

~Lewd Character Customization Supplement~

This will be a supplement dedicated to chains where you're wanting something more than just mechanical benefits. You want something to make passing the time so much more fun either by yourself or with friends with benefits.

Like body mod, your decisions here will reflect how your base body appears as and works before other bodily alterations. The nearest approximations appear when taking the form of another race.

You'll be selecting your base body type, sexual abilities, cosmetic modifications, biological modifications and perhaps modifications of a much stranger kinder.

In addition, unlike Body Mod, there are mental augmentations you can include too. As with Body Mod, genetic defects will be cured.

You'll be given 1000CP to purchase what you wish from what you find below.

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Body Types

In this section you'll select the basic proportions of your body using three categories, height, weight and width. Within those categories there is a sliding scale of choices allotted. Before we go on though, you have two other decisions available. Additionally, you may select **gender** freely.

-“Factory Model”: Your body’s proportions are what you previously had in life. Choose the options below that fit your body type best within the three groups below. To change them costs 50CP.

-“Neutral Start”: Your body’s proportions are set dead in the middle, average height, weight and width. Normal as normal can get. The default. Like Factory Model, simply pay 50CP to change what you want.

(Height)

-“Very Short”: You’ll be more than a head below everyone your age for sure. 4’0-5’0 down as an adult.

-“Short”: Shorter than most your age, though not by too much. 5’0-5’6 as an adult.

-“Average”: You’re standing at the height of the majority. 5’7-6’1 as an adult.

-“Tall”: You’re taller than most of your peers, possibly those older than you. 6’2-6’6 as an adult.

-**"Very Tall"**: You're like a giant staring down on others from above. 6'7"-7'6" as an adult.

(Weight)

-“Scrawny”: You’re going to look like a frail twig, ribs will almost certainly be visible.

-“Underweight”: You’re looking fairly trim and lean, not much body fat at all on you.

-“Average”: For whatever shoulder width or height you picked, you’re pretty much normal.

-“Overweight”: Your body is packing some extra fat there, could be described as chubby or voluptuous.

-“Obese”: You’re seriously overweight, very fat, likely have trouble carrying your own weight.

(Width)

- “Thin”: Your frame is compact, with narrow shoulders and hips. Good for elegance and speed.

-“Average”: Nothing really notable about your shoulders or hips, good for balanced builds.

- “Wide”: Hips or shoulders are quite wide, giving you a distinctly larger shape, can offer greater power.

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Statistics

Here are your varying statistics, the parameters for your body and mind. Each statistic as five levels, the higher the better. You by default have a 2 (Average) in every Category, or can choose to start with a set of parameters reflecting your original parameters, in which case pick the closest levels to reflect them.

You can rank up any of your stats for 50CP per level. Additionally, you can obtain 50CP by lowering yourself to a 1 in a stat, which is under average.

(Strength) (Your ability to exert force with your body's muscles.)

- 1: You barely exert yourself, leaving you a bit of a scrawny weakling by default.
- 2: You have an average amount of muscle and strength for your frame.
- 3: You work out quite a bit, having decent muscle definition and strength for your body type.
- 4: You're fucking shredded, bro or lady bro, huge muscles, huge power.
- 5: You have just over superhuman strength, outperforming world records. Choose your physique.

(Stamina) (How much energy/fuel in the tank before needing to rest.)

- 1: Don't go out much huh? Can barely go for a jog without getting winded.
- 2: You have an average amount of stamina for your body type, walk around, rest, whatever.
- 3: Actively involved in athletics, could heavily exert yourself for hours.
- 4: Marathons, triathlons, you're a long race junkie who can just keep going, barely work a sweat up.
- 5: You're like the energizer bunny, able to stay up for days just running.

(Agility) (The level of fine control you can exert over your body.)

- 1: Total awkward ditz. You could trip on a flat sidewalk and don't have balance for shit.
- 2: An adequate amount of agility, balance, motor control, reflexes and such.
- 3: Flips, cartwheels and tumbling like you took classes as a kid.
- 4: Like a professional ballerina, tiptoeing and moving with such flawless grace it seems unreal.
- 5: Handstand sprints on narrow fencing. Move like a ninja right out of fiction.

(Flexibility) (The ability to stretch, contort and bend your body and all its joints.)

- 1: You're a stiff stranger, often getting cramps just from dancing a bit too much.
- 2: A basic level of flexibility, joints are all as they should be, muscles are okay.
- 3: Enjoy performing basic contortions like splits and back bends, fairly flexible.
- 4: Bend your fingers backwards, jump rope using your clasped arms, stand on your head.
- 5: Squeeze yourself into impossibly tight places, absorb shock like a champ, do you even have bones???

(Intelligence) (Your problem solving skills using the information available to you.)

- 1: I don't wanna call you a moron, but it's no lie that you're kind of a stupid bimbo.
- 2: You're no wizkid, but you're not dumb either. Averaged Bs and such in school, gold star.
- 3: You're pretty great at solving puzzles, probably got straight As in school, possible teacher's pet.
- 4: Valedictorian, prestigious university, prospective rocket scientist or brain surgeon right here.
- 5: College graduate at age 12. You outperform normal humans in every test there is.

