1. Strangeness Over Mundanity

Objective:
Replace mundane occurrences with whimsical, bizarre, and often cheeky phenomena that embrace a fun, carefree atmosphere. Think of a world where the strange and the sexual are treated with humor and exaggeration, creating an environment that's more about fun, chaos, and the absurd than anything too serious or intimate.

Key Points:

- **A different place:** This world feels like a magical theme park where strange creatures, kinky inventions, and enchanted oddities make everyday life anything but ordinary. It's not about deep emotional connections—just a wild, humorous adventure where even the most mundane activities are laced with weird and kinky charm. It's a world that thrives on spontaneous fun, where power is as much about playfulness and absurdity as it is about strength or magical prowess.
- **Strange Culture:** Forget boring old horses—this world has *bizarrely* sexualized creatures. Maybe there's a species of magically-lactating dairygirls who produce milk from their chests in place of cows. Players may need to perform strange rituals to "milk" them for enchanted potions, turning every interaction into a playful, sweaty, and dirty little game. Or, perhaps there's a living suit of armor, containing a mimic that both protects and pleasures its wearer—becoming a comically affectionate partner in battle.
- **Humorous, Chaotic Technology:** Magic replaces traditional technology, but it's quirky and often unpredictable. Enchanted carts may zoom along the streets, powered by nothing more than a few playful, overly-enthusiastic fairies who can't help but be a bit mischievous. Floating stone platforms could be run by confused golems that occasionally malfunction—sometimes they zoom into the air without warning, causing players to scramble for safety.
- **Comedic Sexual Practices & Fetishes:** Sexuality here is all about fun, not seriousness. It wouldn't be unusual to find a woman sensually milking herself over the bar as a fun display, or a goblin trying to sell you some fresh produce while being raw-dogged by three orcs. Clothing? Mostly optional. Why would anyone wear full armor when the local paladin's nipples are practically poking out of her armor, daring you to notice? The whole world is one big, sweaty, chaotic carnival of carnal joy, where everything's done for a laugh or a dirty thrill.
- **Magic: A Dangerous Art:** Magic in this world is not something to be taken lightly. It's the most dangerous pursuit, requiring intense study, preparation, and *a hell of a lot of luck*. Magic isn't a simple thing to control, and casting a spell could go horribly wrong in the most grisly, painful way. Sure, you could study for years and perfect your craft, but when you finally go to cast your spell, there are only three possible outcomes:
  - Success: The spell works as intended—your fireball hits your target, or your levitation spell lifts you safely into the air. But even this feels like a minor miracle.

- **Nothing**: Sometimes, the magic just doesn't work. It fizzles, crackles, and leaves you standing there with your hair a little more singed and your pride a lot more deflated. It's embarrassing, but it's the safest option.
  - **Gruesome, Painful Death**: And then there's the worst case. A failed spell goes horribly awry, leading to an explosion of magic that twists your body in unspeakable ways. Your bones might liquefy, your eyes could melt, or perhaps you explode in a spray of gore that's so horrifically tragic, it leaves everyone around you traumatized. It's not just a death; it's a display of pure horror.
- **Absence of Conventional Technology:** Rather than relying on mundane, modern-day tools, this world uses magical equivalents. For example, transportation could consist of floating islands or animated golems rather than cars or horses. Homes are constructed by spirits of nature that shape the environment, and communication between distant cities may rely on enchanted crystal orbs that show visual projections of the other party, instead of modern video calls or letters.

1. Sexual Interaction as a Core Mechanic

Objective:
Sexual interactions in this world are not just about intimacy; they serve as a tool for adventure, social maneuvering, and character development. Whether it's leveraging a sultry encounter for political gain or engaging in passionate escapades to regain lost strength, sex plays a central role in the characters' lives and the world they navigate.

