

# RYONA ROYALTY

~~Ryona Royalty~~ is a short-form erotic roleplaying game, intended for flashy, stylish scenes of high-impact sexual violence. Importantly, your main characters can all equally *give* and *receive* said violence, and these rules do not require a designated game manager or GM, every player can play a fighter.

Every main character in ~~Ryona Royalty~~ has Basic Moves, a Style, two Specials, and four Edges. The following sections will explain each of those in detail, and how to dress them up for horny roleplay.

## Rules

Each of the Basic Moves consists of rolling two six-sided dice. Assign one of these dice to the Goal (succeeding or failing) and one to the Danger (cost or complication). Dangers, ie costs and complications, are *independent* of succeeding or failing: you can ~~Attack~~ someone successfully (deal one Injury) and also have the Danger come true (sustain one Injury) at the same time. Or, you can fail to ~~Attack~~, but avoid the Danger, and no one gets Injured, or any combination that comes from the dice.

When assigning dice, 1-2 is always Bad News, 3-4 is always Unfinished Business, and 5-6 is always Good News. In more detail:

- ~~Goals~~: accomplishing what the Basic Move intends to do.
  - 1-2: failure at the Goal, and you can't try this Move again until the situation changes in some way.
  - 3-4: partial success or headway, describe more risk or brazenness, or do another Move to seal the result.
  - 5-6: full success at what this Move does, dealing Injury or getting away or whatever the Goal implies.
- ~~Dangers~~: risk, cost, or complication that comes from even trying a given Move.
  - 1-2: the stated Danger happens, you take Injury or lose Power or become waylaid.
  - 3-4: the Danger *can* happen, on your next Move roll a third (or fourth, or et c) d6, to determine when or whether this Danger happens.
  - 5-6: the Danger doesn't happen at all, you don't take Injury or get waylaid or et c.
- ~~Edges~~: added dice that you can safely assign bad values to.
  - 1-2: the Edge takes its full beneficial effect, and is depleted.
  - 3-4: the Edge isn't depleted yet, you can still use it.
  - 5-6: the Edge isn't depleted at all, you can still use it, and also you look really cool.

Notice that Basic Moves *start* with two six-sided dice, but unresolved Dangers (Dangers that receive a 3-4 die) carry into your future Moves, which means you roll an additional die for each unresolved Danger. These added dice persist until you resolve their associated Dangers (for good or bad), or until the scene ends and the Dangers stop being relevant.

## Basic Moves

All main characters have all of the following Basic Moves, and can do them whenever it makes narrative sense. Anyone can ~~Evade~~, ~~Rush~~, ~~Read~~, ~~Attack~~, or ~~Combo~~ at any time--unless the main character has been bound up, or blindfolded, or otherwise narratively prevented from some kinds of actions.

- ~~Evade~~ when cornered, attacked, or to outmaneuver or attack from a different angle. Danger: getting waylaid and prevented from action, or losing 1 Power.
- ~~Rush~~ to corner someone else, deny their advantage, or prevent their own escape or evasion. Danger: getting countered or launched into a hazard.
- ~~Read~~ to learn others' abilities, intentions, or anything you can exploit or make up to use in the area. Danger: a hazard you didn't count on comes to light.
- ~~Attack~~ at full force to destroy things or Injure or intimidate others. Danger: take an Injury in the process.
- ~~Combo~~ to use your saved-up Power for a massive narrative advantage. Danger: someone else gets their ~~Combo~~ in as well.

Note: ~~Combo~~ above is separate from the Specials you'll see below. When successful, ~~Combo~~ allows you to spend 1 Power for general, all-purpose uses of any unique powers or aptitudes your character might have, like telepathy, magic, nanomachines, or just quirky obedient goons. ~~Combo~~ can drop a mech into the stage, open a tentacle-portal underneath someone, or turn someone into a girl. Your opponent can do the same, if the Danger comes true and they have Power they want to spend. The Specials listed below are specific and they work automatically without any dice.

## 1-Power Specials

All main characters have a 1-Power Special they may want to use once or twice during a heated fight. These are 'pretty impressive' unique feats, presented in generic terms here, but by all means, dress them up with narration: dramatically stop time and fondle yourself to ~~Heat~~, or laugh ominously as you menacingly caress your opponent unseen when you ~~Vanish~~. All Specials work automatically, without rolling dice.

- ~~Heat~~ you can recover one Injury.
- ~~Main~~ deal one Injury without rolling to ~~Attack~~ (or in addition to ~~Attacking~~).
- ~~Range~~ you can ~~Attack~~ anyone, anywhere, this one time.
- ~~Hazard~~ create an Edge, of a specific kind, such as pools of oil or rolling smokebombs.
- ~~Vanish~~ you can disappear from sight or slip out of reach for a few moments, allowing you one Move other than ~~Attack~~ without opposition. Anything that would normally be a Move targeting others is instead a thing you just do without rolling. the Goal succeeds and the Danger does not come true. (This does not give Power for Styles.)

## 3-Power Special Finishers

All main characters have a 3-Power Special Finisher they can use to decisively end a fight. These are big, flashy, dramatic shows of power, force, or technique that defeat a worthy opponent after you've traded enough blows with them (usually at least six). But, if you have the Power saved up, you can bust your Finisher out even on unsuspecting mooks you just ran into--it'd be a waste, but it will be a day they'll remember for the rest of their life. For you, it's Tuesday.

- ~~Mercy~~: heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
- ~~Binding~~: you can give your victim one command or task. They will do it, in front of you, or offscreen later. They will probably hold a grudge about it.
- ~~Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Mastery~~: having fought to the death (or disgrace and dishonor) in this place, name how you end your victim using the location against them. Anytime you return to this place, you gain an Edge for your first Move.

## Styles

All main characters have one of the following Styles for how they fight and how they gain Power to fuel their ~~Combo~~ and Specials. This also makes for a good prompt for characterization, but don't feel forced to have your ~~Ruthless~~ character (who gains Power from successful ~~Attacks~~) always do little-r ruthless things.

- ~~Ruthless~~: you gain one Power for every successful ~~Attack~~ you make.
- ~~Defensive~~ you gain one Power for every successful ~~Evoke~~ you make.
- ~~Aggressive~~ you gain one Power for every successful ~~Rush~~ you make.
- ~~Perceptive~~ you gain one Power for every successful ~~Read~~ you make.
- ~~Passive~~ you gain one Power for every Move in which the main Danger gets a 6 die (and nothing less).

Power that you gain from these Styles is available on your next turn. For example, if you're ~~Perceptive~~ and ~~Read~~ successfully, the Power you gain can let you create a ~~Hazard~~ on your next turn or any time afterward.

## Basic Setup

Each fighter can sustain three Injuries (meaning a fourth Injury-causing thing will defeat the fighter). Each fighter can build up to three Power, starting from zero. Each fighter has one (1) Style, one 1-Power Special, one 3-Power Finisher, and four Edges reflecting their character's traits, examples to follow.