(Charisma) (Your social finesse, likability, ability to control others with social interactions)

- 1: Socially awkward, potentially comes off as an asshole, foot inserted into mouth more often than not.
- 2: You're an everyman or woman, you probably have some friends and can hold a steady conversation.
- 3: Most people would consider you friendly, charming or eloquent, many potential friends.
- 4: You've got the silver tongue and social grace of a politician and eloquence of a lawyer.
- 5: Charisma that can spawn massive followings, potential as a great leader that makes history.

(Wit) (Mental and physical reflexes, quick wit, ingenuity, ability to think fast)

- 1: You will lose every yo mama showdown you enter. A monkey could figure out better one liners.
- 2: You're moderately witty, able to crack jokes or respond to threats as well as anyone else.
- 3: Snakebite reactions with comebacks, a pro at dodgeball, quick witted.
- 4: A master of freestyle rap, connecting thematic rhymes with a vast vocabulary on the spot.
- 5: You could actively dodge handgun bullets if you knew they were coming.

-“Body Odor” (50CP): On purchase, bad body odor is automatically eliminated, you will no longer become stinky when working up a sweat or otherwise going unwashed. Additionally, your natural scent and pheromones become more pronounced and pleasant to your preferred gender(s). Compliments of “You smell nice” will be far more common in your future.

-“Fluid Production” (50CP+): Your body’s ability to produce all manner of fluids (all/any fluids are chosen at purchase) is greatly enhanced. Whether that’s the seed of your loins, natural lubricant, saliva, tears, sweat and so on. Those with breasts may optionally bestow the ability to lactate.

A second purchase of Fluid Production will allow one’s body to produce absurd amounts of their chosen fluids. Testicles will swing heavy and practically never empty, breasts store incredible amounts of milk like some sort of dairy cow, cry and/or salivate literal buckets.

Your body seems to be able to produce all these additional fluids with the same amount of hydration as before. As long as you drink a healthy amount of water for a normal person you’ll keep making more of whatever you make.

-“Aesthetic Dynamic” (50CP+): Aesthetic Dynamic allows one to push their body’s physical features/aesthetic in a certain direction. You could make yourself harder or softer, sharper or rounder, more feminine or masculine. The first purchase makes this a simple inclination.

Two purchases would allow you to completely fulfill all sorts of bodily archetypes. You could, as a woman, give yourself so much muscle definition and increase your masculinity a bit to make yourself a total amazon. Or, as a man, make yourself so round, cute and feminine so as to be a trap.

-“Metabolism” (50CP): Your digestive system, metabolism and their efficiency improve on purchase. It’s now much easier to stay thin, burn body fat, convert fat into energy, go longer with less food, produce less waste by getting every bit that you can from what you take in and so on.

-“Enhanced Senses” (100CP+): On purchase, your five senses will be refined to be double the average person’s in all categories. Get 20/10 vision, hear sounds others would overlook, taste nuances in foods imperceptible to others and so on.

With additional purchases, you are able to select one sense and refine to superhuman levels. You could see distant things like an eagle and perceive heat with your eyes. You could buy into hearing infrasound and ultrasound inaudible to human ears. Taste the air to perceive your surroundings.

-“Body Warping” (100CP+): Body Warping allows you to purchase up to four additional or new body parts, pairs counting as one for the purposes of this modification. You could obtain extra arms, legs or heads this way, or purchase a tail, wings, antennae or some other minor new part.

With a second purchase, the amount doubles, and you become capable of radically altering the shape of your body or individual parts of it, each big change counting like a choice in body part. Give yourself a tauric body type, increase the number of your bones to bend like a snake, have your jaw split apart like a fictional predator, turn your feet into hands and so on.

-“Animal Physiology” (100CP+): The first purchase of Animal Physiology allows you to pick up a variety of minor body parts belonging to a single chosen animal. Special teeth, eyes with a different aesthetic, claws, a tail, naughty bits, animal ears on top of your head, strange skin tones and so on are all fine.

With a second purchase, you are able to make far more radical decisions with design. Choosing a wolf would allow you to resemble a werewolf as just one example. Two purchases would also allow you to choose to partly human, partly animal, like a centaur, minotaur, lamia, mermaid and so on.

Mental Modifications

Although not as developed as the body modification section, you may also modify your base personality and mental capacity in a few ways to change or improve yourself.

Make life a bit brighter in general by defaulting to happy, keep yourself safe by defaulting to caution, or pursue the arts of sciences by defaulting to thoughtful. Any emotion or mindset is available for your general, default mood.

If you've ever wanted to be a better person, then you can warp yourself in that direction. If you've always been a little bad but annoyed by the little things keeping you from going too far, this helps with that too. Can't turn you into some paragon of whatever, doesn't prevent change, but does set the tone.

Whether its meeting new people, trying new things, moving to new places, or whatever else, this can help you get used to things much faster than the normal person who defaults into what they're comfortable with.

After purchase you become much more determined to follow through with decisions, focusing, forcing yourself to do things, stand up to other people, face your fears and so on. Your will is tougher now, you don't have to back down just from social tension.

You'll be able to remember feelings, smells, tastes and sounds quite clearly too, albeit not to the same extent as sights. Memory doesn't deteriorate with the passage of time, simply needing to rely on how well you originally captured it. This will help with those long years in your chain.

-“Charm” (100CP): Not simply what would be considered to be under the Charisma Stat, Charm is all about the sensual side of things. It injects an intuitive knowledge of how to speak with your body and read other people’s posturing, and the art of flirting. You might not be some master of seduction after buying this, but you can certainly initiate relationships with more ease than before.

