

EROTIC SKILL TREES

A 5TH EDITION PROGRESSION RULESET

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

EROTIC SKILL TREES

Grayson: *You all watch as the woman on stage bites her lip and shivers, swinging lightly on the ropes she's strung from. She whimpers lightly, clearly close to the brink, as you work on her.*

Raquel: Beautiful. I'm not letting up! Do the rest of you have eyes on the spy?

Elly: Absolutely. It's a little hard to focus, but...

Luke: [Laughs] Tell me about it!

Grayson: *Funny you should say that... the woman tenses, moans, and comes apart. A deep shudder runs through her as your fingers finish the work. The crowd applauds and the woman hangs limply, sweaty and smiling...*

Luke: Uh oh, I don't like the sound of that pause... how about the spy?

Grayson: *Gone. In the commotion the man in the blue cloak has slipped into the crowd and disappeared, evading your sight.*

Elly: Crap! When do I learn to do that?

Grayson: Play your cards right, and maybe next level...

SKILL TREES ARE...

Skill Trees are an optional ruleset that allows players to individualize their characters beyond numbers and proficiencies. By choosing certain "branches" of a tree—and not others—players can express their characters' unique identities and improve what they excel at.

The simplest form of a skill tree looks like this:



Each node grants special abilities when reached. Leaves further down the tree can't be reached until those above have been unlocked; for example, we can't reach **Leaf 2b** until we reach **Leaf 1**. If there was anything below 2b, we would need to unlock **1**, then **2b**, then that node. Finally, if we wanted to unlock **2a** after 2b, we wouldn't need to unlock **1** again, since we've unlocked it for 2b already.

Moving along a Skill Tree is done by investing *Skill Points*. It takes one point to unlock a leaf. A character gains a Skill Point every time they gain a level after level 1.

ROLLING FOR SEDUCTION

This content has been developed with the intent of being available for any and every game table, but makes many references to rules from the rulebook *Rolling for Seduction*, available from [Gumroad](#) and [DrivethruRPG](#).

VARIANT RULE: EXCLUSIVE BRANCHES

One optional rule disallows following parallel branches; whenever the tree splits, only one path can be followed. For example, in the diagram above, if a player unlocks **1** and then **2b**, they would not be able to unlock **2a**.

The trees in this module are set up in a way that no single branch excludes another parallel branch, though some leaves may be less effective in combination. Either way, it's up to the GM.

AWARDING ADDITIONAL POINTS

Some parties may find that a Skill Point each level isn't enough, especially when in a campaign with few levels gained. In that case, consider these following sources:

• Ability Score Improvements

- When a character gains a level that grants them an Ability Score Improvement, instead of increasing their Ability scores, they may gain 4 Skill Points.
- Alternately, when a character gains a level that grants them an Ability Score Improvement, they gain 2 Skill Points that level instead of 1.

• Excellence in the Field

- When a character succeeds at a Skill Check with a roll of a 20, they gain a Skill Point they may only use in that Skill's tree.
- Alternately, when a character exactly meets a Skill Check DC with their roll result, they gain a Skill Point they may only use in that Skill's tree.

• The GM's Discretion

- When the GM decides a character has reached an important milestone, they may gain a Skill Point.

When you consider adding additional points to the default number, think of the number of levels your campaign will run. 3 Skill Points will allow a character to "complete" one branch of a non-erotic skill tree, and 5 will allow a character to do the same for an erotic skill tree. As a GM, consider the number of trees you want your players to end up being able to complete.

EROTICISM

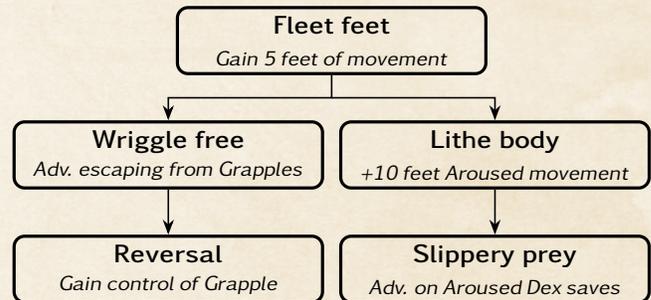
Erotic Skill Trees add one more element to the mix. Instead of training to bring a character's skills to the apex of ability, erotic trees are focused on improving a character's potential in the arena of sexuality. Read on to find out more!

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ACROBATICS

Lithe and flexible, those who devote their lives to the pursuit of more elegant movement find their skills translate well to the erotic arts. Whether smoothly evading capture or brushing by with slightest touch, a keener focus to acrobatic motion pays off in surprising ways.



FLEET FEET

When you invest one Skill Point into the Acrobatics erotic skill tree, you've learned to channel your relaxation into limber ease. You gain 5 points of movement towards your total per turn.

WRIGGLE FREE

Your command of your own body allows you to escape all but the most immobilizing clinches. When you would make an Acrobatics check to escape a Grapple, you roll at Advantage.

GO TO GROUND

A master of reversals, locks and joint manipulation, you have the ability to turn any hold to your advantage. When you would successfully escape from a Grapple with an Acrobatics check, you may instead choose to reverse the Grapple.

LITHE BODY

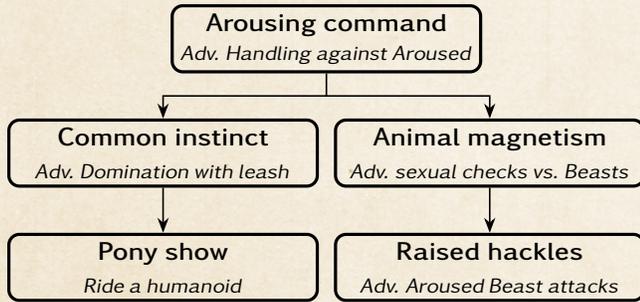
All it takes to squeeze that final burst of speed in you is the kind of flexibility, the kind of nimbleness that comes so easy to you in moments of passion. While Aroused or Desperate, increase your movement per round by 10 feet.

SLIPPERY PREY

The heat in your loins, the sweat on your skin, the relaxation of your body—these three things keep you gliding by danger, narrowly avoiding harm. While Aroused, you make Dexterity saves at Advantage.

ANIMAL HANDLING

Beastmasters extraordinaire, those who devote their lives to understanding animals come away with a better understanding of their behaviors... and how they apply to sapient creatures too.



AROUSING COMMAND

After investing one Skill Point into the Animal Handling erotic skill tree, you've learned the power of an attentive, adoring follower. When you use the Animal Handling skill targeting an Aroused creature, you make the check at Advantage.

COMMON INSTINCT

The tug of your leash is a guidance, a reward, and a warning all in one. When you make a Domination check targeting a creature whose reins, leash or restraints you hold, you make that check at Advantage. Additionally, when you would make an Animal Handling check on a target whose restraints you hold, you may roll your Domination skill and use that result instead.

PONY SHOW

People are so similar to beasts: they want to eat, they want to sleep, they want to play. It's all about the carrot... and the stick. You may ride a willing Humanoid, making them your Mount, so long as their size is no smaller than yours.