Key Points:

- **Meaningful Gameplay Impact:** Sexual interactions serve as practical tools in the player's arsenal. Need to get past a guard? A well-timed flirtation or seductive gesture could send them off to a tavern, distracted. Running low on funds? Perhaps a few *generous* moments with the local innkeeper will get you a nice discount. Want to blackmail an official? Sexual favors can open the door to powerful secrets or illicit deals. These interactions are less about romantic love and more about using charm and carnal power to manipulate situations to the player's advantage.
- **Character Development:** While not necessarily romantic, these encounters can influence a character's emotional state or personal growth. For some, the thrill of using sexuality to gain power could lead to a deeper understanding of themselves, while others might fall into the trap of relying on it too heavily. How a character handles these situations might shape their outlook on life or their mental state—perhaps they grow hardened, or maybe they become more empathetic to others' desires.
- **World Influence:** Sexual interactions can also affect the player's standing in factions, alliances, and political spheres. Players could gain access to new factions or powerful allies through sexual favors or devotion. Proving loyalty to a cult or noble house might require an intimate gesture or exchange. However, the consequences of these choices aren't always straightforward. Use sexuality to gain power, and you might end up entangled in a web of complex relationships that require constant attention and negotiation.

Implementation Considerations:

- **Pragmatic Sexual Mechanics:** Sex is a practical tool in this world. It can distract guards, help escape from jail, or even remove debilitating status effects. Orgies can restore health, magic power, and energy, leaving players feeling refreshed and ready for the next battle. A *post-battle rendezvous* can even provide temporary buffs to strength or stamina, allowing characters to recover faster and push on with renewed vigor.

- **Sex as a Healing Art:** After a hard-fought battle, adventurers often find themselves rejuvenated by a blood-soaked tryst or indulgence. These encounters serve as a form of "magical rejuvenation," restoring health, curing exhaustion, and even replenishing spells. Whether it's an orgy to lift curses or a quick, intimate exchange with a willing partner, the benefits are undeniable.

- **Ovipositing Mimics and Tentacle Monsters:** Of course, not all sexual encounters are entirely *consensual*. If you wander into the lair of an ovipositing mimic or a riled-up tentacle monster... you probably know what's coming. The aftermath? Well, let's just say it's *extremely* hard to escape such situations unscathed. But, these encounters have their own consequences—both in terms of gameplay and the player's character development, with potential buffs (or curses) depending on how the scenario plays out.

3. High Fantasy Elements: Dungeon Crawling, Crafting, Economy, and Combat

Objective:
To create a living, high-fantasy world that integrates dynamic dungeon crawling, a robust crafting system, a thriving economy, and exciting combat mechanics, all while keeping things playful, chaotic, and filled with opportunities for personal growth and adventure.

Key Points:

Dungeon Crawling:
Dungeons are not just places of danger; they're a chaotic, ever-changing mix of puzzles, traps, treasure, and monster encounters. Whether randomized or fixed, each dungeon feels alive, with new challenges arising from player actions, magic, or even sexual interactions. Players will face magical traps that may trigger absurd consequences—like an illusionary wall that turns into a seductive succubus—or find themselves trapped in combat with monsters that have their own carnal desires (maybe the mimic has a *very* specific way it likes to be "opened"). Treasure can be found in the most unexpected places, and it's not always gold or gems. Sometimes, it's a cursed artifact or a powerful relic with a legacy attached, waiting for someone brave enough to wield it.

Crafting System:
Crafting is a vital part of the world's economy and a way to inject personality into the gameplay. Players can gather resources from the environment—whether that's harvesting ingredients for potions, harvesting animal parts, or mining magical ores. These can be used to create new items, potions, armor, and magical artifacts. The most powerful crafted items may become **named** and gain **weapon legacies**. For instance, a sword forged by a player could earn a legendary name,

and its legacy could evolve over time, adding unique abilities, reputations, or even becoming an artifact sought after by NPC factions or other players. Perhaps the "Flameblade of the Fool" is only effective when the wielder is laughing, or a "Horned Helmet of the Humble" grants its user the ability to charm enemies in ridiculous ways. Weapons and artifacts might gain notoriety as they pass through hands, becoming a part of the world's lore and economy.

