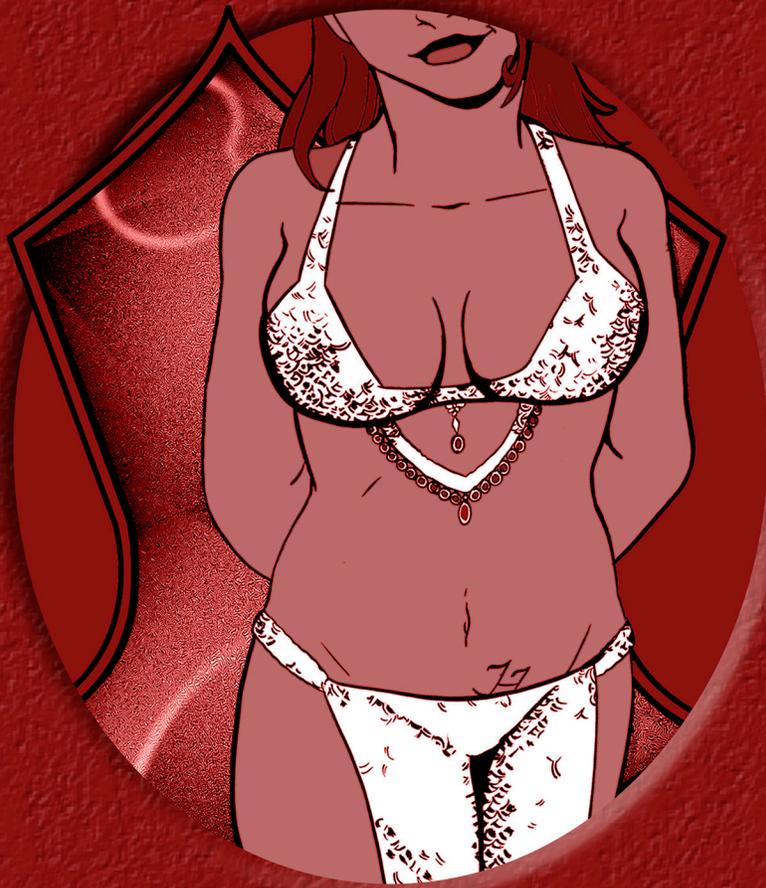


E.N. Armoury

# Chainmail Bikini



and Other Adventuring Gear for Beautiful People  
by Ryan Nock



Requires the use of the Dungeons & Dragons, Third Edition Core Books, published by Wizards of the Coast, Inc.



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## and Other Adventuring Gear for Beautiful People

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# Chainmail Bikini

## and Other Adventuring Gear for Beautiful People

Welcome to *E.N. Armoury*, a series of d20 System ‘mini-sourcebooks’ focusing on particular forms of armour and other protective equipment, and their roles in real-world history and in classic d20 fantasy games. Each book concentrates on a single category of protective items, describing not only the equipment itself, but those who use it, its history, and variations on the theme. Each book in the series is quite rules-intensive and includes many optional rules throughout the text, often in sidebars. Some of these rules work well independently, but a majority work best when all the optional rules are applied, as some detract from the usefulness or usability of the equipment while others enhance the equipment.

The chainmail bikini is one of the most controversial icons of fantasy literature and gaming. Many people dislike it for how it objectifies women as little more than sexual eye-candy, and for how irrational it is to wear armour that leaves so many vital spots exposed. However, countless readers of fantasy literature and players of fantasy gaming like chainmail bikinis for pretty much the same reason – they’re aesthetically pleasing, and if armour worked just like it does in the real world it wouldn’t be fantasy.

This book does not limit itself to just the chainmail bikini, instead preferring to cover a range of scanty armour and revealing equipment for both sexes. If it has something to do with looking good, you’ll find it here. Leather bikinis and manly torn shirts are probably most recently famous from their appearances in the television shows *Hercules: The Legendary Journeys* and *Xena: Warrior Princess*, so don’t expect this book to take itself too seriously. Of course, if your deathly somber sorceress wants to make a fashion statement by wearing revealing armour, the rules should be fair and grant her an appropriate benefit.

One of the first games of imagination children play is dress-up. When was the last time you dressed up your character?

### The Full Monty

This book of course contains the full-figured scoop on the chainmail bikini, but wait, there’s more! In the pages that follow you’ll find:

- Statistics, history, and rules variants of the chainmail bikini.
- Other sexy armour for women and men.
- Rules to craft masterwork bikinis.
- Pretty pictures.
- Rules for conducting beauty contests.
- The folk tale of the magical armor of Quick Don, priest of Elea.
- And enough feats, prestige classes, and magic items of [neurotic fantasy](#) to choke a [gnoll pimp](#).

### History

The chainmail bikini’s history as actual armour is brief and obscure. In the 7th century, the Celtic warrior maiden Grace McCulloughan was threatening to lead her people against the local lord. Because honor would not let the lord battle a woman, he devised a way to trick McCulloughan into dying before the battle could take place. He hired a witch to craft a thin bodice and hip-covering of metal links, padded to ward off chafing. The witch then presented McCulloughan with the chainmail bikini, touting it as magically protective. The bikini, she said, would protect its wearer from all harm as long as she wore no other clothing.

Legend says that McCulloughan actually faced many warriors and defeated them without harm, owing in large part to the distraction provided by her revealing

armour. When McCulloughan led her people to attack the lord who was oppressing them, however, she had the misfortune of planning the battle just in time for a fierce English blizzard. She froze to death before the battle began.

Since then, many female warriors have followed in Grace's footsteps, creating their own bikinis, thongs, brassieres, girdles, and corsets to be used in battle. These warriors, however, learned to always bring clothes to wear over the armour, at least in cold weather.

In recent times, the chainmail bikini has seen a resurgence in popular culture due to Renaissance festivals and gaming conventions, where often women hired as 'bodyguards' for booths are given the 'honour' of wearing ceremonial chainmail bikinis. And sometimes cat-ears.

In truth, the brassiere did not come into wide use until the early 1900s, corsets having previously been the primary method of shaping and supporting women's breasts. Various cultures have used different devices for the same purpose; ancient corset-like undergarments have been found in Crete. The bikini as an article of clothing did not exist until the late 1940s, when the two-piece swimsuit was given its 'exotic' name in the aftermath of the testing of nuclear weapons in the [Bikini Atoll](#). (So yes, the word 'bikini' should not logically exist in a fantasy setting. We'll keep using it anyway.)

Female warriors in history are rare, and references to their figures are effectively non-existent, but likely most female warriors were of lithe build, or bound their breasts with wrappings. Even today, most female athletes are not as large-chested as the stereotypical fantasy heroine. But if women in a fantasy world tend toward the curvaceous, it would not be surprising if advanced equipment like the brassiere is invented as a matter of survival; and with the difficulty and expense of creating effective underwires with pre-modern technology, the most logical materials would be rigid and shaped, such as boiled leather or metal plate.

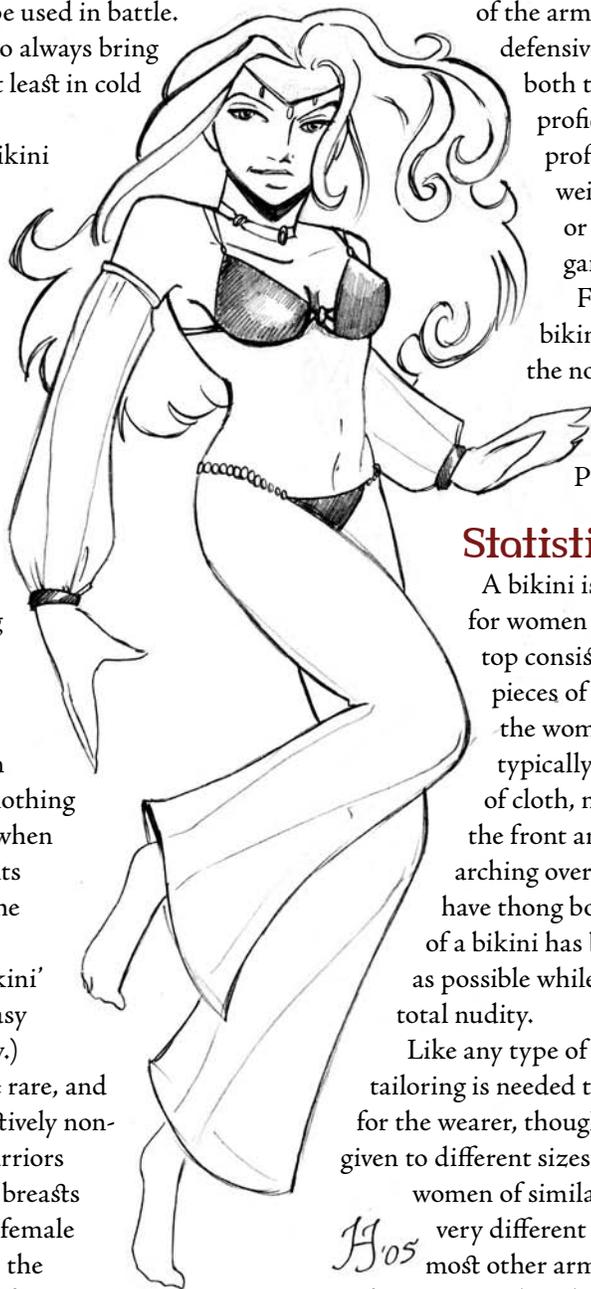
### Exotic Armour Proficiency [Fighter]

Choose a type of exotic armour, such as underwear armour. You understand how to use that type of armour in combat.

**Prerequisites:** Base attack bonus +1, Armour Proficiency (light).

**Benefit:** Exotic armours grant benefits to the wearer of the armour, in addition to their normal defensive qualities. You must possess both the proper exotic armour proficiency and the standard armour proficiency of the appropriate weight of armour (light, medium, or heavy) to take no penalties and gain all benefits.

For example, to wear a full-plate bikini you need four armour feats: the normal Light, Medium, and Heavy Armour Proficiency, then Exotic Armour Proficiency (underwear).



### Statistics

A bikini is a two-piece garment designed for women originally as a swimsuit. The top consists of several straps and two pieces of fabric that cover and support the woman's breasts. The bottom is typically a brief, underwear-like piece of cloth, normally giving full coverage to the front and buttocks, with thin straps arching over the hips, though some bikinis have thong bottoms. Traditionally the intent of a bikini has been to show off as much skin as possible while avoiding tasteless indecency or total nudity.

Like any type of clothing, different sizing and tailoring is needed to make a bikini comfortable for the wearer, though special attention must be given to different sizes for the bottom and top. Two women of similar height and weight can have very different hip and chest sizes. Unlike most other armours, bikinis are unlikely to fit a wearer other than the one for whom it was intended. Magical bikinis resize to fit the wearer (some cursed versions instead resize the wearer to fit the bikini), but mundane bikini armour is typically sold in separate top and bottom pieces. All bikini armour intended for use in combat has comfortable padding inside to allow prolonged wear and prevent chafing.

Bikinis are difficult to use as armour because they attempt to serve two competing interests – revealing the body and protecting the body. Special training is required to gain any significant defensive bonus from bikini armour, but a skilled warrior woman in a bikini can twist to catch a strike on the few bits of armour she is wearing, or indeed move in a distracting enough way that her opponent's concentration on the attack falters. Light bikini armour is flexible enough for even spellcasters to use it without drawback, and even the heaviest bikini armour, the full-plate bikini, is still highly revealing and comfortable to wear with proper training.

Different variations on chainmail bikinis exist around the world, even in the same culture, with different bikinis used for special purposes. Religious cults, especially those of fertility goddesses or misogynist gods, have been

known to craft special pleasure bikinis and dominatrix bikinis, which are relatively ineffective in combat but grant bonuses in very specific social situations. Seafaring cultures design their bikinis to make swimming in armour easier, and warrior cultures sometimes adorn their bikinis with spikes and blades. A few monastic orders even use bikinis as weapons in close combat and grapples, twisting the cords and bindings around foes' limbs to restrict their movements.

Bikini armour can be worn by males, though they look silly in it, and most males cannot qualify for feats and prestige classes that emphasize the bikini, as most require substantial breast size. Men tend to wear codpiece armour (including loincloths), which is statistically identical to bikini armour, except that it costs half as much because, as everyone knows, men's clothes never cost as much as women's.

### Optional Rule • Naked Defense

In many pulp movies, particularly those of a swashbuckling nature, armour is almost never used. It slows down the combatants and keeps the audience from enjoying the sight of beautiful people. To emulate this style, the Game Master may choose to use this optional rule.

There are a total of eight body slots that count as clothes for the purposes of nudity, as follows. Note that these slots are not identical to the magic item body slots, since wearing rings or eye lenses won't keep people from seeing your naked flesh.

**Headwear** – headbands, hats, helmets, phylacteries.

**Neckwear** – amulets, brooches, medallions, necklaces, periapts, scarabs.

**Armour or Robes** – armour, robe (worn over vest, vestment, or shirt; excludes underwear armour).

**Chestwear** – vests, vestments, shirts.

**Legwear** – pants, skirts.

**Underwear** – panties, bras, boxers, briefs, codpieces, bikinis, thongs, underwear armour.

**Outerwear** – cloaks, capes, mantles.

**Armwear** – bracers, bracelets, gloves, gauntlets.

**Footwear** – shoes, boots, sandals.

A character is considered *scantily clad* if he or she is wearing no armour or robes and only partial or no chestwear, or legwear (torn shirts and short shorts are allowed). Hats, necklaces, cloaks, gloves, and footwear don't count against being scantily clad, nor do carried items like weapons, wands, or spell-component pouches.

A scantily-clad character gains a +1 armour bonus to AC. A completely naked character (someone wearing nothing whatsoever) gains a +2 armour bonus to AC.

Underwear armour takes up only the underwear

body slot, and provides its full armour bonus to the character if he or she is scantily-clad. This is in place of the +1 armour bonus from being scantily-clad.