For two-player use, decide for yourselves who gets the first Move, and note that usually, the Danger implies that the *other player*, the one not making the Move, still does something in response. For example:

Alice decides to ~~Attack~~ Betty, rolls a 2 and a 5, and decides she really wants to start the fight with Injuries in play. She assigns the 5 to the Goal for ~~Attacking~~, which is to do one Injury to Betty. This means she has to assign the 2 to the Danger for ~~Attacking~~, which is to receive one Injury from Betty. Betty can work that into her description, when her turn comes to do a Move, such as ~~Evading~~, ~~Rushing~~, or ~~Combining~~.

For short, self-contained, one-on-one duels, the defaults of three Injuries and gaining 1 Power at a time from your Style should suffice for tense, fast-paced, flashy action, culminating in someone's humiliating defeat. However for longer-term play, encounters or adventures lasting multiple scenes, or play involving one powerful main character against a group or stream of weaker opponents, consider increasing the main characters' number of Injuries, and possibly adjusting Styles to provide 1 Power every alternate successful use of a Move.

These adjustments allow for a fighter who lasts longer in a bout, but has longer to wait before using their flashy ~~Combo~~ and Specials. For a more classic feel to duels, however, you might simply use rounds, resetting Injuries after a defeat, but possibly leaving Power and Edges unchanged.

## Combo In More Detail

The ~~Combo~~ Move serves a special purpose compared to the more straightforward ~~Attack~~, ~~Evade~~, ~~Rush~~, and ~~Read~~. Your 1-Power Special gives you clear, defined, mechanical benefits, and your 3-Power Finisher puts different tones on suddenly and dramatically ending the fight, but ~~Combo~~ lets you both invoke "video-game logic", as well as break it, while still keeping a sense of structure, stakes, and fairness.

A fighting-game doesn't need to explain why a fighter can radio for a satellite laser to shoot their opponent, they can just do that, because it's a video-game! And for an ~~Attack~~, or a use of ~~Range~~ or ~~Main~~, that would go without much remark. But for using your satellite laser to zap you out of the bondage-sybian your opponent strapped you into when ~~Evade~~ fails, ~~Combo~~ is the answer.

Likewise, a video-game can't really accommodate "conjuring your opponent's dead wife to mess with their head" as a move, even if your scheming necromancer *should* be able to do that! But the beauty of roleplay is that you don't have to limit yourself, you can do anything you can imagine. But, to keep things at least sort of on the rails, ~~Combo~~ makes you earn and pay for these instances of 'breaking the rules', and likewise gives your opponent a chance to break out their own weird flourishes.

~~Combo~~ can't deal Injuries, or heal them, but it gives you an excuse to really let loose with creative answers to your opponent, to show off your character and what they can do, and to prompt the other player to come up with even more sexy and creative (mis)uses of your various fantastical techno-magic powers, and even the setting you share, and lets you justify the kind of crazy spectacle that a fighting-game does best at.

## Using Edges and Dangers

Edges represent special traits about your character or about the world that let you succeed more easily or get by with less risk, by giving you a 'safe' die to roll alongside the rest. For example:

Alice decides to ~~Attack~~ Betty again, but because she has an Edge for 'being a traitorous bitch', and Betty never saw it coming, Alice rolls a third die on her ~~Attack~~. This time she gets a 2, a 5, and a 4--so she can assign the 5 to Injuring Betty, the 4 to getting Injured, and the 2 to her now-depleted Edge for treachery. The 4 means she still has a lingering Danger of taking an Injury, and she can only take three total, but now she's in the lead on Betty, who definitely *does* have one Injury now.

But now that Alice put a 2 into her 'traitorous bitch' Edge, she can't use it again until after the scene concludes. If she has or can make any *new* Edges, she can use those, so long as she describes some plausible way the Edge would help with her Move.

Edges should be cool, unique, or legendary traits or skills or oddities about your character, but they don't have to be anything elaborate. "Tough Tits", "Big Dick", "Corporeal Ghost", or even just "From the Streets" should all work fine. Ideally an Edge shouldn't be so broad as to *always* be applicable, but for short battle scenes it's no big.

You can declare you want to make an Edge as the Goal of any Move, for example, ~~Evade~~ to a better vantage, and give yourself a short-lived Edge for 'higher ground', or ~~Attack~~ a fire-hydrant to create an Edge for 'instant fountain'. You still deal with the Danger of the Move, as normal, but instead of trading Injury or simply catching or escaping someone, you get an advantage to later Moves.

While all Moves allow you to create an Edge, ~~Read~~ exists specifically for the purpose. Use it to ask the other player for any hints or suggestions, or simply declare "there's a fire-escape to swing off of", or "the bubbling mud is like quicksand", to create an advantage you can use as an Edge. And much like how ~~Attack~~ risks Injuring you, the Danger for ~~Read~~ is in creating a hazard that might disadvantage you. Once that hazard is created though, it can hinder the other fighter just as easily, so ~~Read~~ early and ~~Read~~ often, it's the one Move you can almost *always* make.

Alice and Betty both can *also* name added *Dangers* on Moves: this lets Alice risk something else in addition to Injury, when she ~~Attacks~~ Betty, and gives Betty more tense flexibility to action. For example:

Alice ~~Attacks~~ Betty, but Betty names an added Danger of "kicking the secret serum Betty is holding and knocking it off of the rooftop". Now, if Alice rolls 2, 5, and 4, she has to choose whether to miss Betty (do no Injury), leave herself open (take Injury from Betty), or lose the secret serum (a narrative consequence rather than mechanical).

Alice can also name an added Danger, in addition to Betty's, for example, "Betty's lackeys snatch off some of Alice' skimpy outfit", an outcome that Alice doesn't actually mind that much. If Alice and Betty both add a Danger in this way, Alice ends up rolling four dice, and assigning them for her ~~Attack~~.

As a caution, Alice should probably listen if Betty thinks an added Danger is too trivial (making it basically an Edge); likewise Betty should tone it down if Alice thinks an added Danger is too severe or would ever contradict a successful Goal. Your characters are fuck-fighting, but as players, you're working together!

# Using the Rules

All of your Moves have horny and sexual applications: ~~Evade~~ someone's thrusting hips even if they're moving on their own; ~~Rush~~ to make them come first; ~~Attack~~ their weak spot to leave them a twitching mess; ~~Read~~ to figure out their secret masochistic or submissive tripwire; ~~Combo~~ in some supernatural or technological martial-arts perversion.

Use the environment in true brawler style: don't just beat someone with a pipe, scarecrow their arms leaving their chest and midsection exposed, trip and spread their feet, shove a stray beer-bottle somewhere instead of bludgeoning with it.

