

Bitches for Thoth Amon

Slaver Adventures in the Hyborian Age

Version 0.3



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1. Introduction (draft complete)

Bitches for Thoth Amon is a creature-collection style tabletop RPG game, meant for solo play or 2-4 players. The game was born from a spur-of-the moment idea, after a comment on a “Bitches for Tulsa Doom” meme thread told anons to cease the fruitless posting of memes unless there is a “Bitches for Tulsa Doom traditional game”.

Bitches for Thoth Amon is loosely set in the Conan universe created by Robert E Howard. We have written this game to be contemporary with the adventures of Conan as depicted in the novels (hence the change from Tulsa Doom to Thoth Amon), although the basic game system can easily be swapped for another era in the same setting, a generic sword-and-sandals setting, or another IP entirely (i.e. A Song of Ice and Fire, Gor etc.) if game masters and players want to get creative.

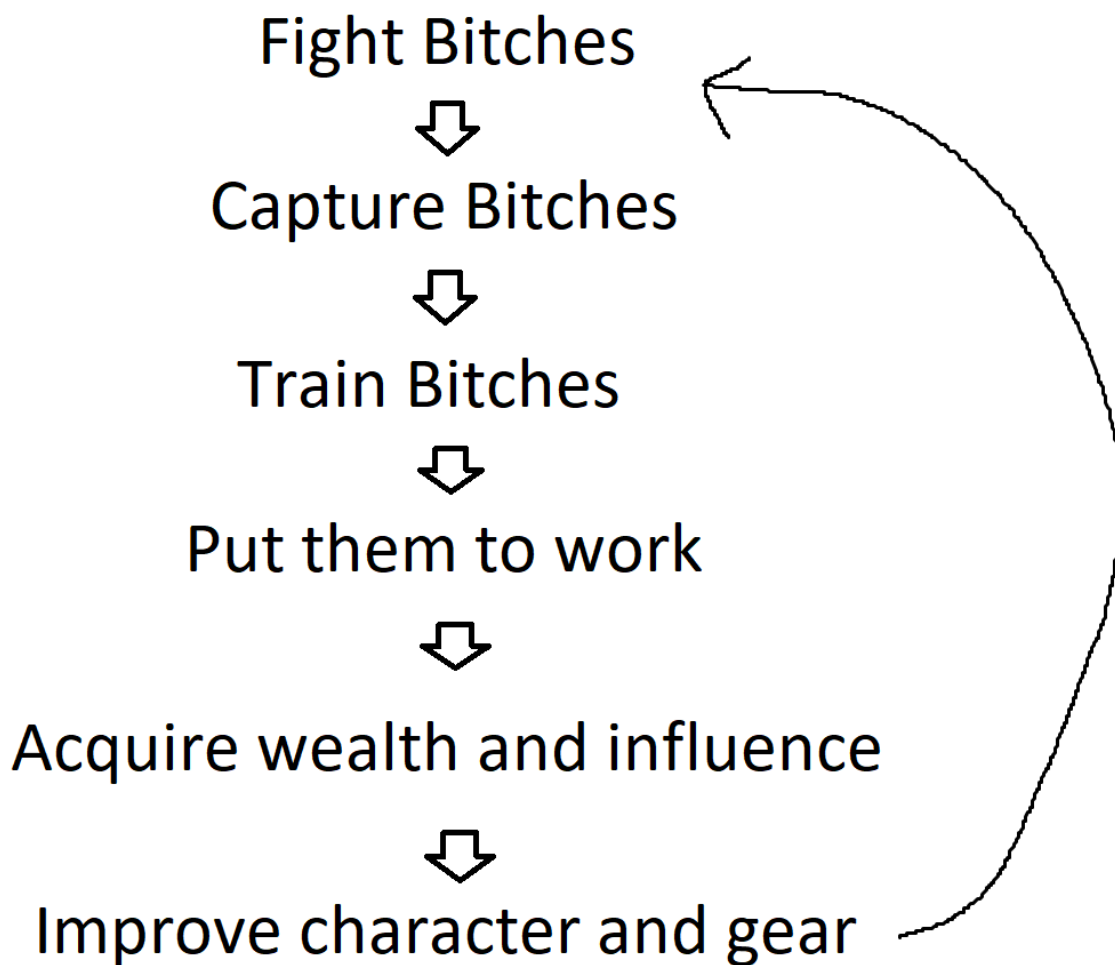
In Bitches for Thoth Amon, the players take the role of slavers, out to capture, enslave and train Bitches to serve their own varied purposes. Bitches captured can be put to use in a variety of ways, from conferring carnal pleasures, to fighting alongside their masters, to working as prostitutes or gladiators for wealth, to serving as spies in the criminal underworld, and more. Despite the setting, game masters and players can set any tone for their adventures they deem appropriate.

Bitches for Thoth Amon is designed for male Player Characters. This character creation guide and the subsequent character progression section (Section 7) are designed to support male Player Characters, and all other rules and content are created under the assumption that all Player Characters are male. Similarly, PCs can only enslave female characters (hereafter referred to as Bitches), who are designed to be mechanically different from PCs. If players want to have female Player Characters or male Bitches, they and the game master may exercise their own judgement and creativity in doing so, tweaking rules and content if necessary.

As always, the ultimate objective of any game is for everyone involved to have fun. This book serves to be a mere stepping stone for game masters and players to have their own adventure, and a self-indulgent work for lovers of Conan and tabletop games.

2. The core gameplay loop (draft complete)

The core gameplay loop of Bitches for Thoth Amon revolves around the acquisition of Bitches as captives, the training of Bitches to be slaves, and the management of slaves to serve your grander objectives. We have outlined a simple gameplay loop below for what occurs in a typical game, which will also serve as a structure for reading the sections of rules in the rest of this book.



Depending on specific story events that occur based on the players' or the game master's actions, however, any of these situations can immediately lead to any other situation. For example, players can be managing their slaves in a brothel, when a group of goons burst in and combat begins.

2.1 Dice, Rolls and Checks

Interaction and conflict in Bitches for Thoth Amon are resolved with either Rolls or Checks. Rolls represent actions with variable outcomes and a degree of uncertainty, while Checks

represents actions with predictable outcomes and a fixed level of difficulty. For example, disarming an unknown trap will require a roll, while prying open a door will require a check. In section 10, we have included some common examples of actions best represented by rolls, as well as actions best represented by checks, although depending on narrative needs the game master and players may have their own interpretation of these.

2.1.1 Checks

Checks are relatively straightforward to resolve. When a PC makes a check, the PC takes his stat value and compares it to the threshold of the check. If the stat value is equal to or higher than the threshold, the PC succeeds in the check. Otherwise, they fail. For example, a PC needs to pry open a door, which imposes a STR check of 8. The PC has 9 STR, and successfully opens the door.

2.1.2 Rolls

Rolls have variable outcomes and require dice. When a PC attempts a roll, the player rolls two 6-sided dice (2D6), add the results, and compare against the character stat they are using to make this attempt. If the 2D6 sum is equal to or lower than the stat value, the PC succeeds in the roll. Otherwise, they fail. For example, a PC has his DEX stat of 8, and needs to make a DEX roll to disarm a trap. He rolls 7, and succeeds.