The naked defense bonus (including the full armour bonus of underwear armour) only applies against creatures that are physically similar (i.e., creatures that share at least vaguely similar concepts of beauty). For humanoids, this increase applies against other humanoids, fey, giants, monstrous humanoids, and outsiders, as well as templated intelligent creatures that used to be one of those creature types. Naked defense does not help much in defending against tentacled aberrations, clothing-devouring oozes, or mindless creatures like constructs and many undead. Likewise, the AC bonus is lost against creatures that cannot see you (darkvision and blindsight count as sight, but blindsense does not). Thus, some smart combatants may close their eyes to improve their chances to hit.

The Improved Naked Defense feat provides the necessary training to apply the naked defense bonus against any intelligent creature.

If the player has a picture of his or her good-looking character, or if the character's clothes were torn to reach the current state of nudity, increase the bonus by 1. While a heavy ball-room gown is certainly pretty, one cut to shreds that looks ready to fall off is *hot*.

If your game is not sufficiently silly to include the Naked Defense rule, we extend our condolences, and suggest you include Naked Defense as a supernatural ability granted by the Exotic Armour Proficiency (underwear) feat.

*This rule is not really optional if you're using the material in this book. Without this rule, chainmail bikinis are as useless in the game as they would logically be in real life.*

**Table 1: Bikini Armour**

Light Armour	Cost	Armour Bonus <sup>1</sup>	Max Dex Bonus	Check Penalty	Arcane Spell Failure	— Speed —		Weight <sup>2</sup>
						(30 ft.)	(20 ft.)	
String	2 gp	+0 (+0) <sup>3</sup>	+8	0	0%	30 ft.	20 ft.	1 lb.
Padded	10 gp	+1 (+0)	+8	0	0%	30 ft.	20 ft.	2 lb.
Leather	20 gp	+2 (+0)	+6	0	0%	30 ft.	20 ft.	3 lb.
Studded Leather	50 gp	+3 (+0)	+5	-1	0%	30 ft.	20 ft.	4 lb.
Chain Shirt	200 gp	+4 (+0)	+4	-2	5%	30 ft.	20 ft.	5 lb.
<b>Medium Armour</b>								
Hide	30 gp	+3 (+0)	+4	-3	5%	20 ft.	15 ft.	5 lb.
Scale Mail	100 gp	+4 (+0)	+3	-4	10%	20 ft.	15 ft.	6 lb.
Chainmail	300 gp	+5 (+1)	+2	-5	15%	20 ft.	15 ft.	8 lb.
Breastplate	400 gp	+5 (+1)	+3	-4	10%	20 ft.	15 ft.	6 lb.
<b>Heavy Armour</b>								
Splint Mail	400 gp	+6 (+2)	+0	-7	25%	20 ft.	15 ft.	9 lb.
Banded Mail	500 gp	+6 (+2)	+1	-6	20%	20 ft.	15 ft.	7 lb.
Half-Plate	1,200 gp	+7 (+3)	+0	-7	25%	20 ft.	15 ft.	10 lb.
Full Plate	3,000 gp	+8 (+4)	+1	-6	20%	20 ft.	15 ft.	10 lb.

- 1 The armour bonus in parentheses is for non-proficient wearers, or for when Naked Defense does not grant a bonus.
- 2 Weight figures are for armour sized to fit Medium characters. Armour fitted for Small characters weighs half as much, and armour fitted for Large characters weighs twice as much.
- 3 A string bikini isn't actually armour, and cannot be improved with a magical enhancement bonus.

### The Bikini Armour Template

Bikini versions exist for practically any other type of armour in existence. Thus, this 'template' can be used to modify any existing suit or type of armour. The Bikini Armour template grants the following modifiers to normal armour; in all other ways, the armour is identical to the base armour.

**Cost:** Double the base armour's cost. Do not double costs for special materials like mithral or adamantine. Do not double the cost if the armour is codpiece armour.

**Armour Bonus:** The armour's bonus to AC is reduced by 6 except when the wearer benefits from Naked Defense.

**Naked Defense:** A wearer with the Exotic Armour Proficiency (underwear) feat gains the full armour bonus of the armour when she is scantily-clad. This bonus only applies against creatures that are physically similar to the wearer. See Naked Defense, below, for more information.

**Arcane Spell Failure:** The arcane spell failure chance is reduced by 15%. If the base armour is constructed of a special material that reduces arcane spell failure, such as mithral, the reductions in arcane spell failure chance do not stack. Use the better of the two reductions.

**Donning:** Donning light bikini armour takes 2 rounds, or 1 round to don hastily. Medium and heavy bikini armour takes 1 minute, or 5 rounds to don hastily. Half-plate and full plate bikini armour takes 4 minutes to don, or 1 minute to don hastily.

**Removing:** Removing light bikini armour is a move action. Removing medium or heavy bikini armour takes 2 rounds, and removing half-plate or full plate bikini armour takes 1 minute.

**Weight:** The base armour's weight is reduced to one-fifth of its normal weight, but it does not count as being a lighter armour type, because fighting in a bikini is just awkward.

**Hit Points:** Bikini armour has one-fifth the hit points of the base armour.

**Armour Spikes:** A character can have spikes added to her armour, which allow her to deal extra piercing damage on a successful grapple attack. The spikes count as a martial weapon. If she is not proficient with them, she takes a -4 penalty on grapple checks when she tries to use them. She can also make a regular melee attack (or off-hand attack) with the spikes, and they count as a light weapon in this case. (She can't also make an attack with armour spikes if she has already made an attack with another off-hand weapon, and vice versa.)

An enhancement bonus to a suit of armour does not improve the spikes' effectiveness, but the spikes can be made into magic weapons in their own right.

Armour spikes are piercing weapons that have a 20/x2 critical range.

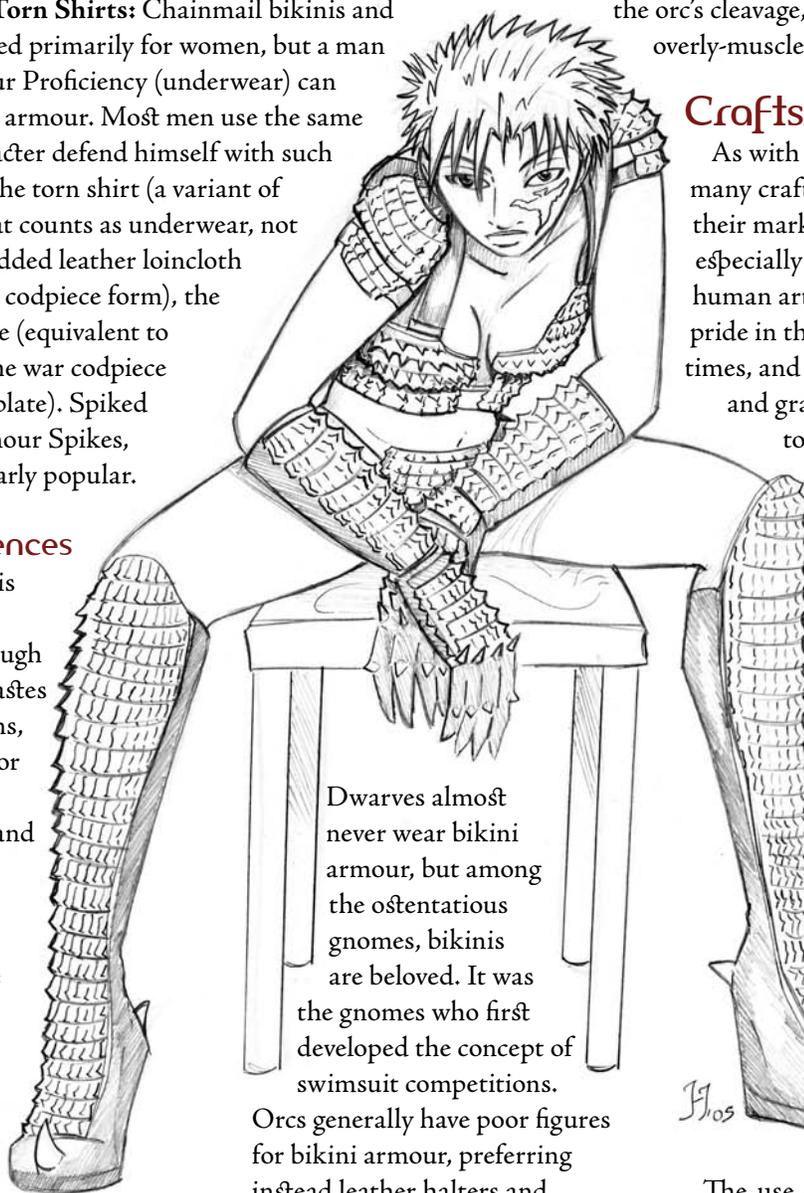
**Table 2: Armour Spikes**

Wearer Size	Cost	Weight	Damage
Fine	+25 gp	—	1
Diminutive	+25 gp	—	1d2
Tiny	+25 gp	+1 lb.	1d3
Small	+50 gp	+5 lb.	1d4
Medium	+50 gp	+10 lb.	1d6
Large	+100 gp	+20 lb.	1d8
Huge	+200 gp	+50 lb.	2d6
Gargantuan	+400 gp	+80 lb.	3d6
Colossal	+800 gp	+160 lb.	4d6

**Codpieces and Torn Shirts:** Chainmail bikinis and their ilk are designed primarily for women, but a man with Exotic Armour Proficiency (underwear) can benefit from bikini armour. Most men use the same feat to let the character defend himself with such exotic armours as the torn shirt (a variant of padded armour that counts as underwear, not chestwear), the studded leather loincloth (studded leather in codpiece form), the traditional codpiece (equivalent to breastplate), and the war codpiece (equivalent to full plate). Spiked codpieces (see Armour Spikes, above) are particularly popular.

## Racial Preferences

Chainmail bikinis originated among humans. Elves, though they have similar tastes in beauty as humans, did not need bras for their women, who tend to be slender and athletic. However, after the first chainmail bikini fighting styles were developed, elves adapted human techniques and claimed they came up with the idea first. Halflings love bikini armour, though many humans are slightly unsettled by the sight of short women in two-pieces.



Dwarves almost never wear bikini armour, but among the ostentatious gnomes, bikinis are beloved. It was the gnomes who first developed the concept of swimsuit competitions.

Orcs generally have poor figures for bikini armour, preferring instead leather halters and dominatrix outfits. Those who do wear bikini armour favour heavier types, so that the emphasis is on

the orc's cleavage, rather than her perhaps overly-muscled physique.

## Craftsmanship

As with most forms of weapons, many craftsmen have tried to make their mark upon armour. This is especially true of dwarf, elf, and human artisans. Dwarves take great pride in their craftsmanship at all times, and elves especially prize beauty and grace, while it is human nature to look for every discernible advantage. The most typical improvement, of course, is 'masterwork' quality armour. To be of the highest quality, a suit of armour must have straps that adjust to fit the user perfectly, and which are strong enough that they will never loosen or tear under combat conditions. If a suit of armour has poorly-made straps, it might slip on the user's body, preventing proper offensive or defensive movements.

The use of special materials is another means of improving a suit of armour's performance. Mithral is a popular option due to its strength and

**Table 3: Craftsmanship Improvements**

Improvement	Craft DC	Market Value	Special	Max Times Applied
Buoyancy	25	200 gp	Reduces armor penalty to Swim checks by 2.	2
Custom Fit	20	150 gp	Reduces armor penalty to skill checks by 1	3
Durability	Same as original item	100 gp	Increases object hp by 2	5
Hardened	20	150 gp	Increases object hardness by 2	2
Mobility	25	1,000 gp	Reduces weight category of armour	1
Quick Release	30	Time to remove in rounds times 100 gp	Permits quick removal	1
Reduced Weight	20	Item hp × 10 gp	Reduces weight by half	1
Superb Balance	25	200 gp	+1 to Max Dex	2

Illustration by J. L. Jones

light weight, but there are also other, less well known, materials that can be used in armour construction.

Yet there are other, more specific ways to modify a suit of armour for better performance; all such improvements must be performed upon the item when it is initially crafted. Once the craftsman begins the creation process, the form of the final suit of armour is already chosen.

## Buoyancy

**Craft DC:** 25, **Cost:** 200 gp

This improvement uses porous metals, or special alloys to reduce the armour's penalty to Swim checks by 2 points. This component can be applied twice to decrease the Swim penalty by a total of 4 points (the penalty can never become a bonus). Remember that this reduction applies only to the doubled Swim check penalty due to armour and does not apply to any other checks. The armour loses 1 hit point (to a minimum of 1 hp) each time this improvement is applied. This component and the Durability component are mutually exclusive; that is, both can not be applied to the same armour.

Even if both Buoyancy and Custom Fit improvements are applied to a suit of armour multiple times, the armour check penalty can never be improved to a bonus, though it can be improved to 0.

## Custom Fit

**Craft DC** 20, **Cost:** 150 gp

Generally considered the standard 'masterwork' quality of armour, this improvement indicates a custom fit for comfort while moving. The armour check penalty is reduced by 1. Armour or shields may include up to three Custom Fit improvements (reducing the overall armour check penalty by up to 3 points).

## Durability

**Craft DC:** Same as original item, **Cost:** 100 gp

Suits of armour by nature are exposed to frequent damage. Over time, combat will cause most armours to become dented or rent and useless. Techniques used to counteract this damage include the use of dense metals or special alloys. A suit of armour with this improvement has 2 extra hit points. Durability can be applied five times, increasing the armour's hit points by +10.

## Hardened

**Craft DC:** 20, **Cost:** 150 gp

Other methods for reinforcing the strength of a suit of armour have also been explored. Special lacquers and oils have been used to harden the armour. Specially made alloys are also used for this purpose. This component

increases the hardness of the suit of armour by +2, and can be applied twice for a final hardness of +4.