ANIMAL MAGNETISM

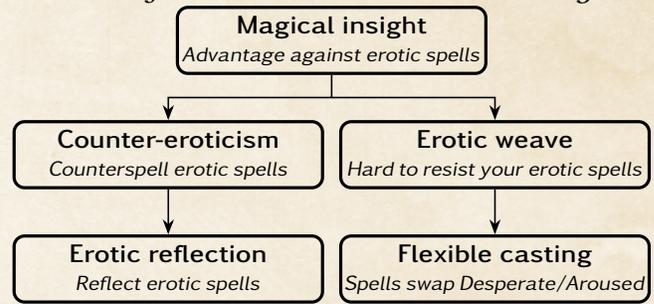
Animals are so simple, so open. Their intentions might not be pure... but they're certainly honest. When you make a sexual skill check targeting a Beast, you make the check at Advantage.

RAISED HACKLES

All you need to do is point towards a target, and animal instinct will do the rest. Your allies who are Beasts make attacks and Strength-based skill checks at Advantage when they are Aroused or Desperate.

ARCANA

The mysteries of magical eroticism are many—and each a master solves unfolds another. But each of these solutions becomes a strength.



MAGICAL INSIGHT

After investing one Skill Point into the Arcana erotic skill tree, you have learned the magical elements common to all erotic spells. When you are the target of an erotic spell that would cause you to make a save, you roll that save at Advantage.

COUNTER-EROTICISM

As you weave your erotic spells, you see the power in them—and the flaws. When you would cast *Counterspell* to counter an erotic spell, you make any Arcana checks to counter it at Advantage.

EROTIC REFLECTION

These threads you pull warp the weave into something more to your liking. When you counter an erotic spell, you may cause the spell to affect its caster instead of the caster's original target. This reflected spell uses your Spell save DC.

EROTIC WEAVE

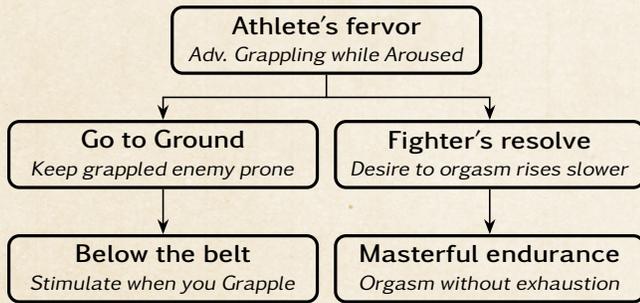
Your magic plays at the very nature of your targets, their pleasures and their motives. It tugs at their heart strings and at their loins, as well. Erotic spells you cast are saved against at Disadvantage.

FLEXIBLE CASTING

At the deepest levels of erotic magic, rules become mere guidelines to you. Desire is desire after all, in its many forms. Every word of a spell simply puts an imagined state into reality: transcendental pleasure. When you cast an erotic spell, if the spell would cause a target to become Aroused, you may cause the target to become Desperate instead, and vice versa.

ATHLETICS

Athletes train their bodies to the peak of performance, beautiful in both aesthetics and potential.



ATHLETE'S FERVOR

After investing one Skill Point into the Athletics erotic skill tree, the pursuits of pleasure have hardened your body, strengthened your resolve and enhanced your abilities. While Aroused or Desperate, you make Athletics checks at Advantage.

GO TO GROUND

As expert as you are fighting on your feet, you're masterful at bringing your enemies to the ground—and keeping them there. You may as a Bonus Action shove a creature you're currently grappling, prone. Additionally, a prone creature you're grappling must escape your grapple before they are able to stand up.

BELOW THE BELT

You know how to fight clean—but that doesn't mean you don't enjoy fighting dirty. When you make a successful Grapple check against a creature, you may make a Stimulate Bonus Action against them as a Free Action.

FIGHTER'S RESOLVE

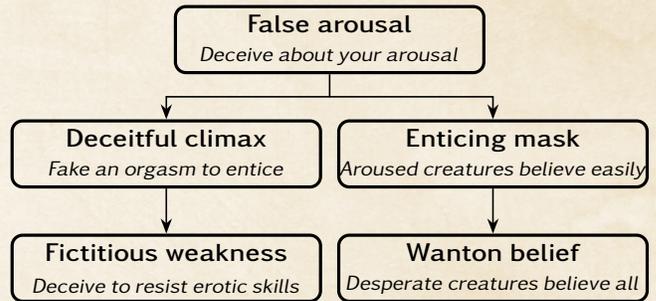
Your body has been trained over years of demanding exercise. The result is more than muscle: it's the resolve and the strength to persevere. When you are Stimulated, the DC to resist orgasm raises by one lower die size; e.g., 1 instead of by 1d4.

MASTERFUL ENDURANCE

Your body has become a well-oiled machine. The gears turn ceaselessly; the pistons pump strongly. When you would gain an Exhaustion point from reaching orgasm, you may spend a Hit Die as if you were healing during a Short Rest. If you do so, you do not gain an exhaustion point and do not restore HP.

DECEPTION

Arousal is a performance, to be sure—and there are those who wear masks in the great stage play.



FALSE AROUSAL

After investing one Skill Point into the Deception erotic skill tree, your skill in deceiving others extends to the signs your body conveys. You may choose to appear unaroused, Aroused, or Desperate. You may appear to have Afterglow. Creatures who can see or hear you are deceived unless they successfully make an Insight check opposed by your Deception.

DECEITFUL CLIMAX

The heights of your deception are enthralling, arousing, and convincing all in one. When you are Stimulated or Stimulate yourself, you may fake reaching orgasm. If you do so, you may immediately make an Entice action using your Deception.

FICTITIOUS WEAKNESS

Which of the weak spots you portray are real, and which are simply lures to trick your enemies? When an enemy creature attempts to roll an erotic skill against you, you may choose to roll a Deception check opposed by their Insight. If your result exceeds theirs, they roll their erotic skill at Disadvantage.

ENTICING MASK

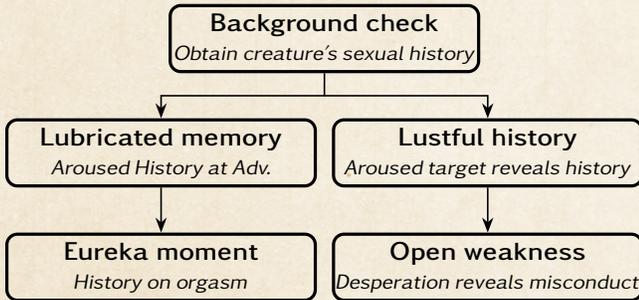
The enthralling nature of your deception turns eyes away from the truth—and towards your carefully-crafted lie. Aroused creatures roll against your Deception checks at Disadvantage.

WANTON MIND

You know just how to string your lovers along, how to feed them half-truths and tempting lies. Desperate creatures automatically fail rolls they make to see through your Deception checks.

HISTORY

No secrets are safe from the learned: everything becomes clear to those who recognize life's patterns for what they are. People are just people, and their dirty little secrets are just footnotes.



BACKGROUND CHECK

After investing one Skill Point into the History erotic skill tree, your ability to discover the life and times of your partners extends to basic information about their sexual history as well. The first time you meet a creature, you may roll a History check and compare your result to the following table.

INFORMATION LEARNED FROM HISTORY CHECK

Result	You learn the creature's...
at least 5	...general sexual orientation.
at least 10	...and their last sexual partner.
at least 15	...and the details of their last sexual encounter.
at least 20	...and their favorite sexual partner.

LUBRICATED MEMORY

You know the key to memory is relaxation—and excitement. When you need to discover a detail hidden in the back of your mind, your tried-and-true method is to coax it out. When you make a History check while Aroused, you make it at Advantage.

EUREKA MOMENT

There's a flash of memory you can find, when you need it—and luckily for you, the process of producing that realization is almost as enjoyable as the result. When you orgasm, you may immediately make a History check at Advantage. If you roll below a 10, you may treat your roll as a 10 instead.

