

## 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	<b>Can't talk</b>
1	1 rope	<flavor> bound to <object>	<b>Can't move</b>
1	1 rope	Wrists bound	<b>Melee(-1)</b>
1	1 rope	Ankles bound	<b>Melee(-1), slow(-1)</b>
1	2 rope	Wrists bound to collar	<b>Melee(-2)</b>
1	2 rope	Light harness	<b>Harness, Excite(1)</b>

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

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

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

### 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>	<b>Can't move</b>
2	2 cuff	(locked) Wrists cuffed	<b>Melee(-1)</b>
2	1 collar + 2 cuff	(locked) Metal collar to cuffs	<b>Melee(-2)</b>
2	4 cuff	(locked) Hogtie	<b>Can't melee, slow(3)</b>

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

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

## 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: <b>slow(1), can't talk, can't see, melee(-1)</b>
2	Slime	Slimed: Medium	Roll d6: 1) <b>slow(3)</b> , 2) <b>slow(2), melee(-2)</b> 3) <b>slow(1), melee(-3)</b> 4) <b>melee(-2), grab(-1)</b> 5) <b>melee(-2), can't talk</b> 6) <b>melee(-1), can't talk, can't see</b>
3	Slime	Slimed: Big	Roll d6: 1) <b>can't move, melee(-1)</b> 2) <b>slow(3), melee(-2)</b> 3) <b>slow(2), can't melee,</b> 4) <b>slow(1), melee(-3), can't grab</b> 5) <b>melee(-3), grab(-1), can't talk</b> 6) <b>melee(-2), can't talk, can't see</b>
2	collar	(Locked) Slave collar	Recognized as someone's slave
4	collar	(Melded) Slave collar	Recognized as someone's slave
1	1 rope	Leash	<b>Leashed</b>
3	1 chain	Solid Leash	<b>Leashed</b>
1	blindfold	Blindfold	<b>Can't target</b>
1	outfit	(tight) outfit	<b>Excite(+1)</b>
2	outfit	(Locked) outfit	<b>Excite(+1)</b>
3	outfit	(unreachable fastening) outfit / bondage outfit	<b>Excite(+1)</b>
2	Pole-kind + harness flavor	Carried harness	<b>Can't move</b>
3	Bondage gloves	Bondage gloves	<b>Can't grab</b>
3	Armbinder	Armbinder	<b>Can't grab, melee(-3), Can't target</b>
3	Sticky trap	Sticky trap	<b>Sticky(x)</b>
3	Stock	Pillory	<b>Grab(-1), Can't melee, Can't move</b>
4	Gore	Gore: Cuffs with pikes	<b>Grab(-1), Can't melee</b>
5	Gore	Gore: pierced with metal	<b>Can't melee, can't move</b>
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) <b>Harness, excite(+1)</b> If odd: 1) <b>slow(x-1)</b> 3) <b>melee(x-1)</b> 5) <b>grab(x-1)</b>

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

## EFFECT / MODIFIER

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