## Mobility

**Craft DC:** 25, **Cost:** 1000 gp

By using a lighter, more flexible alloy, some craftsmen are able to craft armour of surprising mobility. This component may only be included once; however, armour with Mobility is counted as one category lighter for the purposes of movement and other limitations: medium armour becomes light, heavy armour becomes medium.

There is no benefit to adding the Mobility component to light armour (although it may be included simply to increase the market value).

## Quick Release

**Craft DC:** 30, **Cost:** variable

This component is mainly seen in seacoast towns housing marines who wear armour and go to sea. This component consists of separating the armour into manageable pieces then re-connecting them by means of hooks and eyes. The hooks retract whenever the pair of release tabs is firmly pressed. The hooks are connected to the tabs by small wires. By pressing this pair of special release tabs, the marine can quickly divest himself of the armour to prevent drowning. Pressing the tabs is a full round action. Once depressed; the suit falls off of the wearer in only 1d2 rounds. The release tabs are placed as the buyer wishes and are disguised as decoration to prevent them being used against him in melee. Reassembling armour that has been removed by this method takes two times the normal donning time once all pieces are recovered.

The market value depends on the normal time it takes to remove the armour; multiply the time to remove in rounds by 100 gp to determine market value.

## Reduced Weight

**Craft DC:** 20, **Cost:** variable

Through the use of special alloys, the weight of a suit of armour can be reduced significantly. This is a particularly common component amongst elven armoursmiths. The armour's weight is reduced by half. The market value depends on the amount of material used; multiply the item's hit points by 10 gp to determine the market value.

## Superb Balance

**Craft DC:** 25, **Cost:** 200 gp

This armour is jointed and balanced to afford greater range of motion. The maximum Dex bonus of the armour is increased by +1. A suit of armour may include this component twice, for a maximum bonus of +2.

## Optional Rules • Beauty

The traditional saying holds that beauty is in the eye of the beholder, but a few general standards hold. Physical beauty is very much tied to physical health, though depending on how comfortable a society is, what looks 'healthy' varies. Especially among affluent individuals, health can be (and has historically been, in the real world) represented by fat and luxury, rather than muscles and speed. Beyond those simple guidelines, though, beauty is tied to culture, varying from place to place and changing by the decade.

Of course, beauty is more than skin deep, but usually this deeper beauty can only be appreciated by those who have time to get to know a person. This is one of the differences between Charisma and physical beauty. Many public speakers can be incredibly witty and charming, but few of them could be described as beautiful (though some, like the kingdom's princess, publicly decrying the local evil despoilers of the realm, have both high Charisma and beauty). In game terms, high Charisma helps you better flaunt physical beauty, but beauty is not the primary factor in Charisma.

### Racial and Cultural Specifics

The exact things that make up beauty will vary from game to game and setting to setting, but here are a few things to consider.

**Elves:** Elves favor agility and grace, long and straight hair, slim bodies, and the ability to wield magic.

**Dwarves:** Dwarves prefer strength, tough skin, stout and meaty bodies, well-tended beards, the ability to drink, and skill with metalworking.

**Gnomes:** To a gnome, a witty sense of humor is important, as is a large and smooth nose, nimble hands and feet, and a nice smell.

**Halflings:** Halflings of course find nimble people attractive, but they also appreciate big eyes, wide smiles, scruffy hair, and mild pot bellies.

**Orcs:** Orcs don't care much for beauty, since the males treat their women savagely, with little regard to long-term relationships. However, they do tend to favor loud, strong women with big tusks.

**Goblinoids:** Goblinoids don't really appreciate beauty in general, but they do find viciousness appealing.

**Brain-Eating Tentacle-Faced Things:** Physical beauty is a foreign concept to the typical brain-eating tentacle-faced thing, mainly because they reproduce asexually. They can appreciate the intellect of others, though ... the same way people who like cantaloupes appreciate nice, healthy cantaloupes.

**Humans:** Human preferences vary wildly. Your guess is as good as the author's, especially when it comes to figuring out what makes male humans look good.

### New Ability Score: Beauty

How do you determine if your character really qualifies as beautiful? Since you're the player, the choice is mostly up to you. If you want to play someone beautiful or ugly, you can make that primary decision. However, being truly impressive requires work. Beauty is a determination of your character's physical attractiveness, and is mostly independent of your actual Charisma.

Unlike normal ability scores, you don't have to roll for Beauty. Though you're more likely to be 'beautiful' if you have high physical ability scores (representing health), Beauty is mostly independent of your other stats. Your Beauty generally depends on your body structure and face, and your Game Master might decide that certain physical appearances don't match your chosen Beauty. For example, if you decide that your acid-scarred, obese, cross-eyed wizard is gorgeous, your Game Master might have to overrule you.

When you create your character, choose how beautiful they are, which can range from Ugly (Bea 2), to Unattractive (Bea 6), Average (Bea 10), Attractive (Bea 14), and Beautiful (Bea 18). You cannot choose a starting Beauty score higher than 18, and only those with severe scarring or malformities can have a starting Beauty score of less than 2. Also, bear in mind that this score is relative to members of your own race. Other races will perceive you differently.

Certain situational modifiers can affect your Beauty. See below for more details.

### Situational Modifiers

You suffer a situational penalty to your Beauty if you are being viewed by a member of a different race. The penalty varies by how different the races look. For a slight difference (human to elf, halfling to gnome), there is only a -1 circumstance penalty. For considerable differences (human to dwarf, elf to orc), the circumstance penalty is -4. For races more different than this, Beauty is usually pointless. At the Game Master's option, these penalties might be slightly greater, if the person is quite the opposite of a particular race's ideal of beauty. Some races might actually view a member of another race as more beautiful.

Skilled use of make-up (Disguise check DC 10) grants a +1 bonus to your Beauty while you wear it. Masterwork clothes made for the sake of fashion provide a +2 bonus. An *alter self*, *disguise self*, or *polymorph self* spell lets you choose your new level of Beauty, though usually you are only qualified to determine beauty for a race that is similar to your own. Likewise, wearing very poor clothing, being covered in dirt, or having hair that is coated in slime tends to have

a negative effect on your physical appearance, giving a penalty from -1 to -4.

Bathing in a nymph's pool grants a +10 enhancement bonus to Beauty for a month. Other types of magic and charms can provide smaller bonuses.

For example, Jenny (a beautiful human paladin, Bea 18) is trying to make a good impression at a court ceremony for an elf noble, taking care to put on appropriate make-up and a masterwork dress, granting a +3 bonus. However, elves have slightly different beauty standards than humans, so she suffers a -1 penalty, for a total bonus of +2. With her 20 Beauty, she turns quite a few heads, even among the insular elves.

On the other hand, Malek (an unattractive human rogue, Bea 6) has the unwelcome task of wooing a dwarf princess (his party members put him up to it). He suffers an automatic -4 penalty because of the differences in species. The Game Master also rules that because Malek is particularly scrawny and beardless, he suffers an additional -1 penalty. With an effective Beauty of 1, the princess had better have low standards. If he used a simple *alter self* to turn himself into a dwarf (of average Beauty, since he wouldn't know what dwarves like), he would instead have a Beauty of 10.

### Social Class Templates

If you don't want to have to go into too much detail to determine the Beauty modifiers for your character or an NPC, you can simply apply a Social Class Template to that NPC. Just decide what their base Beauty score is, and what social class they are, and apply the modifier. If the character has a prominent ability score, also apply modifiers for it. Typically, richer, more affluent individuals can afford better care to make themselves beautiful, though if a certain noble family is renowned for its unattractiveness, or if a town was founded by a group of peasants selected for their appearance, feel free to alter these modifiers for special cases.

*Squalor*: Beauty -4.

*Lower Class*: Beauty -2.

*Middle/Merchant Class*: No modifier. This also applies to the average starting adventurer.

*Upper Class/Minor Nobility*: Beauty +2. This also applies to the typical adventurer of 5th level or higher.

*Greater Nobility*: Beauty +4. This also applies to the typical adventurer of 10th level or higher.

*Royalty*: Beauty +6. This also applies to the typical adventurer of 20th level or higher.

### Beauty 'Checks'

Since you cannot really take a risk to look prettier the same way you can try a difficult balancing technique, the term 'Beauty check' is a bit misleading, because you need not actually roll. Instead, a Beauty check basically means that you compare relative Beauty scores, *checking* to see how well you fare compared to

others. The result mostly comes down to Game Master adjudication, because beauty has little tangible effect in a game, and only in rare circumstances will your physical beauty be a matter of life and death.

You can make a Beauty check to try to make people remember what you look like, such as if you want to make a splash at a public ball. You also make a Beauty check if you're in a beauty competition, or if you want to get yourself sold into slavery to a duchess. Generally, if your Beauty is at least 4 points higher than the nearest competition in a given group, you can be assumed to stand out. However, in a group of a hundred or more, you might simply need to be 4 points higher than the average of the group. Also, if you don't want to be noticed, a high Beauty score can work against you unless you hide yourself.

### Benefits of Beauty

Be careful not to confuse Beauty with Charisma. Beauty really has little to do with social interaction, while Charisma is wholly related to how forceful and magnetic your personality is. Even unattractive people can have great strength of personality. However, few would dispute that beautiful people tend to get breaks and perks that less attractive people would miss out on. A person who is obnoxious (low Charisma) but beautiful (high Beauty) could probably talk his way out of a parking ticket, or land a good job, despite his poor personality.

This benefit can be reflected easily enough. If the person or group you are interacting with is Unfriendly or Hostile, you gain no bonus from your appearance. However, if the person or group is Indifferent, Friendly, or Helpful to you, you gain a Beauty bonus to your Charisma-based checks. The amount of this bonus is determined the same way bonuses for other ability scores are determined (i.e., a 10-11 provides no bonus, 12-13 provides +1, 14-15 provides +2, etc.).

Additionally, if you have at least Bea 13, and the person you are interacting with might be physically attracted to you, you gain an additional +1 bonus to Charisma-based checks where beauty makes a difference. Being beautiful won't help you negotiate a peace treaty with orcs, or intimidate a bounty hunter that you've captured, for example, but it can make everyday life a little easier.

### Beauty, Bikinis, and Naked Defense

People in bikinis are eye-catching regardless of how beautiful or ugly they are. A rotting ghoul with worms writing under its bikini can benefit from Naked Defense just as easily as a gorgeous nymph who's only wearing clothes as a courtesy so she doesn't strike people blind. Even average-looking people can distract the attacks of their enemies, if they know how to properly wear a bikini.

# Fighting & Feats

While most armour is simply worn to absorb blows, bikini armour requires special training to make the most of its limited coverage. Warriors with the proper training, however, can make use of their exposed bodies in exotic fighting techniques.

## Feats

Throughout this chapter, as in most E.N. Publishing products, feats that fighters can select using one of their class bonus feats are marked as [Fighter] feats. Other classes may still select these feats as normal.

### Anatomically Over-Endowed [General]

You have been blessed with 'equipment' of exceptional size, and men and women alike are nervous or envious in your presence. This feat is also known as "My Face Is Up Here."

**Prerequisites:** Cha 15.

**Benefit:** Creatures that are physically similar to you, and who might find sexual or romantic interest in you, suffer a -2 circumstance penalty to hit and damage when attacking you. You also receive a +2 circumstance bonus to any Charisma based checks against them. When dealing with creatures physically similar to you who would *not* find sexual or romantic interest in you, you receive a -2 circumstance penalty on any Charisma based checks against them, except for any Intimidate checks.

Your armour bonus to AC while wearing underwear armour is improved by 1.

**Special:** This feat can only be taken at 1st level, or within 2 levels of having increased either your Strength or Charisma stats.

### Arcane Armour [General]

Choose one specific type of armour you are proficient in, such as chain shirt or half-plate. Through

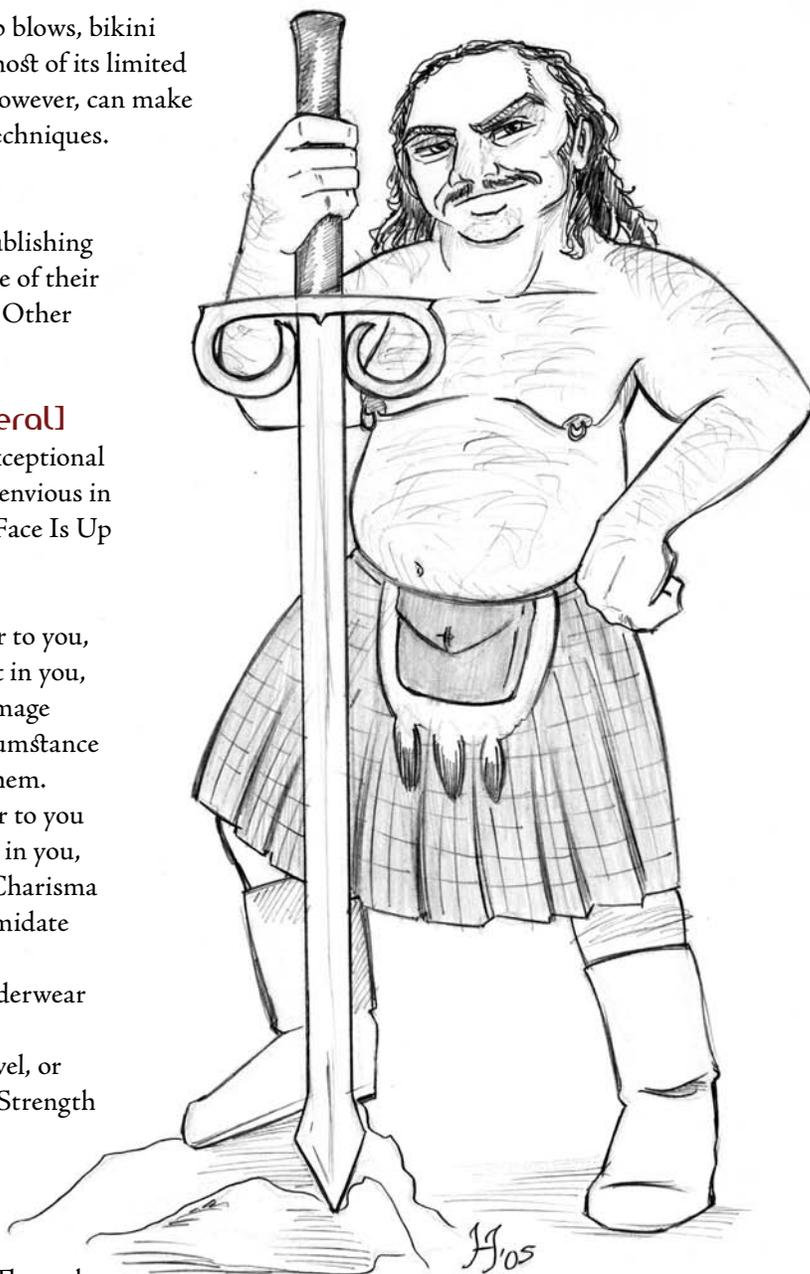


Illustration by J. L. Jones

constant practice, you have learned to cast spells more easily in this armour.