LUSTFUL HISTORY

Your detailed notes, physical or mental, allow you unique insight into the lives of those you come near—and these notes reveal a great deal about those who are open about their passions. The first time you see a creature become

Aroused, you may make a *Background check*. Make this check at Advantage.

OPEN WEAKNESS

Whispers in the shadows tell you of secret histories. The first time you see a creature become Desperate, you learn one fact about them from the following table, as determined by your GM.

DESPERATE SECRETS LEARNED

1d6 You learn the creature's...

- ...most shameful kink.
- ...secret affair.
- ...safe word or phrase.
- ...sexual misconduct.
- ...most embarrassing sexual encounter.
- ...favorite masturbative activity.

DETAILING DESPERATE SECRETS

For fleshing out the secrets generated by the above table, you can use the following method. Consider the following questions, one by one, and provide answers to them:

- Why isn't this secret common knowledge?
 - Example: their powerful family keeps the rumor quiet.
- What lowered their guard enough to get caught?
 - Example: they were so eager to be with their partner, they forgot their caution.
- Who discovered their secret?
 - Example: a servant chanced to hear it at a door.
- Who's telling the secret now?
 - Example: a jilted lover of theirs is retaliating by dragging their name through the mud.

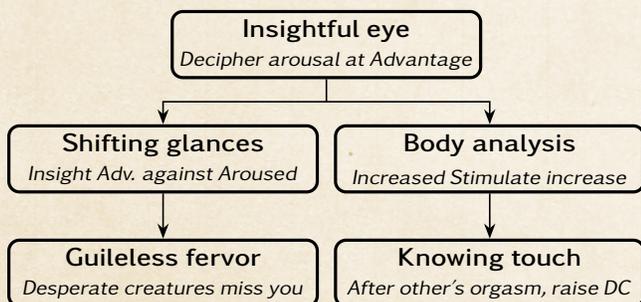
DESPERATE SECRETS IN YOUR SETTING

Some secrets may have important ramifications for the world they're set in. For example, if a noble has a child out of wedlock, their ascension to the throne might be threatened. There might be those who want to see that happen—and those who want to smooth things over. Asking (and answering) the following questions can help you place these secrets in your setting.

- Who wants this secret told?
 - Example: a business rival wants to ruin them.
- Who wants this secret kept?
 - Example: their parents want their family name kept clean.
- What powerful figure is repulsed by the secret?
 - Example: a powerful priest gives sermons about the evil of their transgression, with names removed.
- What powerful figure secretly empathizes?
 - Example: a royal figure has secretly done the same, and thinks it shouldn't be punished.

INSIGHT

The trained eye of a master is a powerful thing: what can be hidden from someone with the power to lay bare the deepest secrets?



INSIGHTFUL EYE

After investing one Skill Point into the Insight erotic skill tree, your skill in perceiving others' state of arousal is peerless. When you make an Insight check to decipher a creature's level of Arousal, you do so at Advantage.

SHIFTING GLANCES

Creatures concerned with their gratification rarely display skill at hiding their intentions. When you make an Insight check against a creature who is Aroused, they make their opposing Deception check at Disadvantage.

GUILELESS FERVOR

In moments of truest desire, no secrets remain. Desperate creatures roll at Disadvantage when attacking or making Skill checks against you.

BODY ANALYSIS

You learn as much from an hour of conversation as you do from a moment of soft breaths, warm touch, and wanton sighs. When you use the Stimulate Bonus Action on a creature, the DC that creature must save against to resist orgasm rises by one higher die size: e.g., 1d6 instead of 1d4.

KNOWING TOUCH

There's no evading your practiced touch: you know just where to reach, just where to press, just where to insist. When you cause a creature to orgasm by Stimulating them, that creature's DC to resist orgasm resets to 15 instead of 10.

INTIMIDATION

For those with a powerful enough force of will, all else are nails—and they are the hammer.



FORCE OF PERSONALITY

After investing one Skill Point into the Intimidation erotic skill tree, you've honed the sharp edges of your personality to a razor sheen. When you make an Intimidation check against a creature who is Aroused, you may make the check at Advantage.

DISMISSIVE AIR

Feeble attempts to sway your nature won't work on you; as the master of your own being, you decide how you feel, and when. When a creature takes the Entice Action against you, you may choose to roll Intimidation instead of a Wisdom save. If your check meets or exceeds theirs, the Enticement has no effect.

This ability benefits from *Force of Personality* as if you were rolling Intimidation against the creature.

CHASTISING REBUKE

Only the truly foolish attempt to impose their will on you. When you meet or exceed a creature's Enticement roll using *Dismissive Air*, you may Entice that creature as a Reaction.

SHARP BARK

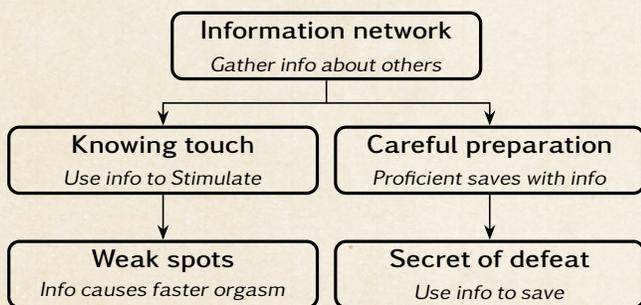
Your presence is enough to command the battlefield. As a Bonus Action you may target an enemy creature within 30 feet and make an Intimidation check opposed by their Charisma save. If they fail the save, they make attacks rolls at Disadvantage until the end of their next turn.

PREDICTABLE FAILURE

It's in your enemies' nature to slip up, to make a mess of things. When an enemy creature within 30 feet misses an Attack against you, you may make an Intimidation check as a Reaction, opposed by the creature's Charisma save. If they fail, they become Desperate.

INVESTIGATION

Researchers make good lovers—they pick up on the little details, and use them to their advantage.



INFORMATION NETWORK

After investing one Skill Point into the Investigation erotic skill tree, you've cultivated a web of informants. When you take a Long Rest in a settlement (like a town or city), you may gain an *Information Token* about a creature known to you. This token lasts for a week, or until it's expended.

When you make an Entice check against a creature you possess an Information Token pertaining to, you may expend the token and roll at Advantage.

KNOWING TOUCH

Whispers inform you of your target's likes and dislikes. When you Stimulate a creature, you may expend an Information Token pertaining to them. If you do, they roll to resist orgasming at Disadvantage.

WEAK SPOTS

The map of your lovers' bodies is well annotated. When you Stimulate a creature, if you possess an Information Token about that creature, the DC that creature must save against to resist orgasm rises by one higher die size: e.g., 1d6 instead of 1d4.

CAREFUL PREPARATION

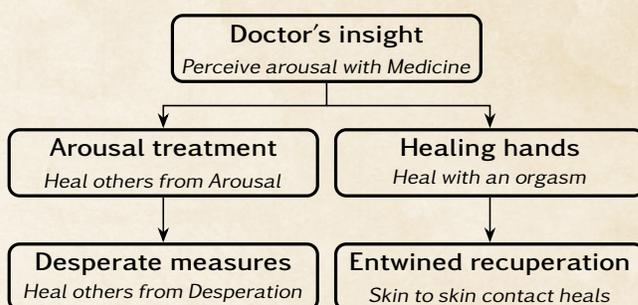
A cautious lover does well to learn about their partner. When you would save against a sexual effect from a target you possess an Information Token pertaining to, you roll your save as if you were Proficient in that save.

