather than +2. Allies without that feat grant +2 as normal.

Sexy Spells

Body Enhancement is left where it is due to specific relevance to body structure. This section includes spells that affect other aspects of sexuality

Accelerated Pregnancy

Transmutation

Level: Clr 7, Src/ Wiz 6

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Target: 1 pregnant creature

Duration: permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell will speed up pregnancy by a factor of 720, increasing months to hours (plus or minus 1). The pregnant woman must make a constitution check vs. DC 10 when it's time to give birth. Success indicates that the birth is successful, failure indicates that the child dies and the woman suffers a permanent -1 reduction to constitution. This is *instead* of the normal affects of miscarriage.

Analyze Ancestry

Divination

Level Clr 3, Drd 3, Pal 3, Rgr 3

Components V, S, M, DF

Casting Time 24 hours

Range Touch

Target 1 creature touched

Duration Instantaneous

Saving Throw Will negates **Spell Resistance** no

This spell provides a complete genealogy going back 10 generations that includes the names and races of all ancestors. It even works on a creature born by a Rod of Filling. This spell reveals the name and race of the caster.

Annihilator's Penis of Power

Transmutation

Level: Brd 4, Src/ Wiz 4

Components: V, S

Casting Time: 1 round

Range: personal

Target: self

Duration: 1 minute per level (D)

Saving Throw: Special

Spell Resistance: No

With this spell the caster (a creature with a penis or some appendage that functions like a penis, or a caster under the effects of a Phantasmal Penis spell) empowers his penis to become as strong as steel, granting it DR (1 x caster level)/- . It causes a disintegrate effect on chastity belts, which magical ones get a save to resist. It renders sterile characters fertile, and if you're impotent, this spell mitigates that temporarily. Inhibition losses to the caster are halved.

Assist Labor

Conjuration (Healing)

Level: Clr 2, Drd 1,

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 1 laboring creature

Duration: 10 minutes per level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell has multiple functions to assist the mother in labor and birth:

- Epidural - Produces a numbing of the lower back and pelvis to reduce stress on the mother during labor. Eliminate -1 in penalties per caster level.
- Push - Assists mother in pushing the child out. Will cut the time of labor by 1d4 hours.
- Turn Baby - Will position the child correctly during labor for proper birth.

Each of the functions may be used as long as the spell lasts, but only on one person. The caster may have several Assist Labor & Birth spells cast to assist more than one laboring creature. The material components of this spell are boiling hot water and towels.

Bernadette's Assurance^{*}

(by Muse of Fire; Source: The seven sisters.)

Evocation

Level: Src/ Wiz 4

^{*} Personal names have been deliberately discluded from spell descriptions with the exception of Bernadette spells and those converted to use her name, which remain solely because I am attracted to Melissa Rauch who plays a character of this name on the Big Bang Theory. Leaving the name on the spells invokes a very pleasant image in my mind, Particularly Bernadette's Imperial Folly.

[†] This spell was originally called Laeral's Disrobement and wasn't as widely useful as the iteration shown here. The other spell didn't even mention or account for the casting time of the protective spell used with this one

Components: V, S, M

Casting Time: 1 minute per garment affected plus the casting time of the other spell multiplied by the number of garments affected.

Range: Personal

Target: up to 1 garment per caster level, no two of which may be more than 30 feet apart.

Duration: 1 day per caster level

Bernadette's Assurance stores a spell within a garment to be released when that garment is ripped, torn, or jerked violently. This spell is commonly placed on undergarments to avoid nasty surprises when the caster is running through briars or scabs her knee.

Material components are all clothes affected, and one hundred GP worth of powdered sapphire.

Bernadette's Illusory Nakedness

Illusion (Phantasm)

Level: Sor/Wiz 2.

Components: V, S, F.

Casting Time: 10 minutes.

Range: Line of sight.

Target: Self

Duration: 1 hour +5 minutes/level.

Saving Throw: No.

Spell Resistance: Yes (harmless).

'*Imagine them naked*' is advice often given to thespians or those undergoing a job interview. Lacking imagination and facing an interview for the job of court wizard to the local prince, the illusionist Bernadette researched this little spell to enable her to overcome her nerves. When cast, this spell allows the illusionist to see everyone as they would appear if they were naked as a jaybird, increasing the caster's confidence and perhaps allowing them to see things they would rather they had not. The caster receives a +2 bonus to Bluff, Diplomacy, Intimidate, Perform and Sense Motive checks.

The spell had mixed results for Bernadette. She felt much more confident until she finally got to talk to the prince, who was hung so minutely he would have been hard pressed to sexually satisfy the eye of a needle. Reduced to tearful giggling, Bernadette was forced to flee and later found gainful employment as a magical advisor to another kingdom's army.

Bernadette's Imperial Folly

This is a variant of Bernadette's Illusory Nakedness that renders the *caster's clothing invisible to everyone except the caster*. Bernadette accidentally stumbled upon this before her big interview and was the talk of the town for some time. Rumors state that the spell only works on women. Whether this is true or not depends on the individual GM, however those who have played *Brave Soul* might be inclined to include it. Change the casting time to 2 rounds (or

* Yes as in *The Emperor's New Clothes*.

however long it takes the *player* to recite Carroll's incant, *preferably* in English, but if you can bluff your GM on Japanese more power to ya) but otherwise keep the casting parameters the same. If you want to directly refer to the abovementioned game, you can either call it Carroll's Imperial Folly or whatever it was that she called it.

Bernadette's Constant Orgasm

Evocation

Level: Src/ Wiz 2

Components: S

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 1 minute + one round per level (D)

Saving Throw: halves

Spell Resistance: Yes

This spell made Bernadette's career as magical advisor to her country's army. Though originally serving as a tactical illusionist, she branched out into evocation because she saw that evocation had more use to an army. She originally developed this spell in response to soldiers coming to her complaining about sexual anxiety. Not being one to put out so easily, she pored over gnomish writings on the subject and discovered some magical techniques scattered about in a disorganized manner. After adding what worked, and eliminating what didn't, the end result was a powerful spell.

This spell causes the target to begin to orgasm, repeatedly, and with great enjoyment, until the subject's body is no longer capable of sustaining orgasm. As a normal orgasm, the target must resist exhaustion. The GM may wish to add possible negative modifiers for combat, movement, etc. because of the victim's excited state. A successful save results in a single orgasm of normal duration.

A "Mass" version of this spell exists (also discovered by Bernadette) that affects 1 creature per caster level, all of which must have line of sight to the caster. It is a 5th level spell. Upon seeing the first hand results of this, Bernadette became a steaming hussy, but kept the magical advisor thing as kind of a side job.

Blast of Semen

Conjuration

Level: Src/ Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft + 5 ft / 2 level)

Area: Cone

Duration: 2 minutes/level

Saving Throw: Reflex negates

Spell Resistance: No

This spell unleashes a blast of disgusting off-white slime that coats everything in the area of effect. The slime turns cloth crusty, but affects everything else like *grease*. Because of this, any naked flesh that was within the area of effect is considered to be *greased*, as per the spell. Flesh in contact with this slime is slightly sticky but does not actually hamper movement (other than the grease effect). Casting this spell during sex allows the caster to automatically pass his fortitude save to impregnate (thus relying only on his partner's roll) if he does not pull out.
Material Components: a little snail that is consumed during the casting

Change Orientation

Enchantment (Compulsion)

Level: Brd 3, Sor/Wiz 4

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. +5 ft./2 levels).

Targets: One living humanoid creature.

Duration: 1 hour/level.

Saving Throw: Will negates.

Spell Resistance: Yes.

Macho posturing barbarians and warriors all over the lands live in abject terror of this spell, despite their rather camp leather and fur outfits and suggestive horned helmets.

With a few surreptitious gestures the mage plants a change in sexual orientation within the target's mind and they begin to feel the effects immediately, their mind wandering into erotic daydreams along the lines of what has been suggested to them. Once the kink or orientation change has been implanted the mage is free to go up and make their modest proposal to the now far more receptive target, who will hopefully blame the drink come the morning.

Change Sex

Transmutation

Level: Sor/Wiz 3.

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 30 minutes/level.

Saving Throw: Fortitude negates.

Spell Resistance: Yes.

A few magic words, a waving of hands and the swallowing of a small dried frog and zap, you are a beautiful woman or hunky man, at least in theory. This spell enables you to transmute to any gender, be it male, female, fully functional hermaphrodite or a fair representation of any weird third or fourth sexes a humanoid species might have.

This spell is often used for disguise or to curse others for a short time. Others use it to test whether they really would have been better off as the opposite gender and to experience the wonders of the penis or the female orgasm.

Many are totally unprepared for the hormonal changes involved in such a drastic bodily alteration and women changing to men can turn into frenzied rampaging beasts seeking to pork anything in sight, while men changing to women can turn into frenzied rampaging beasts seeking chocolate with ferocious intensity.

Arcane Material Component: A small dried frog.

Clothes to Chocolate/Cream/Oil

Transmutation

Level: Sor/Wiz 5.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: One dressed humanoid target.

Duration: Instantaneous.

Saving Throw: Fortitude negates (object).

Spell Resistance: Yes.

This spell transmutes the subject's clothes into chocolate, cream or oil, forming a layer over their entire body. Used for practical jokes or in wrestling competition, the spell is favored by those who enjoy such things.

Arcane Material Components: A piece of cloth and a drop of oil, cream or melted chocolate.

*Delayed Blast**

Abjuration

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 1 minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

This cantrip delays any orgasm by 1 minute per level of the caster. Thus, if the save to prevent an orgasm indicates one, it doesn't go into effect until +1 minute/level.

* This one was originally named Delay Orgasm, but seriously, with the existence of "Delayed Blast Fireball" how could anyone not see this one cumming?

Desinterest

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 10 min +1 min/ level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

Disinterest completely snuffs out any non-magical lust the recipient might be feeling. The material component for this spell is a sprig of mistletoe.

Detect Pregnancy/Fertility

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell enables the priest to detect pregnancy in any creature. The caster will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child. He may touch one creature per round. This spell may also detect the *potential* for pregnancy (e.g. fertility), as well as whether the character is *hosting* another creature. Used on a creature that is not pregnant, or even female, it divines the potential for that creature to produce babies, that is, it detects fertility as well. This ability to detect fertility includes the ability to detect *personal fluidic enhancer*.

Detect Venereal Disease

Divination

Level: Clr 1, Drd 1

Components: S, DF

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Special

Saving Throw: None

Spell Resistance: No (harmless)

This spell detects the presence of sexually transmitted diseases in a creature. A successful Intelligence check reveals the nature and symptoms of, but not the cure for, any detected diseases.

Venereal Diseases:

Some diseases that are blood born can be transferred by sexual contact as well. All diseases that are contact based are sexually transmitted. The diseases which follow are modified for use in a sexual game from their original d20 iterations. On the most part the diseases aren't changed but some of them are modified in name, flavor or statistic.

Crotch Plague

Type disease, sexual; **Save** Fortitude DC 14

Onset 1d4 days; **Frequency** 1/day

Effect 1d2 Con damage, target must make a second save or become blind. **Cure** *remove disease*

*Crimson Welts**

Type disease, sexual; **Save** Fortitude DC 13

Onset 1 month; **Frequency** 1/day

Effect 1d2 Dex and 1d2 Cha damage; **Cure** *remove disease* relieves symptoms for 3d4 months, *restoration*, *greater restoration*, *wish*, *limited wish*, or *miracle* removes it.

Demon Fever

Type disease, injury, or sexual; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d6 Con damage, target must make a second Fort save or 1 point of the damage is drain instead; **Cure** 2 consecutive saves

Devil Chills

Type disease, injury or sexual; **Save** Fortitude DC 14

Onset 1d4 days; **Frequency** 1/day

Effect 1d4 Str damage; **Cure** 3 consecutive saves

Filth Fever

Type disease, injury or sexual; **Save** Fortitude DC 12

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

Mummy Rot

Type curse, disease, injury; **Save** Fortitude DC 16

Onset 1 minute; **Frequency** 1/day

* This is obviously herpes.

Effect 1d6 Con damage and 1d6 Cha damage; **Cure** mummy rot can only be cured by successfully casting both *remove curse* and *remove disease* as normal.

Red Ache

Type disease, injury or sexual; **Save** Fortitude DC 15

Onset 1d3 days; **Frequency** 1/day

Effect 1d6 Str damage; **Cure** 2 consecutive saves

Shakes

Type disease, contact; **Save** Fortitude DC 13

Onset 1 day; **Frequency** 1/day

Effect 1d8 Dex damage; **Cure** 2 consecutive saves

Whore's Delight

Type disease, sexual; **Save** Fortitude DC 15

Onset 1 day; **Frequency** every orgasm

Effect 1 Str, target must roll another save or become paralyzed for 1d4 hours. **Cure** *remove disease*.

Divine Romantic Interest

Divination

Level: Clr 0

Components: S

Casting time: 1 round

Range: Touch

Target: Creature touched.

Duration: 1 minute per level

Saving throw: special.

Spell Resistance: No

This spell enables the priest to divine the existence of unspoken love, crushes, romantic interests, and purely lustful attractions that will be sustained beyond the moment.

If the caster knowingly or subconsciously resists the spell they may make a will save. If they succeed the caster will learn of the presence of the infatuation, but not its target. (You know she has a crush, but not who it's on.) This spell does not reveal the existence of affections towards the caster. Theologians believe that gods of love wish their priests to be surprised by unexpected romance.

Divine Sexual Experience

Divination

Level: Brd 1, Clr 1, Drd 1

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Special

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell works like Detect Alignment with the following changes:

1st Round: Presence or absence of sexual debauchery.

2nd Round: Number of sexual auras (be they people or objects) and the power of the strongest aura whether pure or debauched.

3rd Round: The strength and location of each aura. If the creatures are in line of sight you can make a check per aura with your Appraise skill at DC 10+HD or opposed by their bluff checks to determine what sort of sexual things they have done. For items make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Stronger auras overcome those that are weaker but of the same type, so if a faintly sexual person carries a strongly magical mace, she will not be detected. Individual sexual acts will muddy the auras of those involved (take the total ranks to determine the strength of the aura, or duration of lingering effects) Conflicts such as an overwhelmingly pure character carrying that same mace will be noted.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, *detect magic* indicates the stronger of the two.

People who have never even flashed or kissed someone register as Overwhelming Purity, while those who have necro, cryptonecro (lust after the *undead*) scat or golden shower fetishes register as Overwhelming Debauchery.

Lingering Aura: Any aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If *divine sexual experience* is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power much the same way as *detect magic* would. To determine the strength of a person's aura, compare "caster level" to the *ranks* of Sexual Techniques skill (with 21 being overwhelming).

Eros Shift

Conjuration (Erotic)

Level: Sor/Wiz 5

Components: V, S (Lots of S), M

Casting Time: Full Round Action

Range: Personal and Touch

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You instantly transport yourself and whoever you touch to the plane of Eros. This is a permanent shift, and offers no special protection from either the effects of the plane or its denizens. You cannot shift to any specific point in Eros, but always land in the fog. In order to cast this spell, you must have reached sexual climax at least once in the last minute, and one other time before that in the last ten minutes. Alternatively, if this spell is cast while on the plane of Eros, you can immediately teleport to any plane in the Multiverse you have either previously been to (in which case there is no chance for error at all) or you have read or heard about (in which case there is a percentage chance of error as though you were casting Teleport.) However, you have no control over exactly what spot on said plane you land on, and will always teleport to a spot where sexual activity is occurring.