Think in terms of actual, flowing combos: Alice ~~Attacks~~ a devastating haymaker on Betty, leaving her head ringing; Betty fails to ~~Evade~~ to safety, so Alice slams Betty to her knees for forced fellatio, ~~Rushing~~ to prevent Betty from ~~Evading~~ again; Betty can only ~~Read~~ for the moment, and Alice follows up with ~~Attacking~~ Betty's pussy for an Edge of "bloated with come". Betty can ~~Evade~~ now, but if she doesn't, Alice's next ~~Attack~~ will be a come-squirting gutpunch.

Keep in mind, not only does 'button-mashing' ~~Attack~~ get old pretty quickly, in practice you often *can't*: your opponent's narration and actions will often force you to ~~Evade~~ or ~~Rush~~ after them, and you'll often want to ~~Read~~ to get an Edge and make a crucial Move more safely when you need it most.

Most of your Moves, especially ~~Attack~~, implicitly presume your opponent takes *some* kind of action at the same time you do. While the other player always describes their own character's words and actions, your Dangers often say whether those words or actions *affect* you, so be open and lenient with each other, and try to keep to one Move per turn. *Technically*, you can do more than that, and your roleplay and narration will sometimes even require it, but one reaction to your opponent and one and Move per turn should suffice, every turn.

That is, unless you have a better idea: while fighting is fun, and winning and losing should both be gratifying, ~~Ryona Royale~~ is also a roleplaying game. Sometimes, instead of a Move, the best thing you can describe is your opponent's sweetheart cheering them on, while the alien abductors activate The Device. Now the scene is more exciting--and you've given your opponent a prompt to ~~Rush~~, ~~Read~~, or even ~~Attack~~, without involving your fighter yet at all.

Keep all this in mind, when your opponent ~~Attacks~~, trapping your face smothered in her tits while she spansks you raw, and you try and fail to ~~Evade~~ out of it, and can't ~~Attack~~ her in return, or ~~Read~~ a convenient weakness or other Edge out of the situation: when your fighter is stuck, *you* still get to narrate, and it's your chance to zoom in on your character's imminent defeat, or zoom out and make the rest of the scene memorable.

## Sexing up Basic Moves

Following are some specific examples of how to use your Moves to put some force into the high-impact sexual violence:

- ~~Evade~~ when cornered, attacked, or to outmaneuver or attack from a different angle. Danger: getting waylaid and prevented from action, or losing 1 Power.
  - Squirm out of a grapple before your opponent can do any dirty deeds to you
  - Pull out (or make them pull out), before you/they come, controlling the situation
  - Try to cover yourself after clothing damage, as the 'prevented from action' Danger
- ~~Rush~~ to corner someone else, deny their advantage, or prevent their own escape or evasion. Danger: getting countered or launched into a hazard.
  - Quicken your pace to make you/them come faster
  - Prepare restraints, bondage gear, or other implements without letting your victim escape
  - Land in the clutches of a new horny contender as the 'launched into a hazard' Danger
- ~~Read~~ to learn others' abilities, intentions, or what you can use in the area. Danger: learn a hazard you didn't count on.
  - Know exactly the right spots and pace to melt someone's mind
  - Understand through intimate violence, ask questions about your opponent whose answers you can use later
  - Answer inconvenient questions your opponent can use, as the 'hazard you didn't count on'
- ~~Attack~~ at full force to destroy things or Injure or intimidate others. Danger: take an Injury in the process.
  - ~~Attack~~ their fun bits with overwhelming force, and ~~Attack~~ with your fun bits to squeeze the resistance out of your opponent
  - Destroy clothing and intimidate your opponent into compliance and submission to what you have in mind, or simply Injure their pride
  - Instead of Injury, your Danger can leave you exhausted and drained when you finish them
- ~~Combo~~ to use your saved-up Power for a massive advantage. Danger: someone else gets their ~~Combo~~ in as well.
  - Use your character's theme or power-suite to bring in implausible effects: hurl energy blasts (or focus an 'energy blast' on your opponent's junk)
  - Deploy a complicated chain sybian or milking machine from offscreen
  - Conjure grappling alien tentacles or chattering imps for a few moments
  - Order some lackeys or fans from the crowd to pin or molest someone for you
  - Your opponent's thematic power or technobabble kit may interact in fun ways, as the Danger

# Making Specials Special

Your *Combo* Basic Move acts as a general catch-all for typical fighting-game protagonist powers, while Specials give specific, mechanical effects regardless of how you describe them. So here are some ideas for describing them well:

- ~~Heal~~ you can recover one Injury.
  - Cinematically pause the action to 'massage' and fondle yourself, easing the bruises
  - Reach into your conveniently-placed wardrobe to repair clothing damage
  - Chug a techno-serum or magic potion to get your stamina back up
- ~~Main~~ deal one Injury without rolling to ~~Attack~~ (or in addition to ~~Attacking~~).
  - Reveal your secret technique to crush phalli and/or strain orifices
  - Whisper what dark things you've yet to do to your opponent to crumble their resolve
  - Reveal the implements you've been saving for just such a heinous person
- ~~Range~~ you can ~~Attack~~ anyone, anywhere, this one time.
  - Perform a provocative and sensuous dance or display that your opponent can't resist
  - Activate the cursed mark or electroshock bug you didn't mention planting till now
  - Have your familiar, minions, or admiring onlookers get a few licks in for you
- ~~Hazard~~ create an Edge, of a specific kind, such as pools of oil or rolling smokebombs.
  - Lustful succubi or dripping tentacles reach through portals surrounding the arena
  - Nightclub lasers, a pounding beat, and nubile dancers accentuate (and obfuscate) your every move
  - Spray sticky, slippery, glistening ooze around the area, preventing escape
- ~~Vanish~~ you can disappear from sight or slip out of reach for a few moments, allowing you one Move other than ~~Attack~~ without opposition. Anything that would normally be a Move targeting others is instead a thing you just do without rolling, the Goal succeeds and the Danger does not come true.
  - Become a ghostly apparition, caressing and fondling your opponent as you *rush* them into a corner
  - Slip behind the scenery and ~~Read~~ your surroundings and opponent for the best opportunity and way to put them on their knees
  - Leap out of reach to laugh mockingly from afar while you ready a *Combo* your opponent can't prepare for
- ~~Mercy~~ heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
  - After mercilessly tormenting and teasing your opponent throughout the fight, you finally grant them mind-melting release
  - You give your opponent a sample of the 'special serum' that powers you up for battle
  - Your opponent is worthy, they fought bravely and well, and you soothe their battered ego as well as their body
- ~~Binding~~ you can give your victim one command or task. They will do it, in front of you, or offscreen later. They will probably hold a grudge about it.
  - Your Chakra Deranging Technique has ruined your opponent for lovemaking--but you can restore them *if*--
  - You lock one of your patented Control Collars on your opponent, they'll probably find a way to pry it off later, but till then--
  - Your loyal familiar has gotten a good scent of your opponent, and will track them down anywhere they run, unless--
- ~~Dominator~~ describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
  - Your technique is beyond mortal endurance, leaving your opponent a drooling husk enslaved to your pleasures.
  - You banish your opponent to the Otherworld, where your inhuman minions and kin will enjoy them for eternity
  - You leave your defeated victim tied up publicly for use, as an example for everyone to see
- ~~Mastery~~ having fought to the death (or disgrace and dishonor) in this place, name how you end your victim using the location against them. Anytime you return to this place, you gain an Edge for your first Move (and second and subsequent, if you use ~~Mastery~~ here again).
  - Use the cables of the underground control center to bind your enemy and leave them in a shocking predicament
  - Pin your adversary between a pair of trees, and let the jungle creatures have their way with them
  - Prop your opponent up atop a stalagmite in the crystal cavern--one that's just a little too tall for them to get off of