Economy:
The economy in this world is incredibly dynamic, influenced by player actions, dungeon outcomes, and faction conflicts. The market isn't just about buying and selling; it's about leveraging influence, getting discounts, or acquiring rare items through sexual favors, charming NPCs, or manipulating market conditions. Perhaps a blacksmith will only craft a specific enchanted item for you if you prove your devotion to their cult in a *very* personal way. Items fluctuate in value based on availability, demand, and player-created events—like if a dungeon raid yields a rare crafting material, the price of similar items will plummet, and players can capitalize on these shifts. A strong economy where goods can be traded between factions, black-market goods can be found, and rare artifacts (often from player-crafted legacies) can be sold for a premium.

Combat:
Combat is fast, chaotic, and deeply influenced by character customization. Whether it's slicing through hordes of monsters, engaging in duels, or fighting for control over an area, combat allows for strategic use of weapons, magic, and abilities. Every weapon, whether a simple sword or an elaborate magic staff, has the potential to evolve into something legendary, with new abilities unlocked by its **legacy**.

In combat, players will need to balance physical attributes (like strength and agility), magical abilities, and their strategic use of their environment. Sometimes, combat will also incorporate playful elements: using a "Whip of Woes" not just to damage enemies but to tease and distract them, or using a "Sapphire Garter Belt" to charm opponents and leave them vulnerable to attack. Whether you're performing a tactical strike or just trying to survive the chaos, combat will always be dynamic and full of surprises.

Implementation Considerations:

Crafting and its Influence on Progression and the Economy:
Crafting should have a major impact on the economy, not just by creating useful items but also by generating **named artifacts** with legacies that become highly sought after. These items can grow more powerful based on the player's actions and the item's history. Players who craft items with a reputation (whether for their power, beauty, or *unique qualities*) will find themselves in high demand, whether they're selling it to factions, using it for personal gain, or finding it traded as an artifact between players. As more powerful artifacts make their way through dungeons, taverns, and battlefields, their price and value will shift dynamically.

Combat Mechanics – Turn-Based or Action-Oriented?:
Combat can be designed as a hybrid of both turn-based and action-oriented, where players can

make quick, instinctual decisions during combat while also having strategic turns that allow them to plan ahead. Characters with stronger physical traits might have quicker reaction times, while those more attuned to magic might have longer casting times but devastating effects. The integration of sexual and playful elements should also be considered during combat: certain actions, like using lust-based magic or distracting enemies with seductive movements, should offer some unique tactical advantages, allowing for lighthearted but effective gameplay.

4. Interactive Crowd System

Objective:
To create a dynamic, interactive crowd system where NPC crowds are not just passive background elements but active components that influence the world in meaningful ways. These crowds can obstruct passage, form factions, spread rumors, and interact with players based on their actions, reputations, or affiliations. Players can influence or manipulate crowds, use them for their advantage, or face the consequences of crowd behavior.

Key Points:

Crowd Interaction:
Large crowds are more than just an obstacle to navigation—they're a living, breathing part of the environment. They can block streets, entrances, or key locations, and their behavior can be altered by the player's actions. If a player is causing a scene, fighting in the streets, or using loud, chaotic magic, the crowd might become hostile or agitated. On the other hand, performing a spell or act that impresses the crowd (perhaps something magical, humorous, or sensual) could turn the tide in the player's favor, gaining them the crowd's favor and making it easier to move through areas.

Crowds can also be used creatively by players. **Hiding spots** within crowds can be utilized by smaller characters, or players can blend in with the crowd to avoid detection. For example, a character might slip into the middle of a bustling crowd to evade guards, escaping unnoticed into the chaos of the masses. Larger characters might use their size to dominate and clear the way or intimidate the crowd, either through physical force or sheer presence.

Faction-based Crowds:
Crowds aren't just a random mass of NPCs—they can be organized and faction-based. Factions like gang members, cult followers, or mercenaries can form crowds that actively interact with players in various ways. These faction-based crowds might offer quests, share secret knowledge, or try to sway the player to join their cause. A gang's crowd might be more rowdy, causing a scene, whereas a cult's crowd might be more subdued, gathering for secretive rituals.

