

Races:

- + Use half a page for each race. Shouldn't need more than that anyways, especially with some of the details cut out or compressed. DO NOT copy straight out of the source material except where necessary. No need to plagiarize.
- + This should allow for just 6 pages of races.
- + Dragonkin may require their own page, simply because of their utterly unique biology and number of sub-races. If this ends up being the case, Otherkin would probably have the other full page to themselves.
- + Dragon is of course an option at least some people are going to want. Give them their own page and make them cost a lot. Possibly most of the budget depending on how the rest of the document ends up being power-wise

Backgrounds:

- + Compress the Backgrounds into six or eight of the most common archetypes.
- + One Background should be something like Outerlands Wanderer, for use as a Drop-In option.
- + Backgrounds would come with one Buff and one slight Debuff. Like an Artisan that's a little more clever than most but not as strong.
- + ALT: Backgrounds come with a minor buff that ISN'T stat related but offers other, esoteric benefits.

Spells:

- + Probably good to split Spells off into their own section, considering how they work.
- + And that they need a little bit of explanation and warning.
- + Also there's that bit about magic being extremely prevalent to the point that it's basically altered people to have Otter Space without ripping organs or incurring violent death because of tearing.
- + Rather than buying specific spells, start everyone off with the "basics" of Death, Light, or Blood Magic. Which would be Fireball, Heal, and Blood Bolt.
- + Probably offer upgraded versions that add another two spells each?
- + Blood Rituals would be another option, but with even more warnings about you're getting into seriously evil stuff. Rather than give away specific rituals here, just mention that there's a lot one can do when one is willing to sacrifice lives to get what they want.
- + Healing Through Sex: Since this is part of the magic of this world, it should really be mentioned here. Considering it helps people get over mental traumas, actually provides healing, and when done right can even buff the participants for a full day afterward.

Classes:

- + Everyone gets to pick a Class.
- + Everyone gets the basics of the Class and a description of what else the Class could do given time.
- + Give each Class three or four perks (So probably two pages per Class) based around their various abilities and upgrades.
- + Allow people to Cross-Class for an additional cost. There's nothing about it in the source material, but there's nothing stopping it besides time investment. There's no reason a Bard couldn't also be a Wizard except for having to split how they spend their Downtime.
- + Bards start with a free Instrument, a decent singing voice, and the ability to play an instrument of their choice. Note that it doesn't say play well. Practice is going to be key here. Advancements talk about the Bard's ability to earn money, and blowjobs, as easily as singing a few songs. Also talks about using songs to tap into magic that allows them to harass or harm foes as well as heal or buff allies.\

- + Perks: Talented Fingers (boost to that whole practice thing), Silken Tongue (a more melodious voice), and Cock of the Walk (confidence booster based around conquering stage fright). All THREE should have naughty hints to them as well.
- + Clerics
- + Dancers
- + Fighters
- + Paladin
- + Thief
- + Warlock
- + Wizard

General Perks:

- + This section is going to be for everything else garnered from the various pictures and source material that doesn't fit into the other bits.
- + Birth Sign: Something related to being born under a specific Moonthing and it grants you some benefit.
- + Endowed: Exactly what it sounds like. Able to be taken repeatedly. Deal with the resulting physics you've inflicted upon yourself.
- + Fluid Production: Milk production in females, extra semen production in males. If you want to buy it multiple times, go nuts. Just tell people you got tinkered with by a wizard.
- + Decreased Refractory Period: Exactly what it sounds like. One purchase drops it to an hour. Two makes it thirty minutes.
- + Brawling: It's just a fact of life and, honestly, something half the people around here just do for fun.
- + Lucky Dice: The dice love you.
- + Drink like a Dwarf: Your alcohol tolerance is almost frightening.
- + Werewort: You get turned into a Werefrog. It's got its ups and down.
- + Vampire: (Requires Blood Magic + Blood Rituals) You get to be a Vampire. Which has some ups and downs. Try not to get near any Paladins or Clerics.

Items:

- + So many items.

Companions:

- + Import/Create
- + OCs crafted to represent some of the more prominent of Rapscaillon's characters
- + A few extra OCs for the fun of it
- + Pets
- + Mimic Knight
- + Fondlewyvern
- + Allura the Dancer
- + Living Armor

Drawbacks:

- + Desire to dramatically pose
- + Long refractory period
- + Ordinary genitals
- + Zombified
- + Living Trap Lure
- + A whole bunch of Vices

- + Hit in the face with your own Tits/Dick
- + Oathbreaker (Paladin Only)
- + Dragon Maiden (Whether you're a woman or not)
- + Fae Lure
- + Thieving Plague
- + Stinkweed Brain
- + Banned from Brothels
- + Page 147 has lots of mini-Scenarios that would make good drawbacks
- + Cursed by a Witch (WHY WOULD YOU DO THIS?!)
- + Feral Goblins everywhere