Stats used for rolls can be modified by a variety of modifiers, depending on the proficiency of the PC and the difficulty of the roll. For example, the trap being disarmed is more difficult than usual, and imposes a -2 modifier on the above DEX roll. Now the PC still rolls 7, but it is higher than his modified DEX of 6, and fails the roll.

There are no auto-fails or auto-successes on natural snake eyes (2D6 of 2) or boxcars (2D6 of 12) in *Bitches for Thoth Amon*. Game masters and players may choose to incorporate this if they wish, but the content in the rest of this book may require tweaks and balances to support that.

2.1.3 Contests

In addition to regular rolls, contests are used when a character takes an action that is opposed by another character. These can include attacks, rape, and other related actions.

Contests involve one stat from each of the characters involved. Each character rolls 2D6, and adds the results to their respective stat. These are then compared, and the character with the higher value succeeds the contest. If it is a tie, the character who initiated the contest (e.g. the attacker) loses.

For example, a PC attacks a bandit, who attempts to dodge the attack. A contest is made between the PC's DEX of 8 and the bandit's AGI of 6. The PC rolls a 2D6 of 7, and the

bandit rolls a 2D6 of 8. After adding their respective stats, the PC has a total of 15, while the bandit has a total of 14, meaning the PC succeeds in the attack.

In the next section, we will begin with starting the game, creating player characters, setting off for your first few adventures, and acquiring your first Bitches.

3. Starting the game (draft complete)

All games of Bitches for Thoth Amon start with character creation, and the creation of a suitable setting for the characters to start playing in. By default, all player characters are male, have an adequate degree of prowess in combat, and an adequate understanding of enslaving and training Bitches, but game masters and players may choose to vary these factors depending on what kind of game they want.

3.1 Character Creation

Below are the main building blocks of character creation:

Culture / Religion

Name

Stats

Proficiencies

Starting Equipment and Items

Starting Followers and Bitches

3.1.1 Culture / Religion

Culture and Religion are very important in the sword-and-sandals world of Conan. A Stygian would be raised to become a very different man from a Cimmerian, in their knowledge, skills, beliefs, mindsets towards many societal topics, and so on. Religion is also intimately tied to the culture and background of different peoples. For example, the worship of certain gods like Set or Yog can result in player characters having beliefs or practices deemed abominable by those Aquilonia. Different cultures also have different views on the status of women and the practice of slavery, and players from certain cultures may require some basic lampshading to justify their part in these practices.

In addition, a man's background is often immediately identifiable upon first impression, based on their physical appearance, the language they speak, and their style of dress. This can lead to either positive interactions with NPCs from the PC's culture or those friendly with them, or see PCs shunned and even attacked by those who are hostile.

To keep the game system streamlined, Culture and Religion will confer no immediate mechanical bonuses or penalties upon characters. It will be the game master's responsibility to take players' backgrounds into consideration in the narrative, and game events that are driven by those narratives. For example, a Stygian player may not be welcome in an Aquilonian Temple of Mitra, or a local slave trader may give better prices to a player because they are both followers of Derketo.

3.1.2 Name and Aliases

Player names can be a very straightforward affair, but can have more depth to it if desired by game masters and players. As discussed above, names can inform others of a PC's background, and less-than-honest PCs may want to create different aliases for different

locations to manage relationships. Names and aliases may also be relevant under the Management section later on, as PCs engage with businesses, nobles and criminals. It is the player's responsibility to keep track of his PC's name and any aliases created for locations visited.

As an example, we create the character Goman (alias 'The Bitch Destroyer'), a Cimmerian hailing from the miserable land of Cimmeria, and a staunch believer of Crom, the God with the strictest non-interference policy in the Hyborian Age.

3.1.3 Stats

Stats are the physical properties of PCs that determine what general areas of tasks they are good at. Player characters' base stats range from 0 to 12, with 6 being the "average", although they can go below 0 or above 12 when accounting for modifiers.

These following 4 stats are used for all characters in Bitches for Thoth Amon:

Strength (STR): Muscle mass and acclimatisation to heavy loads, represents one's ability to carry heavy weights, effectively use heavy equipment, and restrain enemies with strength

Dexterity (DEX): Hand-eye coordination, represents one's ability to land attacks, aim projectiles and perform complex actions like tying knots

Agility (AGI): Fleetness of movement, represents one's ability to manoeuvre around the battlefield, dodge attacks, and perform acrobatics. AGI also determines turn order in combat.

Constitution (CON): Physical toughness, represents one's ability to endure more damage, exert and fight for longer, and stave off the effects of poison and corruption.

Bitches for Thoth Amon recommends using a point-buy system for character creation. This gives players 28 "buy points" to assign at the start of the game, with each stat point from 1 to 5 costing 1 point, stat points of 6-8 costing 2 buy points each, and stat points of 9-12 costing 3 buy points each. Game masters and players can also elect to use other systems such as 2D6 rolls in-order, or use manually written stats for specific characters they have in mind.

In addition to these four stats, there are two additional status in **Health Points (HP)** and **Corruption (COR)**.

HP is the amount of damage a character can take before being Incapacitated. A character's base HP is derived from CON with the formula $20 + \text{CON} \times 5$. For example, a character with CON 6 will have 50 base HP at maximum. This may be further modified by traits and proficiencies.

COR represents the negative influence of otherworldly sorceries and unnatural phenomena. COR is the only "mental" stat for PCs, is an optional inclusion in adventures where PCs tangle with supernatural foes, utilise arcane artefacts and weapons, and wield powerful magicks to bend Bitches to their will. COR is gained through exposure to these supernatural phenomena, with small amounts being gained from interacting with (and fighting against) sorcery, and large amounts being gained by actively utilising sorcery and artefacts. COR is used as a vulnerability against psychological attacks made by supernatural enemies, the specifics of which will be covered in the respective enemies' bestiary entries.

Bitches for Thoth Amon does not use other “mental” stats for PCs, with the implication being players have full agency of their characters’ thoughts and mental states, or that all PCs are totally fearless and impeccably rational no matter the circumstance or odds (in the Hyborian Age, men are all badasses). Game masters and players may elect to have additional mental stats and related gameplay mechanics if desired.

Returning to our example character, Goman is particularly strong and tough at 8 STR and 8 CON with 60HP. However, he isn’t very fast with his 4 AGI, and can’t hit the broadside of a mammoth with his 2 DEX.

3.1.4 Proficiencies

Proficiencies are specific actions or types of actions that a character is familiar with, and can perform significantly better than others. Proficiencies come in many categories, such as proficiency with movement, weapons, armour, and so forth. Proficiencies usually offer bonuses to rolls and checks made for specific actions, but in some cases can confer unique and powerful bonuses.

In the table below, we have provided a list of proficiencies that player characters can choose from at the start of the game. By default, PCs can pick up to 3 proficiencies at character creation. Each proficiency has requirements, such as base stat levels or other proficiencies, and can only be picked if the character fulfils all of its requirements.