## Outside Combat

While ~~Ryona Royale~~ best suits short, self-contained scenes of sexualized fighting, your Basic Moves can also support longer horny adventures. When oppressive government agents and corporate mercenaries have the upper hand, and shadowy cultists lurk in every corner, sometimes you have to solve problems with your wits. And then solve other problems with your fists.

- ~~Evade~~ can let you avoid scrutiny, hide from sight, or even obfuscate and lie. The Danger of "getting waylaid" and "prevented from action" can involve being stuck hiding while goons patrol around, or forced to fast-talk around a lie.
- ~~Rush~~ is good for any difficulty where speed is key, outrunning someone or something, hurrying to safety, even grabbing The Device before someone else does. It can even suit 'rushing' someone into doing what you want: the Danger of "getting countered" or "launched into a hazard" can include having to agree to something you didn't plan on.
- ~~Read~~ has a lot of general application, to tell you about a person's motivations, goals, or weaknesses, as well as to tell you about things and places. You can even stretch it to include poring over a dusty tome or ancient scroll, since the Danger is so broad: "a hazard you didn't count on".
- ~~Attack~~ doesn't *have* to be physical: threats of violence, intimidation, even warning someone about a *different* threat than yourself are all valid. Likewise, you can ~~Attack~~ someone emotionally or psychologically, and hit them in the feelings. The Danger of "take an Injury in the process" won't always suit though, so outside of combat, you should take that to mean "suffer some harm in return", or else add in "do harm or damage to something you didn't want to hurt", or perhaps "make an enemy when you didn't want to".
- ~~Combo~~ exists to allow fancy, flashy, implausible technomagic superpowers and cartoonish special effects. Success lets you spend 1 Power for whatever advantageous effect you can think of or justify, for your character's quirky power-suite and theme. The Danger is normally "someone else gets their ~~Combo~~ in as well", but outside of combat, you can construe this to mean a weird complication or mishap brought on by recklessly abusing your technomagic powers. This cannot ever stop you from getting the *Goal* if it succeeds, but it gives you a possibly literal fire to put out, as a side-effect.

You might fairly ask whether your fighters can build up Power using their Style *outside* combat. The answer is: if the players collectively think that sounds cool or makes sense. Decide whether you prefer an adventure where your characters' supernatural abilities somehow *only* suit violence, or one where violence is merely the distilled manifestation of things that set them apart in all other respects as well. Or, at the very least, decide whether you want to fireball harder as a result of insulting people (~~Attack~~, with ~~Ruthless~~ Style).

Your Specials will require some more personal imagination and justification. On one hand, they all specifically suit either the mechanical mathematics and tempo of combat, or else its dramatic conclusion. On the other hand, their narrative details depend on your power, theme, and interpretation. But as with your Basic Moves, if you *can* think of a way to use ~~Maim~~ or ~~Mercy~~, and have the Power to spend on it, then go for it. Explain why it makes sense to you and if the other player(s) agree, then it's valid.

# Demos and FX Mode

The preceding all gives enough to use *Ryona Royale* in practice, so you're ready to start playing right now! But if you want a bit more: sample Edges, example fighters and enemies, and optional mechanics, read on!

## Sample Edges

As stated earlier, each fighter has four Edges, skills or quirks or other general traits that allow you to roll an extra die on Actions, making them more likely to succeed, or safer to do. On a character sheet, these are just short phrases that give the other player(s) an idea of what the Edge means, what sorts of things it applies to, and ideas to spotlight those traits of your character. These can, technically, be anything, but the following should give some good ideas to build on, or just handy items to pick. You can even roll two six-sided dice to choose a group of six, and one within the group, to quickly come up with any nemeses, rivals, or other adversaries you might need.

1. Voice of the Deep	2. Killer Thighs	3. The Curse
2. By the Four Winds	Zepar's Favored	Xenophile
3. Elemental Mastery	Upload Complete	Have Faith
4. Operation Omicron	Sucker for Souls	Lost Lenore
5. Dashing Desperado	Tentacled Terror	White Magic
6. Illuminati Backing	The Only Survivor	Foiled Again
1. Intergalactic Party Animal	5. Glory and Conquest	6. Adaptive Attachments
2. Radioactive Love Song	Champion of Justice	Ten-Finger Technique
3. We're Not So Different	Nicotine and Coffee	Pickman's Supermodel
4. Bouncy and Bulletproof	You Were Never Here	Timid but Terrifying
5. I Came From Planet Nine	Everyone's Favorite	Have Gun, Will Travel
6. Machine Around the Ghost	Join the Revolution	Quest for the Scepter

## GM Points

For simple one-on-one fights between two players, all the players really need to do is decide who makes the first Move, and work with each other as Dangers occur, since each player's Dangers will usually imply the *other player's* character taking some action. But for anything more complex, such as sneaking into a secret facility, or storming an imperial outpost, or conniving against eldritch occultists, it helps to have more structure and controlled narration throughout scenes.

GM Points serve to mete out who has narration duties through play. Instead of one participant *always* acting as the game manager, describing the location, scenery, side-characters, and presenting adversity and interest to main character(s), these GM duties rotate according to who has the most GM Points.

Each player starts with zero GM Points at the beginning of play. Each time a player makes a Move and has to assign a 1-2 die to the Goal or a Danger of that Move, that player gets one GM Point. As soon as a player has three GM Points, they should wrap up their current scene, set their own GM Points to zero, and take up narration duties for the other player(s).

A player can *remove* one GM Point, once per scene, by choosing to speak up and take over narration for another main character (especially, narrating interesting adversity for the main character of whoever is currently GMing). That way, even the player who currently has game manager duties can keep their main character in the scene, beating up mooks and getting beaten by bosses, while they still describe the big-picture goings-on.

To make it explicit, a player who currently has narration duties (got three GM Points, set them to zero, and took up scene and side-character narration) can always include their own main character in scenes, and can even make Moves. When they do so, if they have to put a 1-2 die into the Goal or a Danger of that Move, then they add a GM Point, shortening their own later time in the spotlight.

However, it's difficult to actually *do* this, as it would entail a player narrating both their own main character's Move, and the reaction of whatever they're making that Move against. This is why other players can remove one GM Point if they volunteer to narrate opposition against that main character.