Flash

Enchantment (compulsion) [mind-affecting];

Level sorcerer/wizard 7

Casting Time 1 standard action

Components V

Range close (25 ft. + 5 ft./2 levels)

Target one creature with 150 hp or less

Duration Same as Power Word Stun

Saving Throw none; **Spell Resistance** yes

In casting this spell, the mage must expose an obscene body part and call out to the target. It will only affect those attracted to your gender. It will cause the target to be stunned by the incredible attractiveness of the body part they have just seen exposed. This is otherwise equivalent to *power word stun* (which *isn't* restricted to sexuality).

Hide Sexual Orientation

Abjuration

Level: Brd 1, Src/ Wiz 1

Components: S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Hide Sexual Orientation conceals sexual orientation from magical or psionic detection for 24 hours.

Impregnate

Conjuration (Creation)

Level: Src/ Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: touch

Target: 1 female

Duration: special

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell creates life and, according to some mythos, a new soul, in a creature capable of bearing young, i.e. in creatures, that would be capable of bearing young but are not due to illness, magic etc, too. The casting of these spells upon a male, though theoretically possible, would produce unpredictable effects (anything from requiring a C-section to a urethral birth), although male pregnancy is not impossible. Casting this spell on an undead is rumored to result in the gruesome death of both undead and caster. This spell is highly controversial both for Good and for Lawful creatures. The material component for this spell is an arrowhead dipped in rabbit's blood. Evil clerics as well as those with demonic, devilish, or daemonic domains or bloodlines may research a Fiendish version at the GM's option.

Indifference

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 10 minutes + 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

Indifference returns the target's attitude toward the caster to Indifferent if they fail a save... if the spell fails, or they succeed their save, hostility is almost assured.

Lactation

Conjuration, or Transmutation

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 female creature

Duration: Special

Saving Throw: Fortitude halves

Spell Resistance: Yes (harmless)

Lactation, unsurprisingly, causes the subject to begin producing breast milk. This milk is of the highest nutritional value. A save results in a single discharge of colostrum. This will stun the victim for 1d4 rounds.

Libation Goggles

Illusion (figment) **Level:** Bard 1, Cleric of Inebra 1.

Components: V,S,M,

Range: close (25 ft. plus 5ft/2 levels)

Target: 1 living creature

Duration: 1 hour per level

Saving Throw: Will negates **Spell Resistance** Yes

Depending on personal philosophy, one's senses are either heightened or hindered by this spell as it causes anyone within 30 feet of the target to appear to the target as being 4 points more attractive (usually this means that their charisma seems higher but those with pleasing physique appear to have their chosen attribute 4 points higher). *Mass Libation Goggles* function as Libation goggles except it affects 1 target per CL and is a 3rd level spell. No two targets may be more than 30 ft apart.

Material Component: 1 drop of an alcoholic beverage.

Minor Repair Virginty

Conjuration (Healing)

Level: Clr 2

Components: V,S

Range: Touch

Target: 1 living creature

Saving Throw: Will negates (harmless)

This spell returns the subject to a state of physical virginity. A female will grow an intact hymen, and any physical or medical damage caused by sex or childbirth will be eradicated. The subject will legitimately be considered a virgin for all religious purposes except for the mental state (i.e. unicorns will not respond to this character).

Nausea

Necromancy

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 round per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The victim of the spell becomes nauseated. Herbs, spells and substances, that would prevent or lessen nausea caused by pregnancy, will reduce this effect or end it.

Nymph's Beauty

(by Muse of Fire)

Transmutation

Level: Brd 6, Clr 6, Src/ Wiz 7, *

Components: V, S, M, F

Casting Time: 1 round

Range: special

Target: 1 creature

Duration: 2 minutes

Saving Throw: Fortitude halves

Spell Resistance: Yes

This spell grants the caster the beauty of a nymph. The caster's charisma increases by 8 and they gain the following special attacks for the duration of the spell:

Blinding Beauty: If the caster does not suppress their presence, the psychological impact of their beauty will cause all viewers to go blind, their eyes forever after filled with an image of the caster, unless they succeed at a will save, DC 15. This effects all humanoids within 60 feet.

Unearthly beauty: If the caster focuses and refines the force of their presence, all humanoid viewers who look directly at her must make a will save, DC 17, or the intensity will stop their heart. Those who succeed at the save are *fascinated* for 4d6 rounds. Casters using this spell gain +2 animal empathy, even if they do not normally have that ability.

In order to unleash Unearthly Beauty the caster must disrobe. The spell also requires the tear of a nymph, unless you're a cleric in which case your holy symbol will do, because most likely your *god of lust or love* is not going to make you be a dick to a nymph, who quite frankly exude sexuality, and probably wouldn't want to be so exuding for such a person.

Our Tiny Brothel

Evocation [Force]

Level: Src/ Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: touch

Area: 15 foot diameter sphere

Duration: 5 hours + 1 hour per level

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, the caster creates an unmoving, opaque, sound-proof field of any desired color around his person. Up to 7 other man-sized creatures can fit into the field with its creator, and these can freely pass into and out of the brothel without harming it, but if the spellcaster removes himself from it, the spell dissipate.

* This spell was originally only available to *sorcerers and wizards*, yet somehow it also required the caster's *holy symbol*... um... lolwut? Also, if a nymph can be a bard's muse there should *be no reason the spell isn't available to bards*...

The temperature inside the hut is a cool 60 degrees Fahrenheit, if the exterior temperature is between 0 and 100 degrees. An exterior temperature below 0 and above 100 lowers or raises, respectively, the interior temperature on a 1 degree-for-1 degree basis. The tiny brothel also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. The floor of the hut is soft and springy. Nice big cushy pillows are also in the brothel. The spellcaster can cause the brothel play soft romantic music upon command. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the brothel is dispelled, the hair of a prostitute, and a feather (duck feathers work best).

Personal Fluidic Enhancer

Conjuration

Level: Brd 0, Sor/Wiz 0.

Components: V, S, F.

Casting Time: 1 action.

Range: Personal.

Target: You.

Duration: Instantaneous.

The target of this spell is capable of producing amounts of sexual effluvia that would make a Titan proud. The upshot of this is that you gain +5 on saves to impregnate (you still can't impregnate someone who is barren).

Arcane Focus: A Pint Jar containing the ejaculate of a Large humanoid, or an individual that has the Bukkake Mode feat.*

Personal Prophylactic

Abjuration

Level: Brd 1, Sor/Wiz 0.

Components: V, M.

Casting Time: 2 minutes.

Range: Touch.

Targets: Self or one other person.

Duration: One bout of sexual activity.

* Sorry I had to take liberties with making this spell compatible with my feat selection, and more accessible to those building their characters to accommodate such conveniences.

Saving Throw: None.

Spell Resistance: No.

After being besieged in his tower by barmaids carrying young babies while suffering his fifteenth bout of *'creeping cock nobbler,'* Percival Magister decided enough was enough. Working hard to try and ignore the shouting from outside, he first hid all his treasure on the ethereal plane and then set about ensuring this would never happen to another young 'mage about town'.

Finally the breakthrough came and this commonly used cantrip came into being. When it is cast, the one protected by it cannot contract any sexually transmitted disease their dabbling cannot result in pregnancy.

Arcane Material Component: A knotted piece of string placed nearby.

Pink Tentacles

This spell functions exactly as Black Tentacles except that the word "CMB" is replaced with "Sexual Techniques" and the phrase "1d6+4 points of damage" is replaced with "1d6+4 points of inhibition loss". Note that this is *per round*. To determine the total inhibition loss caused by this spell, multiply by caster level.

Phantasmal Penis

Illusion (Glamer)

Level: Brd 4, Sed 4, Src/ Wiz 4

Components: V, S, M

Casting Time: special

Range: personal

Target: self

Duration: Until the next morning (D)

Saving Throw: Will Negates

Spell Resistance: None

This spell grants the character a penis from the Ethereal Plane with a length of 1" per caster level. This penis actually functions better than a normal penis and grants the following benefits: Inhibition losses of both parties are doubled due to the ghostly chill effect

- The character is immune to any disease that would be delivered through the penis, though they are still at risk if they use their mouths to please their partner.
- Coitus Interruptus does not require the removal of the penis from the caster's partner since he can redirect his semen to the Ethereal Plane (or the Material Plane if boffing ghosts) with a thought.
- Attacks that don't affect incorporeal creatures don't affect the penis.
- The character may make love to incorporeal beings, and is not at risk for negative energy damage, level drain, or any other negative energy effects from creatures entering into

* Yay, I actually created a spell!

relations with the caster *willingly*. Those who are doing so under duress or *actually being raped* may still attack the caster with their abilities as normal.

Pheromone Enhancer

Transmutation

Level: Brd 3, Sor/Wiz 2.

Components: V, S, M.

Casting Time: 2 minutes.

Range: Personal.

Area: 10 ft. radius emanation.

Duration: 30 minutes/level.

Saving Throw: Will negates.

Spell Resistance: No.

This spell causes the target to emit magically charged pheromones, driving all those of the opposite sex within the area wild with desire. Any humanoids of the opposite sex who stray within ten feet of the caster will find themselves irresistibly attracted to them (Arousal stage of inhibition). The caster gains a +5 bonus to all Bluff, or Diplomacy checks against those affected by the spell, but also has to put up with being pawed, groped and otherwise harassed.

Arcane Material Component: Expensive perfume containing musk.

Power Word, Orgasm

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature.

Duration: See text.

Saving Throw: None.

Spell Resistance: Yes.

With a single utterance so profoundly obscene, shocking and pornographic that even the gods of love blush to hear it, the mage causes the target to turn into a melting pool of orgasmic bliss. Any creature with 50 hp or less is effectively stunned, writhing on the floor in bliss for 4d4 rounds. Creatures with 51-100 hp are stunned for 2d4 rounds and creatures with 101-150 hp are stunned for 1d4 rounds. Otherwise this spell is essentially a limited form of Power Word Stun.

Reverse Gender

Transmutation

Level: Src/ Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Permanent

Saving Throw: none

Spell Resistance: Yes

Under the influence of this spell, becomes the opposite gender.

Sexual Nerd

Transmutation

Level: Brd 3, Src/ Wiz 3

Components: S, M

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: Yes

Sexual Nerd makes the subject flirt like a clod, dance like an orc, and seduce like a used-chariot salesman. The subject will experience appropriate withering, shrinking, and sagging, and will be unable to achieve erection or lubrication. Affected creatures are treated as having a Charisma of 3 by anyone they cruise or flirt with. Orgasm is impossible or else premature and highly unsatisfying. All saves to keep on going fail automatically.

The material component is a leaf of tobacco.

Shank

Enchantment (Compulsion) [Mind-Affecting]

Level: Sex 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 5 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell turns an innocent, sweet person into a wild and crazy nymphomaniac. The affected person will be struck by the nymphomania insanity for the duration of the spell (see the end of this section for rules). This spell is very popular with apprentices at school who like to cast it on snotty, preppy girls.

Speedy Undress

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Targets: One dressed target.

Duration: Instantaneous.

Saving Throw: Reflex negates.

Spell Resistance: Yes.

With a word and a gesture the target's clothes fall away from their body, leaving them naked apart from the boots they are standing in. This includes any armor but does not include helmets, hats or jewelry.

The original purpose of this spell was for ogling and pranks, as well as saving time when engaged in quick knee-tremblers behind taverns. It has since been misused by adventurers for denuding their targets of their armor to make them easier kills, but its original purpose remains popular.

Voyeurism

Transmutation

Level: Src/Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: 20 feet

Target: 1 person

Duration: 2 rounds per level (D)

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to see through a person's clothing.

The material component of the spell is a small piece of cloth and a small piece of glass

New Uses for Old Spells

Alter Self This spell allows you to assume any gender or race, can allow any breast or penis size normally allowed within the scope of these rules, and can provide +2 to perform rolls against characters of the appropriate fetish. Alter Breasts is merely a limited version of this spell.

Animate Objects items affected by this spell may be directed to assist in sexual activities, Sexual Techniques rolls may be made at a -2 penalty at a distance.

Animate rope Often used by those with a special liking for bondage, a rope that does its own hog-tie!

Arcane Eye/Clairaudience/Clairvoyance/Prying Eyes/Scrying in sexual games, the application of these spells should be obvious. Remember however, that since clairaudience/clairvoyance spells are location specific, a target may leave the area. This limitation isn't present for Arcane Eye, Scrying, or Prying Eyes.

Arcane Lock Useful for chastity belts, but foiled by Knock since it only suppresses the effect for 10 minutes, and the chastity belt is likely not actually being worn when the spell expires, thus the belt can't be put back on without another knock spell, and the caster probably won't care too much about doing that.

Arcane Mark this spell can create the appearance of a hickey. This mark can be forensically used to identify the caster if such sciences exist in the setting.

Atonement if breaching a code of conduct or vow such as a chastity or marriage vow would expel the character from a class, the character may atone and rejoin the class. This doesn't change sexual status, and creatures that have attitudes based on sexual status still react as if the character is a non-virgin. Characters that were married may divorce even if the character atones.

Bestow Curse Doom the creature affected to never fulfill his desire: The character must actually stop having sex to regain his inhibition, but can never be driven to 0 inhibition in the Orgasmic Phase (and thus can't orgasm). The player should be told to imagine it's like having sex while trying to pass a baseball sized kidney stone.

Calm Emotions the target of this spell regains CLx10 points of inhibition.

Cat's Grace This will add to the casters' dexterity, with the obvious effects on the skills of a character with the Sexual Finesse feat.

Change Self You appear as something else, allowing the indulgence of a fetish, even if you're not that creature. This even works for tentacle fetishes as you can change your appendage to look like a tentacle, but you need to make a bluff check and the GM should be nice about allowing the normal disguise bonus to apply to bluff checks here.

Charm Person/Monster a charmed target is in the Excitement phase and will interact with you sexually if you can succeed at a charisma check to convince it to do so. Since you're essentially asking a friendly target for simple aid, the DC is 10.

Command a character using *command* or *greater command* may order the target to masturbate. The target takes up a seated or prone position spreads its legs and begins to pleasure itself. This doesn't necessarily require the target to drop items in hand, and is equivalent to the fall command. A masturbating male may be commanded to have sex with a female caster, or another affected target. Female targets commanded to have sex with a male target already masturbating are treated as if given the fall command.

Inhibition Loss on a round by round basis is determined by finding normal inhibition loss, adding the caster level of the character casting this spell and dividing by 10. Thus if two characters have skill +9, the male rolls 19 and the female rolls 12, and the caster is level 9, the spell inflicts $(9+19+9)/10=3.7\approx 4$ inhibition loss on the female and $(9+12+9)/10=3.1\approx 3$ on the male per round

for the next 9 rounds or until they make will saves (but note characters who become aroused or worse may take penalties to the rolls).

Loss of free will is not as strongly implied with this line of spells as it is with dominate, thus the GM may declare that commanded creatures still retain awareness of their situation.

Contagion this spell may be used as an abortifacient without causing the mother to develop a disease. The mother may still opt to accept the disease on a failed save to prevent the death of her baby. This spell may also cause sexual diseases without the caster having the disease itself (GM's option which ones are allowed though).

