

WHAT IS THIS?

A module for TTRPG, the lewd kind for **bondage kink**.

It is part of a bigger project that's taking time so I wanted to see if I could make this part self-contained enough to attach itself to other RPG.

Kinda lite in description for now, connoisseur should not mind, it's focused on binding rules.

GENERAL BINDING RULES

The **Restrain level** table set the condition to attempt escape.

As an attribute bindings does not stack, only the highest **Rlvl** count.

The **Effect table** set the physical limit on the character.

Effects combine and **Rlvl** stack but binding effect must be escaped separately.

Count as restraint items or outfit that:

- impede physically/magically
- impede socially (slave collar, gag)
- or cannot be removed by oneself without using both hands (armor, strict clothing)

Restraint level (Rlvl)	Restriction
1	Can be removed by oneself (two hands)
2	Can only be removed by oneself with action/tool/magic
3	Can only be removed by others, with two hands (unreachable knots/fastening)
4	Can only be removed by others with action/tool/magic.
5	Cannot be removed without serious injuries
6	Can only be removed by event or magic beyond your reach

Binding:

Binding require two-hands outside exception like prepared noose, spells, tools.

Escape:

Rlvl1: Roll for detection

Rlvl2: Roll for action with tool/magic + detection

Rlvl3+: Require actions that bring it back to **Rlvl2**

ex:

Cut a binding = being able to move/grab a blade

Damage a cuff = being able to melee

Dislocating a limb to escape = roll for damage

Modifier:

Loose: on a failure **Rlvl(-1)**, negate **harness**

Normal: a successful tie

Extra tight: willingly or another failure. Inflict **weak(1)**, **DMG 2p** if engaging in melee.

Torture tight: willingly or a critical failure. Inflict **weak(1)**, **DMG 1p** per bind + **2p** if engaging in melee

Size/species/magic modifier:

It should be easy enough to increase/decrease ropes/cuffs cost and add/ignore effect.

You can also involve magic canceling effects or magic bind that decrease attribute like strength.

Ex: Lamia tail can't be bound easily = **slow()** rope cost +2 / **Rlvl(+1)** for lack of agility.

Ex: Small creature can't be cuffed easily = solid cuffs = Loose = **Rlvl(-1)** / total rope cost -1.

ROPE BINDING RULES

Improvising rope flavor

2 ropes per **Rlvl**

Distribute effects: 1 rope per tier

ex: 4 ropes bind = **Rlvl2**

- a) Can't melee
- b) Slow(2) + Melee(-2)
- c) grab(-1) + Slow(-2) + Harness

It cost a lot of rope to make harmless/immobile/helpless&silent because escape must remain a possibility and by **Rlvl3** binding effects can't be escaped without (limited) actions.

It also it discourage players from rolling their entire ropes supply on a victim.

Too many ropes?

Count 1 rope-item as 2 "rope unit", sacrifice flexibility, use extra as leash.

Regular rope flavors

(a master train to do stricter bind using less ropes)

Rlvl	Item qty	Flavor	Effect
1	1 rope	Rope cuff/collar	
1	1 rope	Rope gag	Can't talk
1	1 rope	<flavor> bound to <object>	Can't move
1	1 rope	Wrists bound	Melee(-1)
1	1 rope	Ankles bound	Melee(-1), slow(-1)
1	2 rope	Wrists bound to collar	Melee(-2)
1	2 rope	Light harness	Harness, Excite(1)

Rlvl	Item qty	Flavor	Effect
2	1 rope	<flavor> bound to <object>	Can't move
2	1 rope	(light) ankles&wrists	Can't melee, slow(3)
2	2 rope	<harness> suspended	Can't move
2	2 rope	Wrists spread between <object>	Grab(-1), Melee(-2), Can't move
2	2 rope	Wrists bound to torso	Grab(-1), Melee(-2)
2	2 rope	Arms+wrists bound in back	Melee(-2), Can't target
2	2 rope	(light) Hogtie (legs&wrists)	Can't melee, Can't target, slow(3)
2	3 rope	(light) Arms bound to chest harness	Harness, Melee(-2), Excite(1),
2	3 rope	Body harness	Harness, Excite(2),
2	5 rope	(light) Arms bound to body harness	Harness, Melee(-2), slow(1), Excite(2),
2	6 rope	<flavor> bound to rope spider net	Can't move

Rlvl	Item qty	Flavor	Effect
3	3 rope	Arms+wrists bound to chest harness	Harness, Grab(-1), Melee(-2), Can't target

3	4 rope	(advanced) Arms+wrists bound to chest harness (finger locked)	Harness, Can't grab, Melee(-2), Can't target
3	4 rope	Spread eagle on <object>	Grab(-1), Can't melee, Can't move
3	4 rope	Hogtie/Froggie	Harness, Grab(-1), Can't melee, Can't target, slow(3)
3	5 rope	(advanced) Body harness	Harness, Melee(-1), Excite(2)
3	5 rope	(advanced) Arms bound to body harness	Harness, Melee(-3), slow(1), Excite(2),
3	6 rope	(advanced) Arms+wrist bound to body harness	Harness, grab(-1), Melee(-3), Can't target, slow(1), Excite(2)

SOLID BINDING RULES

Count as solid binding what cannot be reshaped easily even with magic.