Players only gain one GM Point per Move, even if all their dice land as 1-2, and Edges *do not count* as a Goal or as a Danger, so players can use their Edges to postpone GMing duties, at least for a little while. And under this system, GMing duties only change based on main characters making Moves--meaning, doing tense, fraught, exciting things that could work awesomely, or fail in interesting ways. Whoever has GMing duties has to make the world and its opposition exciting and sexy, so be sure to do that during your turn in the hot-seat!

## Mook Mobs

*Ryona Royale* normally caters to one-on-one duels, but you can quite easily represent a whole *group* of horny hooligans and buxom brawlers. The whole group shares a pool of four Edges and a common fund of Power, and each Injury represents one or more mooks tapping out in disgrace, submission, or mindbreak. In every respect of the rules, a mob is identical to a single fighter. In *narration*, be sure to be clear who is where, or in what orifice, and be *extra* sure to sell the quivering defeat of a few mooks, each time your singular opponent lands an Injury. That's one or two or three people, beaten or fucked or both into submission, so take the opportunity to make it exciting!

## Passive Powers

Once you feel comfortable with the base rules and flow of ~~Ryona Royale~~, you can add a little more depth and strategy to fights by adding Passive Powers. These effects allow your fighter to change the terms of a fight in their favor, and make them align more with a thematic, stylistic approach to combat.

All Passive Powers take the form of "my opponent cannot {action} against me until they {condition}", with a condition that an opponent *can* meet during the normal flow of combat, but possibly only with some disadvantage, difficulty, or narrative hurdles.

Actions: ~~Evade~~, ~~Rush~~, ~~React~~, ~~Combo~~, ~~Attack~~ sexually, ~~Attack~~ nonsexually

Conditions: Injure me, receive an Injury, gain Power, spend/lose Power, create an Edge, exhaust an Edge

Note: "Injure me" includes if you ~~Attack~~ your opponent and put a 1-2 into the Danger, receiving an Injury. This constitutes your opponent injuring you.

To give an example: "my opponent cannot ~~Attack~~ *sexually* against me until they *create an Edge*", well-suited to anyone with a power-suit, or armor, or other inconvenient barrier to sexual violence. This still fully leaves the opponent able to ~~Attack~~ *nonsexually*, so they can still injure (and can still 'destroy' your clothing), but they'll have to use their other Moves if they want to put the moves on a fighter with this passive.

Take special notice of certain combinations: "my opponent cannot ~~Evade~~ against me until they *gain Power*" would seem to shut down (or at least seriously hinder) anyone with the ~~Defensive~~ Style, which gains Power from successfully ~~Evading~~. But this isn't quite true, the key is for the opponent to find *something else* to ~~Evade~~ against, in the middle of the fight. However, this is difficult, requires quick thinking, and narrative cooperation, and that's entirely intentional. Some Passives will be exceptionally painful against some opponents, while others will have no real effect at all.

Keep in mind, you can create Edges with any Move, as the stated Goal of that Move. All you have to do is describe how this Move would give you some kind of advantage besides trading Injury or doing the usual effect of that Goal, and be clear what that advantage is, and you can make it a temporary Edge.

Try to describe the effect of your Passive Power, or suggest why your opponents always face such a disadvantage. It may be because you're a stealthy predator, difficult to defend against, striking without warning. Or you may be wily and coy, hard to catch or pin down without being very resourceful. Or you might be very 'distracting', and require adversaries to suffer serious stakes before they can snap out of it.

## Degradation Damage

Normally, fighters can sustain three Injuries without losing, allowing them to stand up to three successful Attacks, or uses of the Maim Special, and still have a chance to win. 'Injury' in this system is defined loosely, and need not refer to bloodshed or even harm, so much as reflecting a fighter's loss of ability to continue.

Degradation Damage gives you a way to not merely hurt, but *humiliate* your opponent. It modifies this system of damage, by adding a second track of Degradation and removing one available Injury. This means a fighter can sustain *two* Injuries and two Degradations without losing. The third Injury or third Degradation, whichever comes first, will mean defeat.

Whenever your character does a successful Attack (or a use of Maim), your opponent can choose whether to take the damage as an Injury, or as Degradation. Whenever your opponent chooses Degradation instead of Injury, you may name an additional Danger that will apply to their next Move, that will reflect their humiliation, debasement, or weakening resolve. This added Danger can't take them out of the fight or directly hinder them, but anything else is fair game. Start with the following examples:

- ~~Attack~~ *sexually*: distracted with their own gratification; fixate on a part of your body; fixate on a part of their body
- ~~Attack~~ *non-sexually*: open themselves for molestation; 'miss' a hazard in the environment; describe what they 'refuse' to do
- ~~Evade~~: 'accidentally' remove clothing; reveal what you can do that they're weakest to; say what they 'fear' you doing
- ~~Rush~~: leave a trail of juices; corner themselves along with you; whimper and mewl with desperation
- ~~React~~: blurt out their submissive desire; reveal their 'hidden' weak-spot; plead for pleasure and release
- ~~Combo~~: pleasure themselves while focusing their Power; reveal a sexual drawback to their Power; brace to not climax

In this model, Injury still needn't be specifically bloody or gruesome, but should still reflect physical harm or debility. By contrast, Degradation should reflect the fighter's weakening will or diminishing defiance against their opposition.

As an example of taking Injury, you can describe your character's bruises, aches, and pains, their cock chafed or sprained, pussy stretched or swollen, with the third Injury showing how your fighter *cannot* continue. As an example of taking Degradation, you can describe your character's whimpering and pleading, stammered protests, bitten lip and squirming hips, with the third Degradation showing how your fighter *will not* continue.

## Clutch Moves

When you're on or in the ropes, gasping and panting and *almost spent*, your Clutch Move might just turn the tables, and let you fuck someone into them! You gain use of your Clutch Move when you have three Harm (using normal damage), or two Injury and two Degradation (using Degradation Damage). It's for when you're one hit away from losing, *but--*

- ~~Power~~: simple as, you gain one Power the moment you have only one hit remaining, use it wisely or at least erotically.
- ~~Unshackle~~: you have a pile of Dangers on you? No you don't. They all drop as if with a 5-6 (this does not grant Power for Styles).
- ~~Revive~~: you really wish you could take one more hit--but at least all your permanent Edges refresh, letting you use them again.
- ~~Left Hand~~: that's right, all along you secretly knew a *different* 1-Power Special and/or 3-Power Finisher! You can use that right now if you have the Power for it.
- ~~Old Tricks~~: your Passive Power takes effect again if your opponent overcame it, and your opponent's Passive Power ends if you haven't overcome it yet.
- ~~What The~~--: roll a d6 to choose the Clutch Move that actually happens. On a 6, your opponent describes how you win!