Crowds formed from specific factions could also become hostile, such as when a rival gang confronts the player's faction in a tense standoff. Factional crowds may challenge the player's reputation, pressuring them to make alliances or decisions that align with the crowd's values, or risk becoming targets. Cults might even have secretive rituals that the player can engage with to gain favor—or end up as a sacrificial offering if they misstep.

In some instances, **crowd dynamics** could be weaponized or manipulated by players. For example, a player with the right social skills or magical influence could incite a crowd into a violent mob, turning an everyday gathering into an uncontrollable wave of chaos. This can be used for either defensive purposes (to escape a situation) or offensive (to sow unrest or sabotage a rival faction).

Rumors and Gossip:
Crowds are hotbeds for information. NPCs within a crowd may exchange rumors, gossip about current events, or even share secrets that could be vital for the player. Crowds will discuss recent actions, like a player's success in a dungeon or a scandal involving an NPC, which could affect the player's reputation or decision-making.

These rumors can be leveraged for **intel gathering**, allowing the player to use their knowledge to make informed decisions or manipulate the world around them. Conversely, crowds can become a source of **disinformation**—spreading false rumors or sabotaging a player's reputation through cleverly placed gossip. The player might need to navigate carefully, either to maintain their standing or to turn the gossip in their favor.

Rumors can also tie into faction-based crowds, where certain factions use their crowds to spread political or ideological propaganda. The player might be able to change the course of a faction's influence by subtly changing the narrative—spreading rumors that align with their interests or discrediting their enemies.

Implementation Considerations:

How Will Crowds React to Player Actions (e.g., Fighting, Using Magic)?
Crowds are responsive to player actions and the environment. Depending on what the player does, the crowd will react accordingly:

- **Violent Actions:** If the player engages in a fight, uses destructive magic, or causes harm to NPCs in the crowd, the crowd may react by becoming hostile, either fighting back, fleeing, or alerting authorities.
- **Charming or Impressive Actions:** If the player performs a charming action—like showing off magic tricks, displaying strength, or seductively interacting with NPCs—crowds may become intrigued, following the player's lead and even offering favors or services in return.
- **Social Status and Reputation:** A player's previous reputation can influence how a crowd reacts. If the player is well-known or respected, the crowd might cheer, support, or give them special treatment. If the player is infamous, they might be booed, ridiculed, or even targeted by hostile factions within the crowd.

Crowds can also act as **obstacles** when a player is trying to move from one area to another. Larger crowds block pathways, slow movement, and make it difficult to avoid detection. Characters with larger builds might use their size to force a way through, while smaller characters might slip between gaps or hide within the crowd to avoid being noticed.

What Role Do NPC Factions Play in Crowd Dynamics, and How Can Players Influence or Manipulate These Crowds?
Factions are integral to how crowds function. Players can align themselves with certain factions, influencing the crowd's behavior to suit their needs. Here's how they can manipulate or be influenced by these groups:

- **Joining a Faction:** Faction membership may give the player influence over their crowds. For example, a player who becomes a high-ranking member of a gang might be able to command their crowd, sending them out to intimidate rivals or disrupt enemy plans.
- **Manipulating Crowd Sentiment:** A player skilled in **persuasion, charm, or magic** may subtly manipulate crowd sentiment. Through enchantments, flattery, or strategic actions, they can turn a passive crowd into a supporting force or incite chaos to disrupt enemy plans.
- **Dispersing or Controlling Crowds:** If the player is a member of the guard, or holds a position of authority, they might have the ability to disperse or control crowds. This could be done through commands, intimidation, or using magical means to pacify an unruly group. Guards or players could use **area-of-effect spells** or physical force to clear streets, or use **whistles and signals** to direct people to safety.
- **Crowds as Hiding Spots:** Smaller players might use the crowd itself as a **hiding spot** or shield from unwanted attention. In busy city squares, tavern halls, or markets, crowds offer a chance for players to escape pursuit, slip through barriers, or avoid being spotted by enemies. Larger characters might struggle with this, but their sheer size and presence could be used to clear the way or to dominate a crowd.