Table 3.1.4A Starting Proficiencies Table

Category	Name	Effect	Requirement
Armour	Light Armour Proficiency	+1 to AGI when Unarmoured or wearing Light Armour	AGI 9+
Armour	Medium Armour Proficiency	No DEX and AGI penalty when wearing Medium Armour	STR 7+ AGI 7+
Armour	Heavy Armour Proficiency	DEX and AGI penalty reduced to -2 when wearing Heavy Armour	STR 9+
Weapon	Designated weapon Proficiency	+1 to contest when attacking with the designated weapon type (Sword, Mace, Axe, Spear, Greatsword, Greataxe, Maul, Polearm, Bow, Sling)	-
Weapon	Shield Proficiency	+1 to DEX when blocking with shield	DEX 4+
Combat	Movement Proficiency	+1 to movement range when not over encumbered	AGI 8+
Combat	Grappling Proficiency	+1 to contests when performing the Grapple Action	STR 7+ AGI 7+
Skill	Binding	+2 to contests when performing the Bind	DEX 7+

	Proficiency	Captive Action	
Skill	Order Proficiency	Submission Threshold -1 when performing Captive Actions	STR 7+
Skill	Torturer Proficiency	+2 to contest when performing the Beating Captive Action	DEX 7+
Skill	Lover Proficiency	+2 to contest against Willpower when performing the Rape Captive Action	DEX 6+ AGI 6+ CON 6+

Depending on the type of game players want or the type of PCs players want to build, game masters can always permit additional starting proficiencies (including higher-tier ones) found later on in Section 7, regardless of whether PCs meet the necessary stat requirements.

Our hero Goman starts with a weapon proficiency in Swords, granting him a +1 to hit on top of the usual +2 provided by swords. He also chooses Medium Armour Proficiency, although he will need to find a set of those sometime later. In addition, Goman picks the Grappling proficiency to enhance his already impressive grappling ability.

3.1.5 Starting equipment and items

Starting equipment and items can vary greatly between PCs depending on their background, proficiencies, and the type of game the game master has in mind for the PCs. In general, Bitches for Thoth Amon recommends PCs start with one Iron-tier weapon, a set of Clothes or Light Armour, 5 Bandages, and 100 Gold to buy additional items (either at character creation or before their first Quest). Below are tables of common starting weapons, armour and items, their corresponding effects, and their monetary values.

Table 3.1.5A: Starting Weapons

Weapon	Damage	Range	Hand(s)	Effect	Weight	Value
Iron Sword	8	1	1	+2 to hit	1	50
Iron Axe	8	1	1	-2 enemy Block value	1	30
Iron Mace	8	1	1	+4 Ignore	1	30
Iron Spear	8	2	1	-	1	30
Iron Greatsword	12	2	2	+1 to hit	4	100
Iron Greataxe	12	2	2	-2 enemy Block value	4	80
Iron Maul	12	1	2	+6 Ignore	4	80
Iron Polearm	12	3	2	-	4	80
Light bow	8	6	2	Can make Indirect	4	50

				attack at -2 DEX		
Sling	8	6	2	+4 Ignore	2	20
Iron Javelin	STR	STR	1	Use Throw attack	2	20
Round shield	-	-	1	+2 Block value	2	20

Table 3.1.5B: Starting Armour

Type	Name	Armour	Effect	Weight	Value
Clothing	Loincloth	0	+1 AGI, draws enemy aggro	0	0
Clothing	Basic clothes	0	-	1	10
Light	Linothorax	2	-	4	50
Light	Padded armour	2	-	4	50
Light	Fur armour	2	Warm	4	50

Table 3.1.5C: Starting Items

Type	Name	Effect	Weight	Value
Healing	Bandages	2 Actions to use. Restore 20 HP	1	10
Healing	Antidote	1 Action to use. Remove Poison status immediately	1	20
Healing	Health Potion	1 Action to use. Restore all HP	1	100
Slavery	Brand	Use to enslave Bitches	10	100
Restraint	Slave Collar with leash	Use to enslave Bitches	5	100
Restraint	Shackles	Use to bind legs while allowing slow walking, inflict AGI -2	5	100
Restraint	Cuffs	Use to bind arms, inflict DEX -2	5	100
Thrown	Net	Inflict Netted effect to target	2	50
Thrown	Oil keg	Drench target in oil	3	50
Thrown	Fire bomb	Sets target and surrounding area of radius 2 on fire	3	200

Thrown	Poison keg	Poisons target	1	100
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Depending on the type of game players want or the type of PCs players want to build, game masters can always permit additional starting Gold, or starting equipment and items taken from the full range of available items (including higher-tier equipment and items) found later on in Section 10.

In our example, our hero Goman starts with his trusty Iron Sword and a Round Shield, wearing Linothorax he took off a dead Aquilonian warrior, along with a Net, five Bandages and not a single Gold coin to his name.

3.1.6 Starting followers

In the savage lands of the Hyborian Age, exploring the world alone is a sure way to get yourself killed. Beyond having powerful allies in other PC, your PCs may be accompanied by up to two Followers. Followers are NPCs who travel with PCs, be it slaves held in bondage, true companions following out of their own will or merely hired muscle. In the game, they function as additional PCs that their owning player controls, and in combat the owning player will take their turns. Each PC can have up to two followers, although this limit may be further modified by other rules.

All followers apart from Slaves owe no permanent loyalty to the owning player's PC, and may leave at any time either for narrative reasons, or at the end of a mercenary contract.

For level 1 PCs, Bitches for Thoth Amon does not recommend starting them with any followers or Bitches, and must put in work to gain their first captives or allies. Alternatively, players may discuss with the game master, and draw followers from the common followers table in Section 7, or slaves from Section 9.

3.2 Setting up a game of Bitches for Thoth Amon

After each player has created their PC, the group will determine the location for their adventure. This can range from the desert cities of Stygia, to the harsh frozen lands of Nordheim, to anything in between. The most important aspect of this step is to set the general tone of the adventure, whether it is a promised land filled with noble bright opportunities, or in the grim darkness of this wasteland there is only suffering. The game master should also make clear the geography of the immediate region around the PCs, including major geographical features like mountains, rivers, deserts and forests, as well as significant human settlements like cities and towns. The culture and religion in the area should also be established, if it is relevant to the PCs' backgrounds.

Why be a slaver

PCs are, without exception (as Bitches for Thoth Amon intends, at least), slavers. Why each PC engages in slavery should be informed by their background, motivation, and personal

beliefs or necessities. Some may be in it through desperation for money, some as an expression of sexual domination, while others see it as their misogynistic duty to put Bitches in their rightful place. Regardless of their causes, your PCs have joined with one another in a bid to get out there and get some Bitches. They are now ready for their first quest.

3.3 Your first quest

At this point, we recommend that PCs will meet and form a party through some sort of plot hook, and be given a quest hook to embark on their first quest. Experienced game masters and PCs may require less handholding in this aspect, and so this section is written to be a summary of how adventures and quests are intended to play out in Bitches for Thoth Amon.