SECRET OF DEFEAT

The knowledge you've unearthed is enough to stop your lover in their tracks. When you would save against a sexual effect from a target you possess an Information Token pertaining to, you may expend that token. If you do, you automatically succeed at the save.

MEDICINE

A devotion to studying the body has outstanding impact in the realm of sexuality.



DOCTOR'S INSIGHT

After investing one Skill Point into the Medicine erotic skill tree, your careful study grants you a deep understanding of the subtle signs a body shows when stimulated. When you would attempt to decipher a creature's level of Arousal, you may roll Medicine at Advantage instead of Insight.

AROUSAL TREATMENT

You know the right methods to use in order to calm a creature down from the heights of passion. As a Bonus Action you may attempt to calm an Aroused creature within your reach. Roll a Medicine check opposed by the DC of the effect that made them Aroused: if successful, the Aroused creature becomes unaroused.

DESPERATE MEASURES

Your mastery of medicine has given you the power to calm even a raging mind. As a Bonus Action you may attempt to calm a Desperate creature within your reach. Roll a Medicine check opposed by the DC of the effect that made them Desperate: if successful, the Desperate creature becomes Aroused.

HEALING HANDS

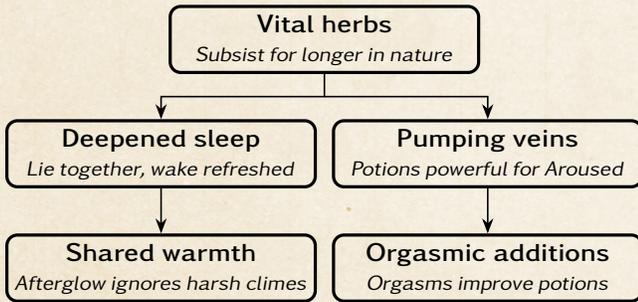
Where your fingers trace, healing warmth lingers. When you cause a creature to orgasm, they may immediately spend a single Hit Die. If they do, take the number from the highest face of the Hit Die and add the creature's Constitution. They heal for that amount.

ENTWINED RECUPERATION

The very touch of your naked skin is enough to heal. During a Short Rest if you lay with a creature for the entire rest, skin to skin, any Hit Dice they roll to recover their HP are treated as if they landed with their highest face up.

NATURE

The teachings of the wilderness are as strange as they are powerful. They have their applications... in the sheets and out.



VITAL HERBS

After investing one Skill Point into the Nature erotic skill tree, your study into the flora of the wilds allows you to point out what's edible, what's not—and what contains some latent power still. Every day you spend in nature, you may choose a number of allied creatures, including yourself, up to your Proficiency bonus. These creatures do not require rations for that day.

DEEPENED SLEEP

You know in the wilds, tensed muscles and worried glances often spell the end of a foray. Relaxation is key. When you spend a Long Rest laying with another creature or creatures, at the end of the Long Rest they are affected by *Aid*, as the spell.

SHARED WARMTH

The body is the ultimate vessel, capable of enduring icy snow as well as blistering sand. You and your allies do not suffer from negative effects of extreme, natural weather (such as the frigid cold) while affected by *Afterglow*.

PUMPING VEINS

The herbs you gather are particularly effective on creatures with relaxed muscles, quickly-beating hearts, and blushing cheeks. When you or an ally drink a potion while Aroused, choose one of the following features if it is present in the potion effect: you may increase that feature by your Proficiency bonus.

POTION FEATURES

Feature	Example	Effect of +X Proficiency
Effect	Heal 1d6	Heal 1d6 + X
Duration	Lasts 1 hour	Lasts 1 + X hours
DC	DC 14	DC 14 + X
Spell level	Cast at level 3	Cast at level 5

ORGASMIC ADDITIONS

You know just how to mix your philters and potions in order to benefit from a splash of this, a drop of that... produced under shivering circumstances. When you, or an ally in arm's reach, orgasms, you may use a Reaction to catch the resulting fluids in an existing potion you carry. If you do, you may choose from one of the following options to enhance the potion's effects:

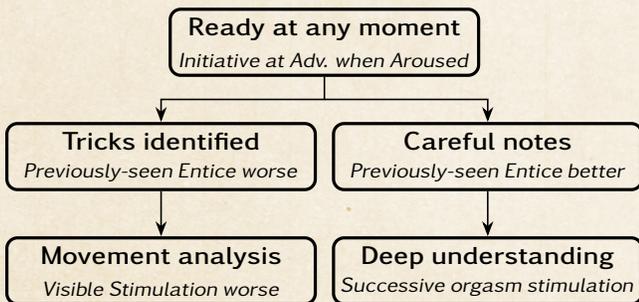
ORGASMIC ADDITIONS

Feature name	Effect
Explosive	Unstable ingredients cause volatility. When you toss this potion, it shatters and applies its effects in a 5 foot radius.
Slow release	This added power is slow to act, but the result is worth it. This potion's effects take 1 additional round to activate, but any effects that roll dice are treated as if they were rolled at their maximum value.
Blazing arousal	Something of the pleasurable heat added to this potion can be tasted in the brew. For the duration of this potion's effect, any Ability score alterations on the drinker caused by being Aroused, Desperate or possessing <i>Afterglow</i> are doubled.
Lingering effect	The stabilizing effect of these additions stay active for a moment longer. When this potion's effects would end, they instead remain active at half effectiveness. If the effects would end again, they end normally.
Burning heat	The veins of the imbiber ignite with the power of the potion. When a creature drinks this potion, for the next 1d6 rounds enemy creatures who begin their turn next to the drinker take 2d6 fire damage.
Orgasmic burst	The heat of pleasure reignites the power of this potion. After drinking this potion, if the drinker orgasms, the effects of the potion begin again as if they had just drunk it. If the effects are still active, the duration is instead reset. After one hour from when this potion is drunk, this effect ends.
Luminescence	The magical ingredients in this potion react by emitting light visible even through skin. When a creature drinks this potion the liquid produces light as it trickles down to the stomach. The drinker is affected by the <i>Light</i> spell for 1 hour.
Instant orgasm	The taste of this potion is irresistible. When a creature drinks this potion, they immediately orgasm. This orgasm does not cause Exhaustion.

A potion can be affected by multiple different Orgasmic Additions at once, but the same addition can't be chosen more than once for the same potion.

PERCEPTION

The senses can be trained to pick up clues normally ignored by most: the subtlest look, the softest sigh.



READY AT ANY MOMENT

After investing one Skill Point into the Perception erotic skill tree, you've learned how to make a state of high alert an enjoyable one. While you are Aroused, you make Initiative rolls at Advantage.

TRICKS IDENTIFIED

A magic show is just as interesting when dissected—but the power it holds over you fades. Similarly, a honeyed word loses its power when you've heard it said to someone else. When a creature uses the Entice Action against you, and you've seen them use the Entice Action before, you roll your Wisdom save at Advantage.

MOVEMENT ANALYSIS

You're prepared for the sway of hips, the trace of a finger: you've seen it all before. You know what to expect, and you know what to steel yourself for. The first time each round you're Stimulated by a creature you can see, you roll your Constitution save at Advantage to avoid orgasming.