Expanded System Features:

- **Crowd-generated Content:** Crowds can generate random events, like flash protests, impromptu festivals, or sudden riots. Players might stumble into or actively seek out these events for personal gain, profit, or adventure.
- **Crowd Loyalty or Fear:** As a result of the player's actions, crowds could become loyal to them or fearful, altering how the player is treated in different areas. For example, helping an NPC with a difficult task could endear the player to the town's crowd, giving them free drinks or safe passage. On the other hand, committing an atrocity might lead to violent mobs hunting them down.
- **Crowd-based NPCs:** Special NPCs can emerge from the crowd, such as informants, thieves, or black-market dealers who can offer the player unique items or quests. The crowds may even hide hidden factions or treasures.

5. Physical Character Differences

Objective:
Character size, strength, and physical attributes will play a significant role in gameplay, affecting interactions with the environment, NPCs, and combat. These traits influence how players navigate the world, solve problems, and engage with both NPCs and other players.

Key Points:

Size and Space:

- **Larger Characters:**

  o **Visibility and Reach:** Larger characters may have a distinct advantage in certain situations. They can see over crowds, peer into higher spaces, and easily spot hidden objects or people from a distance. Their size might allow them to manipulate physical environments in ways others can't—like pushing large objects, blocking doors, or intimidating NPCs simply by their presence.

  o **Combat & Threat Level:** Larger characters might have a natural advantage in melee combat due to their size and weight, dealing more damage or causing knockbacks. However, they may struggle with stealth or agility-based tasks, making them less suited to sneaking or fitting into tight spaces.

  o **Interactions with NPCs:** NPCs may view large characters with a mix of fear, awe, or respect. Their mere presence could influence social situations—guards might be more likely to defer to them or be intimidated, while smaller NPCs might approach with caution or awe.

- **Smaller Characters:**

  o **Stealth and Agility:** Smaller characters, by contrast, might have advantages in stealth and maneuverability. They can slip through narrow alleyways, escape tight spots, or hide in places larger characters can't fit. Their small size makes them harder to detect, both by NPCs and in combat situations where surprise attacks are vital.

  o **Combat Challenges:** While small characters might struggle with brute force, they could excel in dexterity-based combat, such as wielding small, fast weapons (daggers, throwing knives, etc.). They may also be able to dodge attacks more effectively.

  o **NPC Interactions:** NPCs may treat smaller characters with more condescension or underestimation, but they might also be more approachable, allowing for easier manipulation in certain situations.

Strength:

- **Physical Strength in Exploration:**
  Strength plays a key role in the physicality of exploration. A strong character may be able to move heavy obstacles, such as collapsing walls or barricades, to open up new areas or paths. They might break down doors during quests or move objects that are key to puzzles and exploration. Conversely, weaker characters might struggle with these tasks and need to rely on agility or magic to bypass obstacles.

- **Combat Power and Carrying Capacity:**
  Strength is the key to raw combat prowess—stronger characters will deal more damage in melee, able to wield larger weapons and overpower enemies. They can carry heavier loot, allowing them to haul massive amounts of treasure or resource-gathered materials. They can also wield heavy armor or weapons without suffering from encumbrance penalties as quickly.

- **Object Interaction:**
Strong characters can manipulate objects in unique ways—like breaking chains, bending bars, or lifting large creatures. They may also have an advantage in situations where brute force is needed to intimidate NPCs or other players.
Strength and NPC Interaction:
NPCs may have a distinct reaction to a character's strength. Strong characters might intimidate others, gain favors from laborers, or be more respected by brute-force factions like mercenaries, thieves, or gladiators. Conversely, a weak character may have to rely on charisma or intellect to gain respect.

Customization:

- **Physical Appearance and Gameplay Impact:**
Players should have the ability to deeply customize their character's physical appearance, not just for aesthetic purposes but with real mechanical impact. Customization could include features like body type, muscle tone, height, and even unique traits like a character's distinctive gait or how they carry their gear.
Visual Representation:
Larger characters may appear imposing, wearing heavy armor and wielding massive weapons. Their movements could be slower but more deliberate. Smaller characters might be more agile and lithe, with quicker, sharper movements that reflect their dexterity.
Functional Customization:
Players may select traits related to their physical makeup, like **muscle mass** for more physical strength, **agility** for better dodging and sneaking, or **stamina** for carrying heavy loads and enduring long journeys.