Quests and adventures in Bitches for Thoth Amon are generally motivated by the desire to acquire Bitches, wealth, status, and valuable or powerful artefacts and sorceries. Whether the PCs are meeting up to embark on their first quest, or whether they are already partied up and in the middle of their quest, the game master can use one of the following starter quest templates to ease the players into the game.

3.3.1 Slave raid

A very straightforward quest type. PCs will travel to target location populated by Bitches, such as a small village, camp, cave, ruin etc., with the goal of capturing as many slaves as possible.

This target location is ideally located near the PCs' starting area, and also close to a city or town where captives can be properly enslaved and sold/put to work. For starting and low-level players, they should also face minimal criminal and reputational repercussions for raiding this target location.

3.3.2 Kidnapping

Another straightforward quest type. PCs are tasked by their quest giver (or at their own initiative) to travel to a known location that harbours one or more specific Bitches. These could be important figures to local communities or nobility, notorious outlaws, or some other relatively famous Bitches, whose reputation precedes them and made them a valuable target for slavery.

This type of quest focuses on capturing one or a small number of specific (and often more powerful and/or valuable) Bitches. Players will need to ensure that their targets are properly captured, kept alive during battle, and do not escape easily.

3.3.3 Exploration

A more open-ended type of quest with no specific objective, only to travel to a location of interest such as a notable cave, ruin etc. and explore it, battling its denizens and reaping its rewards along the way.

Exploration quests are a good way to keep some degree of mystery around adventures, with PCs guided by plot hooks leading them only to the target location but have no idea what they may find inside. Of course, battle and Bitches usually await them.

3.3.4 Journey

Another open-ended type of quest that involves PCs travelling to a far away location, either as part of a higher objective, or to migrate to another region offering different adventures. The journey will involve many encounters along the way including battles, exploration, a larger variety of Bitches to capture, and so forth. There is no singular “quest location”, instead the game master can create a series of stops and points of interest along the journey, each filled with different quests, events, battles, and Bitches.

Now that the type of quest has been chosen, PCs can spend time preparing for their upcoming quest, typically by gathering information and purchasing items within the nearest settlement. This is meant to be an organic, narrative process that players work with the game master with. Eventually, PCs will make ready, embark on their quest, and arrive at the quest location.

For the purposes of this overview, we will use the Slave Raid quest type as an example. In this case, Goman and his new friend Zubo the Hyrkanian Archer met in town, and decided to party up to capture some Bitches for some easy money and carnal release. They seek out rumours in town of nearby settlements, and eventually arrive at a small camp in the Aquilonian countryside, populated by a dozen or so Bitches, known to be former slaves turned bandits plaguing the roads.

Our heroes elect to sneak up on the settlement at dawn, and launch an ambush on the small party of 4 Bitches guarding the settlement gate. Combat is now initiated, and in the next section we will go over how it is carried out.

4. Combat (draft complete)

Combat is the typical method of dispute resolution in the savage lands of the Hyborian Age. In this section, we will cover the basics of how to begin, conduct, and end combat.

4.1 Entering combat

Combat can be initiated through a variety of means, either with sufficient awareness by player characters, or unexpectedly as part of an ambush. Either way, the game master will declare the start of combat, and set up the battle map with models representing PCs, enemies, and any significant terrain and objects.

While game masters are free to prepare battle maps, we have included some templates for maps based on size and types of terrain. These can be found in section 10 of this book.

When players enter combat, they must determine the number of

4.2 Turn order

At the start of combat, turn order for all combatants is determined by their respective AGI values, taking into account all relevant modifiers. Turn order goes from the highest AGI to the lowest. This turn order may then be modified by additional rules, such as Ambush. If there is a tie in AGI between PCs and their allies, players will decide on who goes first, but must stick to this order for the rest of that combat. If there is a tie in AGI between PCs/allies and enemies, PCs/allies will always go first.

Turn orders are fixed at the start of combat, and will remain the same in each round of combat until the end of that combat, regardless of changes to characters' AGI values during the combat. Some rules may temporarily modify a character's turn order, however.

Each combatant will take their Actions in their Turn. After all combatants have finished their Turns, the Round of combat ends, and the next Round of combat will begin.

4.2.1 Ambush

When an ambush occurs, either by the PCs or by enemies, all ambushers will go first in the first turn, with their respective AGI determining the turn order among them. All the victims of the ambush will then take their turns, again in order determined by their AGI. After the first Round, turn order for the rest of the combat will be determined by combatants' current AGI values.

For example, a bandit (with AGI 6) is ambushed by Goman (AGI 4). In the first Round, Goman will go first as he is the ambusher. From the second Round onwards, the bandit will go first, as determined by her higher AGI at the start of the second Round.

However, if the bandit's AGI is lowered to 3 during the first Round as a result of being inflicted with the Netted status, from the second Round onwards Goman will go first, even if she removes the net by the second Round and her AGI is restored to 6.

4.3 Actions

Each Turn in combat involves combatants taking actions. Actions are grouped into three categories:

- Movement
- Attack
- Skill

Each turn, characters can take up to two Actions. This Action quota does not carry over into subsequent turns if unused, and may be modified by other effects. Unless otherwise specified, the same Action can be taken more than once within the same turn. In some rare cases, certain Actions may consume more than one Action quota.

At the game master's discretion, Actions that are not listed in this book, especially minor ones, may be free Actions and do not consume this quota.

4.3.1 Movement Actions and how they work

Movement Actions are used to reposition characters around the battle map. They will always come with a Movement value, indicating how far a character can be moved with this action. Common movement Actions include the following:

Run

Move value: 5

The default movement Action for characters, with no specific advantages or disadvantages. Run can be used in conjunction with other movement Actions, if the player declares that the PC will undertake both Actions together. For example, the PC can run 3, Jump across a gap of 3, and then run the remaining 2.

Jump

Move value: 3

Jumps a character across a horizontal gap or hazard. The jump action is also used to vault over low obstacles (below 1 height) of width up to the jump move value.

If there is an elevation change downwards, the jump move value needs to satisfy the horizontal distance jumped. The jumping character will then take fall damage based on the distance fallen, at 5 damage per 1 height.

Climb

Move value: 3

Climb up or down a height. The character's base must be able to reach a flat surface within the climb move value, for the climb to be valid (i.e. characters cannot "hang" on a wall without reaching the top/bottom within one turn). If a character is climbing downwards and cannot reach the bottom with their movement value, they will fall the remaining height and take fall damage accordingly.

Charge

Move value: 5

Charge at another character and slam into them, attempting to knock them back or off balance.

To charge, the player must declare a charge, and designate a target. Movement must be enough to end in base-contact with the target of the charge, for this Action to be valid.

The PC then makes a contest with his AGI against the target's AGI or DEX (the target's choice).

If the PC is successful in this contest, the PC moves into base contact with the target, then move the target 1 backwards in the direction of the charge, and apply the Off-Balance status to the target.

If the PC fails this contest, the PC moves towards the target and stops 1 away, then apply the Off-Balance status on the PC.