Daze While I acknowledge that the caster gets a free action against the target (up to 5 HD), I'll also note that the description specifies the subject's mind as being clouded. I'd go so far as to say that the spell doesn't work as written in BUCK, due to the mental clouding being counterproductive to actual erotic stimulation. I would further state that they can't make the save as BUCK stated because they *don't need to*. This sort of logic applies the same way as the difference between suggestion, command, and dominate. They have different effects because they have different methodology, and the daze methodology involves complete disruption of thought.

Detect Thoughts:

Often used to read surface thoughts, maybe to find out what the victim's turn ons are or if they are "in the mood." This spell can be helpful while having sex to improve the control of the pleasure centers, if the caster has Aroused Casting.

Dominate Person/Monster/Animal if you are a different type of creature than the target, by definition, having sex with you is "against its nature" and allows it a +2 bonus on its save vs. this spell. If you are both humanoid (or whatever) you don't usually suffer the -2 penalty except where issues of sexuality or fetish arise. Dominated creatures are "zoned out" and don't perform with enough enthusiasm to entertain you quickly (-2 to any inhibition loss).

Eagle's Splendor as a charisma enhancing spell, the applications of this spell should be obvious.

Etherealness/Ethereal Jaunt these spells allow the caster and/or target(s) to make love to ghosts or other ethereal beings. Note that energy drain, incorporeal touch, corrupting touch, or other negative energy may have adverse affects on those not protected from that type of energy. This is up to the GM but commonly includes sterility and/or impotence.

Geas/Quest can be used to command the target to have sex as much as is humanly possible. Failure to do so on any given day forces a cumulative -3 to all ability scores (up to -12) that persists until the activity is performed. In some places, casters using this spell for such a purpose can be convicted of mass rape, all while their target suffers no recrimination.

Glibness magical seduction anyone?

Grease a character with a greased penis may eliminate up to -10 in penalties to stuff it into a partner's orifices.

Hypnotism as with Dominate, sexual suggestions using this spell allow a +2 on the saving throw if they wouldn't normally be done by the target.

Invisibility/Greater Invisibility/ Mass Invisibility/Invisibility Sphere creatures with an invisibility effect ongoing get +40 to stealth if stationary, +20 if moving. With regular invisibility (and individual members of an invisibility sphere), attacking ends the effect. This doesn't happen with Greater Invisibility

"an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as bless that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area[...]and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle)"

According to the Book of Erotic Fantasy, "a creature using greater invisibility does not become visible while engaging in sex" and in Pathfinder, sex doesn't specifically end any invisibility (though it should always be considered loud enough to permit detection, and the GM is within his right to extend the "attacking her" metaphor to invisibility). A society as a whole may literally make sex an invisible act, only indulging while invisible. Whether this is done individually, or in groups, it may be more stimulating than regular sex. Anyone with a fetish involving giving or receiving invisible sex increases exhibition loss per maneuver by the caster level of the spell in effect.

Knock

As discussed previously, this can open chastity belts.

Mage Hand much like telekinesis, this spell can be used to move clothing such that it reveals genitals or breasts, but unlike telekinesis, the clothing cannot be ripped asunder, nor like speedy undress can the spell remove all of the target's clothing. No matter where the actual law stands, most mage's guilds restrict this use of the spell. Initially it can be met with a stern warning, while repeated offense can be fined (again with the *caster* being fined as if he had committed indecent exposure rather than the target) and chronic offense might result in expulsion from the guild or jail time (accompanied by a sexual harassment conviction).

Modify Memory Often used to make a victim forget that she was impregnated with a demon seed, or implant a false memory, such as during a pitiful sexual encounter, the caster may implant the memory of a *thunderous orgasm*. Furthermore, due to the suggestibility of the

human(oid) mind, the GM may allow the caster to force an orgasm (of just such intensity as if she had the Cytheria Mode feat) on the target if she fails a will save against the spell.

Open/Close Common “containers” opened in sexual games include blouses, bodices, brassieres, and corsets.

Polymorph depending on whether you’re doing it to self or other, it may or may not be permanent but it certainly can indulge some of the finer fetishes.

Prestidigitation this spell may be used to give the character a haircut. Hair removed this way is gone as long as it would normally be gone if the character had waxed it. It may be used to color hair and lasts as long as a professional dye. This spell may also induce 1 point of inhibition loss, causing nipple stands or erection as if the target had their genitals rubbed or groped through their clothing.

Restoration (all) these spells may fully restore a character to her virgin state. It removes all ranks spent on sexual skills (which may then be spent elsewhere) and repairs her hymen. Unicorns and dragons are not aware of any preexisting sexual tendencies or experience and react to those opting for this restoration as if they are really virgins. Characters subjected to any restoration may opt not to accept this form of restoration if they are eligible for it. They cannot be partially restored (lose some skill ranks and regrow their hymen for example).

Greater Restoration cast on a person who has taken age penalties restores the character to Adult age but does not decrease their mental scores in the process. They return to a starting age appropriate for their class, but this is an apparent age. They retain their actual age, and when they age to the next category, they suffer its penalties as well (unless they use Greater Restoration again). This may be the basis for the Immortality discovery. Neither of the other two restorations may return the character to his or her youth.

Remove Disease no brainer.

Suggestion much like domination, suggestion can be used to compel sexual activity, but the target is more aware of their situation while simultaneously being more complacent. The only real drawback in comparison to a domination effect is that the suggestion must sound reasonable. Using Mass Suggestion with the suggestion “Let’s all fuck!” to create an orgy may do so if some members of the group think such a thing is reasonable.

Summon Monster this line of spells has no direct impact on the sexual aspect of Pathfinder but a single variant spell could be researched (summon sexual partner) that summons a humanoid or creature with 1 rank in Sexual Techniques per caster level. For the purposes of this variant spell, replace all instances the word “attack” with “breed” in the description.

Telekinesis the *violent thrust* option can move up to 25 lbs per caster level can be used to remove up to 25 lbs of clothing or armor per caster level up to 375 at 15th level. Objects such as metal or stone, which are *worn*, cause 1d6 per 25 full pounds. Objects such as leather that are *worn* cause 1 point per 25 lbs. Items that are merely stowed don't cause damage, nor does cloth. Using the disarm option must be done separately from the apparel ripping option. Telekinesis is better than Speedy Undress due to the potential for telekinesis to actually be beneficial in combat; however Speedy Undress could be considered a stepping stone. In addition to the above effects, telekinesis may facilitate an entirely one sided sexual interaction for the target of this spell as the caster touches the target from a distance, or "*creates dildos of force*" The DC to perform sexually explicit actions requiring finite control is +5 and may apply the caster's Sexual Techniques ranks.

Unseen Servant The ultimate in masturbation (if you can call it masturbation), it can be used cause 10 points of inhibition loss (as a shapeless force, you can envision this as sucking, stroking, riding, or pounding but these aren't literally accurate) per minute until dismissed.

Items

Mundane Items

Armor Bikini

This provocatively cut, furlined armor loincloth (and bodice for females) is essentially *Piecemeal Armor* (Ultimate Combat) but has different stats than standard Torso or Leg armor. The brassieres use lesser stats and half the value of Torso Armors, while the panties use lesser stats and half the value of leg armors. Some armor pieces are changed for evenness.

Armor Piece	Price	AC	Max Dex	Check Penalty	Spell Fail	Speed 30 ft	Speed 20 ft	Wt [*]
Brassiere Piece								
Light								
Padded	1gp	+0	+9	0	0%	30	20	*
Lacy	25gp	+0	+9	0	0%	30	20	*
Leather	3gp	+1	+7	0	5%	30	20	1 lb
Silk	30gp	+0	+10	0	0%	30	20	*
Studded	8gp	+1	+6	0	10%	30	20	2 lbs
Medium								
Hide	5gp	+1	+5	-1	15%	30	20	7 lbs
Scale	15gp	+2	+4	-1	20%	30	20	8 lbs
Chain	50gp	+2	+5	-1	25%	30	20	10 lbs
Heavy								
Banded	75gp	+3	+2	-2	30%	20	15	10 lbs
Splint	50gp	+3	+1	-3	35%	20	15	15 lbs
Plate	100gp	+3	+0	-3	30%	20	15	15 lbs
Stone	250gp	+3	+0	-6	35%	20	15	25 lbs

Brassieres

All statistics are assumed for Medium characters. For small characters assume half the weight and cost, for large creatures, double those values. For those listed as Heavy, you can only run at x3 speed rather than x4. In all cases if the brassiere is worn alone, count it as 1 weight category lower cumulative with armor material. Characters with DDD or larger cups must pay double the normal cost.

* Asterisk indicates negligible weight

Panties

Panties represent shaped material (held to the hips by reinforced leather strips in the case of metal or stone panties) tied to the groin area, and covering little more than the gluts and crotch. Statistical modifications are the same as for brassieres.

Armor Piece	Price	AC	Max Dex	Check Penalty	Spell Fail	Speed 30 ft	Speed 20 ft	Wt
Panty Piece								
Light								
Padded	1gp	+0	+9	0	0%	30	20	*
Lacy	25gp	+0	+9	0	0%	30	20	*
Leather	3gp	+1	+7	0	5%	30	20	1 lb
Silk	30gp	+0	+10	0	0%	30	20	*
Studded	8gp	+1	+6	0	10%	30	20	2 lbs
Medium								
Hide	5gp	+1	+5	-1	10%	30	20	5 lbs
Scale	15gp	+2	+4	-1	15%	30	20	7 lbs
Chain	50gp	+2	+5	-1	10%	30	20	7 lbs
Heavy								
Banded	25gp	+2	+2	-2	15%	20	15	7 lbs
Splint	25gp	+2	+1	-3	20%	20	15	10 lbs
Plate	100gp	+3	+1	-3	20%	20	15	10 lbs
Stone	250gp	+3	+0	-6	35%	20	15	20 lbs

Padded: Gives +1 to apparent cupsize while worn, and a +1 enhancement bonus to diplomacy checks made to influence those with breast fetishes. Has no additional effect on those already in a relationship with the wearer.

Lacy: gives +1 to Diplomacy rolls made to seduce someone if your target can see it. Has no additional effect on those already in a relationship with the wearer.

Silk: Something of a status symbol, this brassiere gives +3 on rolls to seduce someone who can see it. This brassiere includes bonuses from Lacy and Padded so it isn't cumulative with those.

Leather: +1 on Intimidate rolls made to indulge a masochism fetish.

Studded/Spiked Leather: +2 on Intimidate rolls made to indulge a masochism fetish. The armor gains no special bonus for being studded *and* spiked.

Plate: A plate brassiere is treated as if part of a half plate.

Stone: A brassiere commonly worn by dwarves that can afford the special alchemical process that allows stone masons to shape stones into curves, this armor is a widely appreciated magical innovation in the caverns of the Northlands.

Gold Armor: Gold can be fashioned into light or medium metal armor. The softness and the weight of the metal decrease the armor/shield bonus by 2, and increase the armor check penalty by 2. Gold armor has a hardness of 5. Gold armor is automatically parade quality,

* Asterisk indicates negligible weight.

granting +2 on Diplomacy and Intimidate checks made to influence a person from the appropriate country.

Breastless/Crotchless

This armor bonus applies to either armor or clothing and provides a +2 circumstance bonus (+4 if the armor is both breastless and crotchless) on Diplomacy checks against characters that enjoy seeing breasts or groin. Wearing the armor in public may violate decency laws, but it also grants its bonus against the arresting guards and the magistrate if they would otherwise enjoy seeing the body parts involved. This bonus can improve attitudes to the point where the target doesn't want to attack the wearer, and of course allows the wearer to use feats related to skin exposure. The drawback is that they must suffer -1 to AC for every +2 to Diplomacy. Price is unchanged

Catsuits

These mainly exist as a fetish indulgence and are usually made of gnomish rubber, however a hair band can accommodate cloth cat ears. Whether this works on Furies or not is up to the GM.

Dildo

This penis shaped (usually, sometimes they're knobby) shaft is used for self pleasure. If made of wood (or, GM allowing, ivory), they may be rendered unbreakable by the Ironwood spell. Such dildos will never splinter under normal use and will always be as smooth as the day they were made. Glass Dildos are fragile and will deal damage to any user rolling a 1 on sexual techniques as a weapon of the appropriate size (less than 1 foot deals 1d4, 1 foot deals 1d6, 2-3 feet deals 1d8) piercing to either the hand, anus, or vagina. If the damage is to the anus (either by using it on the anus, or by "pounding" which effectively gives you less control over which hole the dildo goes into), the character will need to make a roll to avoid contracting Filth Fever (as normal). If you mount the dildo while it rests on the floor, damage is maximum, don't even bother rolling. Masterwork dildos do not break. Gnomish rubber dildos do not break.

Gnomish Rubber Clothing

This clothing does not breathe well and is considered "heavy" for the purposes of environmental hazards such as heat or cold. It is however, very form fitting, and if you have any positive charisma modifier it improves this bonus by +1. Simply wearing rubber clothing may fulfill a fetish, and if you are wearing transparent rubber clothing and meet someone with a rubber fetish and a voyeurism fetish, both effects stack. Transparent rubber clothing also allows you to activate feats that require skin exposure, and if worn publically, it allows you to indulge an exhibitionism fetish if you have it. GM allowing, you can purchase rubber clothing thick enough to function on par with Leather Armor, but this doubles its weight and makes it awfully damn expensive (compare to full plate, or even to a plate armor bikini).

Gnomish Rubbers

A gnomish innovation that prevents insemination. Safe sex practices aren't up to what they might be in the real world, so you can bet at 3 gp/pop people try to use them more than once. Each time you use one roll 1d20. If you roll higher than the number of times you've already used the rubber, it survives and you don't inseminate your partner. On the 20th use it breaks automatically. Abnormally large penises must special order their condoms and they are more expensive.

Harlot's Outfit

This outfit contains a loose frilly sleeveless lace up blouse, corset, long skirt, and high heeled knee high boots (effectively spikes, they deal 1d4 damage with a kick or stomp). Sheer clothing is transparent and allows the harlot to activate any feat that requires skin exposure. In addition, while wearing transparent clothing, the character is considered to be indulging a voyeurism fetish for their partner and (if worn publically) an exhibitionism fetish for themselves 60gp, 3 lbs.

Quick Release- This mundane addition can be applied to any clothing or armor. On clothing or piecemeal armor it allows the article to be removed as an immediate action. On a full suit, it reduces time taken to 5 rounds (unless the full suit is like a robe or dress, which takes an immediate action). This modification costs 50% of the modified equipment.

Makeup Kit

By taking up to three hours to prepare, apply cosmetics, fashion hair, wash and otherwise primp and preen the character agent can add up to three points to her Charisma score, one per hour of preparation (5 points in 5 hours for a masterwork version). The slightest strain or exertion, such as combat, removes this bonus immediately as hair gets mussed, makeup smeared and fine clothes rumped. This includes sexual activity so, much like real life, one can go to bed with a fox and wake up with someone altogether different – it need not be just to do with the cider either. 5 gp, 5 lbs, a masterwork version is 100 gp, 10 lbs both kits are exhausted after 10 uses.

Chastity Belt

The chastity belt is a common imposition made upon wives and daughters of paranoid and powerful men, but some women take to wearing it for their own protection. Sturdily built, the chastity belt fits snugly to the body with a grille or series of holes to allow the elimination of wastes. A lock is an integral part of this device. Chastity belts have a hardness of 10, 10 hit points and the DC to break them open is 26. A chastity belt is worth 50gp plus the price of its lock. It *can* be modified for Quick Release, though this defeats the purpose of it, unless you're using it to disguise yourself as a nun or something of that nature.