CAREFUL NOTES

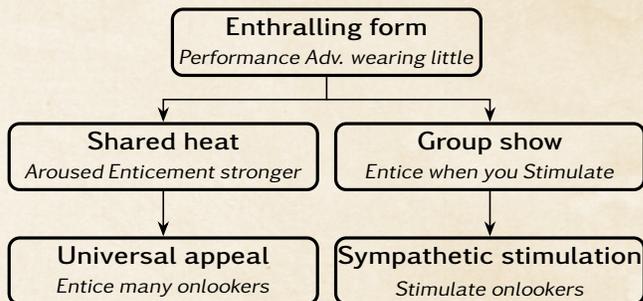
People are a fascinating study. Your interest in what makes them tick has translated into a terrible effectiveness. When you make an Entice Action against a creature you've previously seen become Aroused, you make the Entice roll at Advantage.

DEEP UNDERSTANDING

Subtle twitches, shivers and shakes remind you of your lovers' truth. When you make a Stimulate check against a creature you've seen orgasm before, the DC that creature must save against to resist orgasm rises by one higher die size: e.g., 1d6 instead of 1d4.

PERFORMANCE

Life is a performance: sexuality is just one more aspect of it—maybe the most enthralling! Any good performer knows how to use it to their advantage.



ENTHRALLING FORM

After investing one Skill Point into the Performance erotic skill tree, you've learned to make every line of your body move and writhe in a way that's impossible to ignore. When you make a Performance check while wearing Skimpy or no armor, you make the check at Advantage.

SHARED HEAT

Your motion, acts and song speak to the burning desire in your heart. While you are Aroused, you may roll a Performance check instead of an erotic skill check when you take the Entice Action. If you do so, creatures save against your Enticement at Disadvantage.

UNIVERSAL APPEAL

All it takes is walking into a crowded room to make conversation stop, and all eyes turn on you. When you take the Entice Action, you may choose a number of people who can see you equal to your Performance bonus to affect.

GROUP SHOW

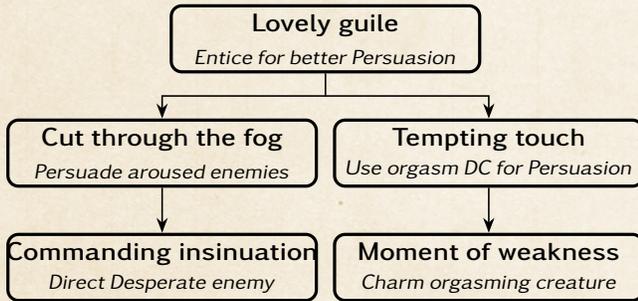
As enthralling as your own display is, you reach a yet higher level of mastery when you can demonstrate on a partner... or several. When you Stimulate a creature, you may immediately take the Entice Action for free, targeting another creature who can see you.

SYMPATHETIC STIMULATION

Creatures who watch your careful ministrations feel almost as if your hands were on them, so enthralled they are by the show. When you Stimulate a creature, creatures who can see you and that creature are also Stimulated. Their DC to resist orgasm raises by one lower die size; e.g., 1 instead of 1d4.

PERSUASION

Honey catches far more flies, and tastes sweeter on the tongue. A sticky trap delightful to be caught in.



LOVELY GUILDE

After investing one Skill Point into the Persuasion erotic skill tree, your targets struggle to focus when their eyes are drifting to swaying hips and quirked lips. When you or an ally successfully Entices a creature, until the end of your next turn your Persuasion checks against that creature are made at Advantage.

CUT THROUGH THE FOG

You know how to take advantage of the dazed hunger that plagues the truly needy. When you roll a Persuasion check against an Aroused or Desperate creature, you may treat any rolls below a 10 as if they were 10.

COMMANDING INSINUATION

You know how to speak to those in a state of total abandon. When a Desperate enemy within 30 feet begins their turn, you may use your Reaction to roll a Persuasion check opposed by their Wisdom save. If they fail, you may select another creature: the Desperate enemy carries out their turn normally, but chooses that creature as their target (if possible) whenever an ability, spell or attack requires a target.

TEMPTING TOUCH

You know the best time to ask for something is when your mark wants it even more than you do. When you would make a Persuasion check, you may choose to use the creature's current orgasm resistance DC instead of your check total.

MOMENT OF WEAKNESS

It's in that final moment of surrender when the words you speak are too tempting to ignore. When another creature orgasms, you may make a Persuasion check opposed by their Wisdom

save. If they fail, they are affected by *Charm Person*, as the spell.

RELIGION

Holy emissaries deepen their connection with the Divine by seeking transcendental bliss.



BLESSING OF TOUCH

After investing one Skill Point into the Religion erotic skill tree, your very touch begins to carry some of the divine power bestowed upon the faithful. When you use the Stimulate Bonus Action on a creature, you may give them the effects of *Bless*, as the spell. This effect does not require your Concentration.

HOLY BODY

The sight of your flesh is more than easy on the eyes: it's reinvigorating. When you make the Entice Action, conscious allied creatures within 30 feet who can see you heal for HP equal to your Proficiency bonus.

ORGASMIC GUIDANCE

The power of an augurer lies in their ability to surrender themselves, totally and completely, to the divine. In one perfect moment you can do just that. When you orgasm, as a Reaction you may cast *Augury*, as the spell.

DEEP TEACHINGS

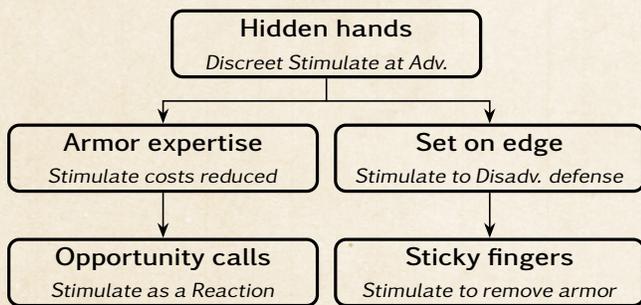
The instruction you've received is more than just informative: it's necessary for anyone doing dealings with those not native to this Plane. You make saves at Advantage when resisting Sexual abilities used by Fey, Celestials, and Fiends.

AURA OF PURITY

Your study has made you clear of two things: there are creatures who do not belong in your world, and you have the capability to face them. While unaroused, you are affected by *Protection from Evil and Good*, as the spell, targeting only Fey, Celestials and Fiends. This effect does not require your Concentration, and ends as soon as you become Aroused.

SLEIGHT OF HAND

Deft hands make light work of inhibitions. Why pick a pocket without giving something back?



HIDDEN HANDS

After investing one Skill Point into the Sleight of Hand erotic skill tree, your light fingers render every touch a delightful surprise. When you make a Stimulate Bonus Action, you may roll a Sleight of Hand check opposed by the target's Perception roll. If your check exceeds theirs, they roll to resist orgasming from your Stimulation at Disadvantage.

ARMOR EXPERTISE

A lifetime of rifling through armor of all kinds has taught you exactly where to search. When you take the Stimulate Bonus Action, treat the Movement speed cost as if the target's armor was one class lower than it actually is, to a minimum of 5 feet.

OPPORTUNITY CALLS

All it takes is the glint of gold before your hands start moving. When a creature within reach becomes Aroused, you may make a Stimulate Bonus Action as a Reaction.

SET ON EDGE

You know just where to touch in order to distract your opponents. When you Stimulate an opponent, the first attack they receive before the beginning of your next turn is made at Advantage.

STICKY FINGERS

Wherever your hands go, they don't come back empty. When you make a Stimulate Bonus Action against an opponent, you may reduce their AC by 2 points as you strip vital pieces of your enemy's armor. If this would reduce your enemy's AC to 10 or less, their armor falls away completely.