**Prerequisites:** Base attack bonus +2.

**Benefit:** While wearing your chosen type of armour, reduce your arcane spell failure chance by 5%.

**Special:** You may take this feat more than once. Its effects do not stack. Each time this feat is taken, it applies to a different type of armour.

## Armour Focus [Fighter]

Choose one specific type of armour you are proficient in, such as chain shirt or half-plate. Through constant practice, you have learned to increase your mobility in this type of armour.

**Prerequisites:** Base attack bonus +1.

**Benefit:** While wearing your chosen armour type, your Maximum Dexterity Bonus increases by 1 point.

**Special:** You may take this feat more than once. Its effects do not stack. Each time this feat is taken, it applies to a different type of armour.

## Armour Optimization [Fighter]

Choose one specific type of armour you are proficient in, such as chain shirt or half-plate. While wearing this armour, you can move more freely than normal.

**Benefit:** Your armour check penalty when wearing the chosen armour is reduced by 1.

**Special:** You may take this feat more than once. Its effects do not stack. Each time this feat is taken, it applies to a different type of armour.

**Table 4: Bikini Armour Feats**

General Feats	Prerequisite	Benefit
Anatomically Over-Endowed	Cha 15	People are sexually intimidated by you.
Arcane Armour	Base attack bonus +2	Reduce the Arcane Spell Failure by 5% for the chosen armour.
Armour Focus	Base attack bonus +1	Increase the Max Dex of the chosen armour by 1.
Armour Optimization	—	Reduce the Armour Check Penalty of chosen armour by 1.
Armour Specialization	Base attack bonus +2	Gain +1 competence bonus to AC with chosen armour type.
Bondage Attack	Dex 13, Improved Unarmed Strike, Improved Grapple, base attack bonus +6	Grab a foe and strike while he's at your mercy.
Cleavage	Str 13, Anatomically Over-Endowed, Cleave, Improved Unarmed Strike, Power Attack, must have breasts	Your breasts are a weapon, and they help you defeat many foes at once.
Combat Titillation	Cha 13, Perform (dance) 4 ranks	Strip to feint in combat.
Exotic Armour Proficiency	Armour Proficiency (light), base attack bonus +1	No armour check penalty on attack rolls, and gain special exotic benefits.
Eye Candy	Cha 13	Creatures find it hard to look away.
Glutton for Punishment	—	DR against nonlethal damage, bonuses when you are slightly injured.
Hot and Violent	Cha 13	Use Charisma instead of Strength to modify combat damage.
Improved Naked Defense	Bluff 5 ranks or Knowledge (dungeoneering) 5 ranks	Your naked defense applies against all intelligent creatures that can see you.
Improved Quick Don	Quick Don, base attack bonus +5	Don and remove the chosen armour even more quickly.
Innocent and Pure	Cha 13	You can resist the power of sex.
Quick Don	Base attack bonus +3	Don and remove the chosen armour quickly.
Smothering Attack	Improved Grapple	Smother and suffocate foes in a grapple.
Take Your Mind Off It	Cha 13, Heal 8 ranks	Cure ailments with the healing power of sex.
Tan Lines	Exotic Armour Proficiency (underwear)	Fire resistance 5, +2 to resist fire and light.
Too Cute to Hit	Cha 13, Innocent and Pure	Charisma bonus to AC when fighting defensively or total defense.
<b>Epic Feats</b>		
Epic Anatomically Over-Endowed	Cha 25, Anatomically Over-Endowed, Intimidate 24 ranks	Everything is sexually intimidated by you.

## Armour Specialization [Fighter]

Choose one category of armour you are proficient in, such as light armour or medium armour. While wearing this armour, you can move more freely than normal.

**Prerequisites:** Base attack bonus +2.

**Benefit:** The armour bonus to AC you gain while wearing your chosen armour is improved by 1.

**Special:** You may take this feat more than once. Its effects do not stack. Each time this feat is taken, it applies to a different type of armour. You may choose bikini armour as a category for this feat.

## Bondage Attack [Fighter]

You can grab a foe and strike him while he's under your control.

**Prerequisite:** Dex 13, Improved Grapple, Improved Unarmed Strike, base attack bonus +6.

**Benefit:** While grappling, if you attack your opponent you can use one-handed weapons, and you do not suffer a -4 penalty to your attack roll.

**Special:** This feat is identical to the Clinch Attack feat in *E.N. Arsenal – Whips*.

## Cleavage [Fighter]

You can follow through with powerful blows by using your breasts as a secondary weapon.

**Prerequisites:** Str 13, Anatomically Over-Endowed, Cleave, Improved Unarmed Strike, Power Attack, must have breasts.

**Benefit:** You may attack with your breasts, treating them as an unarmed strike (or perhaps as a gauntlet or bladed gauntlet, depending on how you're dressed). Additionally, whenever you gain an extra attack against a foe due to the Cleave or Great Cleave feat, you may make a free attack against that foe, using your cleavage, at the same attack bonus as the Cleave attack.

## Combat Titillation [Fighter]

You can strip clothes off seductively during combat to catch opponents flat-footed.

**Prerequisites:** Cha 13, Perform (dance) 4 ranks.

**Benefit:** Whenever you feint in combat, you gain a +5 bonus to your Bluff check for each article of clothing you take off. As part of your Bluff check you can strip off one article of clothing for every 4 ranks you have in Perform (dance), though you cannot strip off armour this way. Armour requires its normal amount of time to take off. The Quick Don feat can help you strip armour off more quickly.

A humanoid-shaped body can be covered in many

layers of clothes, but there are only nine 'body slots.' All gear in a body slot must be removed to gain the effect of stripping. The body slots are headwear, neckwear, armour or robes, chestwear, legwear, underwear, cloaks or capes, armwear, and footwear.

If underwear is the last clothing article you are wearing, taking it off grants a +10 bonus to your Bluff check instead of the normal +5.

Additionally, as long as you have on an article of chestwear, legwear, or underwear, you may choose to gain DR 1/- against one attack per round. The amount of damage prevented is dealt instead to your clothing. If your clothing has no hit points left, it dangles uselessly on you, but provides an additional +1 bonus to AC because it is torn.

**Special:** Most characters with this feat use Naked Defense, wearing no armour, chestwear, or legwear, leaving only 5 clothing 'body slots' to strip off.

## Epic Anatomically Over-Endowed [Epic]

You are sexually intimidating, and you know how to use it to your advantage in every situation.

**Prerequisites:** Cha 25, Anatomically Over-Endowed, Intimidate 24 ranks.

**Benefit:** Once per round you can make an Intimidate check as a free action against any creature that can see you, even if you are not within melee reach.

You may use the result of an Intimidate check as if it were a Diplomacy check when influencing creatures that might be sexually or romantically attracted to you.

Your armour bonus to AC while wearing underwear armour is improved by 2. This bonus replaces (does not stack with) the increase from the standard Anatomically Over-Endowed feat.

## Exotic Armour Proficiency [Fighter]

Choose a type of exotic armour, such as underwear armour. You understand how to use that type of armour in combat.

**Prerequisites:** Base attack bonus +1, Armour Proficiency (light).

**Benefit:** Exotic armours grant benefits to the wearer of the armour, in addition to their normal defensive qualities. You must possess both the proper exotic armour proficiency and the standard armour proficiency of the appropriate weight of armour (light, medium, or heavy) to take no penalties and gain all benefits.

For example, to wear a full-plate bikini you need four armour feats: Light, Medium, and Heavy Armour Proficiency, and Exotic Armour Proficiency (underwear).

### Eye Candy [General]

Creatures find it hard not to look at you.

**Prerequisite:** Cha 13.

**Benefit:** As a full-round action you can attempt to attract the attention of creatures around you. Make a Charisma check, with a +2 bonus if you are scantily-clad or a +4 bonus if you are naked or benefiting from naked defense. If you are using the optional Beauty rules, you can also add a bonus equal to your Beauty score modifier.

Creatures within 30 ft. that your naked defense protects against must make a Will save against a DC equal to your Charisma check result. If they fail, they are dazed for 1 round, taking no action. A creature that succeeds its save is immune to this effect for 24 hours, or until you take a body slot worth of clothes.

### Glutton for Punishment [General]

You like pain.

**Benefit:** You gain damage reduction 2/- against nonlethal damage. Whenever you do take nonlethal damage, if you have taken no lethal damage, you gain a +2 morale bonus to attack rolls and a -2 penalty to AC for one round.

### Hot and Violent [General]

You use your sexy body to aid you in combat.

**Prerequisite:** Cha 13.

**Benefit:** When you are benefiting from naked defense, you can apply your Charisma modifier instead of your Strength modifier to weapon damage rolls when you hit creatures your naked defense applies against.

### Improved Naked Defense [Fighter]

Your nudity can distract even creatures with different conceptions of beauty.

**Prerequisites:** Bluff 5 ranks or Knowledge (dungeoneering) 5 ranks.

**Benefit:** You can apply the benefits of naked defense to your AC against all creatures except those with no Intelligence score, or those that cannot see you.

### Improved Quick Don [Fighter]

You can dress and undress with blazing speed.

**Prerequisites:** Quick Don, base attack bonus +5.

**Benefit:** You can don or remove armour you are

proficient in in one-fifth the normal time. This applies also to donning hastily, and to donning or removing with the help of others, but you cannot help others dress or undress more quickly. You do not need help to don half-plate or full plate armour.

### Innocent and Pure [General]

You are resistant to impure influences.

**Prerequisite:** Cha 13.

**Benefit:** Creatures do not gain the benefit of naked defense against you, nor can they gain bonuses of feats based on sexuality, like Anatomically Over-Endowed or Hot and Violent. You gain a +4 bonus to Will saves to resist sexual compulsion.

If you willingly engage in sexual activities, you lose this feat's benefits for one year, or until you have several long sessions of psychotherapy to overcome the trauma.

**Special:** If you have this feat and Exotic Armour Proficiency (underwear), you can instead wear special Puritanical armour, which is statistically identical to bikini or codpiece armour. This armour covers nearly all of your body, but isn't encumbering because it's designed to be pretty, charming, or cute. Instead of granting a Naked Defense bonus to AC, it grants an equivalent Innocent Defense bonus.

### My Face Is Up Here [General]

I'm sorry, what were you saying?

**Benefit:** See Anatomically Over-Endowed.

### Quick Don [Fighter]

You are able to quickly get into or out of armour.

**Prerequisites:** Base attack bonus +3.

**Benefit:** You can don or remove armour you are proficient in in half the normal time. This applies also to donning hastily, and to donning or removing with the help of others, but you cannot help others dress or undress more quickly. You do not need help to don half-

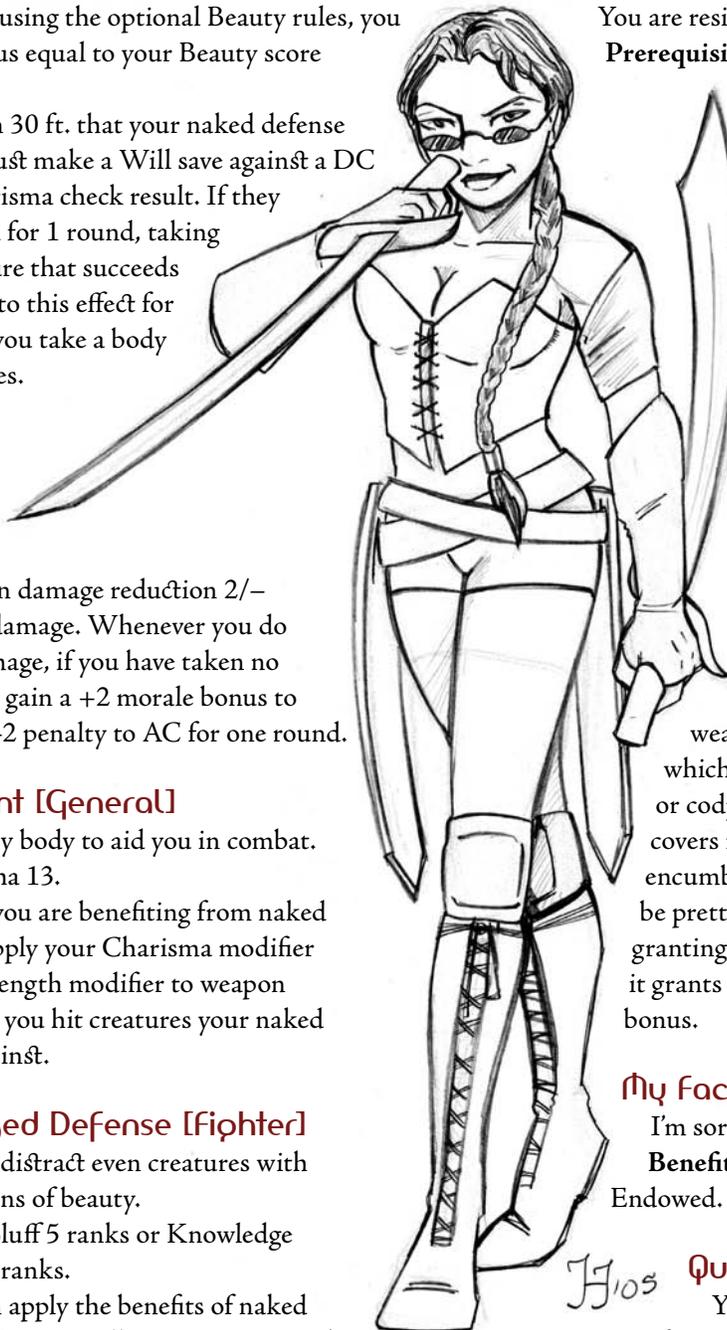


plate or full plate armour.