Choose one of these, alongside your usual fighter creation options. The stated effect or option takes place *immediately* when your Harm or Injury/Degradation reach their last hit, including if this came from the Danger on an Attack or other Move *you* made. But if you *did* make the Move that unlocked your Clutch Move, you still owe the other player their turn in response, so time your Moves well, as always. You may use your Clutch Move only *once* per fight.

## Weaknesses

You wouldn't need or want *Avon's Royale* if all the parties consented--if they did, then they'd just have sex. But as strong as your fuckfighters and raperuffians are, it's fun sometimes to get bowled over not by a kick to the gut, but a kick to the kinks. That's what 'Weaknesses' are for!

A Weakness is some kink or horny-appeal your MC *ICly* has a weakness for, something that would make them tap out of a fight and let the opponent have their way, if *this* is what "losing" means. Specifically, a Weakness is an Edge that any qualifying baddie, hazard, or technically even NPC can put on Moves they make against your MC. This helps these specific qualifying baddies/etc to hit your MC more often and with less risk to themselves, until they use up the free Edge you gave them when they put a 1-2 die into it. Putting a 5-6 die into it only takes the Weakness off the table for the rest of this scene.

Your MC doesn't *have* to react to this in any particular way, but since you singled out this one kink or appeal as your MC 'having a weakness' for this thing, you should at least describe the MC going jelly-kneed, tenting their pants, gawking and stammering, or something equivalent and appropriate.

A few examples of Weaknesses your character could have:

- (Big and Tall): any character noticeably bigger than yours gets an Edge, especially useful for Rushing or Attacking you.
- (Goth Girls): any character with a noticeably 'goth' vibe and aesthetic gets an Edge against your MC.
- (Bugfuck): horny insects get an Edge to use against your MC.
- (Tied Up): Moves made against your MC get an Edge, if your MC is bound or restrained.
- (Rear Parking): any Move gets an Edge if it might end with the MC's cock in someone's ass.
- (Creampie Queen): an Edge on any Move leading to a dicklike insertion unloading a semenlike fluid inside your MC.

In return for putting a Weakness on your MC, you get one of the following:

- An additional regular Edge, atop the usual four you get for your MC.
- Raise the limit of Power you can save up, usually that's three.
- Raise the amount of Degradation Damage you can take by one, normally two at most.
- Raise the amount of Harm you can take by one, normally also two at most.
- If you're *not* using Degradation Damage, an extra Harm requires two Weaknesses.
- Cancel an ongoing *narrative* disaster for your MC, like cyberization, kaiju pregnancy, un-possession, something you'd rather they not have to ride out, but still bear a lasting mark--especially a sexy one.

These Weaknesses help keep everyone focused on the really appealing kinkery, by both telling the narrating player "hey, hit me with this", and letting the narrating player say "hey, I'm about to hit you with that, just look at this Edge". And by putting it into the dice themselves, these Weaknesses help lower the odds of RNGesus cockblocking you!

Try to keep to three Weaknesses or fewer, to keep your MCs simpler, and not give the other player *too* much to mind and track.

## New Moves

The standard Moves of *Avon's Royale* work for short fuck-fights, but don't support nuanced social conflict, delicate intrigue, or unique phenomena of a distinctive setting. This section gives a few example Moves you can use directly, or as templates to supplement or replace the core Moves:

- *Pull Favor* when you ply a loyal peer in a group you belong to, remind a superior of your great potential, or press an inferior to your bidding. The Goal is to gain an Edge of useful information or secrets, a valuable device, or the benefit of some rare phenomenon. The Danger is taking on a duty imposed by your benefactor.

While you *could* fight the others in your ninja clan, secret government department, or vampire coven, *Pull Favor* lets you just cut to "do I get backup, or am I a loose cannon".

- *Travel* when you hike through the jungles or slink through the streets to get to a specific place. The Goal and Danger work differently:
  - The Goal is your speed of travel, you get to your destination in: 1-2: several days; 3-4: under a day; 5-6: a few hours.
  - The Danger is your safety on the way, which may hassle you with: 1-2: a nasty encounter; 3-4: weather, damage, or lingering risk; 5-6: nothing but smooth progress.

Adjust the time-scale to something sensible for how far you'd really have to *Travel*. You always eventually reach your destination, and your mishap does not bring Danger dice onto your next Moves, but can say what kind of state you're in when you arrive. You should only detour your trip into a messy encounter if that kind of side-quest seems like fun!

- *Focus* when you control your breath, steady your hand, and try a fraught or complicated task, while under pressure or in jeopardy, or to help someone else in jeopardy, if no other Move quite applies. The Goal is to do the fraught or complicated task. The Danger is whichever pressure or threat causes the task to be fraught or perilous.

This is basically a catch-all wild-card Move, use it only as a last resort. P6 lists some off-label uses of your normal Moves, giving them some wider applicability, and you should see if any of those can apply first. But if they don't, *Focus* can help you answer the eternal question these rules exist for: "okay, so what happens now?"

## Sample Fighters

The following example fighters show how a character comes together, give a good idea of tone and flavor, and best of all, serve as characters you can use right away, as either your own main character, or as characters in a continuing adventure. To simplify using them as NPCs, you can treat them as having no Moves, a lower limit of Injuries, and their main distinction is imposing an added Danger to a main character's Moves.

- |                |                   |                          |
|----------------|-------------------|--------------------------|
| 1. Sgt Bartlet | 2. Gloria Jackson | 3. Unknown Specimen      |
| 4. Mumei Kage  | 5. Tamika Braxton | 6. Acquisition Unit Mk69 |
| 1. Severine    | 2. Arenotsuki     | 3. Sister Dominique      |
| 4. Vigil       | 5. Jeni Parry     | 6. Xel-Alholta           |

### ~~Sergeant Amy "Aims" Bartlett~~

A hardass in every sense of the word, Sgt Bartlett headed an elite fireteam with 'distinguished zeal', until the events of Operation Omicron. She still holds that she acted in good judgment, and it shows in her spray-and-pray technique. Curiously, her aim is bad enough in practice to leave only scrapes and flesh-wounds even at very close range, but she enjoys the sound of machine-gun fire enough to keep doing it.

- ~~Style Ruthless~~: you gain one Power for every successful ~~Attack~~ you make.
- ~~1-Power Special Major~~: deal one Injury without rolling to ~~Attack~~ (or in addition to ~~Attacking~~).
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: Killer Thighs; Operation Omicron; The Only Survivor; Have Gun, Will Travel
- ~~Passive~~: My opponent cannot ~~Evade~~ against me until they receive an Injury.
- ~~Clutch Move Power~~: simple as, you gain one Power the moment you have only one hit remaining, use it wisely or at least erotically.
- ~~Quote~~: "Shoot first. No questions."
- ~~Theme~~: military, guns, tactical strikes, serums, gadgets, experimental technology
- ~~As an NPC~~: Dangers for indiscriminate fire or explosives.