This ability has no effect on a nude creature, or a creature with armor that can't be separated from their body.

STEALTH

Like a shadow, those born to the darkness know just how to return to it. In that darkness, there is power... and seduction.



UNASSUMING TARGET

After investing one Skill Point into the Stealth erotic skill tree, you've learned to hide your presence from the roving eyes of the incensed and the hungry. When Desperate creatures attempt to perceive you, they roll Perception checks at Disadvantage.

HELPING HAND

You know the true enemy to stealth is tenseness and fear: the best way to be invisible is to become as relaxed as possible. This is a lesson you're only too happy to teach your closest allies with a helping hand and a gentle touch. When you Stimulate an ally, they make Stealth checks at Advantage until the beginning of your next turn.

FERVENT DISTRACTION

You've learned that sometimes the simplest answer is the best one. After all, how can your enemies notice your friends sneaking by when your hand is down their pants? When you make a Stimulate Bonus Action against a creature, that creature automatically fails any Perception checks they make until the beginning of your next turn.

UNEXPECTED CARESS

The touch of your hands is maddening—and more so when your targets don't know it's coming! When you take the Stimulate Bonus Action while Hidden, your target saves against orgasming from your Stimulation at Disadvantage.

EVADE THE SPOTLIGHT

The simplest trick of stealth is to be where prying eyes aren't. When another creature within 30 feet of you orgasms, you can Hide as a Reaction.

SURVIVAL

The trained nose of a hunter is an insightful one. Skillful survivalists become almost like beasts—acting on instinct, following their passion.



TRAINED NOSE

After investing one Skill Point into the Survival erotic skill tree, you've learned to distinguish the unique scents carried on the wind from nearby, or distant, creatures. When you roll a Survival check to discover nearby creatures or hunt game, you do so at Advantage.

SCENT TRAIL

Every creature's scent is subtly different: like a fingerprint, you can identify the source of a smell once you've smelled it once. Once you've seen a creature in a state of Arousal, you permanently make Survival checks to track them at Advantage.

ON THE WIND

Your trained nose can't be fooled by anyone—or anything. The sweet aroma of release is more obvious to you than a town crier. When a creature Hiding within 60 feet of you orgasms, you immediately perceive them.

THREATENING MUSK

Your scent is refined, powerful, and dangerous. Even unthinking beasts recognize the smell of you is a warning. While Aroused, you make Survival and Stealth checks to pass unnoticed through natural terrain at Advantage.

CLEANSE SCENT

The natural scent of your body has become something malleable, something within your power to alter almost at will. All it takes is a moment of release—the rest is easy. When you orgasm, you may immediately Hide, making your Stealth check at Advantage.

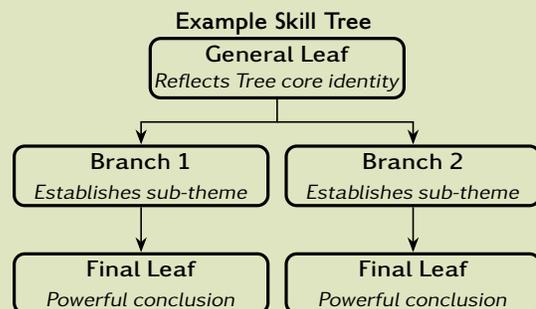
CREATING YOUR OWN BRANCHES

After looking through these trees, you may have a couple of ideas floating through your head—some areas these rules didn't touch on that you think are important, a slight change to a leaf or a branch, or even an entirely new line to take things. Please, be my guest! You're absolutely welcome to change these rules however best suits your table, however best suits your characters, and however you think makes sense. Read on if you'd like to make some additions or some changes!

General Philosophy

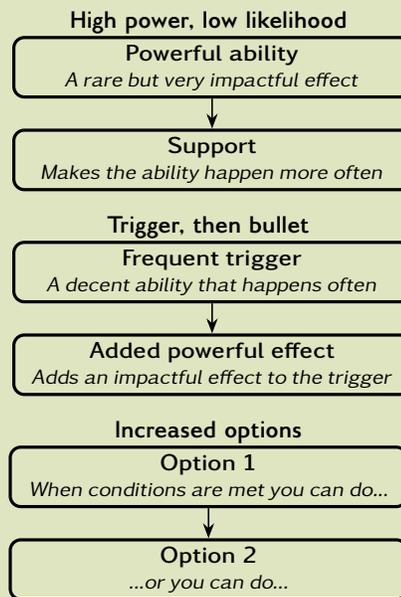
First, let's go over the basic design philosophy that went into this book. You already know a *Tree* contains *Branches*, which themselves contain *Leaves*. A *Tree* is created with the goal in mind to *enhance a character's erotic abilities with a skill and allow them to use the skill to express themselves erotically*. Each *Branch*, then, is a specific component of that goal. *Leaves* on a *Branch* flesh out that component, while *Leaves* all *Branches* come from or pass through offer general benefits that follow the *Tree's* core goal and improve all *Branches*.

Visually, it looks something like this:



The deeper into a *Tree* or a *Branch* we go, the more powerful we want the *Leaves* to be: that way, players will feel rewarded for investing deeply into a *Tree*. Whenever we reach the end of a *Branch*, we want it to feel powerful and impactful. A *Leaf* can be powerful by itself, or it can be powerful in combination with others on its *Branch*.

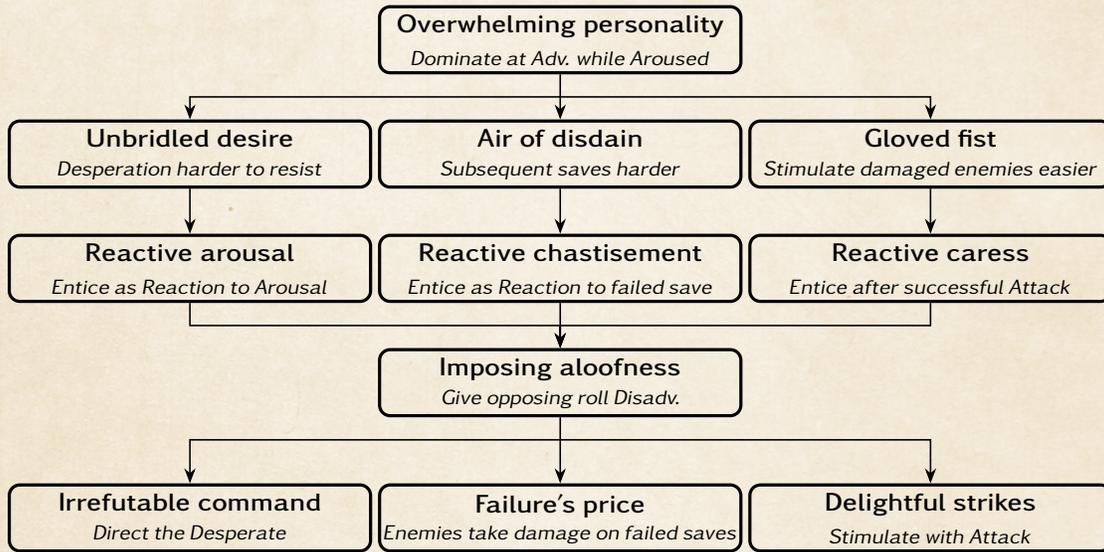
Here are a couple of examples:



These are just a couple of ideas, but hopefully they've given you some frameworks you can use. Now get out there and start designing!