1 action to link/unlink
1 action to cuff/uncuff

Solid binding may be **(locked)** and require tool/equipment
Attribute like lockpicking difficulty can be set with a roll.

Locked fastening is **RivI2**
Unreachable fastening is **RivI3**
Unreachable fastening locked is **RivI4**

Ex:

RivI	Item qty	Flavor	Effect
2	1 collar	(locked) Metal collar	Social effect / slavery
2	1 chain	(locked) <flavor> bound to <object>	Can't move
2	2 cuff	(locked) Wrists cuffed	Melee(-1)
2	1 collar + 2 cuff	(locked) Metal collar to cuffs	Melee(-2)
2	4 cuff	(locked) Hogtie	Can't melee, slow(3)

RivI	Item qty	Flavor	Effect
3	Metal-fiddle	(unreachable fastening) Metal-fiddle	Melee(-1)
3	Arm-collar spreader	Arm-collar spreader	Grab(-1), Melee(-1)
3	4-cuff-spreader	Wrist+ankle cuffed to spreader	Grab(-1), Can't melee, Can't target, Can't move

RivI	Item qty	Flavor	Effect
4	Solid cuffs	(unreachable fastening) (locked) Spread wrists cuffed	Melee(-1)
4	Arm-collar spreader	(locked) Arm-collar spreader	Grab(-1), Melee(-2)

OTHER RESTRAINT

You can set extra attribute to overcome as you like:

ex:

- minimal strength roll to break a flimsy lock
- minimal agility roll to slip out of an armbinder
- minimal magic roll to override a cursed collar

or just set opposite effect like having extra magic if wearing the Armbinder of Doom.

Rlvl	Item qty	Flavor	Effect
1	Slime	Slimed: Small	Roll for each, if odd: slow(1), can't talk, can't see, melee(-1)
2	Slime	Slimed: Medium	Roll d6: 1) slow(3) , 2) slow(2), melee(-2) 3) slow(1), melee(-3) 4) melee(-2), grab(-1) 5) melee(-2), can't talk 6) melee(-1), can't talk, can't see
3	Slime	Slimed: Big	Roll d6: 1) can't move, melee(-1) 2) slow(3), melee(-2) 3) slow(2), can't melee , 4) slow(1), melee(-3), can't grab 5) melee(-3), grab(-1), can't talk 6) melee(-2), can't talk, can't see
2	collar	(Locked) Slave collar	Recognized as someone's slave
4	collar	(Melded) Slave collar	Recognized as someone's slave
1	1 rope	Leash	Leashed
3	1 chain	Solid Leash	Leashed
1	blindfold	Blindfold	Can't target
1	outfit	(tight) outfit	Excite(+1)
2	outfit	(Locked) outfit	Excite(+1)
3	outfit	(unreachable fastening) outfit / bondage outfit	Excite(+1)
2	Pole-kind + harness flavor	Carried harness	Can't move
3	Bondage gloves	Bondage gloves	Can't grab
3	Armbinder	Armbinder	Can't grab, melee(-3), Can't target
3	Sticky trap	Sticky trap	Sticky(x)
3	Stock	Pillory	Grab(-1), Can't melee, Can't move
4	Gore	Gore: Cuffs with pikes	Grab(-1), Can't melee
5	Gore	Gore: pierced with metal	Can't melee, can't move
6	Event	Cursed rope Each night a rope appear on you up to a 6-rope flavor	Roll d6 each morning If even: 2/4/6) Harness, excite(+1) If odd: 1) slow(x-1) 3) melee(x-1) 5) grab(x-1)

6	Event	Abnormal slime suit Your may open your lips but talking will shut them tight. regenerate in your sleep	Constant Excite(2) Trying to remove it trigger Excite(4) Can't grab, can't talk
6	Event	Abnormal metal change shape in your sleep roll for change	Roll d6 each morning 1) Excite(1), slow(2) 2) slow(1), Harness, can't target 3) Excite(2), can't grab 4) melee(-2), grab(-1) 5) melee(-2), Harness 6) Excite(3), Harness, can't talk

EFFECT / MODIFIER

Effect table	Tier 1	Tier 2	Tier 3	Tier 4
Slow (speed limit)	trot	walking	crawling	Can't move
Melee	Melee -25%	Melee -50%	Melee -75%	Can't melee
Grab	Limited to one-hand action Can't initiate grapple Dex: -50%	Can't grab Can't use or manipulate any item		
Weak	slow(1) Melee -25% Sticky effect +1	slow(2) Melee -50% Sticky effect +2	slow(3) Melee -75% Sticky effect +3	Can't melee Can't move
Sticky	slow(1) Cling to item	slow(2) Cling to wall unless heavy	slow(3) Heavy item cling to wall	Can't move can't be separated
Excite (Sexual Excitement)	Low	Notable	High	Irresistible
Harm	-25% HP	-50% HP	-75% HP	Deadly
	Not tiered			
Leashed	Travel: can't escape			
Harness	A safe way to do abseiling or carry stuff Another way to keep someone Leashed			
Blind / Can't target	Unable to target (sight impaired or hands locked)			
Can't cast	Unable to do magic			
Can't move	Cannot move oneself outside of magic or being carried			
Can't melee	Can't do any melee action or resist physically			