**Special:** Regardless of how quickly you don it, putting on armour or getting dressed in combat provokes attacks of opportunity.

## Smothering Attack [Fighter]

You can choke creatures that you grapple by smothering them with soft, fleshy parts of your body.

**Prerequisite:** Improved Grapple.

**Benefit:** While grappling, if a sizeable fleshy part of your body is exposed, you may choose one creature in the grapple to smother. You cannot smother a creature that is more than one size category larger than you. That creature is unable to breathe as long as you are in a grapple with it, unless you choose to stop smothering, or to smother someone else. You lose your Dexterity bonus to AC against a creature you are smothering.

Additionally, you may make an opposed grapple check to drive air from your foe's lungs. You spend an attack and make an opposed grapple check, and if you succeed your foe loses one round worth of breath, plus an additional round for every 5 points you beat him.

Alternately, instead of making a creature unable to breathe, you may choose to blind a creature by covering its eyes.

**Special:** If you possess the Anatomically Over-Endowed feat, you gain a +4 bonus to your grapple check when attempting to smother a creature, and you may smother creatures up to two size categories larger than you.

## Take Your Mind Off It [General]

You can cure ailments with the healing power of sex.

**Prerequisite:** Cha 13, Heal 8 ranks.

**Benefit:** By holding or cradling a creature, resting its head against your chest or in your lap, you can make a Heal check (DC 25) to affect the creature as if it had received a *lesser restoration* spell. For every point you beat the DC by, the creature also converts 1 point of damage into nonlethal damage. You can only attempt this a number of times each day equal to your Charisma modifier. Each attempt is a full-round action. This is a spell-like ability.

## Tan Lines [General]

Your skin is used to unhealthy energies.

**Prerequisite:** Exotic Armour Proficiency (underwear).

**Benefit:** You gain fire resistance 5 and a +2 bonus to saves to resist fire or light effects. This resistance only applies when you are benefiting from Naked Defense.

## Too Cute to Hit [General]

Enemies find it hard to hurt you.

**Prerequisite:** Cha 13, Innocent and Pure.

**Benefit:** When you fight defensively or take a total defense action, you gain a deflection bonus to your AC equal to your Charisma bonus. This is a supernatural effect.

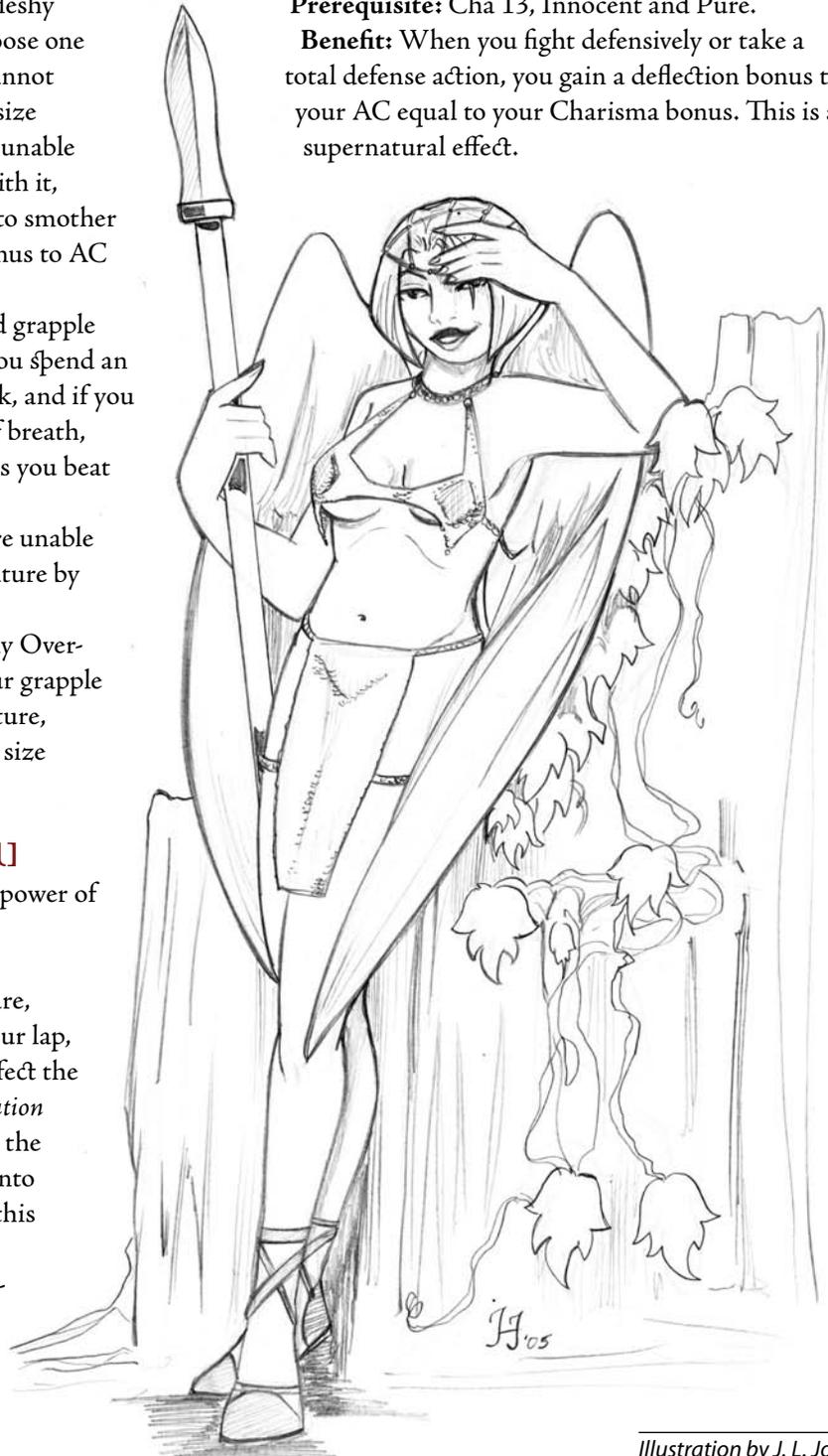


Illustration by J. L. Jones

# Bikini Prestige Classes

It's easy for the stunningly good-looking adventurer to look good in a bikini, but it's hard to stand out amid hundreds of other stunningly good-looking adventurers in bikinis. Members of these prestige classes know how to make best use of their bikinis.

## Nereid Diva

Of all the beauty pageants ever held in the coastal city of Elstrice, none was more successful than the Nereid's Ball, a swimsuit competition that brought fame to Monique Crisenthia, thought to be the most beautiful woman in the world. At the pageant she not only won the hearts of the judges and audience, but she also defeated a kraken-like monstrosity that threatened to carry off all the contestants. Following Monique's victory, many young Elstrice women began to emulate her, creating a society of beautiful sorceresses who specialized in the powers of the sea.

For these divas, the bikini is a symbol of confidence and power. They often travel in the water, which gives them another reason to remain lightly clothed, though many suspect nereid divas simply like to flaunt their beauty. For the divas, however, nudity serves a far more important purpose: a nereid diva powers her spells with beauty, and

a foe charmed by the smooth curves of her flesh is all the more likely to be charmed by her magic.

**Hit Die:** d4.

### Requirements

**Feats:** Exotic Armour Proficiency (underwear), Eye Candy, Improved Naked Defense.

**Skills:** Perform (any) 8 ranks, Swim 8 ranks, Bluff or Knowledge (dungeoneering) 5 ranks.

**Caster Level:** 1.

**Miscellaneous:** Must have competed in the Nereid's Ball (see the Nereid's Ball, page 21).

### Class Skills

The Nereid Diva's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (arcana, dungeoneering) (Int), Perform (any) (Cha), Profession (Wis), Spellcraft (Int), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

**Table 5: The Nereid Diva**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1	+0	+0	+0	+2	Kallonimancy, swim speed, Beauty increase +1	-
2	+1	+0	+0	+3	Kallonimancy (sacrifice), Beauty increase +2	+1 level of existing class
3	+1	+1	+1	+3	Blinding beauty, Beauty increase +3	-
4	+2	+1	+1	+4	Beauty increase +4	+1 level of existing class
5	+2	+1	+1	+4	Captivating beauty, kallonimancy (beauty ward), Beauty increase +5	-

## Class Features

All of the following are class features of the Nereid Diva prestige class.

**Weapon and Armour Proficiency:** A Nereid Diva gains no additional weapon or armour proficiencies.

**Spellcasting:** At 2nd and 4th level, a nereid diva increases her spells known and spells per day as if she had gained a level in one of her existing spellcasting classes. If you are using the *Elements of Magic – Revised Edition* ruleset, the nereid diva gains no spellcasting advancement at 1st level, and then +½ caster level each level thereafter.

**Kallonimancy (Su):** Literally “beauty magic,” kallonimancy is the technique of powering spells with one’s own physical beauty. While standards of beauty vary from person to person, a nereid diva’s sense of her own beauty – shaped heavily by the views of her society – determines how much control she has over her magic.

A nereid diva’s spellcasting ability is still modified by the normal ability score (Intelligence for wizards, Wisdom for clerics and druids, etc.), but she gains special benefits from her Beauty score. Because it is the diva’s sense of her own beauty that affects her power, for the purposes of kallonimancy, ignore cultural modifiers to Beauty (modifiers from make-up, good clothes, and magic charms still apply, but illusions and shapechanging does not).

As long as the nereid diva’s Beauty score is 18 or higher, creatures affected by her Naked Defense suffer a –2 penalty to their saves to resist the diva’s spells, and the diva gains a +2 bonus to caster level checks to penetrate their spell resistance. These benefits also apply to spell-like and supernatural class abilities such as bardic music.

At 2nd level, a nereid diva gains the ability to sacrifice her beauty for magical power, dealing Beauty ability burn to herself. Ability burn is like ability damage, except that it cannot be magically healed; it simply heals at a rate of 1 per day. As a free action, a nereid diva can deal Beauty ability burn to herself to do the following (each effect can be done multiple times, stacking with itself):

- One point of burn increases the save DC of her next spell by +1.
- One point of burn grants her a +1 bonus to the spell penetration check of her next spell.
- One point of burn grants her an additional spell slot of 3rd level or lower. She can burn 2 points of Beauty for a spell slot of 6th level or lower, and 3 points for a spell slot of 9th level or lower. The spell slot lasts a day.

If the nereid diva’s Beauty score ever falls to 0, she loses all her abilities of this class and cannot regain them until she undergoes a quest to reestablish her beauty. A diva cannot burn more points of Beauty in a single turn than

her class level.

At 5th level, a nereid diva’s beauty protects her from harm. She gains an enhancement bonus to her saving throws equal to her Beauty modifier. Additionally, she can burn a number of points of Beauty equal to a spell’s level to negate that spell’s effect on her as if she had unbeatable Spell Resistance. She can do this even after she has failed her save, before the spell affects her.

**Swim Speed (Ex):** The nereid diva gains a Swim speed of 30, which grants her a +8 bonus to Swim checks.

**Beauty Increase (Ex):** At each level, the nereid diva gains a +1 inherent bonus to her Beauty.

**Blinding Beauty (Su):** This ability affects all creatures within 30 feet of a nereid diva that are affected by her Naked Defense. Those who look directly at a diva must succeed on a Fortitude save (DC 10 + ½ nereid diva’s class level + her Beauty modifier) or be blinded permanently as though by the *blindness* spell. The nereid diva can use this ability three times per day as a free action.

**Captivating Beauty (Su):** Once per day as a standard action, a 5th level nereid diva can channel her magical power to charm those who see her beauty. Each use lasts for one minute. Every creature within 30 feet of the diva during that time must succeed a Will save (DC 10 + ½ the nereid diva’s class level + her Beauty modifier) or be captivated. A creature that successfully saves cannot be affected by the same diva’s beauty for 24 hours.

A captivated victim walks toward the diva, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack, but takes no defensive penalties.) A victim within 5 feet of the diva stands there and offers no resistance to the diva’s actions.

## Bolojiutsu Striptease

Oddly, this predominantly female style of martial art was developed by a man, Damien of the Shadowed Past. Renowned for dressing entirely in black leather straps, and for his startling gaze attack (the Crazy Eye), Damien also secretly created a fighting style that used bolas as both melee and thrown weapons. This style served him well in his adventures, but he only realized its true worth when he was captured by a pair of dark elf torturers. He offered to share his knowledge in exchange for his freedom, and was quite pleased with the results of his training.

Damien trained many more women in this fighting style, and now the art passes itself down to new

generations. Bolojiutsu warriors often work as assassins, or flamboyant bodyguards.

Bolojiutsu warriors typically wear a light underwear armour, most often the bikini equivalent of a chain shirt. Over this they wrap dozens of bolas, carefully tied around their limbs like a suit of leather cords, ready to be drawn and hurled at a moment's notice. Most importantly, though, a bolojiutsu warrior is also a striptease, using a flash of her exposed flesh to create openings to attack her dazzled foes.