4.3.2 Attack Actions and how to resolve them

Attack Actions are used to damage and incapacitate enemies. Attack Actions are usually based on the weapon equipped by the character, but there are additional situational attack Actions that all characters can use. The success of attack Actions are usually based on the attacker's DEX.

To attack, the player must declare an attack, and designated a target. The target will choose to either Dodge, Block, or Take the attack.

If the target chooses to Take the attack, the attack Action succeeds automatically, and damage is applied.

If the target chooses to Dodge the attack, the attacker makes a contest with his DEX against the target's AGI. If the attacker succeeds in this roll, the attack hits and the weapon damage is applied. If the attacker fails in this roll, the attack misses and no damage is applied.

If the target chooses to Block the attack, the attacker makes a contest with his DEX against the target's DEX. If the attacker succeeds in this roll, the attack hits and the normal weapon damage value is applied. If the attacker fails in this roll, the attack hits their blocking weapon or shield, and its weapon damage value is reduced by the target's Block value. The default Block value for targets blocking with their weapons is 6. The Block value may be further modified by shields, skills and other rules.

Listed below are attack Actions that are always available to all characters. Characters will usually have one or more additional weapon-specific attack Actions, based on their equipped weapons.

Basic attack

Make an attack with the character's equipped weapon (or bare hands, if the character is unarmed) against a target. The target must be within the equipped weapon's range for this Action to be valid.

Opportunity Attack

Make an attack with the character's equipped weapon against a target. This is an automatic reaction made when an enemy within 1 of the character attempts to take a movement Action to move further away. This automatic reaction does not factor into a character's usual action quota.

After the contest is resolved, the enemy will complete its move as normal, regardless of the outcome of the contest.

Throw attack

Make an attack by throwing the object in the character's hand, at a target. The range of throwing is determined by the thrower's STR stat (i.e. a character with 6 STR can throw objects up to 6). Characters can only use the throw attack Action with objects that are currently equipped in their main hand, or equipped in both hands.

Unless otherwise specified, weapon damage from the thrown object is equivalent to its weight. For example, a rock that weighs 5lb will deal 5 damage when thrown.

Throw attacks can be made against other PCs and allies. In such cases, the target may allow the throw to succeed automatically. If a throw against an ally is successful, the target may choose to either let the thrown object hit them (suffering damage as per normal), or choose to "catch" the thrown object and automatically equip it in an empty hand or hands.

Grapple attack

Make an attack by grappling the target. The target must be in base contact with the grappler for this action to be valid. To grapple, the player must declare grapple, and select a valid target. The grappler then makes a contest with his STR or AGI (his choice) against the target's STR or AGI (their choice). If the grappler fails in this contest, nothing happens. If the grappler succeeds in this contest, apply the Grappled status to the target. At the start of each of their subsequent turns, the grappler must choose to either take the grapple attack Action (expending one Action in their quota, and they can take any other action normally with their remaining Action quota) and maintain the grapple, or release the grapple to take Actions normally. A grapple is released automatically if the grappler takes a movement Action, is moved by a third party, or becomes Dead or Incapacitated.

A character inflicted with the Grappled status suffers a -3 modifier to their DEX and AGI, and cannot take any Actions. If the Grappled status was applied this Round, they cannot attempt to break free. At the start of their turn in subsequent Rounds, they must make a contest against their grappler to break free. If they succeed in this contest, they lose the Grappled status and can take actions normally. If they fail in this contest, they remain Grappled and can attempt to break free again in the next Round.

If all remaining enemies on the battle map have the Grappled status, the combat immediately ends as a victory for PCs, and all Grappled enemies are now Incapacitated.

Non-lethal attack

Any time an attack action is taken by a player, they may declare that the attack is "Non-lethal" before making rolls. If the attacker succeeds in his contest, and if the damage dealt is sufficient to kill the target, the attacker must immediately make a DEX roll. If they fail this roll, the target is killed as per normal. If they succeed in this roll, the target is not killed, and is instead inflicted with the Incapacitated status. Characters using weapons with the "Blunt" characteristic automatically succeed this DEX roll.

4.3.3 Skill Actions and how they work

Skill Actions are a diverse group of Actions that do not fall under movement or attack. These are usually utility Actions or serve specialised functions, such as Captive Actions (these will be discussed more in section 5). Below are some of the common skill Actions that players will use across most games.

Equip item

Equip an item into the character's hand or hands. The equipped item must either be within the character's inventory, or within 1 of the character's base, for this action to be valid.

Drop item

Drop items in one or both of the character's hands. Unless otherwise specified, this is a free Action and does not consume the character's Action quota.

Use item

Use an item from the character's inventory, such as potions or oils. Items may take more than one Action to use, depending on the item's description.

Interact

A broad generalisation of actions taken to interact with the environment, such as opening doors or activating mechanisms. Depending on the situation, this may take more than one Action to use, depending on the specific interaction taking place.

4.4 Damage and Armour

When attack actions are successful, damage will be dealt to targets. Damage is calculated based on the Damage value of a weapon, reduced by the Armour value of the target's armour.

For example, Goman has taken a basic attack Action with his one-handed iron sword, and has successfully hit his target, a bandit. The one-handed iron sword has a Damage value of 8, and the bandit was wearing Medium armour which has an Armour value of 4. As such, the Bandit will take 4 damage.

It is notable that some weapons inflict damage that can negate armour. This is reflected in a weapon's Negate value. For example, the one-handed iron mace has an Negate value of 2, on a Damage value of 8. If the bandit is hit with this weapon instead, his Armour value of 4 will be partly negated, and the Bandit will take 6 damage.

4.5 Defeating enemies and ending combat

To defeat an enemy, PCs must reduce their HP to zero or below, or inflict the Incapacitated status on them through any other means. If an enemy reaches 0 HP from a PC's attack, they are Dead unless the player had declared a non-lethal attack beforehand. If an enemy

reaches 0 HP from a third-party source of damage (i.e. environmental hazards, falling), they are Incapacitated unless otherwise specified by the game master and/or agreed on by players.

As Bitches for Thoth Amon is intended to be a casual and less intense game, PCs and allies are always Incapacitated when their HP reaches 0. Depending on the game master and players' preference, this ruling can be modified to treat PCs and allies with the same lethality as enemies, or vice-versa with enemies always being Incapacitated.

Dead and Incapacitated characters can no longer fight, and turn orders in subsequent rounds no longer take them into account. Incapacitated characters cannot rejoin the combat, even if their HP is subsequently restored to be above 0. When all enemies are dead or Incapacitated, the Combat ends. The battle map is removed, Rounds and Turns are no longer used, and players return to narrative gameplay.

4.6 Status

Statuses are lingering effects that affect a character over time. A status can inflict positive, negative, or otherwise mechanically significant effects on a character. Statuses can be inflicted in and out of combat, and are either removed automatically over time, or must be removed through specific Actions.

A character can only gain a single instance of any one status. Repeated instances of a status gained are ignored. For example, a character cannot have two instances of Incapacitated concurrently.

Below is a table of common statuses that players are expected to encounter in their adventure, how they are usually gained and removed, and what their effects are.