### ~~Agent Gloria Jackson~~

That isn't her real name, but it will do on her current mission. Investigating sketchy, shadowy events, infiltrating to subvert them for The Company, and furthering the goals of The Project, Agent Jackson answers only to her superiors. If she has any other moral code, she definitely isn't telling.

- ~~Style Defensive~~: you gain one Power for every successful ~~Evade~~ you make.
- ~~1-Power Special Vanish~~: you can disappear from sight or slip out of reach for a few moments, allowing you one Move other than ~~Attack~~ without opposition. Anything that would normally be a Move targeting others is instead a thing you just do without rolling, the Goal succeeds and the Danger does not come true. (This does not give Power for Styles.)
- ~~3-Power Finisher Binding~~: you can give your victim one command or task. They will do it, in front of you, or offscreen later. They will probably hold a grudge about it.
- ~~Edges~~: Illuminati Backing; Were Not So Different; You Were Never Here; Nicotine and Coffee
- ~~Passive~~: My opponent cannot ~~Attack~~ nonsexually against me until they spend/lose Power.
- ~~Clutch Move Unshackle~~: you have a pile of Dangers on you? No you don't. They all drop as if with a 5-6 (this does grant Power for Styles).
- ~~Quote~~: "I've got the package in sight. Moving in for the delivery."
- ~~Theme~~: gadgets, surveillance, drugs, satellites, unmarked vans, secret compartments
- ~~As an NPC~~: Dangers for gadgets, unmarked vans, or advance preparation.

### ~~Unknown Specimen~~

You shouldn't play with telematter gates, that's how you get creatures like the unknown specimen. And as dangerous as she is alone, one can only imagine her entire hive arriving. With a curvy, chitinous exoskeleton, razor claws, too many teeth, and a stinger tail, the fact that she sabotages and steals advanced physics equipment--and nubile physicists for her lair--only shows that she doesn't need conventional weapons.

- ~~Style Perceptive~~: you gain one Power for every successful ~~Read~~ you make.
- ~~1-Power Special Heal~~: you can recover one Injury.
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: Voice of the Deep; Operation Omicron; Xenophile; I Came From Planet Nine
- ~~Passive~~: My opponent cannot ~~Attack~~ nonsexually against me until they create an Edge.
- ~~Clutch Move Left Hand~~: that's right, all along you secretly knew a different 1-Power Special or 3-Power Finisher! You can use that right now if you have the Power for it.
- ~~Quote~~: "KhissssSkreeeeel"
- ~~Theme~~: abduction, hunting, strange alien goo, squirmy facehuggers, unwise experiments, mysterious devices
- ~~As an NPC~~: Dangers for attacking out of nowhere, spikes or dangerous biology, or larvae squirming in from the lair.

### ~~Mumei Kage~~

Appearing in darkness to silence witnesses, eliminate threats, and steal secrets for her employers, Mumei Kage is a nameless silhouette. Her cybernetic upgrades accentuate her stealth and martial training, and her agenda is known only to the highest bidder. But while she's no stranger to assassination, she only kills for pay. She prefers other methods for pleasure.

- ~~Style Defensive~~: you gain one Power for every successful ~~Evade~~ you make.
- ~~1-Power Special Hazard~~: create an Edge, of a specific kind, such as pools of oil or rolling smokebombs.
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: Killer Thighs; Bouncy and Bulletproof; Adaptive Attachments; Ten-Finger Technique
- ~~Passive~~: My opponent cannot ~~Rush~~ against me until they injure me.
- ~~Clutch Move Revive~~: you really wish you could take one more hit--but at least all your permanent Edges refresh, letting you use them again.
- ~~Quote~~: "You never had a chance to escape."
- ~~Theme~~: cybernetics, cyberpunk, martial arts, secret techniques, criminal underworld, corporate plots
- ~~As an NPC~~: Dangers for being hard to track or detect, reappearing, or applying some humiliating debility.

## Tamika Braxton

The truth will set you free--unless you're guilty. Tamika will find the dirt and expose it, either way. Following the sketchiest rumors to the most dangerous events, Tamika will report the truth, no matter how strange, shocking, or lurid.

- ~~Style~~ ~~Perceptive~~ you gain one Power for every successful ~~Read~~ you make.
- ~~1-Power Special Vanish~~ you can disappear from sight or slip out of reach for a few moments, allowing you one Move other than ~~Attack~~ without opposition. Anything that would normally be a Move targeting others is instead a thing you just do without rolling, the Goal succeeds and the Danger does not come true. (This does not give Power for Styles.)
- ~~3-Power Finisher Mercy~~ heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
- ~~Edges~~ Upload Complete; Foiled Again; Nicotine and Coffee; Champion of Justice
- ~~Passive~~ My opponent cannot ~~Rush~~ against me until they receive an Injury.
- ~~Clutch Move Power~~ simple as, you gain one Power the moment you have only one hit remaining, use it wisely or at least erotically.
- ~~Quote~~ "Say cheesel"
- ~~Theme~~ noir, secret contacts, coverups and conspiracies, femmes fatale, shady meetings, dramatic exposure
- ~~As an NPC~~ Dangers of public exposure, or later interference.

## Acquisition Unit Mk69

Known only by its model number, and of unknown origin, this glossy gynoid states that it is programmed to acquire rare or distinctive subjects and specimens, by any means necessary. Though it will usually attempt to capture specimens, sometimes the fembot will suffice with only a 'genetic sample'--though just as often, an 'experimental procedure' will have the gynoid 'inject' a captive instead.

- ~~Style~~ ~~Aggressive~~ you gain one Power for every successful ~~Rush~~ you make.
- ~~1-Power Special Hazard~~ create an Edge, of a specific kind, such as pools of oil or rolling smokebombs.
- ~~3-Power Finisher Mercy~~ heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
- ~~Edges~~ Upload Complete; Bouncy and Bulletproof; Machine Around the Ghost; Adaptive Attachments
- ~~Passive~~ My opponent cannot ~~Evade~~ against me until they gain Power.
- ~~Clutch Move Old Tricks~~ your Passive Power takes effect if your opponent overcame it, and your opponent's Passive Power ends if you haven't overcome it yet.
- ~~Quote~~ "You will make a worthy test subject."
- ~~Theme~~ robotics and cybernetics, biological experiments, engineered lifeforms, implants and devices, mysterious serums, emotionless domination
- ~~As an NPC~~ Dangers for modular components for this occasion, sedatives or drugs, future encounters with biomechs.

## Severine

Primordial power at any price: bound ghosts, nameless gods, faerie contracts, infernal pacts, even communion with Things Beyond, Severine will go to any length to free herself from all human limitation, and even the bonds of fate. And with the help of her familiars, sorcery, and alterations, she can easily handle anyone foolish enough to stand in her way.