Riding Crop

This is a small safety rapier worth 30gp

Safety Manacles

These manacles have a safety catch that takes a DC 25 Perception check to find.

Sexy Undergarments

This garment is either Lacy or Silk, and is both the panty and the brassiere.

Magical Items

Armor Quality

Revealing: This suit of armor is similar to those with the glamered special ability, save that rather than assuming the appearance of a common set of clothing, the armor appears to shrink to reveal more and more of the wearer's body. While the armor retains all of its properties (including weight), it can be shrunk to uncover as much or as little skin as is desired by its possessor. Needless to say, this type of armor can be quite distracting to those of the opposite (or preferred) sex.

Moderate abjuration CL 8th; Craft Magic Arms and Armor, *shrink item*; Price +1 bonus.

Specific Armors

Boneless Leather

Aura faint transmutation; **CL** 3rd

Slot armor; **Price** 12,160 gp; **Weight** 15 lbs.

Description

This suit of +1 leather gives its wearer the ability to twist and contort his body in virtually any direction. He gains a +5 bonus on Escape Artist checks*, a +5 bonus on Acrobatics checks to reduce damage from falls, a +5 bonus to CMD, and DR 5/piercing or slashing.

Construction

Requirements Craft Magic Arms and Armor, alter self, creator must have 5 ranks in the Acrobatics and Escape Artist skills; **Cost** 6,160 gp

Battlemaid's Tabard

Aura strong abjuration; **CL** 13th

Slot armor; **Price** 16,700 gp; **Weight** 15 lbs.

Description

This extremely supple and finely crafted +3 *light fortified leather armor* is only made for females. In addition to being self cleaning and self mending, it supports the wearer's torso and can be made to appear and feel like a wet sleeveless shirt. This leaves little to the viewer's imagination, since they can see right through it. Feats that rely on body exposure may be used while wearing this armor.

Construction

Requirements: Craft Magic Arms and Armor, *disguise self*, *create water*, *prestidigitation*, *limited wish* or *miracle*; **Cost** 8,350 gp

* This bonus may be applied to Perform (Sexual Techniques) as well, or instead of. If such a separate armor exists it may be called Contortionist's Leather.

Rings

"Ring" of Enhancement

Aura faint transmutation **CL** 5th

Slot "Belt" **Price** 2000 gp

DESCRIPTION

This silver ring, bedecked with small red and pink gemstones is a bit larger than the thumb of its wearer regardless of size. A DC 10 INT check reveals that the ring resizes to the diameter of *something else*. Applied properly, it will increase length by 50% and add +1 to charisma. Contrary to the normal use of such rings, the wearer can whisper a command word to become flaccid while still retaining the physiological effects of an erection (Arousal Phase of inhibition) thus avoiding embarrassing social situations. Whispering the command word again allows the character to resume his erection. The ring never causes damage from constricting blood vessels even though it is metal.

CONSTRUCTION

Requirements Forge Ring, *body enhancement*; **Cost** 1,000gp

"Ring" of Quantity

Aura faint transmutation **CL** 5th

Slot "Belt" **Price** 500 gp

DESCRIPTION

This ring affects the user with a constant *personal fluidic enhancer* spell, allowing for some very messy yet fulfilling encounters and increasing odds of conception.

CONSTRUCTION

Requirements Forge Ring, *personal fluidic enhancer*; **Cost** 250 gp.

"Ring" of Penetration

Aura faint Conjunction **CL** 5th

Slot "Belt" **Price** 1000 gp

DESCRIPTION

This makes the wearer's member slippery as though it was under the effect of a constant *grease* spell.

CONSTRUCTION

Caster Level: 5th; **Prerequisites:** Forge Ring, *grease*; **Market Price:** 500 gp.

"Ring" of Sir Ronald Jerome

Aura faint conjunction and transmutation **CL** 5th

Slot "Belt" **Price** 3500

DESCRIPTION

A lowly knight in the service of General Elzbeth Barret, Sir Ronald Jerome thought it would be wonderful to simply combine the effects of the abovementioned rings. His personal ring enhances the wearer's member by 50%, adds +1 to charisma, adds +5 to pregnancy rolls, and enacts a constant *grease* effect on the wearer's "Ron Jeremy".

CONSTRUCTION

Caster Level: 5th; Prerequisites: Forge Ring, grease, personal fluidic enhancer, body enhancement; Market Price: 1750 gp.

Potions

Dutch Courage

Aura faint abjuration; **CL** 1st

Price 50 gp

DESCRIPTION

This potion has a rich golden color, a foamy head and a bitter taste. When imbibed this magical brew instills the drinker with confidence, enabling them to muster the courage to do things they would not normally do. The drinker gains a +1 bonus to their Will saves and any skill checks made to impress or seduce someone for a period of one hour.

CONSTRUCTION

Requirements Brew Potion, *resistance*; **Cost:** 25 gp.

Potion of Expansion

Aura faint transmutation; **CL** 3rd

Price 350 gp.

DESCRIPTION

A single draught of this potent brew causes an immediate swelling in the chest area of the imbiber, regardless of sex. Within moments their bust is far more impressive than it was a moment ago, increasing a full cup size in one round (multiple doses are cumulative). If already wearing tight clothing this expansion can become somewhat explosive, which makes this potion something of a favorite amongst pranksters and the immature as well as the character looking to fill out that dress just a little better. The effects last for 24 hours no matter how many doses are taken. The GM may rule that taking this potion daily for a consecutive week causes a permanent increase in cup size provided that the next feat available goes to the purchase of a trait or feat that would permit such an increase.

CONSTRUCTION

Requirements Brew Potion, *alter breasts*; **Cost** 175 gp

Potion of Lust

Aura moderate transmutation, **CL** 4th

Price 300 gp

DESCRIPTION

This effervescent and luridly pink potion comes in small vials that are easily concealed in sleeves or bracelets. It tastes of a mix of strawberries and oysters and fizzes on the tongue when drunk neat, although it is tasteless when mixed into another liquid. Once drunk, the imbiber becomes overwhelmed with waves of lust unless they make a successful Will save (DC 14). If they fail they must jump the first thing that even remotely fits their idea of an acceptable mate, usually the one who slipped it to them. Habitual use of this potion leads to Nymphomania as the Skank spell with a DC of 14

CONSTRUCTION

Requirements Brew Potion, *pheromone enhancer*; **Cost** 150 gp.

Potion of Performance

Aura faint conjuration **CL** 3rd

Price 300 gp

DESCRIPTION

Misrepresented by charlatans and sought after by many, getting a genuine potion that assists sexual performance is nigh on impossible, not to mention expensive since mages know people will pay through the nose for such a libation. When a *potion of performance* is drunk, the imbibor gains the benefits of *personal fluidic enhancer* and the Endurance feat. This effect lasts two hours.

CONSTRUCTION

Requirements Brew Potion, *personal fluidic enhancer*; **Cost** 300 gp.

Rods

Rod Of Vibration

Aura moderate transmutation **CL** 9th

Price 38,500 gp

DESCRIPTION

This short rod (a mere 18 inches long) is crafted of smooth, polished steel and feels warm to the touch. A small garnet shaped like a dial is set into the bottom of the rod. Upon command, the rod animates, becoming slightly soft, and begins to shake. The rod can vibrate in three different modes: Pleasant can be used indefinitely and causes 5 points of inhibition loss per round in addition to any Sexual Prowess rolls.

The rod can be set at forceful three times per day, for a duration of up to 10 rounds each time. This setting causes 10 points of inhibition loss in addition to any Sexual Prowess rolls.

Lastly, once per day, the rod can be set to violent, allowing it to attack the user's foe as a *dancing small club*.

CONSTRUCTION

Requirements Craft rod, *animate objects*, a small garnet; **Cost** 19,250 gp

Variant: Rod of Filling

Aura moderate transmutation and conjuration **CL** 9th

Price 47,500 gp

The Rod of Filling has the same exact function as the Rod of Vibration except that at its base is a pair of gemmed testicles. As with the Rod of Vibration, the garnet controls the power, but on the other testicle is an aquamarine shaped into a dial. The aquamarine controls a gush of semen that happens simultaneously with the target's orgasm. The rod's insemination can be set to either *filling* or *expanding*. Filling plugs the target to the maximum possible to remain comfortable while expanding fills the target to the point where their stomach can be seen to expand, stopping just short of causing damage, and gushes out the user's orifice. If the target is female, she can choose whether or not to become pregnant by this semen if the creator is of a race that can breed with the user.

CONSTRUCTION

Requirements Craft Rod, *animate objects*, *blast of semen*, a small garnet, a small aquamarine;
Cost 109,250 gp

Wondrous Items

Belt of Rapid Gestation

Aura strong transmutation; **CL** 13th

Slot Belt; **Price** 234,000 gp; **Weight** 1 lb

DESCRIPTION

This slim belt is made of green silk and gold, and is set with coral. It shortens the time a female wearer is pregnant to one day per month that the birth would normally take, reduces labor time to 1d4 minutes, and eliminates any penalties to childbirth rolls. The magic of this belt has no adverse affect on the development of the baby.

CONSTRUCTION

Requirements: Craft Wondrous Item, *accelerate pregnancy*, *assist labor*; caster must be a cleric

Cost: 117,000 gp;

Brassiere of Breast Alteration

Aura Faint Transmutation; **CL** 3rd

Slot Chest; **Price** 100 gp (+1), 400 gp (+2), 900 gp (+3), 1,600 gp (+4), 2,500 gp (+5) **Weight** .5

DESCRIPTION

This brassiere has had Alter Breasts enchanted to it. This brassiere will modify cup size by up to 5 steps and assumes a +1 circumstance bonus to Diplomacy against fetishists per size change, even if they cannot continue adding to cup size because they have already reached HELLO!

CONSTRUCTION

Requirements Craft Wondrous Item, *alter breasts*, **Cost** 50 gp (+1), 200 gp (+2), 450 gp (+3), 800 gp (+4), 1250 gp (+5)

Drider Silk Dress

Aura Faint Transmutation; **CL** 3rd

Slot Body; **Price** 2,100 gp

DESCRIPTION

Extracted at great peril from the tunnels under the earth there is no finer silk and nothing so soft against the skin as a dress crafted from it. The material has a milky glow to it and a pearlescent sheen and clings to the body in a flattering way. It is normally opaque but viewed at just the right angle it is transparent. This dress doesn't break public decency laws because it can be proven to be opaque. It can be used with the Dazzling Display (Ahem!) feat. Due to the expense the dresses are usually short; a thigh length, sleeveless scooped-back dress with a plunging neckline. As well as being hellishly expensive, the dress also makes a good party dress as, once per day, the wearer can surround herself with dancing lights as though cast by a 3rd level sorcerer. The dress also confers a +1 material bonus to diplomacy versus anyone who enjoys a little voyeurism. You never suffer a penalty for wearing the same dress to two parties within the same year, and courtiers don't really care whether you add jewelry to this ensemble.

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, *dancing lights* **Cost** 1,050 gp

Dryad Hair Vest

Aura Faint Transmutation; **CL** 3rd

Slot Chest; **Price** 6,000 gp **Weight** .5

DESCRIPTION

Dryad hair is fine and smooth and long and can be woven to make some items of clothing. Most common is this short vest. Shiny and healthy looking with the natural color of the dryad's hair (as of the time it was cut), the vest smells of nature, of flowers and clear water and surrounds its wearer with his same scent. Understandably, dryads rarely part with their hair willingly and the trade in this sort of item has a few moral questions surrounding it, the fact that it enables its wearer to cast charm person as though by a 3rd level sorcerer does remove the moral dimension for a lot of people though.

CONSTRUCTION

Requirements Craft Wondrous Item, *charm person* **Cost** 3,000 gp

Never-hole Stockings

Aura faint conjuration; **CL** 3rd

Slot boots; **Price** 1,250 gp **Weight** -

DESCRIPTION

In a fantasy society without the benefits of industrialization and when stockings must be made by hand, it is even more frustrating than normal when they tear, ladder or wear out. For this reason, this most vulnerable of attires is often the subject of enchantment by characteres with a great deal of vanity and some money to burn. Never-hole stockings are rendered invulnerable to the everyday problems that they encounter and can even stand up to a dagger blow – providing the wearer with some measure of silky armor protection. While worn these stockings increase the Armor Class of the wearer by +1.

CONSTRUCTION

Requirements Craft Wondrous Item, *mage armor*; **Cost** 625gp

Nymph Hair Scarf

Aura faint Transmutation; **CL** 3rd

Slot Body; **Price** 9,000 gp

DESCRIPTION

In all of creation none can think of anything more renowned for its beauty than the nymph, a beauty that can kill for they are so unnaturally lovely. As with the dryad the nymph does not part with her hair so easily and quite how the hair is harvested is a question best not gone into. The scarf itself is light and softer than the finest silk, luxuriant and flowing. While worn, it glows with beauty enhancing the wearer's own natural beauty and bringing out all of their best features enhancing their Charisma by +3. Current style, for those who can afford it is to include this scarf with a Drider Silk Dress

CONSTRUCTION

Requirements Craft Wondrous Item, *eagle's splendor*, **Cost** 4,500 gp

Teeny-Weeny Bikini

Aura faint enchantment **CL** 3rd

Slot Body **Price** 12,000gp **Weight** 1 lb

DESCRIPTION

This bathing suit appears to be a well made, full body garment. When worn, however, it shrinks upon command to reveal more and more of the wearer's body. It will never reveal more than the wearer desires, but when it gets smaller than a modest one-piece it has distracting effects upon characters normally attracted to the wearer's sex. A failed Will save (DC 11) will cause such characters to become *Fascinated* as per *hypnotism* except that the bikini affects every applicable person in the area. If used in combat, wearers gain a +2 circumstance bonus to AC against enemies attracted to humanoids as they don't want to target the character.

CONSTRUCTION

Requirements Craft Wondrous Item, *hypnotism*, *reduce*; Cost 6,000 gp;

Everful Baby Bottle

Aura faint conjuration **CL** 3rd

Slot None; **Price** 6,000 gp; **Weight** 2 lb

DESCRIPTION

This glass bottle fitted with a nipple is always full of milk. The milk always fresh and warm, and is most nutritious. The bottle produces milk belonging to the holder's species, or an animal's milk if that would be more nutritious (for example, goat's milk is more nutritious for a dwarf than human's milk, if the dwarf is being fed by a human).

CONSTRUCTION

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *lactation*; **Cost** 3,000 gp;

Cursed Item

Girdle of Opposite Gender

Aura moderate transmutation; **CL** 10th

Slot belt; **Weight** 1 lb.

Description

When this magical belt is put on, the wearer must immediately make a DC 20 Fortitude saving throw or be transformed into a person of the opposite gender (or a hermaphrodite if the GM/Player prefers). The character's abilities, mind, and spirit remain unaffected; only the character's sex changes. If the character's saving throw is a natural 1, the item actually removes all gender from the wearer, giving him an androgynous, neutered appearance. The change is permanent unless undone with curse-removing magic. Once its magic takes effect, the belt can be removed without effort. A creature can only be affected by a particular girdle once, though other girdles of this type can cause another transformation.