Implementation Considerations:

- **Impact on Exploration and Questing:**
Physical traits will affect exploration in a variety of ways. For example, **large characters** can access areas where **smaller characters** can't, such as breaking through walls, lifting gates, or passing through areas that are too wide or tall. On the other hand, **small characters** might gain access to **hidden areas**, crawl through tunnels, or slip past unnoticed in crowded environments.

- **NPC Responses:**
NPCs will react differently to players based on physical size, strength, and appearance. A **muscular character** might be treated with fear or respect, while a **smaller, agile character** might be seen as cunning or underestimated. These differences will affect dialogue choices, quest outcomes, and overall interactions with the world. Players can leverage their physical attributes to influence situations or gain advantages (e.g., intimidating guards, charming smaller NPCs, etc.).

6. Classless System Like GURPS

Objective:
Adopt a classless, open-ended progression system like GURPS, where players are free to build unique characters with a broad range of abilities, combat styles, and traits without being constrained by a rigid class structure. This system should encourage personalization and provide diverse ways to play.

Key Points:

Freedom of Choice:
In this system, players have **complete freedom** to choose and develop their character's skills and abilities based on their personal preferences, without being forced into traditional classes. A player can specialize in a certain combat style, craft rare magical items, or become a master manipulator of NPCs. The system is entirely flexible and player-driven.

- Players can select abilities like **archery**, **sword fighting**, **stealth**, **enchantment**, **alchemy**, and **magic**, tailoring their playstyle to fit personal choices.
- They can blend **combat skills** with **social abilities** (e.g., intimidation, persuasion, charm) and **magical arts**. For example, a player could specialize in **dexterous swordplay** while also learning how to enchant their weapon for magical effects.

Skill-Based System:
Instead of leveling up through predefined classes, players will advance by **learning and mastering skills**. The system is based on the idea of **specialization** and **hybridization**, where each player can shape their character's growth in meaningful ways.

- Players will gain proficiency in different areas based on time spent using their chosen skills. For example, frequent use of a **bow** will increase archery proficiency, while **alchemy** skills might evolve as the character creates potions, mixtures, and magical elixirs.
- This means that two players with the same base build could evolve into vastly different characters based on how they focus their progression—one becoming a powerful spellcaster, the other an agile, stealthy rogue.

Character Development:
Each character evolves based on the **choices** made by the player, rather than predefined paths. Every decision, from combat strategy to crafting techniques, can affect the character's growth.

- The player might choose to focus on **physical strength** for combat or **social manipulation** for sneaking into secret areas.
- They can take an interest in **combat versatility**, specializing in both **sword fighting and magic**, or dive deeply into **alchemy and healing magic** to support teammates in unique ways.

Implementation Considerations:

Ensuring Balance Across Diverse Builds:
With a classless system, balancing the potential for highly specialized builds with the risk of unbalanced characters is crucial. We can ensure this by:

- Implementing **synergy** between different skill sets so that characters are rewarded for diversifying their traits. For example, a combination of **combat expertise** and **alchemy** could produce a character who excels at both offense and healing.
- Introducing **trade-offs** for players choosing more powerful abilities. A **heavily enchanted weapon** might reduce the player's speed or stealth capabilities, while focusing on **stealth** could leave the character weaker in direct combat.
- **Skill limitations** could apply to prevent total domination in all areas. A character who focuses on **combat** might suffer from lower **social skills**, while those who specialize in **magic** could be physically weaker.

Managing Progression:
Progression will be guided by **experience points (XP)** gained through quests, combat, crafting, or personal challenges. But **time and effort** spent on a given skill will be the major factor in mastery. Players will:

- **Level up** individual skills as they use them, with more complex skills requiring deeper mastery. For example, creating a powerful magical item might require **several attempts** and require **study** over time before reaching a high proficiency.
- **Roleplaying elements** will also contribute to progression. Successful social interactions, quests, or discovery of new lands or items could grant progress, not just combat victories.