**Hit Die:** d8.

### Requirements

**Feats:** Combat Titillation, Exotic Armour Proficiency (underwear), Exotic Weapon Proficiency (bolas).

**Skills:** Escape Artist 8 ranks, Perform (dance) 8 ranks, Bluff 4 ranks.

**Special:** Sneak attack +1d6.

### Class Skills

The Bolojiutsu Striptease's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Perform (dance), Sleight of Hand (Dex), and Tumble (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

**Skill Points at Each Level:** 4 + Int modifier.

### Class Features

All of the following are class features of the Bolojiutsu Striptease prestige class.

**Weapon and Armour Proficiency:** A bolojiutsu striptease gains no additional weapon or armour proficiencies.

**Bolojiutsu:** Add the bolojiutsu striptease's class levels to any levels she has in monk to determine her unarmed damage, what type of damage reduction her unarmed attacks bypass, and the progression of her flurry of blows. If she has 5 equivalent monk levels, the penalty for a flurry lessens to -1, and with 9 levels it disappears. In addition, if she has 11 effective monk levels, she gains an extra attack at her full base attack bonus when flurrying.

**Table 6: The Bolojiutsu Striptease**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Bolojiutsu, Improved Feint
2	+1	+0	+3	+0	Melee bolas, Quick Don
3	+2	+1	+3	+1	Swift titillation, binding bolas
4	+3	+1	+4	+1	Blinding bolas, Improved Quick Don
5	+3	+1	+4	+1	Defensive titillation, bikini whacks

The bolojiutsu striptease treats bolas as monk weapons. Her bolas deal damage equal to her unarmed monk damage, and if her unarmed attacks bypass damage reduction, her bolas bypass the same damage reduction.

The bolojiutsu striptease wears her bolas as clothing. Each body slot may hold up to four bolas, except for headwear, footwear, and underwear – which can hold none – and the armour body slot – which can hold ten. If the bolojiutsu striptease has ten bolas in her armour body slot, she is considered to be wearing leather armour. Most bolojiutsu stripteases wear bikini armour under their bolas, so they are not defenseless after stripping.

Whenever a bolojiutsu striptease uses the Combat Titillation feat to feint by stripping, she can use any of the bolas that were on that body slot this turn, without having to spend a separate action to draw them. She can hold any bolas left over at the end of her turn in her hand, but she must spend a move action to draw them if she wants to use them in combat. The Quickdraw feat, which many bolojiutsu stripteases take, makes this not an issue.

**Improved Feint:** The bolojiutsu striptease gains the Improved Feint feat, even if she does not possess the prerequisites. This allows her to Bluff as a move action, including any stripping she might perform with Combat Titillation.

**Melee Bolas:** At 2nd level, the bolojiutsu striptease gains the ability to use bolas in melee combat, much like nunchaku. Like a nunchaku, a bola used in melee provides a +2 bonus on the opposed attack roll to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

**Quick Don:** At 2nd level, the bolojiutsu striptease gains the Quick Don feat.

**Swift Titillation:** A 3rd level bolojiutsu striptease can strip off one body slot of clothing (and bolas) as a swift action each round. A swift action is like a free action, except that a character can only perform one each round.

**Binding Bolas:** At 3rd level, the bolojiutsu striptease may strip in a grapple to entangle her opponent in her shed bolas. She may make a grapple check and strip off one body slot of clothing, gaining a +8 bonus to her grapple check. If she succeeds, one creature grappling her becomes entangled for one round, and the bolojiutsu

striptease may break free of the grapple if no other opponents are holding her.

**Blinding Bolas:** A 4th level bolojiutsu striptease can strip one body slot worth of clothing (and bolas) to provide

concealment. She whirls the bolas around her, moving deceptively with them to hide the exact position of her body, making attacks against her have a 20% miss chance from concealment. She can do this as a reaction, even if it is not her action, and the benefit lasts until the beginning of her next turn.

**Improved Quick Don:** At 4th level, the bolojiutsu striptease gains Improved Quick Don as a bonus feat.

**Defensive Titillation:** Every time a 5th level bolojiutsu striptease removes a body slot worth of clothing, she gains a +1 dodge bonus to AC until her next action.

**Bikini Whacks:** At 5th level, as a full-round action the bolojiutsu striptease can remove all the clothing on her body, including armour (but not her underwear) to make a fierce attack against everyone around her. Afterward she is usually left holding only two bolas.

She can choose to either make a melee attack or a

ranged attack.

If she makes a melee attack, the ability functions as Whirlwind Attack. She makes a single attack roll and deals bolas damage to each creature within 5 ft. that she hits. She deals an additional +1d8 points of damage to each creature for each body slot worth of clothing she strips off to make this attack.

If she makes a ranged attack, each creature within a radius of 5 ft. per body slot of clothing she stripped must succeed a Reflex save (DC 10 +  $\frac{1}{2}$  her bolojiutsu striptease class level + her Dexterity modifier) or else take damage as if the bolojiutsu striptease had struck it with a bolas attack.

She may also choose to attack with her underwear as a weapon of last resort. Any attack she makes in the round she strips off her underwear deals an additional +2d8 points of damage.

# Swimsuits of the Multiverse

*With special thanks to John and Michelle Nephew*

Slick, taut bodies gleaming with sweat, dressed in a few bits of tantalizing cloth and posing pleasingly for onlookers. This is a beauty contest, where the most alluring bodies win the prize, but it's not your standard beauty pageant. You've stumbled into a modeling session for the cover of a brand-new sci-fi/fantasy novel or gaming product, and the prize is appearing in the image that gets you to buy the book.

It seems like the men and women (usually women) on the covers of these books are some of the most gorgeous specimens of their race, as if one of the prerequisites for becoming an adventurer was to win a beauty contest. From peasants to queens, slender telepaths to beefy space scoundrels, few will you see that do not appeal to the eye. If it works for selling books (and, coincidentally, PDF products), then why would it not be used by nobles, kings, and businessmen who wish to hire or sponsor heroes? After all, regardless of how skilled the adventurers are, they will be poorly received if they look as foul as common peasants. Additionally, sponsoring adventurers is just another way savvy nobles can compete for position and popularity, hoping to sponsor the best heroes possible.

These rules focus on using beauty and beauty contests in fantasy roleplaying games, but with a little adjustment they could be used in any genre or setting.

## Beauty and Beauty Contests in Your Game

In the course of a typical adventure, a beauty contest is not likely to occur, so it is up to the Game Master to design an adventure where a beauty contest might play a role. So how might you fit a beauty contest or other aspects of these Beauty rules into your next game? The specifics will vary from genre to genre, but a few possibilities include:

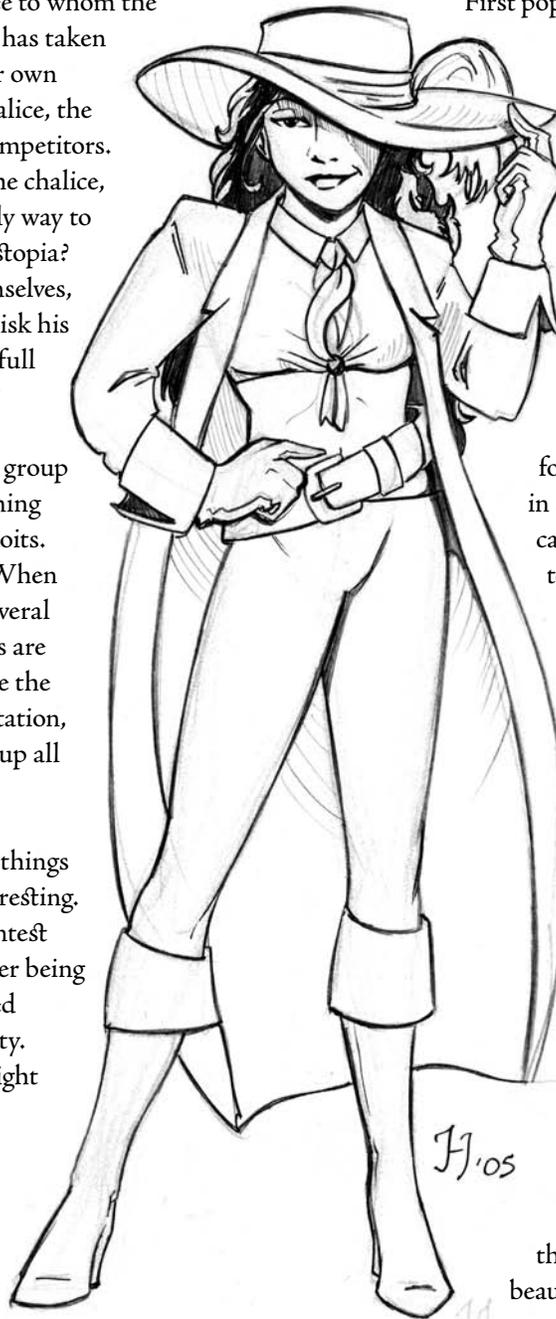
- **A Thousand and One Nights:** A capricious king's wife has died, and in grief he has been seeking the most beautiful women in the kingdom to take as his brides for one night, after which he kills them. No one but the king's royal guards and his new brides are allowed into his castle, and the king's court wizard makes sure no one else can magically sneak in. The only way to solve the mystery is for a female party member to catch the king's eye. Does it have something to do with the court wizard's machinations, or is the ghost of the king's wife trying to make sure no new child can usurp her son's right to the throne?
- **Boy Toys:** The party has been taken prisoner by drow, and the only two routes out of the slave pits are death, or the House matron's male harem.
- **Secret Agents:** The PC's home town fears that the region's duke has something insidious planned for their small town, and the town leaders enlist the most beautiful people in town—regardless of their skill—to try to become the duke's new sponsored adventurers. The group of ragtag townsfolk must try to bluff their way through a beauty contest and impress the duke enough so that he will employ them, giving them access to his plans.
- **Vanity:** A large city hosts a fair for adventurers of the region to show off their skills and give bards stuff to sing about. Amid all the swordfights, spell duels, and adventure-tale swapping, the biggest topic of interest is the beauty pageant. All would go well, except for the interference of a vain warrior, whose face was magically scarred in a recent adventure, such that healing could only bring back a shadow of his former beauty. Feeling he deserves the victory, the warrior begins to discreetly incapacitate or kill his competitors. Can the PCs find out the attacker's identity, or will they be targets themselves?

- **The Chalice of Beauty:** A rumored artifact is supposed to grant anyone who drinks from it majestic beauty (+20 Beauty). Now its bearer is dying, and she announces a competition to see to whom the item will pass on. Though she has taken great precautions to insure her own safety and the safety of the chalice, the same cannot be said for the competitors. Can the PCs somehow earn the chalice, which is also said to be the only way to destroy the cursed Rod of Dystopia? Even if they don't bother themselves, will they let a prideful friend risk his life by entering a competition full of desperate men and women?
- **Patsies:** The player characters discover that another, prettier group of adventurers have been claiming responsibility for all their exploits. After all, who'd you believe? When the copy-cat party commits several vicious crimes, the PCs' names are sullied. Will they try to expose the impostors and risk a bad reputation, or will they be content to give up all their popularity?
- **Twists and Turns:** Even in a standard beauty pageant, odd things may make the event more interesting. A small town might hold a contest every ten years, with the winner being petrified for posterity, or tossed into a volcano to appease a deity. A nymph environmentalist might enter the competition, hoping to use the prize money to help protect her home woodland. The prize might actually go to the worst loser, handing out a potion that makes the drinker Beautiful (base Beauty 16). And of course, rogues might want to kidnap the winner, and a PC has to make sure he wins, so he can lead the rest of the party to the rogue's hideout.

## Adventuring Swimsuits

Regardless of your natural beauty, though, what you wear and how you present yourself can have a strong impact on how people perceive your appearance. Though nobles can wear jewelry, fancy robes, and lavish dresses, for the conscientious adventurer such costumes are too

bulky to be effective for acts of heroism. It was the need for attractive, functional clothing that led to the development of the adventuring swimsuit.



First popularized by female hydromancers, the swimsuit is a revealing, easy to wear costume that handles the difficulties of aquatic adventuring well, and yet also helps adventures look good when their patrons are showing them off. Though most swimsuits worn by nobility lack the necessary pockets and pouches to hold spell components, magical daggers, and other adventuring staples, most adventuring swimsuits are designed for utility as well as appearance. And in a pinch, it isn't too difficult to also carry a water-proof backpack or satchel to hold the other necessary gear.

It should be noted that adventuring swimsuits aren't the only fashionwear popular among heroes; they were merely the first to be so widely recognized. For less aquatic occasions, some adventurers go to great lengths to have armor, robes, and equipment that make them look impressive.

Well-funded professional adventurers often have personally tailored adventuring swimsuits, designed to make them look impressive when returning from their ventures. Their patrons, hoping to outdo other nobles and royalty, desire to have the most beautiful adventurers in their employ as possible. Though beauty contests are one main way for

patrons to choose their employees, nice apparel—such as swimsuits—can make up for any failings in the adventurers themselves. Some adventurers even prefer these outfits, especially since armor is rarely effective underwater anyway, so it is not much missed.

## Types of Swimsuits

Women adventurers usually wear swimsuits that provide the strong support necessary for vigorous hacking and slashing, though spellcasters can usually afford to wear more revealing outfits, since they generally do less running,

*Illustration by J. L. Jones*

jumping, and swinging. Shoulder or back straps provide ample locations for simple equipment like lockpicks or common spell components, without disrupting the wearer's curves with bulky pouches.

Weapons can provide more of a hassle, but well-designed satchels can accommodate one-handed or light weapons, and can be worn with a shoulder strap or tied around the belly and hung over the back of the hips. The swimsuited adventurer will generally have to carry larger weapons in hand, whether on foot or underwater. Barefoot adventurers might benefit from spells that provide foot protection made of magical force, in order to travel over rocky surfaces barefoot as casually as if wearing boots.