DOMINATION

There are those for whom command comes naturally. They can be identified by the way they walk, confident and assured—and certainly by the way they speak. Every word is a command, never a suggestion. And it feels so right to obey.



OVERWHELMING PERSONALITY

After investing one Skill Point into the Domination erotic skill tree, your very words drip with seductive and compelling power. You transform your own excitement into raw power—rigid and undeniable. While Aroused, you make Domination skill checks at Advantage.

UNBRIDLED DESIRE

The promises you make are too heady to ignore. One begins to think, "what if I simply surrendered?" This compulsion itches in the back of the mind, refusing to go away. And when the thoughts are tempted, these are first to resurface. When you would cause an enemy to become Desperate, they roll to save against the effect at Disadvantage.

REACTIVE AROUSAL

You recognize weakness when it shows itself: your eyes are trained to note the press of the thighs, the flush of cheeks. You know when a lip is bitten, it's ready to be kissed. You know when legs squeeze together, they're ready to be spread. When a creature you can see within 30 feet becomes Aroused, you may Entice them as a Reaction.

AIR OF DISDAIN

The effect you have on others is profound. You possess the kind of aura that makes others want to impress you—and fear your disapproval. When an enemy you can see within 30 feet fails a Saving throw, the first time they would make a save with that same Ability again, they make it at Disadvantage. This effect lasts until the end of combat or until one hour passes.

REACTIVE CHASTISEMENT

A moment of failure, you know, is the perfect moment for instruction. A student needs correction; a partner needs a loving word; a servant needs punishment. And you are ready to administer just the right touch. When a creature you can see within 30 feet fails a Saving throw, you may Entice them as a Reaction.

GLOVED FIST

Your strikes are more than violence: they're promises. Promises an enemy might, if they play their cards right, enjoy what comes after a fierce slap or a forceful spanking. What else might those hands do? What might they be capable of, if one were to simply surrender? When you Stimulate an enemy, they save at Disadvantage if they were damaged by you this round.

REACTIVE CARESS

A hand can strike, and it can soothe. You are accustomed to inflicting pain and then removing it, leaving a welt and then spreading the salve. Both are opposite sides of the same coin, and enhance the power of their twin. When you make a successful Attack against an enemy, you may use your Reaction to Stimulate them.

IMPOSING ALOOFNESS

Your air of self-assurance is as resilient as any castle keep's wall. Sometimes this is enough to dissuade your enemies' efforts; sometimes this is all it takes to obtain surrender. While you are affected by Afterglow and an enemy would make a check, save, or attack roll against you, you may choose to give them Disadvantage on the roll. If you do so, the effects of Afterglow on you immediately end.

IRREFUTABLE COMMAND

Your demands are like water to the thirsty, like food to the starving. They pierce through the fog and become iron commands. As an Action, you may command a Desperate creature you can see within 30 feet, as the *Command* spell. The creature cannot save against this effect, and does not have to save against the Desperate status while they carry out your order.

FAILURE'S PRICE

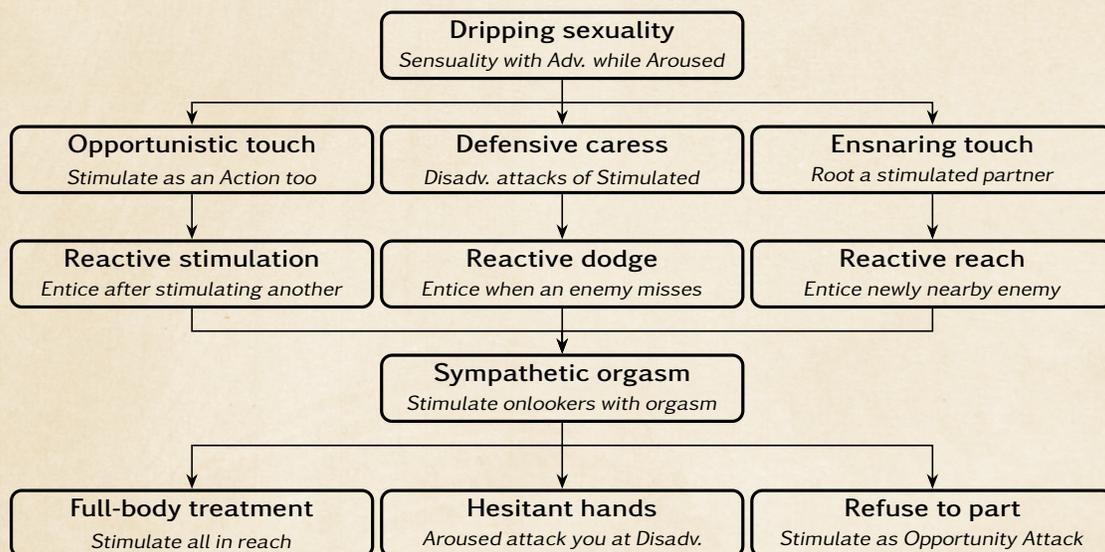
Your enemies shrink under your watchful gaze, worried that even in their attempts to oppose you, they'll be find wanting. Your disapproval is sharp as a knife, and just as deadly. The fear is justified: your enemies will be weighed, and more than likely, they will be found wanting. When an enemy you can see within 30 feet fails a save, they take damage equal to the amount they failed the save by.

DELIGHTFUL STRIKES

Your very touch is electric, and the pain you serve mixes together with the pleasure. Your partners can hardly remember where the sting of a strike ended and where the tingling warmth began. When you would make an Attack against an enemy, you may choose to attack at Disadvantage. If you do so, you may Stimulate them as a Free Action if the attack hits.

SENSUALITY

Sensuality is the honest expression of your sexuality: unafraid, unapologetic, and unashamed. Developing your expertise in this skill results in the refinement of your sexual potency, your more delightful abilities. After all, why make war when you can make love? Your allies and enemies alike thank you for it.



DRIPPING SEXUALITY

After investing one Skill Point into the Sensuality erotic skill tree, your every action conveys your own sultry desire. You're open about your desires: the heat between your legs reaches up to your eyes, to your smile, to your words. And when that energy is channeled, it has a seductive power. While Aroused, you make Sensuality skill checks at Advantage.

OPPORTUNISTIC TOUCH

You know what you want, and you know how to get it. When the time for coyness has passed, why stand on ceremony? You should just touch where you want to touch, feel where you want to feel. You may use the Stimulate Bonus Action as an Action as well.

REACTIVE STIMULATION

A stroke from your fingers, a press from your body—this is enough to catch attention of those nearby. Those who aren't lucky enough to experience your touch can be snared with the promise they might be. When you Stimulate another creature, you may make an Entice check against another creature as a Reaction.

SYMPATHETIC ORGASM

When you reach the highest peak of your pleasure, it's impossible not to share the experience. Every twitch and shiver is felt by those around you; every clench and release is duplicated. One moan becomes many, one release may cause another. When you orgasm, you may Stimulate all creatures within 30 feet who can see you.

FULL-BODY TREATMENT

You know there's so much of you that can be used for pleasure: smooth skin, clever fingers, teasing tongue... and so much more. Why not put each piece to work, instead of just one? Why not find your fullest potential in the midst of many? When you would Stimulate a creature, you may instead Stimulate all creatures within reach.

DEFENSIVE CARESS

The feeling of your body is addictive enough that your enemies can't bear the thought of harming it. After all, why should they do you violence when you'd made them feel so good? Why risk your ire when they could seek your favor? When you Stimulate a creature, they make attacks against you at Disadvantage until the beginning of your next turn.