Table 4.6A Common statuses and their effects

Status	Gain	Remove	Effect
Incapacitated	<ul style="list-style-type: none"> HP reaches 0 	<ul style="list-style-type: none"> Woken by another character out of combat 	<ul style="list-style-type: none"> Cannot participate in combat Cannot take any actions out of combat
Fallen	<ul style="list-style-type: none"> Hit by attacks or effects that makes the character fall down 	<ul style="list-style-type: none"> Take an interact Action to make an AGI roll. If passed, remove the Fallen status. If failed, consume an additional Action, and remove the Fallen status. 	<ul style="list-style-type: none"> Cannot take actions except to get up DEX -3

Grappled	<ul style="list-style-type: none"> • Be successfully hit by a grapple attack 	<ul style="list-style-type: none"> • Grapple released 	<ul style="list-style-type: none"> • Cannot take actions in combat • DEX -3, AGI -3
Netted	<ul style="list-style-type: none"> • Be successfully hit by a net 	<ul style="list-style-type: none"> • Net successfully removed 	<ul style="list-style-type: none"> • Cannot take movement actions • AGI -3
On fire	<ul style="list-style-type: none"> • Be hit by fire 	<ul style="list-style-type: none"> • Automatically removed after 3 turns in combat • Take an interact Action to roll on the floor • Be hit by water • Become incapacitated 	<ul style="list-style-type: none"> • -6 HP at the end of each round
Poisoned	<ul style="list-style-type: none"> • Be hit by poison 	<ul style="list-style-type: none"> • Use antidote • Make a CON roll at the end of each round (before taking poison damage), succeed to remove • Become incapacitated 	<ul style="list-style-type: none"> • -6HP at the end of each round (after failing CON roll)
Hands bound	<ul style="list-style-type: none"> • Be bound by another character 	<ul style="list-style-type: none"> • Make a STR or DEX roll at the end of each round, succeed to remove • Bindings removed by another character 	<ul style="list-style-type: none"> • Cannot take Actions in combat that involve the use of hands or arms • Cannot take actions that involve the use of hands or arms outside combat • DEX -3
Legs bound	<ul style="list-style-type: none"> • Be bound by another character 	<ul style="list-style-type: none"> • Take an interact Action to make a STR or DEX roll. Succeed to remove • Bindings removed by another character 	<ul style="list-style-type: none"> • Cannot take Actions in combat that involve the use of legs • Cannot take actions that involve the use of legs outside combat • AGI -3
Fully bound	<ul style="list-style-type: none"> • Both hands and legs bound 	<ul style="list-style-type: none"> • Make a STR or DEX roll at the end of each round, succeed to remove bindings on hands (status changes to 	<ul style="list-style-type: none"> • Cannot take Actions in combat • Cannot take actions outside combat • DEX -3, AGI -3

		“Legs bound”) <ul style="list-style-type: none"> • Bindings removed by another character 	
Leashed	<ul style="list-style-type: none"> • Wearing a collar or another restraint with a leash that is either fixed to a location, or held by another character 	<ul style="list-style-type: none"> • If leash is fixed, make a STR roll with a modifier of -3 (by default, the game master can vary this difficulty) • If leash is held, make an STR contest against the character holding the leash. If successful, the leashed status is removed and the inflict the Fallen status on the leash holder. If failed, inflict the Fallen status on the leashed character. 	<ul style="list-style-type: none"> • Cannot move beyond the length of the leash (by default 3, can be customised by the game master or PCs)

Beyond the statuses listed in this table, the game master and players may agree to create and add additional statuses that are relevant to your games.

4.7 Post-combat

After combat ends in the PCs’ favour, they will usually have time to reap the spoils of their conquest. This involves gaining experience to improve their stats and skills, looting items from Dead and Incapacitated enemies (who cannot resist), as well as capturing Bitches.

Returning to our scenario from earlier, the PCs have defeated the 4 Bitches who were guarding the settlement, with all of them non-lethally knocked out and Incapacitated. They gather the Bitches’ armour and equipment, with Goman finding himself a nice set of Medium Armour. Each of the PCs also gains a shared amount of XP for defeating the four Bitches, although this time it is insufficient for Goman and Zubo to level up. Looking upon the unconscious Bitches on the floor, now stripped to their undergarments, the PCs proceed to capture them. The next section will be covering how capture and enslavement works.

5. Enslavement (draft complete)

Enslavement of Bitches is a core aspect of the game, and is often the main reward from combat encounters. This section will cover how capture and enslavement is performed, as well as the basic interactions with captured/enslaved Bitches.

5.1 Capturing Bitches

“Captured” represents a Bitch in your character’s custody and at his mercy. All player characters have the “Capture” skill Action available at all times, although this action can only be used on an Incapacitated Bitch, be it knocked out, grabbed and/or pinned, tied up, or through other means. The Capture action always succeeds on an eligible target, unless overruled by another rule, and changes the status of the Bitch to “Captured” under its Freedom status.

Under the “Captured” status, player characters are now able to interact with the Bitch using Captive Actions. These will be covered in the next section.

The “Captured” status is automatically removed if the Bitch is freed from your character’s captivity, either through her own actions, a third party’s intervention, or you releasing her. The “Captured” status in isolation leaves no lasting effects on the Bitch, beyond story-based implications such as hatred and revenge.

Upon being captured, Bitches always have “Defiant” under their mental status, unless otherwise specified by rules or the game master. This will be further discussed in the next section as well.

5.2 Willpower and Submission

Willpower and Submission are stats unique to Bitches, and range from 0 to 12.

5.2.1 Willpower

Willpower represents their level of mental resistance to orders from their master. Depending on the Bitch’s background, traits, personalities and proficiencies, even outwardly similar Bitches can have significantly divergent Willpower. It is used in rolls if a situation arises when a Bitch may turn on her Master, in contests against certain Captive Actions, and as a threshold for turning the Defiant mental status into the “Compliant” and subsequently “Broken” status.

For example, the “Rape” Captivity Action involves a contest between the PC’s STR, DEX or AGI (whichever is highest), against the captive Bitch’s highest of these stats. If successful, the PC then makes another contest but this time against the Bitch’s willpower, to determine the outcome of the Action.

5.2.2 Submission

Submission represents the buildup of submissiveness in a Bitch under physical and mental duress, until she is finally mindbroken and becomes perfectly obedient. Submission starts at 0, and is checked against thresholds for certain Captive Actions. These Captivity Actions automatically pass if the required level of submission is reached. For example, the “Basic Orders” Captive Action has a Submission threshold of 3, and so this order will always be successful on Bitches with 3 or more Submission, unless overridden by another rule.

Submission can be changed by modifiers, representing certain situations or traits will make Bitches more or less obedient. This includes situations such as being tied up or being threatened with a weapon, and personalities such as “Brave” or “Timid”. A list of common modifiers are included in the table below. All modifiers stack unless otherwise specified:

Table 5.2.2A Submission Modifiers Table

Category	Submission Modifier	Amount modified
Situational	Under armed guard	+1
Situational	Hands bound	+1
Situational	Legs bound	+1
Situational	HP below half of maximum (rounded down)	+1
Situational	HP at 1	+1
Situational	In location hostile to her, or unlawful/dangerous location in general	+1
Situational	Master HP below half of maximum	-1
Situational	Master HP at 1	-1

Compliant

Compliant is usually the end state of training for Bitches, and where they unlock their full potential for PCs.