Full bodysuits, though practical and comfortable, are seldom seen, as they don't tantalize in the way most noble patrons prefer. Bikini-style and one-piece swimsuits are the most common types, and though magical fabrics are the most common material for their construction, certain aquatic tribes have been known to craft swimsuits of shells.

Male adventurers seldom look as good as their female counterparts if their swimsuits are skintight, so styles are quite different. Buff sorcerers, who require few spell components, regularly use skintight trunks or bikini bottoms, but they are not unknown among other adventurers, and they are actually gaining in popularity among monks. Partial bodysuits, covering the body from groin to neck, are a common style, as these allow for a small weapon hilt on the back and spell component pouches on the shoulders or hips. These suits also help hide the often-pitiful physiques of spellcasters, though female nobles always like an adventurer who fills out his swimsuit well.

More rare are simple swim trunks, the preferred garment for barbarian adventurers. Monks often enjoy a nice loincloth, especially with extra-dimensional pockets to hold kamas and such. Full bodysuits, as with women, are often the most practical though least visually impressive, but they are quite often seen on male dwarf or half-orc adventurers, for whom they are usually deemed a necessity.

## Rules for Beauty Contests

We now present simple rules for running a beauty contest using rules gleaned from *Tournaments, Fairs, & Taverns*. If the contest contains more than a few dozen individuals, or if there are several rounds (such as local, regional, and national), you should use the more detailed tournament rules in *Tournaments, Fairs, & Taverns*.

### Beauty Contest

A beauty contest can range from a simple judgment of who is prettier in a line-up, to a detailed and convoluted

examination of which competitor best exhibits a pleasant mixture of physical and mental beauty. It is rare for members of opposite sexes to compete in the same contest, at least intentionally. Prizes given to the winner are usually in the form of a title and a token position of mild power.

### Mechanics

Each beauty contest consists of one or more rounds, each of which tests a different aspect of the contestant. In each category, contestants make different types of checks, adding the result of each check to a running Degree of Success (DS). So if a contestant rolls a modified 15 in round 1, and a modified 23 in round 2, her DS at the end of round 2 is 38. After all the rounds are completed, the contestant with the highest DS is the winner. Alternately, after each round, only a set number of the top competitors advance, so only one is left after the final round.

Most beauty contests have a qualifying preliminary round that does not count toward a contestant's DS. The contestant makes a Beauty check, comparing his or her Beauty score to the qualifying DC to make it into the contest. The DC varies by the standards of the judges. In villages and towns, the DC may be as low as 5. For small cities, the DC is a more discerning 10. National competition DCs are often 15 or 20. Worldwide or interplanar competitions can have DCs of 25 or higher.

Once a contestant is in the competition, she makes a check for each round, often a different check for different criteria. Common criteria include:

- *Physical Beauty.* Contestants add their Beauty score to their DS. Contestants with 5 or more ranks of Perform gain a +2 bonus to their Beauty for this round. There may be several contests of this type, each allowing the contestant to wear different garments, which may add other bonuses.
- *Talent.* Contestants make Perform checks.
- *Personality.* Contestants usually make a Diplomacy check. If they are required to answer topics related to some public matter (politics, science, current events), they gain a +2 bonus if they have 5 or more ranks in the appropriate Knowledge skill.
- *Strength.* Usually reserved for male competitions, contestants have to show how much they can lift, with each contestant simply adding their Strength score.
- *Martial Skill.* Common among elves and dwarves, this type of competition is usually reserved for later parts of the competition when there are fewer competitors. Either run a standard combat, (usually wrestling, or with mock weapons that deal subdual damage), with the winner gaining +10 DS, or have competitors make checks modified by their base attack bonus.

- *Magical Skill.* As above, only any combat contests would be limited to magic only, and the simplified version would just require caster level checks.

### Sample Beauty Contest • Nereid's Ball

This beauty contest takes place every summer in Elstrice, the City of the Ley River, on the first day of summer. The seventeen noble and merchant families of the city each may endorse up to two candidates, and a people's common parade the week before determines six more competitors. Now in its seventeenth year, the Nereid's Ball is the subject of much debate: two noble or merchant families have never had one of their sponsored beauties win, so the rivalry for this year's competition is violent and dangerous.

The Nereid's Ball has its roots in the early days of professional adventuring, when the new nobility of Elstrice were striving to hire the most impressive heroes to bring them fame, and to make other nobles jealous. The first winner of the ball was the stunningly beautiful Monique Crisenthia, a sorceress who went on to train like-minded sorceresses known as the Nereid Divas. Each year, the forty Nereid's Ball contestants compete for fame, prize money, and adventuring contracts. The winner is almost always a budding adventurer, and she is practically guaranteed lucrative employment with a merchant or noble family of Elstrice, going on quests for their mutual glory.

The Nereid's Ball consists of five contests. First, all forty competitors compete in two dress rounds: one in swimsuits and the other in adventuring gear. A dance competition follows; contestants dance and socialize with judges, aristocrats, and other powerful Ball guests. The combat tournament follows the next morning, with the top ten contestants engaging in protected nonlethal combat. Finally, the top five contestants complete a swimming race.

Contestants who made it to the top five are never allowed to compete in the Nereid's Ball again.

In rules terms, contestants chosen by noble families almost never have a Beauty of less than 20, and those chosen by the people rarely have less than 15 (including magic). The rules for the five contests are as follows.

- *Swimsuit Competition.* The competitors add their Beauty to their DS, including relevant bonuses from masterwork swimsuits. Up to one magic items is allowed. Contestants are required to swim one lap in a pool, so contestants who don't know how to swim almost never compete. Special masterwork make-up is required to gain the benefits of make-up without having it be washed away in the water. Contestants with 5 or more ranks of Perform gain a +2 bonus for this round from synergy.
- *Adventuring Gear Competition.* The competitors again

add their Beauty to their DS, this time requiring some form of adventuring gear, with a maximum of three magic items allowed. Contestants that are 5th level or higher gain a +2 bonus for this round from experience.

- *Dance and Socializing Competition.* The competitors make Diplomacy checks and add their results to their DS. Those with 5 or more ranks of Perform (dance) gain a +2 bonus for this round from synergy. Masterwork dresses add a +1 bonus for this round.
- *Combat Competition.* The ten contestants with the highest DS proceed to the combat competition, and they are randomly assigned to two teams of five. The judges determine which team has the lowest total DS, and lets that team choose a venue no larger than 150 feet across, somewhere within the city limits. The combat takes place under the protection of a *field of arcane courtesy*, a spell that makes all damage in the area nonlethal, and which protects against death effects (this spell only works on willing participants, and the entire spell is negated if anyone inside it does not agree to its rules). The members of the winning team add +20 to their DS, and the last five competitors on either side also add +10. For this round, contestants are required to wear the same outfit they wore for the Adventuring Gear Competition. Contestants who make primary use of magic rather than weapons gain a bonus to their DS for this round of +2 to +4, depending on their style.
- *Swim Race Competition.* The five contestants with the highest DS assemble at noon after the battle, a quarter mile upriver of the Ley Dam. They swim from the actual city riverfront square that hosts the Nereid's Ball, to the dam, over the dam (a forty-foot dive into fifty-foot deep water), then a mile and a half through the winding canals of the city, and finally a quarter mile out through the harbor to a pleasure boat. Contestants are required to wear the same outfit they wore for the Swimsuit Competition.

The fourth and fifth place swimmers each receive a 1,000 gold piece prize, or a drop of water from the city's Well of Youth, which stops the drinker's aging for one year. The second and third place swimmers each receive a magic item worth 5,000 gold pieces or less, or a vial of well water that stops aging for five years. The winner of the race can commission for herself a magic item worth 25,000 gold pieces or less, or can be given a philter of water that halts the drinker's aging for fifty years. Whether the water actually has youth-protecting powers is unclear: the Well itself seems to be a myth, and tradition demands that a winner who chooses the water must pour it into the city's communal water supply instead of keeping it.

# Bikini Magic

## New Spell

### Endow

Transmutation

**Level:** Brd 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Close (25 ft. + 5 ft./level)

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

The affected creature gains the benefits of the Anatomically Over-Endowed Feat. If the creature is wearing tight-fitting clothes, those clothes may be damaged by the transformation.

## New Items

The following weapons, sample armours, and magical items should help you add style and flair to your games, especially ones in an aquatic setting with swimsuits.

### Weapons

**Volleyball:** The volleyball, and various permutations thereof, is a common accessory for aquatic adventurers. Common lore holds that the martial arts style for fighting with volleyballs was first created by a female halfling assassin, who, disguised as a simple volleyball player, was able to sneak up on her targets while they were on the beach. With the natural affinity halflings have with thrown objects, the assassin was able to turn an innocuous plaything into a deadly weapon.

Though anyone can proficiently wield a volleyball as a simple weapon as easily as they could hurl a rock, a volleyball is only really effective if you take the Exotic Weapon Proficiency (Volleyball) feat. When wielded as a simple weapon, a volleyball does nonlethal damage, and

simply bounces off of whoever or whatever it hits. When a person with the appropriate Exotic Weapon Proficiency hurls a volleyball, however, it deals real damage.

Additionally, if you have the Exotic Weapon Proficiency, after you make your attack, make another attack roll with the same bonus, against AC 10, modified by range and cover. If this second attack roll is successful (regardless of whether the first attack hit), then the volleyball rebounds off whatever it hit and returns to you. If your second attack roll misses, the ball lands nearby you, its final destination determined like a grenade-like missile.

For example, Zidi hurls her volleyball through a dense, foggy jungle at a troll that is 35 feet away, with an attack bonus of +10. Regardless of whether she actually hits or damages the troll, she then makes another attack roll, against AC 10. She suffers a -6 penalty from range, and a -4 penalty from the cover the jungle provides. Also, the light fog also gives a 20% miss chance. If her second attack is successful, the volleyball will rebound off whatever it hit and return to Zidi.

There are of course certain exceptions that will prevent a volleyball from returning to its thrower. If the ball lands in water or some other thick substance, it cannot return. Most other examples will be common sense restrictions.

**Volleyball**—Ranged weapon. *Cost:* 1 gp. *Damage:* 1d8. *Critical:* x2. *Range Increment:* 10 ft. *Weight:* 3 lb. *Type:* B. (Yes, this is an unrealistically high amount of damage for a volleyball, but it's for the sake of making it a worthwhile weapon. Realistically it should deal 1d2 damage.)

### Magic Items

**Armour of Quick Don:** This +2 *glamered underwear full plate* is warm and comfortable to wear. When first encountered it is shaped and sized for a man, though it can resize into any sort of full plate underwear armour

for either sex. Also, if the armour is within 10 feet of the last person to put it on, he can mentally command it to don as a free action. The armour flies to him and puts itself on over the course of one round, giving the wearer full protection on his next turn. It can likewise be removed in one round by mental command.

*Caster Level:* 8th; *Prerequisites:* Craft Magical Arms and Armour, *disguise self*, *shield of faith*; *Market Price:* 8,000gp.

**Bikini of Doom:** This string bikini is simply a couple small skulls held together with straps, with a polka-dot bottom. Though that is frightening enough in its own right, the wearer can also cast *eyebite* twice per day. Though characters can avert their eyes from an *eyebite* spell, depending on who is wearing the bikini and who is looking, the Game Master might require a Will save (DC 5) if the onlooker wants to avert his eyes. The effect of the *eyebite* can be resisted with a Will or Fortitude save (as appropriate), DC 19.

*Caster Level:* 13th; *Prerequisites:* Craft Wondrous Item, *eyebite*; *Market Price:* 62,400.

**Charm of Beauty:** Coming in various forms, charms of beauty make the wearer more physically appealing, using a variety of methods. Charms of beauty take up no body slots for the purpose of limiting what magic items you can wear.

Depending on the spells used in a charm's creation, mild enchantments might make onlookers think the user looks better or draw their eyes to your more appealing physical traits, illusions might mask your imperfections, or transmutations might actually change the user's features. However they achieve their goals, these charms enhance your Beauty score, providing an enhancement bonus ranging from +1 to +5. Note that these bonuses are in addition to your natural Beauty score, and shapechanging can alter your natural Beauty.

For example, an ugly witch could *polymorph* into a beautiful maiden, gaining Beauty 18, and then put on a Beauty charm to gain an even higher Beauty.

*Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, various spells; *Market Price:* 1,000gp (+1), 4,000gp (+2), 9,000gp (+3), 16,000gp (+4), 25,000gp (+5).