- ~~Style~~ ~~Perceptive~~ you gain one Power for every successful ~~Read~~ you make.
- ~~1-Power Special Vanish~~ you can disappear from sight or slip out of reach for a few moments, allowing you one Move other than ~~Attack~~ without opposition. Anything that would normally be a Move targeting others is instead a thing you just do without rolling, the Goal succeeds and the Danger does not come true. (This does not give Power for Styles.)
- ~~3-Power Finisher Binding~~ you can give your victim one command or task. They will do it, in front of you, or offscreen later. They will probably hold a grudge about it.
- ~~Edges~~ Voice of the Deep; Elemental Mastery; Sucker for Souls; Quest for the Scepter
- ~~Passive~~ My opponent cannot ~~Evade~~ against me until they create an Edge.
- ~~Clutch Move Left Hand~~ that's right, all along you secretly knew a different 1-Power Special or 3-Power Finisher! You can use that right now if you have the Power for it.
- ~~Quote~~ "Were you expecting me to rhyme? How ignorant."
- ~~Theme~~ darkness, monsters, curses, talismans, places of power, open seduction
- ~~As an NPC~~ Dangers for familiars, persistent curses, summonings gone wrong or right.

## Arenotsuki

Guarding the veil to the spirit realm, Shrine Maiden Arenotsuki banishes demons, puts wandering spirits to rest, and guards the innocent from vile and unclean defilement! With a combination of incantations, prayers, blessed sutras, and meditatively honed might, her spiritual strength is matched only by her purity of heart.

- ~~Style~~ ~~Passive~~ you gain one Power for every Move in which the main Danger gets a 5-6 die.
- ~~1-Power Special Heal~~ you can recover one Injury.
- ~~3-Power Finisher Mercy~~ heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
- ~~Edges~~ By the Four Winds; Elemental Mastery; The Curse; Timid but Terrifying
- ~~Passive~~ My opponent cannot ~~Combo~~ against me until they spend/lose Power.
- ~~Clutch Move Unshackle~~ you have a pile of Dangers on you? No you don't. They all drop as if with a 5-6 (this does grant Power for Styles).
- ~~Quote~~ "Your pollution will be cleansed in the sight of the kami."
- ~~Theme~~ nature, spirits, ritual purity, humility, chastity, demureness
- ~~As an NPC~~ Dangers for supporting spirits, elements and nature, Arenotsuki's stamina and endurance.

## Sister Dominique

In a world of spiritual sickness, unclean spirits, and primeval horrors, The Order has sent their bravest acolyte to defeat the wicked. Sister Dominique wields an array of blessed weapons, and the mortification of her flesh has only made it stronger--or at least, given her an awesome endurance for pain. No weapon forged against her shall prosper--just ask her.

- ~~Style Ruthless~~: you gain one Power for every successful ~~Attack~~ you make.
- ~~1-Power Special Heal~~: you can recover one Injury.
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: Killer Thighs; Have Faith; White Magic; Champion of Justice
- ~~Passive~~: My opponent cannot ~~Attack~~ sexually against me until they Injure me.
- ~~Clutch Move Revive~~: you really wish you could take one more hit--but at least all your permanent Edges refresh, letting you use them again.
- ~~Quote~~: "God will judge you--very, very soon."
- ~~Theme~~: judgment, piety, sanctimony, steadfastness, meddling in others' affairs, divine intervention
- ~~As an NPC~~: Dangers for lasting damage from especially cruel weapons, Dominique's endurance, returning later.

## Vigil

Sworn to guard a kingdom that has long been forgotten, Vigil has awakened to an alien world. Now only a tangible ghost animating ancient but pristine armor, Vigil has subsumed her self into her duty, and given up everything except her quest, to keep her uncanny armor trudging ever onward.

- ~~Style Defensive~~: you gain one Power for every successful ~~Evade~~ you make.
- ~~1-Power Special Heal~~: you can recover one Injury.
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: The Only Survivor; Machine Around the Ghost; Glory and Conquest; Quest for the Scepter
- ~~Passive~~: My opponent cannot ~~Attack~~ sexually against me until they create an Edge.
- ~~Clutch Move Old Tricks~~: your Passive Power takes effect if your opponent overcame it, and your opponent's Passive Power ends if you haven't overcome it yet.
- ~~Quote~~: "You are unworthy of honor."
- ~~Theme~~: high fantasy, curses, quests, legends, noble bloodlines, honor and oaths
- ~~As an NPC~~: Dangers for supernatural durability, implacable pursuit, or some manner of curse.

## Jeni Parry

Fame, fortune, and fisticuffs! That's Jeni's life, and she won't let you forget it. Her unconventional stage-song-combat performance draws an eclectic crowd of teenyboppers and fighting fans alike, and only one reporter has accused her of faking it (they've since recovered). She'll take on any challenger with a song in her heart, and a fist in their face.

- ~~Style Ruthless~~: you gain one Power for every successful ~~Attack~~ you make.
- ~~1-Power Special Hazard~~: create an Edge, of a specific kind, such as pools of oil or rolling smokebombs.
- ~~3-Power Finisher Mercy~~: heal someone for one Injury, and secure their friendship or at least compliance for the next scene.
- ~~Edges~~: Killer Thighs; Radioactive Love Song; Everyone's Favorite; Ten-Finger Technique
- ~~Passive~~: My opponent cannot ~~Read~~ against me until they Injure me.
- ~~Clutch Move What The--~~: roll a d6 to choose the Clutch Move that actually happens. On a 6, your opponent describes how you win!
- ~~Quote~~: "Let's see if you can make it to the encore!"
- ~~Theme~~: showmanship, spectacle, crowds and fans, pyrotechnics and FX, rigged matches, handlers and staff
- ~~As an NPC~~: Dangers for assistants rigging the match, fans interfering, pyrotechnics.

## Xel-Alholta

Stars move slowly, but they are going wrong, and Xel-Alholta is the emissary of the new aeon. With every mind she rends asunder, her tentacled grip spreads, and the veil hiding our realm grows thinner. Very fortunate souls might die, but tastier morsels have a worse fate ahead.

- ~~Style Aggressive~~: you gain one Power for every successful ~~Rush~~ you make.
- ~~1-Power Special Range~~: you can ~~Attack~~ anyone, anywhere, this one time.
- ~~3-Power Finisher Dominator~~: describe your victim's immediate, degrading, and final end, it does not have to be fatal. They will never hinder you again and their underlings will scatter at the sound of your steps.
- ~~Edges~~: Voice of the Deep; Sucker for Souls; Tentacled Terror; Pickman's Supermodel
- ~~Passive~~: My opponent cannot ~~Evade~~ against me until they exhaust an Edge.
- ~~Clutch Move What The--~~: roll a d6 to choose the Clutch Move that actually happens. On a 6, your opponent describes how you win!
- ~~Quote~~: "Eo khel rabhan, lo meln ekha . . ."
- ~~Theme~~: tentacles, broken geometry, uncanny sights, mad cultists, extraplanar intrusions, dark splendor
- ~~As an NPC~~: Dangers for so many tentacles, cultists, sigils that hurt to look at, going mad.