Creation

Magic Items any belt

Artifacts

Eye of Undressing

Aura strong Illusion, Transmutation, Enchantment (Compulsion); **CL** 15th

Slot none; **Weight** -

Some centuries ago, mistaking one of the eyes for a more powerful artifact, a foolhardy adventurer exploring the crypts of an old church put out one of his eyes and replaced it with the artifact. To his horror he discovered he had gained none of the powers he expected, and crying out in anguish turned to his buxom ranger companion to complain, and then stopped cold. She was entirely naked! After asking why she had stripped and having taken a severe beating for it he realized the truth, the eye was allowing him to see everyone naked, as much of a curse as a blessing as you have to take the rough with the smooth.

Both eyes are currently without owners and are somewhere out in the world. To use the eye one must put out their own eye, losing 1d6 hit points and one point of charisma permanently. Then *the eye of undressing* must be placed into the socket, where it knits itself to the flesh. After this the eye cannot be removed without the loss of another 1d6 permanent hit points. The eye confers the following abilities upon its user, all cast as if by a 15th level wizard.

Bernadette's illusory nakedness – Constant.

Speedy undress – 5/day.

Irresistible dance (striptease) – 1/day.

Caster Level: 15th; *Weight*: —.

Book of Erotic Fantasy

This heavily thumbed manual, complete with moving images depicting various sexual positions in action, was originally commissioned by the Caliph of Pichii-Kyyn, an oasis city deep in the southern desert. The city was peaceful, rich, powerful and the people were happy with the rule of the Caliph. This, combined with his radical practice of not making an evil bastard his grand vizier, left the Caliph with little to do with his time but spend it pleasurably in his ten-story seraglio with his concubines and wives. After about a decade this grew tiring and having already worked his way through several volumes of erotic lore he sent his scouts out into the world to seek new positions, games and tricks for him to try out.

One by one the scouts returned, though none brought back anything the Caliph had not already done or considered. Finally the last scout, long thought dead, returned barely alive and clutching in his hands the notes that would form this manual. A hale and hearty man of twenty-two years when he left, he returned looking eighty and infected with every venereal disease known to man. His sacrifice enabled the Caliph to enjoy a further ten years of marital bliss and a statue was erected in the scout's honor bearing the legend '*check the hole before you put anything in it*'.

The *Book of Erotic Fantasy* takes 48 hours to read over a minimum of six days. Once completed the reader gains enough XP to put herself at the midpoint of the next level. Furthermore, the next time she would take a feat, it must be a sexual feat. She does not have to meet the

prerequisites for this feat. If the feat expends a feature such as Channel Energy, ki pool, arcane pool, etc, she gains the use of the feat 3 times per day plus the modifier of the attribute she uses for Sexual Techniques. She may gain other feats that require the original feat (such as using the book to gain Pleasure Touch and later gaining Improved Pleasure Touch).

Caster Level: 17th; Weight: 5 lb.

Arousal: The Loss of Inhibition.

Each character has what is called an inhibition score... an innate resistance to sexual dalliances. Characters with higher levels tend to have more experience and take longer to arouse while the young bucks aren't unlikely to er... jump the gun so to speak. Inhibition score *per phase* is equal to the *total* of Fortitude and Will (total nude score or if wearing equipment providing sexual bonuses you may use that) modified by your alignment. Each of a Lawful or Good component adds +5 inhibition, while each of Chaotic or Evil alignment subtracts -5.

Optional Rule- Me Love You Long Time: The default system allows for a typical time of 1-2 minutes per step, which according to some polls in New England and Canada* could be a decent amount of time (5-10) minutes. For players who want to really drag it out, they can apply half their Sexual Techniques score (That's score, not ranks, so class bonuses like Kama Sutra and race bonuses affect it)

Characters start at Indifferent (They must be indifferent unless they have an assault fetish, or are genuinely being assaulted) with no loss of inhibition, and not in a state of arousal. They enter the Excitement phase with a single opposed check against the appropriate skill as described below. Once in the excitement phase the seducer must begin chipping away at Inhibition with the same checks or with flirtation, dance, or kissing (or fondling if situationally appropriate such as in privacy, a married couple, or an easy target). Inhibition is reduced by *half* the margin which represents a minute of work.

Sexual Techniques always reduces inhibition by its full result, and is never opposed by a bluff check for "seduction", but it takes a penalty of -5 per attitude shift below indifferent and -5 if the advance is unwanted (regardless of initial attitude). For example, making unwanted advances on a hostile partner (commonly done as part of a viking pillage campaign) modifies any check result, and subsequent inhibition loss by -15 to a minimum of 1 inhibition loss per minute. Having sex with an angry wife takes a penalty of -10 (-5 for being unfriendly, and -5 for unwanted advances)

Once in the arousal phase, Inhibition resets. Normal skills such as Diplomacy or Intimidation are no longer necessary and only Sexual Techniques can reduce inhibition (by their *full* check result). Each maneuver takes one minute. Wash, rinse, and repeat until orgasm, though the GM may apply -2 to checks if either partner used the same technique the previous minute (cumulative). DC to resist inhibition loss is 10+Loss, thus a character must roll a Fort or Will save in addition to a Perform check each minute

* The source of which I unfortunately can't remember.

The 5 stages of Arousal

1. Excitement- Both sexes will flush, and there is a general increase in muscle tension. Men become erect; women begin to lubricate, and the clitoris and nipples become hard. A character can be brought to the Excitement phase with a successful use of Diplomacy (opposed by Sense Motive which takes situational modifiers). Intimidate works on assault fetishists, and flashing uses the Perform [Flirtation], while a lap or pole dance uses the Perform [Erotic Dance] skill. All skills above except Erotic Dance generate half inhibition loss based on margin of victory while Erotic Dance generates full inhibition loss based on the margin of victory. The seducer gets +2 if a fetish is mentioned or if his speech is gentlemanly or otherwise appropriate to the target.
2. Arousal- Characters are *fascinated* with the current sexual activity –4 penalty on skill checks made as reactions, such as Perception checks (but never related to the act of sex itself). Any sexual skill generates inhibition loss equal to the check result. Any potential threat, such as a hostile creature approaching (or one you don't want to see you having sex), allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. Characters must make a will save with a DC equal to the last skill check of their partner to refrain from sexual activity at this point.
3. Plateau Phase- Characters continue to be *fascinated* and the DC to break off sexual activity is increased by 5.
4. Orgasmic Phase- Orgasm is imminent. Characters continue in their fascination with the increased DC to break off sexual activity from phase 3. Characters in this phase tend to be rougher, using the Pounding, Deep Throat, or rougher masturbation maneuvers to try for a quicker orgasm. When a character reaches 0 inhibition in the Orgasmic Phase, the Fortitude DC to avoid orgasm is equal to your partner's last Sexual Techniques roll. Characters may attempt Karreza (DC 30) at this point to return to Plateau phase (or use the Multiorgasmic feat). At any point hereafter, if you've had sex for longer than 1 minute per point of constitution, make a fortitude save (DC 10+ the number of minutes you've had sex) to avoid becoming fatigued. If characters are already fatigued, this roll is for exhaustion.
5. Resolution- Once characters finally do orgasm, if they weren't already fatigued or exhausted add +5 to the DC and roll again. Failure indicates they become one step more tired, "afterglow" returns them to the excitement phase. Characters already fatigued (or who are immune to fatigue but have already ignored a fatigue roll of DC 30+) become exhausted on a failure. Characters who have sex while exhausted suffer nonlethal damage equal to half their inhibition loss. If their nonlethal damage exceeds their hit points, they fall unconscious.

Sex and Fatigue: Pathfinder has this odd quirk of requiring 8 hours of rest after being fatigued in order to recover from it, but in sexual games, this shouldn't prevent characters from getting back in the sack. The GM may *reverse* the rest periods for fatigue and exhaustion (allowing fatigued characters to recover in an hour and exhausted ones to become fatigued in 8).

Special: The Unarmed Fighter, Knight of the Sepulcher, and Martial Artist (Ultimate Combat), as well as Boreal Sorcerer (APG) and Enlightened Sorcerer (Ultimate Magic) Archetypes are immune to fatigue and/or exhaustion at certain levels. The Samurai may use his resolve to reset

his Fatigue DC to zero and remove the Fatigued and Exhaustion conditions at various levels. The Scarred Rager may re-roll failures for the effects due to the Tolerance feature.

Holding Back: Whenever you hold back for 1 sexual maneuver, for each -2 you take on your Sexual Techniques roll, you may reduce any fatigue or orgasm DC by 1. While you are holding back, you don't gain nonlethal damage for having sex while exhausted.

Sexual Delirium: A character that has become exhausted due to sexual activity is considered helpless and can do nothing but perform sexual actions, or rest until they have recovered from exhaustion. A sexually delirious character must make a will save (against their partner's check) to hold back. Characters driven to sexual delirium must save versus Nymphomania even if their partner does not have Addictive Coitus.

Rubbed Raw: Characters who become exhausted due to sexual activity suffer a penalty on attack rolls, skill checks, and ability checks equal to -1 per 5 points (or portion thereof) of nonlethal damage they took during their acts, until they heal the nonlethal damage.

Regaining Inhibition: If sex is stopped prematurely, characters involved recover inhibition points at a rate of 1 point per minutes. Thus if a character with 4 inhibition per stage is at Plateau phase, he becomes normal over 12 minutes.

The Sixth Stage of Arousal, Addiction

Sex can be addictive, but functions more like an insanity than an addiction. Characters who have insanity roll each week to reduce their save DC by 2. They continue to suffer the effects of the insanity until the save DC is 0. Consider using the following effects for your games:

Nymphomania

Type Insanity; **Save** varies, special

Onset 1 day;

Effect Sickened on any day you haven't had sex (you should also roleplay irritability);

Special if the nymphomania results from a Skank spell, an initial will save stops its effects. The DC for that save is 11+ the caster's attribute (spell level is already taken into account). If the addiction occurs as part of the Addictive Coitus feat, or as the result of Sexual Delirium, the save DC equals the Perform [Sexual Techniques] check of the character afflicting it.

DESCRIPTION

If a nymphomaniac character is directly confronted with an opportunity to have sex, he must make a Will save against the insanity or try to have sex with whoever presents the opportunity. Generally good or neutral characters should only consider people they have brought willingly to bed as an opportunity, though they should try to seduce those they are attracted to at every opportunity. Evil characters might perceive someone they are attracted to walking down an empty street or alley as "an opportunity to have sex" and may need to make this roll to avoid raping that person. This includes Lawful Evil people who might justify their actions with the opinion that "she's askin' for it".

Fetish (-philia)

Type insanity; **Save** Will DC 20

Onset immediate

Effect –Characters exposed to their philia automatically suffer 1d6 inhibition loss, and -2 to resist seduction attempts made by those who present the object of their philia. Furthermore, during sexual activity, using the object of the character’s philia reduces their inhibition by 1d6 points per maneuver.

A desire for an object, position, or condition is a philia, also commonly called a mania. Common fetishes include* :

Acrotomophilia- sexual attraction to amputees or their amputated limbs.

Asphyxiophilia- desire to be choked to unconsciousness during a sexual act.

Blastophilia- the desire to have sex with a partner who is being rough and emulating a rape scenario.[†]

Coprophilia- sexual attraction to defecation.

Cryptozoophilia- sexual attraction to creatures of the aberration, or ooze, type

Dictophilia[‡]- sexual desire derived from being given commands in an authoritative manner.[§]

Ephedophilia*- sexual attraction to pubescent humanoids (aged 60-75% of their adulthood age).

Erotophonophilia- desire to murder someone during a sexual act. Characters must have an evil alignment for this philia to manifest.*

Exhibitionism- the desire to expose oneself publically. Whether this includes breasts or not is limited to the local laws and customs regarding such exposure. Characters with this fetish usually have a chaotic alignment but this isn’t required.

Frotteurism- the desire to rub others with genitals against their will.

Hypoxiphilia- the desire to choke one’s partner into unconsciousness during a sexual act.

Intellective Necrophilia- sexual attraction to the undead.

Lyncanthophilia- sexual attraction to were creatures

Metahomophilia- sexual attraction to humanoids of a race other than your own. Usually manifests as an attraction to the iconic features such as ears, tusks or beards.

Narratophilia- the desire to talk dirty or use vulgar language as a means of arousal, or to have your partner do so.

Necrophilia*- sexual attraction to the dead.

Ophiochaetaophilia – An intense sexual arousal brought upon by the writhing mass of a medusa’s barnet.

Pedophilia*- sexual attraction to pre-pubescent humanoids.

Pregophilia- sexual attraction to large bellies that accompany the second and third trimester.

Raptophilia*- sexual desire to rape others. Often accompanies Erotophonophilia

Sexual Machochism- desire to suffer pain (nonlethal damage). Characters with this fetish suffer inhibition loss equal to the amount of nonlethal damage dealt to them during sexual acts. If

* Fetishes marked with an asterisk are not recommended regardless of alignment due to the sensitive nature of the subject; however, each gaming group is free to use its own discretion in choosing fetishes.

[†] You can’t *actually* rape the willing... otherwise this is the fetish of “being raped”

[‡] This might be spelled wrong, but I’m reasonably certain that it has an -o, -a, -um ending.

[§] In any case, any sexual maneuver where the character is being given orders normally in a firm voice they suffer 1d6 inhibition loss. When they fail to resist (or willingly forgo resistance) to a charm/compulsion spell they suffer inhibition loss equal to the spell level.

they are instead humiliated, they suffer the normal 1d6 inhibition loss while the humiliation persists.

Sexual Sadism- desire to cause pain during sexual acts. Characters must have an evil alignment to cause lethal damage, but suffer inhibition loss equal to any damage they deal, or +1d6 inhibition loss while they are humiliating another. This fetish often accompanies Erotophonophilia.

Thaumaphilia – The subject becomes aroused by the presence, or exercise of magic. Especially wands or staves.

Urophilia- sexual desire to urinate on others or be urinated on as part of a sexual act.

Vomerophilia- sexual desire derived from vomit. This sexual desire may accompany Bulimia

Voyeurism- sexual desire to view others nude or in sexual acts.

Xenophilia- sexual attraction to monstrous humanoids, constructs, or outsiders

Zoophilia- sexual attraction to creatures of the Animal or Magical Beast type.

Fetishes and Traits- Characters who take on sexual fetishes voluntarily are eligible to earn traits on a 1 for 1 basis. They work like insanities normally work, with each weekly save reducing the DC by 2 until the character is cured by reducing the save DC to 0.

Post Orgasmic Woes- If you fail your fortitude save versus orgasm and don't want to impregnate you need to make a Reflex Save with DC equal to the failed orgasm DC. Success allows Coitus Interruptus. If you fail, each partner makes a fortitude save against pregnancy (after all you're checking the health of both parents). If *both are successful*, time for bubble gum cigars. The DC of the check depends on the ages of the partners according to the table below:

Pregnancy Save DCs	
Age	DC
Young Adult (12-15 for a human according to d20 Modern)	30
Adult	25
Middle Age	30
Old	35
Venerable	40 (if possible)

The results of this table mean that first level characters *need* natural twenties to get pregnant unless their *total* Fort is +6 or higher (1/40 chance, or 2.5%). Since NPCs usually use the default array, they will likely only have a 15 Con *if* they're building for HP. First level dwarf barbarians with Con 20 and Fort total +7 can roll as low as 18 (6/40 for an equal pair or 15%) while it takes a Con 10 wizard or sorcerer 18 levels to accomplish a 19+ (4/40 for an equal pair, or 10%). In fantasy settings, high level characters often retire either due to pregnancy (sometimes accidental, sometimes not) or marriage which subsequently results in pregnancy. A pair of 20th level characters has as high as a 49% chance to impregnate (Fort +12 plus constitution modifier which could be as high as +7 nude means a mature couple needs two rolls of 6 or better).