Once a Bitch’s unmodified Submission reaches the same value as her unmodified Willpower, the Bitch has become Compliant. Her Mental status changes from Defiant to Compliant, and she will obey all instructions of her Master without question. When a Bitch is Compliant, all Captive Actions that check for Submission Threshold will automatically succeed, regardless of her Submission value. All Captive Actions that require contests will also automatically succeed in the PC’s favour.

However, the Bitch will continue to make all required Willpower rolls, and if she succeeds in any of these, the outcomes will occur as usual. For example, if given Combat Orders, a Compliant Bitch will still make the Willpower roll at the start of each Round, and if she passes this check she will still attempt to escape. This leaves room for players who like the radiant narrative hooks and gameplay elements offered by the occasional slave escaping, leading to a sequence of pursuit, recapture and further punishment.

Broken

Broken is a quality-of-life improvement over Compliant, and is useful when players no longer want the narrative and gameplay elements of a Bitch escaping.

Once a Bitch's unmodified Submission reaches 12, the Bitch is Broken. Her mental status changes from Compliant to Broken, and the Bitch is now perfectly loyal to her Master. She will no longer make any Willpower rolls regardless of circumstance, unless specifically overridden by another rule. If separated from her Master, she will make every effort to return, and will announce herself as her Master's slave if it would aid in her recovery.

Upon being Broken, the player can choose to remove any number of the Bitch's personality traits permanently. This will be covered more in Section 8.1 Personality Traits.

If a Broken Bitch is willingly and permanently transferred by her Master to another Master, she will remain Broken and permanently loyal to her new Master, while retaining no lasting loyalty to her original Master.

If the Broken Bitch is willingly and temporarily transferred by her Master to another Master (e.g. in brothels, gladiatorial arenas, mercenary contracts etc.), she will remain broken and temporarily loyal to her new Master until the terms of the temporary transfer have ended.

The Broken status can only be removed if the Bitch is forcefully enslaved by another Master, in which case she returns to Defiant and her Submission resets to 0. If this Bitch has not yet been Broken again by the second Master, she would immediately return to the Broken status when recovered by her original Master.

5.3 Common Captive Actions

5.3.1 Captive Actions with rolls

Bind

Limit: Unlimited, can be used in Combat

Make a DEX contest against the Bitch's AGI. If the PC succeeds in this contest, he can choose to bind the Bitch's arms or legs. If the PC fails this contest, he instead takes 1 damage from the Bitch's struggling.

Another successful DEX contest against the Bitch's AGI is required to bind her other set of limbs. If both arms and legs have been bound, apply the Fully Bound status to the Bitch.

Rape

Limit: once per Bitch, per Scene.

Make a contest between PC's STR, DEX or AGI (whichever is highest) against the Bitch's STR, DEX or AGI (whichever is the highest). This first contest represents the PC trying to rape the Bitch, while she struggles to resist him.

If the PC succeeds the first contest, he will make another contest against the Bitch's Willpower, to determine the outcome of the rape. If the PC fails this contest, he instead takes 1 damage from the Bitch's struggling.

If the PC succeeds the second contest, increase the Bitch's Submission by 1 permanently, implying that the experience was either so mentally devastating, so pleasurable, or both, that the Bitch is one step closer to being broken. If the PC fails this contest, the Bitch will receive a +1 modifier to her Submission until the end of this scene.

Beating

Limit: once per Bitch, per Scene

Make a contest between PC's STR, DEX or AGI (whichever is highest) with the Bitch's CON. This represents the effectiveness of the PC's blows on the Bitch, and how she may endure them.

If the PC succeeds this contest, the Bitch will receive a +3 modifier to her Submission until the end of this scene, and has her HP reduced to half of its current total.

If the PC fails this contest, he must immediately make a DEX roll. If he fails this DEX roll, reduce the Bitch's HP to 1 (representing the beating having gone too far). If he succeeds in this DEX roll, reduce the Bitch's HP to half of its current total instead.

5.3.2 Captive Actions with Submission Thresholds

Basic Orders

Threshold: 3

Limit: Unlimited

Orders the Bitch to immediately perform simple movements or actions that they are physically capable of without much difficulty. This includes actions such as following the PC around, carrying reasonable weight, picking something up etc. The Bitch must not wield a weapon during any of these actions, must not be in any danger (real or perceived), and must stay in close proximity to the PC (or any other PC).

Remote Orders

Threshold: 5

Limit: Unlimited

Orders the Bitch to perform tasks outside the immediate supervision of any PCs, either immediately or at a later time. This includes actions such as going to the market, doing chores alone in the residence while PCs are away, delivering a message to an NPC etc. The Bitch must not wield a weapon during any of these actions, must not be in any danger (real or perceived), and must be given clear instructions of the task and consequences of failure.

Combat Orders

Threshold: 6

Limit: Unlimited

Orders the Bitch to become a follower for the duration of this combat, and fight alongside PCs. The Bitch will fight with equipment given to them until the end of the scene, when they return to being a normal captive.

However, as Bitches are not yet Broken at this stage, they will make a Willpower roll at the start of every Round in combat, subject to the modifiers in the table below. If she succeeds in this Willpower roll, she will immediately lose her Captured status and attempt to escape.

Table 5.3.2A Combat Willpower Modifiers Table

Combat Willpower Modifiers	Amount modified
Enemies outnumber friendlies (including herself)	+1
Enemies lawful and neutral to her	+1, will join combat against PCs instead of escaping
Enemies allied to her	+3, will join combat against PCs instead of escaping
Enemies unlawful and/or hostile to her	-5
One or more non-master PCs incapacitated	+1
Her Master is incapacitated	+3

5.4 Enslavement

Enslavement is the process where a Bitch becomes formally recognised as her Master's property. This process usually involves brands, engraved collars, or other special implements that physically distinguish a slave from a regular captive. Depending on the availability of such implements, the process of enslavement can be carried out at the point of capture, or at a later time when the tools or equipment become available.

Once a Bitch is enslaved, her Freedom status changes from "Captured" to "Slave - [Owner]". The "Slave" status is always tagged to an Owner. If ownership of a Bitch changes, the Owner will be updated on her Freedom status accordingly.

Depending on the dynamic of the PCs' party, the "ownership" and "control" of slaves may vary among PCs. In some parties, specific slaves may be owned by specific PCs, for example whoever captures the slave will be her owner (i.e. potentially leading to players/PCs competing over capturing slaves). Alternatively, captives will be pooled and then assigned during enslavement to specific PCs, who can best utilise each slave's qualities. In other cases, slaves may be owned collectively by the party (e.g. under a company/tribe/band).

Game masters and players should make it a point to discuss this and make ownership modes clear before starting a game of Bitches for Thoth Amon.