**Shirt of Heroic Drama:** Whenever the wearer of this +5 *manly shirt* (the male underwear equivalent of hide armour) takes 10 or more points of damage in a single round, the shirt tears

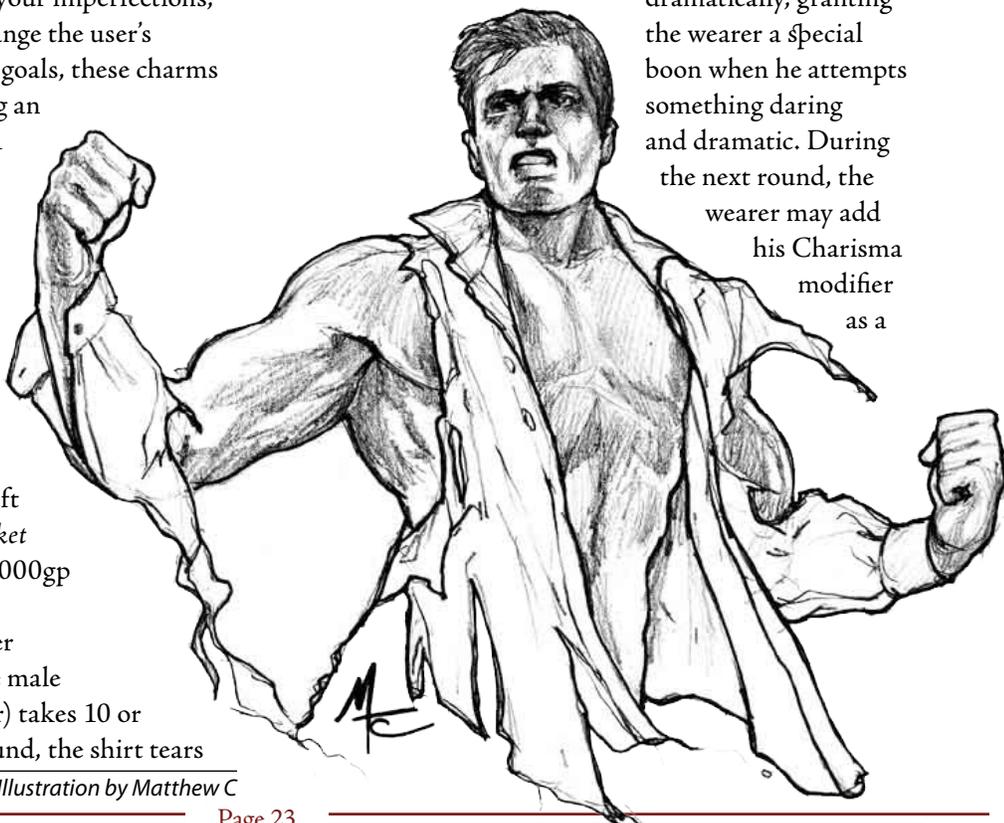
## Optional Rule • Wealth and Beauty

Charms of beauty are merely a magical way of looking better, but as everyone knows, expensive clothes look good. Characters may purchase clothing, jewelry, and other accessories to gain an enhancement bonus to their Beauty score. What items enhance beauty vary from culture to culture, but as long as the items are designed so that their primary purpose is to enhance beauty, they work. A hero might carry a platinum pimp's cane that works as a club in a pinch, but the fact that it costs 4,000 gold pieces is of no benefit other than increasing the character's beauty.

Some sample beauty items include hats, canes, necklaces, rings, tight pants, dramatic coats, beauty masks, kimonos, masterful haircuts, hair plugs, manicures, cosmetic surgery, and hired escorts. The specific cost of a single item does not matter, only the total amount of money spent on beauty items. Unlike magic items, mundane beauty items don't stand up so well to the rigors of adventure, so the Game Master is encouraged to use discretion for when well made clothes are ruined, or nailed become chipped to ruin manicures.

If the total amount spent on beauty is 1,000 gold pieces or more, the character gets a +1 equipment bonus to Beauty. A +2 bonus costs 4,000, a +3 is 9,000, and so on. Simply square the bonus and multiply by 1,000 gold pieces.

dramatically, granting the wearer a special boon when he attempts something daring and dramatic. During the next round, the wearer may add his Charisma modifier as a



*Illustration by Matthew C*

bonus to a single attack roll, skill check, saving throw, or similar check. If the wearer's modified roll for that check is 20 or higher, he may use that ability again in the next round. If he uses the ability again and the modified roll is a 25 or higher, he may use it for a third round, and repeat again, requiring a modified 30 in the third round, 35 in the fourth round, and so on, for continued heroic drama.

*Caster Level:* 20th; *Prerequisites:* Craft Magical Arms and Armour, *bless*, *shield of faith*; *Market Price:* 37,500gp.

**Staff of Accessories:** An enchanted staff made of strengthened coral, this item is designed specifically for the aquatic adventuring spellcaster. The top of this staff sports a forward-facing gemstone that can cast *light* at will, to illuminate underwater passages. Once per day it can cast *daylight*.

Also on the top of the staff, but on the side opposite the gem, is a small pouch, about two inches square. However, this pouch is actually a small *bag of holding*, sufficient to hold 5 cubic feet of items, up to 50 pounds.

The pouch is waterproof even when open, and enchants all items pulled from it to make them also waterproof for up to 1 minute, unless the bearer wills otherwise. The pouch cannot be removed from the staff without ruining its magic, but it is sufficient to hold most spell components, a dagger or two, or even a sword, though withdrawing any object larger than a light weapon requires a full-round action.

Additionally, the staff grants the bearer a +4 enhancement bonus to Charisma.

*Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item, *light*, *daylight*, *Leomand's secret chest*, *water breathing*, *eagle's splendor*; *Market Price:* 18,500gp.

**The Ribbon Whirlwind:** This +3 *padded armour bikini* is composed of seven enchanted ribbons that whirl around their wearer's body, constantly moving across her form at a distance of up to six inches. Though their movements always make it seem like the ribbons will reveal normally taboo areas, the enchantment of the garment ensures that, regardless of who is looking or how many people are present, the wearer will never show off any skin that she doesn't want to, aside from her arms, legs, and face. When the wearer is viewed by large crowds, the swimsuit will simply cling tightly to her body, covering her entire torso, but usually the ribbons continue to float loosely.

There is absolutely no means, magical or otherwise, to overcome this concealing effect. No effort to change viewing angle, scry, or use clairvoyance can defeat the ribbons. Even antimagic does not reveal the wearer: any time the magic of the swimsuit is suppressed,

it simply clings to the wearer's body like a one-piece.

In addition to this minor magical effect, the wearer gains the ability to fly at a speed of 60 (good). Also, she can make an attack similar to the Whirlwind Attack feat. As a full attack action, the ribbons lash out at all targets within 5 feet of the wearer, making an attack roll with the wearer's base attack bonus, modified by Dexterity. Each strike deals 1d6 damage, and overcomes damage reduction as a +1 weapon.

By its nature, this garment lacks any pockets or pouches, and gear can't be affixed to it; wearers often also carry a *staff of accessories*.

*Caster Level:* 10th; *Prerequisites:* Craft Magical Arms and Armour, *fly*, *nondetection*; *Market Price:* 69,000 gp.

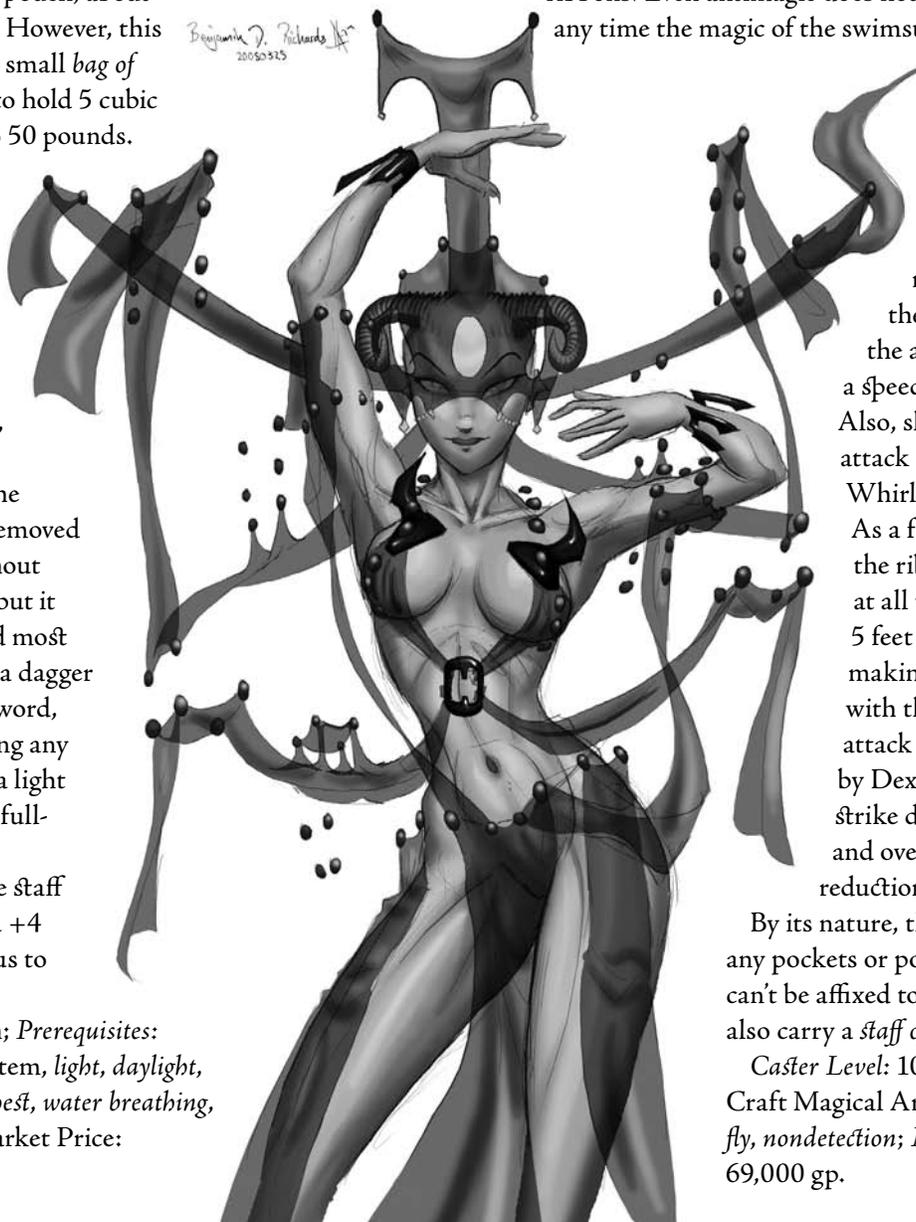


Illustration by Benjamin Richards

**Tsunami Suit:** This enchanted, partial swimsuit (suitable for men or women, resizing as appropriate) grants the wearer the ability to Swim at a speed of 90, and to breathe underwater. Once per day, the wearer can cast *control water*, but can only raise water—by up to 14 feet. This effect can create a small tidal wave 70 ft. across horizontally, that moves at a rate of 300 ft. per round until it hits shore, dealing 1d6 points of damage to all creatures and ships on the surface, or on the shore where it strikes. The wave dies out after half a mile if it doesn't reach shore.

The wearer of the tsunami suit can call a magical surfboard once per day, lasting eight minutes. Surfing is a variant of the Ride skill, and mounted combat feats apply to surfing if the character has at least one rank in Ride (surfboard). For those interested in more surf combat information, look forward to *E.N. Arsenal – Extreme Sports*, coming in the not too distant future.

Additionally, the wearer can cast spells and act underwater without hindrance.

*Caster Level:* 8th; *Prerequisites:* Craft Wondrous Item, *control water*, *freedom of movement*, *water breathing*; *Market Price:* 27,250 gp.

## Deities

### Elea, Goddess of Sexual Escapades

Some deities sponsor the portfolios of love, or beauty, or fertility, but Elea understands her worshippers, and she mostly gives them what they want: sex. Her temples provide even casual worshippers with pleasant sexual experiences, ensuring safety and relative anonymity, and her priestesses almost never adventure.

Elea appears as a ravishingly gorgeous woman with lusty eyes and a tantalizing posture, though her personality is very relaxed. She thinks most people are fairly shallow, and so because she always understands the sexual desires of those she meets, she feels this is the same as understanding them. Most of her suggestions, and her clergy's prayers and rituals, are sexually motivated.

**Alignment:** Chaotic Neutral

**Portfolio:** Fulfilling Desires, Sex, Sexual Escapades, Love (occasionally)

**Domains:** Luck, Trickery

**Favored Weapon:** Shortbow

**Worshippers:** Lovers, and anyone who wants good sex. Clerics of Elea gain Exotic Armour Proficiency (underwear) instead of heavy armour proficiency.

### The Tale of Quick Don, Priest of Elea

Because Elea understands that men are a bit more direct in their sexual desires than women, almost all clerics of the goddess of sex are female. Her most famous follower, however, was a man, Don Juan, who came to be known in his later years as Quick Don.

Elea set Don on many quests to rescue the innocent or save the world, because innocents provide good spokespeople for the temple, and the world is where Elea keeps all her stuff. Drawn by the constant promise of



Illustration by J. L. Jones

receiving the best sex possible – with Elea herself – Don remained unwillingly abstinent, serving well if not faithfully. Countless times during his quests he attempted to seduce, charm, or beg his way into a woman's bed, but every time Elea's capricious sense of humour landed him with cross-dressers or monsters, or danger would strike and keep Don's desires from being fulfilled, or the mysterious veiled woman would turn out to be fiendishly ugly. Once even, Don had the chance to sleep with a beautiful princess, but with the warning from Elea that if he did, she would never take her into her own bed.

Finally, though, when it came to pass that the Jar of the Efrete was opened and the world had only a day before it would be engulfed in flames, Don did as every man would with only a day to live: he told the goddess he loved that the time for games was up, and that if she wanted him to save the world this time, she had to stop being so coy. His faith in his goddess was rewarded, and Elea manifested herself on the material plane for an hour, long enough to bless Don for the fight ahead. If you know what we mean.

For all the years of his life thereafter (for really, saving the world was a cinch after having to please the goddess of sex), Don never truly *needed* sex again – one night

with Elea was enough for a lifetime. But sadly, or so Don always claimed, Elea still wanted him to share the goddess's wisdom, so *for her sake* he made it a point to sleep around, sell love potions, and make sure people never confused the fun part of sex with the awkwardness society imposes on it.

Yes, Don bore a great burden, and though he tried to do right by his goddess, and though the women he knew in the years after his night with Elea always claimed he was the best lover they ever had, Don never stayed with any of them. He was only truly in love with Elea, after all, and for her part she thought it was adorable that he'd skip out on countless women – gorgeous or plain – out of respect for her. As a gift, she gave her only male priest a special suit of armour that would put itself on in only a few seconds, fast enough to allow a quick escape out the window, or a desperate dive under the bed. Though Don's goddess is as capricious as ever, and she still likes to occasionally present him with lesbian nymph colonies and horny hag covens, the armour of Quick Don has never failed to protect him from all the jealous husbands of the world.

And so he lived happily ever after.

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