Pregnancy? You've got rules for pregnancy?

Pregnancy effects are broken down into trimesters.

First Trimester- Hard to really tell the woman's pregnant. Not much going on. Morning Sickness is said to occur during the first or third trimester, and can last between 1d4 days and an entire trimester DC 12.

Second Trimester: The woman is constantly under a Medium Load*. Sources say that sometimes Depression hits in the second trimester. The save to avoid depression is Will DC 10. Regardless, people also recognize you as having a reason for being so hormonal and generally you get a +2 circumstance bonus on Diplomacy checks. Pregophiles react to you at an additional +2. Breast and nipple enlargement may begin here. Nipples may also darken.

Third Trimester: The woman is under a Heavy Load.† Your obvious pregnancy allows you an additional +2 bonus on diplomacy checks, for a total of +4. Pregophiles react to you at an additional +4

Morning Sickness: Pregnant women must roll a Fortitude save in the morning or become Sickened (-2 to do stuff). Failure by 5 or more forces the character to become Nauseated (can only move, and presumably hurl).

Manic Depression: There isn't really a good fit for the woman that gets sad about her lost body, or feels hopeless or other such thing. Sometimes she just hates the world. Sometimes she feels wonderful about the pregnancy and gains a +1 morale bonus to all actions until failure, then she becomes depressed (treated as Shaken) again, Confusion is the condition that most accurately reflects this, but roll on the (slightly modified) table only once per fit:

d100	Behavior
1-25	Act normally.
26-50	Bicker incessantly.
51-75	Manic- +1 morale bonus until you fail a task, then become depressed
76-90	Shaken (depressed)
91-95	Severe depression, attack self with weapon in hand or perform suicidal actions
96-100	Severe anger, attack someone else

Abortion, Deliberate or Accidental: Dangers to the Baby

For the purposes of simplicity, whenever the mother takes damage to the stomach area or full body damage (such as sunstroke or hypothermia) she must make a Fortitude save against DC 20 + damage dealt or the baby spontaneously aborts.

* This isn't literally true due to most babies not being in the 30 pound range, but for the purposes of movement limitations, Medium Load applies.

† This is also not literally true, but for the purposes of movement limitations, Heavy Load applies.

Contagion: if the mother fails to save versus this spell, her baby she has the option to abort her baby rather than to suffer the effects of the chosen disease.

If the mother consumes enough drugs to develop any addiction, the baby suffers the ability loss associated with the addiction, and the ability loss associated with the actual drug. If this would put the baby's *adult* scores at 0, the baby is stillborn and there is no salvation for it, however, if this would only put the baby's birth scores at 0, the stillborn baby can be revived with magic. Nymphomania cannot be transferred until the child hits puberty.

Childbirth

Childbirth takes 4d6 hours and deals 2d6 damage to the mother (Fort DC 10+damage dealt to halve the damage. Critical failure automatically causes Massive Damage which requires a Fortitude DC 15 save for both the mother and child to avoid death). A character with Profession (Midwife) or Heal can make a DC 20 check to reduce the labor time by margin hours. Additionally, both the father and the midwife can use Aid Another to grant her a bonus to resist damage. The father uses Bluff (It'll be ok... naw my hand doesn't hurt at all... and finally Breeeeeeeeeeeeeathe he-he-hew).

Baby Length

Roll 1 dice of the type rolled for the mother's height and add half maximum possible to the 1d roll. For example humans start with 1d10+5. Add the higher Strength and Constitution modifiers of each parent, and then subtract 2" for every month premature. Human babies are almost always diminutive, but the babies of other races may be fine size. I'll present a table here for ease of use:

Race	Base Baby Length
Dwarf	1d4+2
Elf	1d6+3
Gnome	1d4+2
Half Elf	1d8+4
Half Orc	1d12+6
Halfling	1d4+2
Human	1d10+5

Baby Weight

To calculate a baby's weight, assume half of its length plus the dice roll presented above for Base Baby Length*. Thus if a dwarf can have a baby that is $4 + 2 + 4 + 4 = 14$ inches long, it will weigh $7 + 1d4 + 2$ lbs. This also means that if a human can have a 23" baby it will weigh $12 + 1d10 + 5$ lbs.

Belly Expansion- During the second trimester increase a woman's belly measure by 2/3 her baby's weight and during the third, increase it by her baby's weight. It takes (Baby Weight – Str) weeks for a woman to get her stomach back in shape.

* Adults seem to weigh more than twice their heights but this can be explained by the fact that babies have less dense bones.

Optional Rule: Birth Defects

Sometimes life just sucks. Both parents do everything right and things go bad anyway. If either partner rolls a 1 on their fertilization save, conception automatically occurs and manifests in one of the following ways (which should not be determined randomly).

- Physical Defect- subtract 1d6 from any of the three physical scores. If using the roll 4d6 method, roll 3d6 for that score instead. If using point buy, lower the zero point cost level for that attribute by 1d6 and buy back up from there (for example if you roll a 4, the zero point cost level is 6 a score of 7 costs 1, 8 costs 2, 9 costs 3, 10 costs 5, 11 costs 7, 12 costs 10 and so on 13 costs 13, 14 costs 17, and each additional point costs +4).
- Mental Defect- Subtract 1d6 from any of the three mental scores as for physical defects.
- The first level effects of one of the following curses- Clouded Vision, Deaf, or Lamé. You get no level based benefits that an oracle would otherwise have unless you are of the oracle class.
- (I can't believe I'm saying this) In homage to Byron Hall's "retard strength", you may suffer a mental defect in exchange for a bonus to a physical attribute or vice versa. The GM reserves the right to veto this option, or allow a lesser bonus in exchange for the penalty.
- For those that have the Advanced Race Guide, you can exchange *one* racial ability from your normal race for another of *equal or lesser RP cost* from any race allowed in the campaign. For example, orcs mate with elves **a lot** more than they'd like to admit and half orcs often trade orc ferocity for keen senses.

Can Undead have children?

Short answer, no, long answer: Maybe. A *gentle repose* spell can preserve the reproductive organs of a lich or vampire that becomes one intentionally, though it needs to be recast, enchanted onto an item, because even a single hour of non-preserved junk means no bun in the oven without a *wish* or *miracle*. Even then, once the reproductive system is restored, *gentle repose* needs to be maintained. Pregnancy term for undead creatures is typically the duration of their initial race

Gestation

The simplest way is to calculate gestation periods is to base it on the ratio of Venerable Ages. For example Humans are venerable at 70, and elves at 350. This is a ratio of 5-1. Traditionally elves don't have 3 year and 9 month gestation periods, but several sources cite 2 years as a good benchmark. Elves are considered "frail", and the GM may halve the ratios for creatures with this sort of description, or those that are small. Half races may calculate gestation based on the average of their parents' gestation periods. Alternately, gestation can be calculated by using years equal to the ratio of starting age relative to 20 years (a human's starting age is 15 plus 1d4, 15 is 75% of 20, and 9 months is 75% of a year) but this gives weird numbers for some races, so you may decide to check both results and see what you come up with.*

* And even still, some games may combine the two as one has results the GM likes for some races, but the other method has results the GM likes for other races.

Race	Gestation (Venerable Method)	Gestation (Adulthood Method)
Human	9 months	9 months
Dwarf	16 months	2 years
Elf	23 months	33 months
Gnome	13 months	12 months
Half Elf	16 months	22 months
Half Orc	4 months	8 months
Halfling	7 months	6 months

Post Pregnancy

Breast Enlargement- Extra milk allows the woman to claim +1 cup size while she is nursing. Nipples are often both larger and darker. After nursing, the woman's breasts may droop considerably more than they did before pregnancy and in such cases will be more floppy than bouncy.

Post Partum Depression- *that couldn't have come from me!* Rarely (at least in games) does the depression or anger get significant enough to actually harm the baby, but the Shaken Condition may occur some days for months after the birth.

Taverns/Dens of Iniquity/Prostitution

Taverns are at heart, a place where characters can unwind and throw back a flagon or two. But much like the heart is only a small part of the body. A tavern is not at all exclusive to handing out brew. Taverns in Pathfinder also seem to include inns, which serve to rent out rooms. Among amenities mentioned in the GMG, those that bear specific mention here are Bath, Companionship and Massage.

A bath is either cold or hot water as specified by the price the character paid, and the use of a cloth to wash with and towel to dry off. A maid might come and check on you to make sure you're all right but if you want her to do any washing it counts as a Massage (1sp) and loan of a bar of soap. Oral or a hand job until orgasm counts as a massage as well (another sp). If she has to undress (either partially or fully) is worth 1cp. Dances are 1cp/d6 minutes

"Companionship" according to GMG costs 1gp and up; this means one sexual act that ends with the client's orgasm or 1gp per hour, whichever comes first. A working girl *typically* has 12-13 in Charisma, 1 rank in Sexual Techniques, +3 for it being a class skill, and Skill Focus (+3) for +8 to skill. A skill roll of 7+ gives her an income of 5.5 silver per day or 3 gold 8 silver, 5 copper per week. a skill roll of 12+ gives her 11 gold, 5 silver, 5 copper per week. Failure is a day spent rolling Survival to find food or gain a Fortitude bonus against bad weather. A prostitute gains +1 per level after the first, and +3 at 10th level as her skill focus improves

The madam typically asks 3 gold 6 silver rent per week, to pay both her and her girls' costs of living. Spending 10 of 14.4 gold, the madam needs three girls to pay the cost of living for everyone unless she pays poor cost of living for her own girls, which is bad business (and probably illegal in some places where prostitution is legal).

High Class- Profession (Courtesan) represents a higher class of companion that doesn't drop garters at the drop of a hat. She also has a more stable income, earning half her check result in gp per week. This represents the number of hours of companionship she had during the course of the week. To keep it in line with monthly Cost of Living, it is also fair to say that you earn twice your check result per month (unless your month has a different number of weeks). Courtesans are not as such required to perform sexual acts but it is assumed that it would not be inappropriate to ask. Courtesans typically start at +8 (or +9 for an attribute of 14-15) and progress at +1 per level, and +3 at level 10. All other High Class professions progress the same way

Profession (Masseuse) is someone who gives you a good rub down. Some give "happy endings" but some don't. You run the risk of drawing a bouncer's attention if you're wrong about a masseuse.

Additionally Profession (Mistress) represents someone who caters to the higher class of people *always* performing sexual acts, but *never* dealing with the riff-raff (for a given value of riff-raff that does not include those with deep pockets e.g. adventurers).

Profession (Madam) is someone who has multiple prostitutes or mistresses working for her in exchange for rent. The madam must by default purchase a building in which to house her workers.

Leadership

Madams who have Leadership can use their cohort for their Guard Captain and at the very minimum have one of their upper level followers be a guard for every 10 first level followers they have. For example with a leadership score of 15 the madam's guard force should have her 10th level cohort, one third level and one second level warrior, while at leadership 25, her guard force should be her 17th level cohort, her 6th, 5th, and 4th, level warriors and 5 of her third level warriors. This means that typically her loyal followers will consist of skill +8 to skill +10 prostitutes (average 8 or 9).

Price of a Den of Iniquity

Typically purchasing any building requires entering into a monthly payment agreement. It is assumed that the agreement doesn't require payment of more than 1% of the total building cost in a given month, and you can typically pay them off in 8-10 years (Characters are also able to use their adventure spoils to pay for one outright as well). The following several pages list several rooms, their size, pricing, and typical decor you can use to build your domicile of negotiable affection, these prices were determined using an old 3rd edition stand by: The Stronghold Builder's Guidebook. That book isn't necessary here as all the information has been provided.

In all cases use the Purchase Limit of the settlement to determine whether a building can be purchased. Also, even though it isn't specified, the purchase limit determines the maximum character level of any individual in the settlement (as does its Spellcasting level). For example, a Metropolis with a Purchase Limit of 100,000 can support 19th level characters, while a Thorp of 500gp can support only 1st and 2nd level characters. Thorps can buy and sell the Basic Bedrooms and Basic Suites as huts though their normal spending limit is exceeded by 200gp at least. The GM may reduce their prices to 500gp. Alternately, since a Barracks is sparsely decorated, the GM can declare that some of the space has been left empty and require that the Barracks is used in Thorps.

Rooms

Barracks

Size: 16 squares

Cost: 400gp

This densely packed room can support 10 people, often used to save space for "harem" style structures. Barracks in brothels often have a privacy curtain unless the room is intended for orgies. See "Orgy Room" for a better fit. To represent cheaply furnished rooms, trade 1 bed for a privy, 2 beds for a kitchenette (*not* a full kitchen), and simply take the other unused beds out, using the space for open gathering area.

Basic Bedroom

Size: 16 squares

Cost: 700gp

Two 10x20 rooms can house two working girls. The furnishings here are basic straw mattresses and cotton or wool linens with low thread count and a patchwork quilt. A wood bench by a table and chest of drawers provides sitting and storage space. The two bedrooms share a privy. This room can also be converted to a one tenant hut by using the second room as a kitchenette and using its wash basin to bathe in. Characters that purchase this unit for such purposes can pay it off in less than 10 years at average Cost of Living.

Fancy Bedrooms

Size: 16 squares

Cost: 4,000gp

Two 10x20 rooms have fairly comfortable cotton batting mattresses with wool blankets and fine cotton sheets. The bureau and wardrobe are handsomely carved and there is an upholstered bench by the writing desk. The two bedrooms share a privy.

Basic Suite

Size: 16 squares

Cost: 800gp

Decorated much the same as the basic bedrooms, this larger suite has a walk in closet and its own privy. Characters can bathe using a large basin in the privy.

Fancy Suite

Size: 16 squares

Cost: 5,000gp

Decorated much the same as the fancy bedrooms, this larger suite has a well appointed walk in closet and its own privy. Sexual Techniques checks are made at +2 in this room

Luxury Suite

Size: 16 squares

Cost: 25,000gp

Prerequisite: one valet who sees to the warming of bath water and cleaning of the garderobe. This living space features the most opulent of décor, its main room containing two marble bureaus filled with clothes, its large walk in closet bedecked with rows of shelves for footwear and the finest of handmade hangers for clothes. The four poster bed is made of the finest wood hung with the most expensive silk surrounding a fine feather mattress with silk linens. The walls are adorned with fine art. The walk in privy is large enough for two people and features a large iron or ceramic tub. Sexual Techniques checks are made at +4 in this room.

Basic Common Area

Size: 16 squares

Cost: 500gp

This waiting room features bare floors and rough hewn benches. The walls may have mounted

animal heads or cheap artwork.

“Orgy Room”

Size: 16 squares

Cost: 3,000gp

This room is strewn with pillows, and incense burners, draped with silken linens, and lit by candelabras in the corners. There may also be a couch and a bed, It can accommodate 6 couples if they're not doing much sleeping and typically adjoins a storage room that holds the belongings of the working girls.

The Orgy Room is based on the Fancy Common Area which is by default much like the basic common area but decorated better. It is the same price and size.