REACTIVE DODGE

A missed swipe is an opportunity: your enemies leave themselves open when they devote themselves to the offensive. You could step in with an attack of your own... or you could take advantage of the situation. When a creature misses you with an attack, you may Entice them as a Reaction.

ENSNARING TOUCH

Your sweet touch is addictive—so addictive that your partners can't help but press themselves close to you. When you Stimulate a creature, they must make a Wisdom save against 10 + your Sensuality bonus. If they fail, their movement speed is reduced to 0 feet until the beginning of your next turn.

REACTIVE REACH

Your very presence is erotic: small, non-tangible elements add up to an overpowering aura. Any who come too close—or close enough—catch a whiff of your scent, the sound of your soft murmur, look deep into your eyes... to devastating effect. When a creature comes within your reach, you may Entice them as a Reaction.

HESITANT HANDS

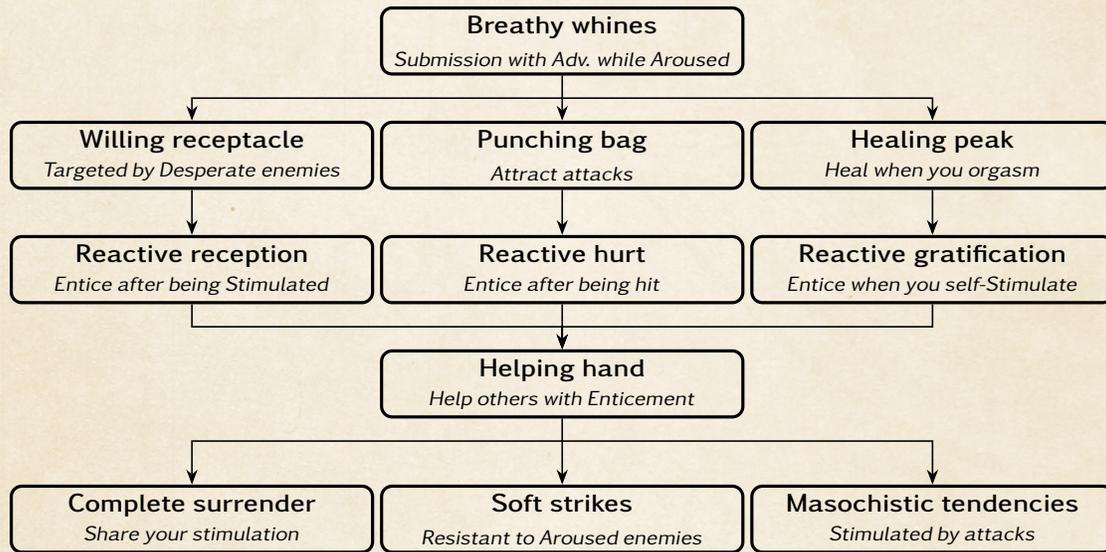
The pleasure you promise is like air to the drowning, salve to the burnt. How could others strike you, when you have so much to offer? How could others do you harm, when all you give is pleasure? Far sweeter to be gentle and kind... and to hope the same treatment in return. When an Aroused enemy would make an attack against you, they attack at Disadvantage.

REFUSE TO PART

Why would anyone wish to distance themselves from you? After all, if your partners stray too far, they won't be able to enjoy everything you have to offer. Escaping the length of your fingers is like exiting the warmth of a pleasant tavern room. When you would make an Opportunity Attack against a creature, you may instead Stimulate that creature.

SUBMISSION

There are those for whom a giving role is the more natural—a way of being that evokes others' desires to protect, to sully... or to break. Your frailty is your strength: though you display an air of submission, your true nature may be anything but.



BREATHY WHINES

After investing one Skill Point into the Submission erotic skill tree, even the way you move evokes the sense of frailty. Wet eyes and wetter lips draw your targets in... and keep them right where you want them. While Aroused, you make Submission skill checks at Advantage.

WILLING RECEPTACLE

What is it about you, that draws the eyes of the needy? Something about the air you give off marks you as an easy, willing... and delightful target. Fogged eyes pick you out unerringly. When a Desperate creature fails their save to act non-sexually, if they can see you, they choose you as their target.

REACTIVE RECEPTION

The sight of another handling you is an enticing one. It's a vision that evokes enjoyment, jealousy... and arousal. Moreover, you know just how to leverage your pleasure to snare others, to beg them to indulge themselves with all you have to offer. When a creature Stimulates you, you may Entice another creature as a Reaction.

PUNCHING BAG

Your appearance, your behavior, your reactions—these combine to make you the obvious answer for any close-in fighter. It seems at every moment you might drop with a callous swing... though of course your resilience says otherwise. When an enemy makes an attack, if you are adjacent to them, they choose you as their attack target if possible.

REACTIVE HURT

A shiver and a moan of pain are powerful when leveraged to enhance the seeming pain of a strike. Whether a hit is as savage as you make it seem, or whether you play it up to get the same effect—the appearance of frailty is just as effective. When you are damaged by an attack or spell, you may Entice a creature as a Reaction.

HEALING PEAK

It's like heaven, feeling the tension leave your body all in a single glorious moment. Some of the lingering aches, strains and hurts leave your body at this time, restoring and refreshing you. What's not to love? When you orgasm, you may heal HP equal to your Submission skill bonus.

REACTIVE GRATIFICATION

The sight of you taking care of your own needs is an enticing one. It draws the eyes of all nearby: they watch while you stroke, touch and shiver... and when you lift your eyes to meet their stunned gazes, the response is electric. When you Stimulate yourself, you may Entice another creature as a Reaction.

HELPING HAND

Your attention is enough to encourage greater efforts in your allies... and your enticements are even more powerful than that. When you beckon with outstretched hand and open mouth, it's impossible not to feel inspired. When you Entice a creature, you may also Help them, as the Help action.

Alternatively, you may Help, as the Help action, an ally in their next attack against the creature you Entice.

COMPLETE SURRENDER

There's freedom in accepting your role, whatever it may be. When you allow yourself to be taken, like a reed blown in the wind, you bend—not break. And in that moment you find your power. When you are Stimulated by a creature, you may Stimulate all creatures within your reach.

SOFT STRIKES

Something about your air of fragility causes others to treat you with care: perhaps they think if they act without caution, you'll break. Even your enemies seem to be affected by this feeling, pulling their punches when they aim them at you. You are Resistant to damage dealt to you by Aroused enemies.

MASOCHISTIC TENDENCIES

For most, pain is pain and pleasure is pleasure—but for you, the two are never far apart. A spank leaves a warm, tingling feeling behind, a bruise is a pleasant reminder... and a strike makes you shiver. When an enemy hits you with a melee attack, it also Stimulates you.

OBTAINING CONSENT

Before you choose to use these rules, there are two parties you need to obtain consent from: your GM, and your fellow players at the table.

Be respectful: **even if you don't have issues with the content, others might.** They might have personal history, qualms with the material, or they might not understand it—and they might not want to learn. But much worse than spoiling someone's fun is forcing people to engage with something they're uncomfortable with. There will be other tables.

ENDING THOUGHTS

Everything you've read so far has been developed with the intent of suiting fun, consensual and erotic roleplay at an interested table. It's not perfectly polished; it's not necessarily balanced in all situations; it's most certainly not officially-approved. Nonetheless, it's my hope you'll enjoy playing with it! If you do, or if you don't, I welcome your feedback, your recommendations and your patronage.

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