Basic Kitchen

Size: 16 squares

Cost: 2,000gp

Prerequisite: 1 cook

This stone floored kitchen centers around a fireplace or stove and includes a pantry that stocks basic food and tin cookware. A scullery provides space for mops, brooms, and a basin for dishwashing. The kitchen can provide meals for up to 15 people with 1 cook (Profession +8 or more) but it's ok to buy just one *usually* since drunks *usually* don't want food...

Fancy Kitchen

Size: 16 squares

Cost: 2,000gp

Prerequisite: 2 cooks

This well appointed kitchen sports an iron stove equipped with a griddle and an oven. includes a pantry with good food and cast iron cookware. A scullery provides space for mops, brooms, and a basin for dishwashing as well as cleaning solutions. The kitchen can provide meals for up to 30 people with the two cooks and it provides a +2 circumstance bonus on Profession (Cooking) checks.

Luxury Kitchen

Size: 64 squares

Cost: 50,000gp

Prerequisite: 6 cooks

This massive kitchen sports two large iron stoves equipped with griddles, stovetops, and ovens. An open fireplace for roasting foods adorns one wall that is large enough for a full grown pig. A scullery has two marble basins, and the floor is polished marble. Pots and Pans of hammered copper are the finest equipment available. The kitchen can provide meals for up to 100 people with the 6 cooks and it provides a +4 circumstance bonus on Profession (Cooking) checks.

Basic Tavern

Size: 16 squares

Cost: 900gp

Prerequisite: 2 servants, Kitchen

This rough place serves drink to rough people. A fireplace sits on one wall and the bar is on the opposite wall. Tables surrounded by benches or stools fill the rest of the space seating up to 20 people. Two wenches (Profession: Bartender +8 or more) serve the drink and food. In a pinch you can substitute your working girls.

Fancy Tavern

Size: 16 squares

Cost: 4000gp

Prerequisites: 3 servants, Kitchen

Wine, liquor, and beer are served from a polished marble topped bar. The adjoining kitchen serves food. There are a few booths on the walls while round solid tables and chairs or stools take up the majority of any floor space. The place requires 3 wenches to support 20 people.

Luxury Tavern

Size: 16 squares

Cost: 4000gp

Prerequisites: 3 servants, Kitchen

This place serves the finest assortment of alcoholic beverages of any in the area and serves only the best gourmet meals. The bar is marble and the chairs are finely upholstered, while the tabletops are covered in fine linens and actual silverware arranged as only those in high society would even bother. The walls are bedecked with gorgeous decorations including works from the best artists in the land. Four waitresses serve the meals and drinks to up to 20 people.

Servant's Quarters

Size: 16 squares

Cost: 400gp

These rooms are the bare bones necessities required to house any working girls that aren't actively working. They accommodate for any overflow in the event that some customers value privacy over companionship

Storage

Size: 16 squares

Cost: 250gp

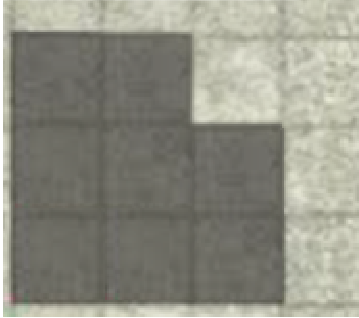
Due to the need for aisles and sensible stacking you can only use about 2000 cubic feet of this space. It's a rather bland room with rough walls and an unfinished floor. This room can serve as client or worker lockers (clients would check their weapons into such a room), or as food storage.

Furnishings

Bed: This is a wooden bed frame containing a tightly packed straw mattress. It tends to collect bugs unless the straw is changed out regularly, but it's comfy. Cost: 6 sp per square, Weight: 35 lbs. per square.

Bed, 2 person: This bed takes up 4 squares Cost: 24sp, Weight: 140 lbs.

Bed, Heart-Shaped: a heart shaped bed built for medium sized characters takes up 8 squares a combat map. It would be shaped as shown below:



Cost: 48 sp, 280 lbs.

Bed, Masterwork: Masterwork beds, instead of straw padding, have felt padding treated with an alchemical potion to ward off insects, and are extremely comfortable. Aside from being great spots for sex, they're excellent for bed rest, offering a +2 bonus to Heal checks for long term care to anyone who rests exclusively on a masterwork bed. The cost to make a masterwork bed is 50 gp per square.

Mithril Frames: Bed frames made from Mithril don't squeak and they weigh half as much. The headboard makes a sound like banging a wooden spoon on a cookie sheet if you bump it during sex though. Divide weight by 2 and add 500 gp per pound of the new weight to determine the cost for a mithril bed.

Brothel Income

- 1) Find the *minimum* Sexual Techniques level of your prostitutes (usually around +8). Calculate the average DC the prostitutes can hit by adding 10 to this number. Reference that number to the Sexual Techniques Weekly Average entry. (18 would be 3 gold, 8 silver, 5 copper). Multiply by 4 (or technically 4.4) to get monthly average (about 16 gold, 9 silver, 4 copper). Multiply by the number of prostitutes
- 2) Pay their cost of living, which is usually 10gp/month. The remainder is 6 gold, 9 silver, 4 copper per prostitute.
- 3) Repeat steps 1-3 for named prostitutes with higher skill levels.
- 4) Pay your cost of living from the remainders of both the named and unnamed prostitutes.
- 5) If you don't own the building outright, make a 1% payment on it.
- 6) Anything still left over is profit. Divide it amongst your peeps.

Finding a Brothel

The DC to find a brothel is 40 - Madam's Skill (if the GM is going into great detail on his cities, he can also add law but subtract crime and corruption).

Tavern Costs and Income

Taverns have an added cost of 1gp/day times its capacity to feed 3 good meals per day (60sp/20 people per tavern space each month). Since they charge 15sp times capacity for three meals a day this is 10gp per tavern space daily earnings (≈ 300 gp per month). Alcohol Costs for a tavern are (capacity x3) gallons of ale and the same number of bottles of wine at a cost of 5gold, 1 silver times thrice the capacity (306 gold). Since they sell the alcohol at 10 gold 2 silver per serving. This is a profit margin of 306gp/month

If a wench of +8 skill takes 10 she earns 9gp per week (32gp per month). The cook earns a similar amount. Running the tavern *may* actually soak any losses associated with poor Performance of the working girls.

Example 1: Cheap Brothel

This brothel operates as a second hand operation to the tavern front. At the entry is the open area that is the tavern. Behind the bar of the tavern sits the kitchen and servant's quarters beyond that. Adjoining the servant's quarters is the storage room where all the belongings of the working girls are kept. Stairs in the back corner of the tavern lead to the rooms above which share two privies placed at the rear end of the building sitting above a 50 foot deep cesspit (a 60 foot fall should it matter) that gets fired out regularly enough to keep the stench down. This Brothel requires a Small City to support it and a 11th level character to purchase it outright. Perception or Gather information DC is 22 (before settlement modification)

Basic Tavern 900gp

Basic Bedrooms (10) 7,000gp

Fancy Kitchen 2,000gp

Servant's Quarters 400gp

Storage 250gp

Total 10550

Staff: 2 cooks (+8 skill), 20 working girls (who rotate wench service, +8 skill)

Income

3049gp/month on average from the working girls

462gp/month from the 11th level courtesan (+22 skill)

900gp/month from food

612gp/month from alcohol

Upkeep

200gp/month Cost of Living for 20 working girls

600gp/month to feed customers

306gp/month for various alcohols

105gp/month for rent

Net Profit: 3812gp

Example 2: Martha's Hut

Martha's hut consists of a small bedroom adjoining a kitchenette. The décor of the place is uninspiring at best, nearly depressing by some standards. This brothel is supported by a Hamlet (though thorns are capable) and a third level character. Martha's skill in Madam (+4) is used strictly for advertisement, and the DC to find Martha's Hut is 36, though if the players go to the tavern, the DC to find Martha herself is 0 due to the fact that she has the largest breasts of any NPC in the village.

"Barracks" 400gp

Income

Martha (Skill +9) often runs 3 person trains and earns 46 gold, 2 silver, per month.

Upkeep

Martha pays 10gp/month for food, clothing and such.

Martha has purchased her hut outright.

Prostitute Generation

Height and Weight

Use the default tables or the one I've provided in this book.

Example: Martha rolls 4, 4 for her height and 1, 4 for weight making her 5'1 and 130 lbs.

Age

It is *strongly* recommended that you use prostitutes of the legal age of maturity in your area. Adventurers may be able to start *adventuring* at 16-17, but sex is another matter entirely. However if your GM wants to throw in a non-adult to provide a plot hook (such as rescuing the girl from sexual slavery) I'm fairly certain most people will be understanding. Even still this is something you want your group to be comfortable with. On the other hand, if your gaming group recognizes that non-humans mature at rates different from humans and accepts those norms, more power to ya!

Prostitutes are rarely middle aged or older, but some enjoy a woman with a bit of experience, which leads to a decent number of middle aged prostitutes. Prostitution is considered "intuitive", frequently practiced by commoners who are able to get by on looks, and is as instinctive as the rogue or sorcerer class, (though those are far more difficult). If you roll the maximum starting age for an intuitive class (+1d4 for humans) you may multiply by 1d4+1 and add that to the minimum age (so for example if you roll starting age +4 you can actually add anywhere from 8 to 20 years)

Martha rolls 3 for her age roll, she starts at 18, however she is 3rd level and at the GM's option may be older (up to a year per level is reasonable).

Figure

Already discussed. Martha is 38HELLO!-23-29.

Features

2d6	Hair Color	Eye Color	Complexion
2	Blonde	Lt. Blue	Milky White
3	Brunette	Dk. Green	Freckled
4	Auburn	Hazel	Olive
5	Black	Brown	Bronze
6	Grey	Lt. Red	Pink
7	Silver	Silver	
8	White	Lt. Green	
9	Blended	Dk. Blue	Brown
10	Gnomish [*]	Crimson	Copper
11	Fey [†]	icy color, roll again	Yellow
12	Bald	Each Eye Different, roll twice	Golden

With a roll of 2, 8, and 7 Martha has brown hair, light green eyes, and pink skin.

Disease

Roll 1d10	Disease
1	Demon Fever
2	Devil Chills
3	Red Ache
4	Crimson Welts
5	Whore's Delight
6	Crotch Plague
7	Shakes
8	Filth Fever
9	Roll two diseases, disregard further instances of this roll
10	Roll 3 diseases, disregard further instances of this roll.

^{*} Gnomes have pink, purple, blue, green, yellow, black, and white hair

[†] Fey hair changes with the season. Red in summer, yellow in fall, white in winter, and green in spring. Water type fey typically have blue, black, blue, black, or white hair.

Optional

Prostitutes may specialize in a given maneuver, earning +2 for that maneuver. They likely have invested in the Skank feat.

d%	Specialization
1-50	None
51-60	Oral
61-70	Anal
71-80	Bondage
81-90	Stuffing
91-95	Handjobs
96-100	Other

I've already decided that in a town less than 60 people, Martha has no specialization though mammary shouldn't be unreasonable considering her particulars.

Attitude- Initial attitude is indifferent unless the GM states otherwise

Fetish- In addition to a specialization, prostitutes may also have fetishes that allow their customers to gain an edge on them in terms of arousal. If a customer invokes a fetish that the prostitute has, he may subtract 25% from his bill. The following fetishes are likely to be invoked by clients (See *The Sixth Stage of Arousal* for details):

1d10	Fetish
1	Asphyxiophilia
2	Blastophilia
3	Coprophilia
4	Dictophilia
5	Metahomophilia
6	Narratophilia
7	Sexual Machochism
8	Sexual Sadism
9	Urophilia
10	Voyeurism

Gambling

Match Game, A.K.A. Gnomish Cog Reels

The gnomes have invented a machine which uses reels on cogs. The best way to simulate the game on a tabletop roleplaying game is use 3 dice of the same type. You are looking for 3 instances of the same number

There are different pay outs for different dice types due to the differing odds of each result coming up. Adding up all the payouts should be less than the total chances for the house to maintain an edge. Each payout should be about half (or less) than the next one up. The highest payout should be less than half the maximum odds.

3d4- There is a 1 in 64 chance that all 4s come up.

If all dice are 4, the payout is wager x30 (.468 payout)

If 3s, x15 (.234 payout)

If 2s x8 (.125 payout)

If 1s x4 (.063 payout)

House Edge: 11%

3d6- There is a 1 in 216 chance all sixes come up, and a 6 in 36 chance for any matching set.

If all dice are 6, the payout is x100 (.462 payout)

If 5s, the payout is x50 (.231 payout)

If 4s, the payout is x25 (.115 payout)

If 3s, the payout is x10 (.046 payout)

If 2s, the payout is x5 (.023 payout)

If 1s, the payout is x2 (.011 payout)

House Edge is 11.2%

3d8- There is a 1 in 512 chance all eights come up. Going to x250 odds for all eights produces only a 4% edge which isn't likely to get the house what it wants... thus a slightly lower payout of x200 for the "best result" is used for 3d8s

If all dice are 8 the payout is x200 (.390 payout)

If 7s, the payout is x100 (.195 payout)

If 6s, the payout is x50 (.097 payout)

If 5s, the payout is x25 (.048 payout)

If 4s, the payout is x15 (.029 payout)

If 3s, the payout is x8 (.015 payout)

If 2s, the payout is x4 (.007 payout)

If 1s, the payout is x2 (.003 payout)

House Edge is 21%.

Cog Reels can be tricked for the top pay out with a DC 25 Disable Device check (cleverly sabotage a clockwork device) but this takes 2d4 rounds. They also are usually fitted with a good lock. Cog Reels have hardness 8 and 20 hp.

100

The set up is simple; the house sets cost per dice. Each round, players all buy 1d20. The objective is to get as close to 100 without going over. Play stops when everyone has either stopped buying dice or goes over 100. 3/4 of the pot goes to the winner and the rest is split among the others that did not go over (including the house). The house is instructed not to go over 85. All players involved, including the house (Profession: Gambler or Sleight of Hand +9) can use their associated skills to increase dice rolls (blindly) or take 10 on a particular turn, but be warned, increasing an individual roll past 20 indicates cheating.

Liar's Dice

The game starts with a maximum number of dice equal to thrice the number of players. Players each ante up whatever they want but all other players must match the maximum ante played.

Each round players roll concealed dice (in a cup).

The player chosen to bid first expresses how many of one result exist in the combined rolls of all players. He also declares whether bids go clockwise or counterclockwise

The player adjacent in his chosen direction chooses to outdo his bid or call him out. A player cannot bid back down

For example the player might declare clockwise play and say two threes. The player to his left must either declare more than two threes, any number of a larger dice or call him out. The second player cannot call for example one three, but he could call one five. The players cannot call multiple dice *rolls* either (two threes and one five for example). Bids continue until someone is called out.

When the round ends, all players reveal their dice. If the number and rank of dice equals or exceeds the amount the last bidder said, the caller gives the bidder a dice. If the bidder is wrong the bidder gives the caller a dice.

Play continues until only one person has dice. This isn't much of a "house game" since the house can run out of dice just as easily as anyone else.

Alternately if dice (or other players) permit, ousted players may buy dice to re-enter the game. Typically 1 unit of the largest coin in the pot is traded for 1 dice to return ousted players to the game, though since he is at the mercy of the other players they can ask for more.

Not Really Gambling At All Card Games-

The house is always considered to be taking 10, and its dealers either have Bluff or Sleight of Hand at +8 (Heroic NPC stats, with their 15 either in Cha or Dex as appropriate to their skill and Skill Focus as appropriate to their skill). A settlement's Corruption modifies the house's Bluff checks while its Crime modifies the house's Sleight of Hand checks. Since the house takes 10 all the time, the DC to win at most poker games is 18 plus the crime or corruption modifier as appropriate. PCs can use Perception checks to find fair dealers, or Sense Motive to see bluffs.

Black Market

A note on drugs- Overdose occurs whenever the user has consumed one dose per constitution modifier. Negative modifiers indicate that the character overdoses on the first half dose (or divides the size of a dose by the absolute value of the constitution modifier). Resisting the overdose takes another fortitude save of the same difficulty. Overdose effects are cumulative per dose after the initial overdose.

Allnight

This treated wafer dissolves into a chalky paste when placed under the tongue and then gives the imbiber a jolt of restless energy. It eliminates the effects of fatigue for the next 8 hours; when the drug's effect ends, the user is exhausted. Allnight makes its users jittery and unable to focus; they suffer a -2 penalty on all skill checks until its effects wear off. **Price** 75 gp

Bachelor snuff

If inhaled through the nose, this sooty smelling golden powder renders humanoid males temporarily sterile without otherwise affecting their performance. A dose typically lasts 1-3 days. Long-term users of bachelor snuff tend to develop a slight, but still noticeable, gilded tinge to their teeth and nails. (Daily users develop a minor addiction) **Price** 1 gp

Blackout

This blue-black liquid can be taken straight, but is commonly added to a drink. It is made from exotic crushed minerals found in desert regions. It encourages sexual activity but makes the user sensitive to light. It has a very mild metallic taste (Perception DC 20 to notice, decrease DC by 2 per extra dose used). Making blackout is DC 15

Type poison, Injested; **Save** Fortitude DC 20

Price 20 gp

Onset 5 minutes

Initial Effect 1d4 Wis damage; **Secondary Effect** *Suggestion* (sexual only) **Cure** 1 save

Overdose 1d4 Con damage, -5 to resist the suggestion.

Golden Haze

These small rhomboidal golden tablets are taken like pills. They produce intense arousal in the subject.

Type Injested; **Save** Fortitude DC 18

Price 750 gp

Effect -2 to perception as the user's vision is altered by a golden haze; **Secondary Effect** Characters enter the Arousal Phase, (DC 18) **Cure** 1 save

Overdose Characters are brought to the cusp of orgasm and left there. They are considered sickened for 1d4 hours or until they achieve a critical success, at which point they achieve a very strong orgasm.

Hot Flush

Hot flush is a prank concoction often poured into the drinks of unsuspecting women. It is colorless, tasteless, and odorless. Within minutes of consumption, the imbiber will get very warm, flushed and sweaty (Fortitude DC 15 to ignore, -4 if wearing heavy clothing), possibly needing to strip off a little in order to get cool (Will DC 15 to ignore, -4 if wearing heavy clothing).

Type Injected; **Save** Fortitude DC 15, then Will DC 15

Price 5 sp

Onset 1d4 minutes

Effect suffer 1d4 nonlethal damage as if from mild heat exhaustion **Secondary Effect** *suggestion* to remove clothing **Cure** save against either effect.

Night tea

This frothy tea made from the bone-white, triangular leaves of the night tea plant renders a humanoid female sterile if drunk every day. In high doses, it may be able to end a pregnancy.

Price 1 sp

Sex Slaves (+1 to +10 ranks in Sexual Techniques) 100gp per plus

89-145 lbs for a human

124-152 lbs for a dwarf

92-138 lbs for an elf

32-46 lbs for a gnome

94-138 lbs for a half elf

114-158 lbs for a half orc

27-41 lbs for a halfling

These are typical values, and reflect near minimum weights for the height range according to the optional build table, however there is the occasional buyer with a fat fetish. Increase maximum weight dramatically to accommodate these (figuring maximum weight according to the maximum dice shown on said table).

Tobacco

These crushed and shredded leaves range in color from peppery red to black; users can either smoke or chew them. Tobacco users experience a certain level of calm and are more easily able to shrug off hunger pangs. Tobacco is addictive (Fort DC 15 to resist is fair since most people take 10), and long-term users suffer Constitution damage (DC 15+1 per year to avoid 1 point of damage that persists until you beat the addiction). 1 gp 2 lbs

Drinks

Coffee

This drink is brewed by pouring boiling water through crushed, roasted coffee beans. Coffee is a common part of many cultures. Coffee is potent enough to reduce the penalties from the fatigued condition from -2 to -1 for 1 hour. 1 cp/cup 1/2 lb

Kahve

Also known as Qadiran coffee, kahve is served with generous helpings of milk, sugar, and spices to counteract its natural bitterness. Kahve is drunk throughout the day, both at home and at coffeehouses. The grounds left in the bottom of a cup are sometimes used for fortune-telling. 2 cp/cup 1/2 lb

Tea

A popular beverage in most civilized regions of the Inner Sea, tea is usually served with milk, sugar, or spices. 2 cp/cup 1/2 lb

Alcohols

In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for 1 hour per drink above this maximum. Particularly exotic or strong forms of alcohol might be treated as normal drugs.* Optionally the safe drinking limit may be the total of Str and Con modifiers. Additionally, characters who “get shit-faced” drink more than double this limit and are considered staggered for the same duration, then sickened. If a character continues to drink while staggered, he must make a fortitude save (DC=base DC+total drinks) or become unconsciousness. A failure by more than 5 causes his HP to become -1 and he starts dying. He can be stabilized by remove poison or a Heal check with the same DC as his last save.

“Those who regularly abuse alcohol might eventually develop a moderate addiction.”

Pathfinder’s GMG makes this statement without specifying what the DC of the save is. Each addiction is listed as having a variable save as well. The rules I provide here should not be considered canon by any stretch of the imagination. They serve to fill a gap.

Characters that drink themselves to the point of being sickened (The use of class abilities may or may not count depending on your GM) more than 3 days out of a given week (called Binging) must make a fortitude save as detailed for contracting addiction with a DC equal to the drug’s normal save plus the number of days they last binged.

New Trait-Iron Liver: Due to a lucky constitution or frequent exposure, your body is resistant to poison, including alcohol and drugs. You gain a +2 trait bonus on Fortitude saves against poison and drugs, and a +4 trait bonus on Fortitude saves to avoid the effects of alcohol.

Mwangi coffee

Coffee brewed “Mwangi style” has a wine-like acid taste that is too strong for a novice palate. (*Mwangi Coffee might not actually be alcoholic in Pathfinder lore, however it is included here in the event that GMs want to use it as an alcohol*) Base DC 5. 3 cp/cup 1/2 lb

* A beverage, or “drink” constitutes 12 ounces of a stout or other alcohol with 10% or less alcohol. Subtract 2 ounces per 10% of alcohol the beverage has, to a minimum drink size of 2 ounces.

Dwarven stout

More a family of beers than one single drink, dwarven stout is known by different names all across the land. Dwarven stouts are dark beers characterized by a slightly burnt flavor and a foamy head; they are said to be as filling as a meal (*GM's call*). Base DC 12. 4 cp/mug 1/2 lb. A gallon has 10 servings and costs 4 sp.

Grog

A foul mix of different alcohols and whatever's handy, grog was invented by pirates and sailors and never managed to crawl far onto land. Grog is no one's first choice of drink, but anyone who's spent enough time on a ship has had at least a taste. Grog has a higher toxicity than typical alcohol. Addiction to grog is severe instead of moderate. Base DC 15. 2 cp/mug 1/2 lb.

Linnorm mead

The favorite drink of the Ulfen, this honey mead has traveled with them into the southern lands. It is sweet and strong and, according to Ulfen bards, is an indisputable aid to singing (*GM's call*). Base DC 10. 5 cp/mug 1/2 lb

Oldlaw whiskey

This single-malt whiskey is made in Molthune at a distillery that has existed longer than the country itself. The smooth rye whiskey is a favorite of old soldiers everywhere. Base DC 12. 20 gp/bottle 1 lb

Rumboozle

A potent drink featuring rum, wine, ale, eggs, sugar, and spices, rumboozle is served warm in finer taverns around the Inner Sea. Base DC 12. 1 sp/glass 1/2 lb

Crime and Punishment

Most of the things discussed above are illegal or partially illegal (such as being restricted to adults or people of a given age). On the most part, watchmen and magistrates are people too and can be swayed with the right attitude, or perhaps palm grease. The following tables serve to depict the legal repercussions associated with a given illegal activity, however they are not intended to sidestep roleplay, merely to suggest guidelines for the sort of punishment a given action can illicit.

Characters that get the wrong sort of attention from the watch for some illicit activity may end up in jail, or worse, sentenced to execution. In any case, the safest skill roll to attempt in exchange for freedom or a warning is Diplomacy, since talking nice doesn't typically arouse suspicion. Characters may Sexual Diplomacy with the Erotic Dance, Flirtation, or Sexual Techniques skills as well, but doing so may make the watchman or the magistrate angry. Bribery may Illicit either a better or worse reaction depending on whether the guard or watchmen seems receptive to this sort of thing. A Sense Motive check to reveal a *hunch* is needed to discern intent or desire. The officer or magistrate may use Bluff, in which case you need only beat his roll. The GM rolls this in secret, due to the inherent danger of misreading social cues in arrest and trial situations. Players may roleplay this "*Your honor, may I request a short lunch*

recess?” “We just had lunch.” “Your honor, may I approach the bench?” “I’ll allow it”<she approaches the bench and props an arm up on the gavel plaque, turning to the side and revealing most of her left breast in the process> “Your honor, I was talking about a different kind of lunch”

The Arrest

Watchman’s Reaction	Punishment
Hostile	Attacked on sight, then fined 10,000 gp if still alive
Unfriendly	Fined 1000 gp, then go to trial
Indifferent	fined 100 gp, then go to trial
Friendly	Fined 10 gp, no trial necessary unless you contest the fine
Helpful	Let off with a warning

The Trial

Magister’s Reaction	Sentence
Hostile	Death
Unfriendly	Limb removal* or branding branding
Indifferent	Public flogging or the stocks
Friendly	2d4 days in the cells
Helpful	A warning

Modifiers to Reaction

Task/Situation	Check Modifier
Exhibitionism bribe	+/-5
Sexual bribe	+/-10
Cash bribe, up to half the legal fine paid directly to the watchman or magistrate.	+/-20
Charisma	as normal
Settlement’s Law Modifier	Inverse [†]
Port	-1
Slums	-2
Foreign Quarter	+2
Market District	+4
Red Lamp District	+10
Temple District (depending on which temple)	+/-5
<i>Modifiers for Specific crimes</i>	
Public Intoxication	+0
Petty Theft	-2
Multiple arrests on record/previously given a warning	-2 per previous arrest/warning
Sexual Harrassment	-2
Non-sexual Assault	-5
Sexual Assault	-10
Grand Theft	-10
Fraudulent Merchantile	-10
Resisting Arrest/Unprovoked assault on a guard	-10
Manslaughter	-15
Murder	-20
Rape	-20
Serial Crime/Repeat Offense in the same arrest	-5 per offense

* A breast counts as a limb when punishing prostitution or other lewd behavior

† That is to say that negative law provides a bonus, while positive law grants a penalty.

Body Modification/non-human parts/Etc

Tattoo: The cost of a tattoo depends on the quality, size, and number of colors used. A coin-sized tattoo in blue ink that will blur over a decade may cost 1 cp, a hand-sized one in black ink that won't fade costs 1 sp, and a tattoo covering an entire back takes several sessions and costs 10 gp. Each additional color costs as much as a single tattoo of its size. Magical Item tattoos cost twice the price of a standard magical item but don't take up a slot.

Tattooed Item (General)

The character has the effects of a magical item tattooed upon their body.

Prerequisites: The character must pay double the cost of the selected item, or earn the services of the tattooist as part of a quest.

Benefit: Select a magical item which cannot be worth more than half the GP value allotted to a Heroic NPC of your level in a given category. You have that item as a tattoo which cannot be removed without severing the body part. For example an 11th level character chooses a Weapon Enchantment. Normally a Heroic NPC of 11th level is allowed 4,000 gp for weapons but since he's paying double for the tattoo, he may only select enchantments worth up to 2,000 gp. He chooses to have lightning strikes running down his arm. Upon command, his arm is sheathed in lightning and he deals an additional 1d6 electrical damage with that arm.

Special: The GM may deem this feat "risky" and assume that any Spellcraft DC that fails by 5 or more afflicts a curse on the player (which doesn't have to be related to item activation as normal item curses tend to be). Additionally, since this feat effectively grants specific items, they may interfere with items worn on the location.

Piercings: For the purposes of which enchantments are allowed, piercings count as rings, but can go on other parts of the body. This means they count for other slots:

Armor: N/A

Belts: Navel. Chain connecting the navel

Body: Genitalia.

Chest: Nipples

Eyes: Eyebrows.

Feet: webbing between toes.

Hands: webbing between fingers.

Head: Lobes or rims of the ear, tongue

Headband: Bridge of the nose.

Neck: Base of the throat, side of the neck, back of the neck.

Ring (up to two): more on the webbing.

Shield: N/A

Shoulders: N/A

The GM may allow the purchase of other item slots as Feats. The *Vestigial Arm* discovery is immediately available to the Alchemist, but their first discovery comes at second level, therefore the following feat wouldn't be unreasonable:

Piercing Slot [General]

Your body can accommodate magical piercings

Benefit: You can wear piercings on your body in addition to the normally allotted magic item slots. Each purchase of this feat allows the addition of *1 slot* (which may be 2 earrings or nipple rings, the pair of which must both be worn to work). For example you could get a tongue stud or pair of nipple rings. They both take up 1 slot (head for the stud, chest for the rings). Some paired rings may be worn other places besides the ears or nipples. For example, if one of the pair is on the hood of the clitoris and the other is on the labia, they satisfy the “both worn” requirement. Each of the above slots has one additional piercing slot which may accommodate a single piercing (or pair that takes effect only if both are worn). This feat may have any requirements the GM designates. It can be taken multiple times, but each time the effects apply to a different location.

Creatures with tails often get to use those tails to better effect. This includes putting magical items on tails

Tail Slot [General]

Your tail can accommodate some types of magical items.

Prerequisite: A member of a race with a tail feature

Benefit: You can wear rings or items specifically designated as tail attachments on your tail. Regardless of your tail’s length you can only accommodate one such item at a time without any special feat (GM permitting).

Odds and Ends: Fashion Traits

Extremely Fashionable: You really know how to make a good impression when you’re dressed well. Whenever you are wearing clothing and/or jewelry worth at least 150 gp (and not otherwise covered in gore, sewage, or other things that mar your overall look), you gain a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks. One of these skills (your choice) is a class skill for you.

Thrown-Together Fashion: You can modify old clothing to make it effective in new circumstances. With a basic sewing kit or disguise kit, you can make a Disguise check to change one outfit into another outfit (see page 159 of the *Pathfinder RPG Core Rulebook*, or page 13 of this book). The DC of this check is equal to 10 + the gp difference between costs of the outfits. The alteration takes 10 minutes per 1-gp difference in the cost of the outfits. You can’t use the effects of Extremely Fashionable, and this trait simultaneously, though you may possess both traits.

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