5.4.1 Modes of enslavement

Different modes of enslavement will present different practical implications for gameplay and for the narrative. In the sections below, we will present some of the most common modes of enslavement found in the Hyborian Age.

Branding

Advantages: Permanent and recognisable, can be done in the field, consumes no resources

Disadvantages: Requires preparation time, easy to hide, slaves not tagged to owner

A crude and torturous yet effective method, branding involves marking the slave with a symbol, usually a commonly used symbol for slaves in the region. Branding leaves a permanent scar on the Bitch, and can be easily recognised if not covered by clothing.

Branding is the easiest and cheapest method of enslavement, requiring only a slave brand and a fire, both of which can easily be brought into the field. This means branding can be done in the field. Furthermore, branding consumes no resource beyond the fire, so there is no limit to how many Bitches that can be branded. It will require some time to make a fire and heat up the brand, however, and so there is a one hour preparation time for branding, during which PCs cannot move away from the location of the fire.

Slave brands may be generic (to the local region), or custom made for the PC as a recognisable mark for them or their business. Generic brands have the disadvantage of not tagging the Bitch to her owner, however, and ownership disputes may occur especially if she escapes. The brand can also be easily covered by clothing, unless it is on a prominent part of the Bitch's body such as the face.

Collaring

Advantages: Recognisable, cannot be easily covered, can be instantly done in the field, slaves tagged to owner

Disadvantages: Requires purchase and engraving, limited in number, not permanent

Collaring involves forcing a slave collar on a Bitch, securely locked and engraved with the owner's name and details. Collaring can be done quickly with no preparation, allowing Bitches to be enslaved and moved immediately after capture. Engraved collars also have the benefit of being very recognisable, large and difficult to hide with clothing, and makes the slave's owner clearly known.

A collar paired with a chain is also an effective way of limiting a Bitch's movement. PCs can hold chains in their off-hand, which prevents a chained Bitch from moving further than the chain's length. Chains are typically 3-long, although PCs may customise chain lengths as needed, when given the opportunity.

However, slave collars can be expensive, and PCs must take time to purchase and engrave them before embarking on quests. Collars are also heavy by design, and depending on the

PC's STR, a limited number can be carried on any quest as they take up valuable weight and space which could instead hold equipment or supplies. Another issue is that collars are not permanent, and once it is removed with a stolen key or lockpick, the Bitch can easily blend into society.

Registration

Advantages: Recognisable, legally protected and tagged to owner, increases Submission

Disadvantages: Must be done in town, may be costly, may require audit, not always available

As slavery is institutional in the more civilised regions such as Stygia and Zingaria, they can often be officially registered under their Masters.

Registration of slaves at a designated government official or lawman will offer the best legal protections and rights for PCs. The local authorities will be aware of his property rights, and will be more likely to aid him in recovering an escaped or stolen slave. Registered slaves will also be clearly marked by the authorities, often with official collars that are widely recognised and difficult to escape, or official brands and tattoos that also announce her Master.

However, registration will usually require PCs to physically bring a slave to a designated place in town, and may incur some monetary cost. An audit via checking existing registries may also be required to prove that the slave is not stolen.

Registration is also not always available, especially in less civilised regions like Cimmeria or Nordheim without formal government authority. Furthermore, slaves registered in one state or city may not be recognised outside of its jurisdiction, making it no better than the physical brand or collar it entails.

5.5 Escape

Bitches who are not yet completely broken will always yearn for freedom, and will attempt to make an escape at every opportunity. In your PCs adventures, there will come moments where captives and slaves become unattended, and offer them opportunities for escape.

This risk of escape is represented in the game by Willpower rolls that the game master can call for in certain situations. These situations include when PCs are asleep, are distracted for long periods by events or enemies, or have left the slave/captive unattended for any reason. If there is no PC (or ally) actively standing guard, the game master can call for a Willpower roll made by any slave/captive. By default, Bitches can only attempt to escape once per day, although game masters and players can decide to shorten or lengthen the intervals between escape attempts depending on the narrative and group preferences.

As long as a slave/captive passes her Willpower roll, she will make an escape by first attempting to remove her arm and leg bindings. This is represented by one DEX roll made by the Bitch per 5 minutes of in-game time (while the PCs are away). Once her bindings have been removed, the Bitch will escape. In the rare event that the Bitch's arms are bound but not her legs, she will not make any DEX checks to unbind her hands, but escape

immediately. If PCs return while the Bitch is still in the process of removing her bindings, the escape fails and she is immediately recaptured.

Once a Bitch escapes, the Captive status is removed, although the Slave status will not be immediately removed, depending on her mode of enslavement. If the Bitch is still in the Defiant stage, her Submission resets to 0. If the Bitch is in the Compliant stage, her Submission remains at the same value.

The outcome of an escape is determined by the game master. This can involve the escapee returning to her old location of residence (village, camp, city etc.), fleeing to a new location, being recaptured by law enforcement and returned to the PCs eventually, captured by a third party, or any other scenario that the game master deems appropriate. We have included an optional table for Escape scenarios in Section 10 to assist game masters in this.

After a successful escape, if PCs encounter the escapee again, they have the opportunity to recapture her, via the same procedure as any other Bitch. As mentioned above, Compliant Bitches will retain their Submission value when recaptured, while Defiant Bitches reset their Submission to 0, and will require training from scratch.

Returning to our scenario from earlier, Goman and Zubo have captured the 4 Bitches, bound their hands, and raped each of them violently until they could barely walk. But walk they must, since Goman has them at sword-point, ordering them to fall in line between him and Zubo as they march back to town, where the Bitches will be registered as slaves.

5.6 Captives of third parties

Sometimes, PCs may find captive or enslaved Bitches held by third parties. These could include bandit camps, apemen dwellings, caves occupied by cultists, and so forth. Once their captors have been defeated, PCs may choose to capture or free these captives of third parties.

If PCs choose to capture, the Bitches are captured as normal. If PCs choose to free, the Bitches are set free. Most would choose to return to their homes, although some may offer to be temporary or permanent followers of PCs.

6. Management (draft complete)

Once Bitches have reached the Compliant stage, they can be put to work in various ways to benefit PCs. This section will cover the stats and capabilities of Bitches that determine their aptitude in tasks, as well as the various tasks that they can be made to engage in.

Each Bitch can have up to one active job (except for Spy), and will continue to work in these jobs until specified otherwise by PCs. Returns from a Bitch's job will depend on her job stats, and will be given to her owner at appropriate intervals (for example, daily from a prostitute, or monthly from a large business).

6.1 Job stats for Bitches

In addition to the usual physical stats shared by all characters, Bitches have additional stats that affect their performance in jobs. Similar to physical stats, job stats range from 0 to 12, and include the following:

Beauty (BEA): Beauty represents a Bitch's physical level of attractiveness to others. This tends to be a combination of natural-born appearance, makeup, and clothing.

Seduction (SED): Seduction represents the knowledge and techniques for romance and carnal pleasures, used to satisfy and manipulate others depending on the situation

Diplomacy (DIP): Diplomacy represents the interpersonal skills use for networking and politics, supporting PCs in negotiations and extending their influence in society

Enterprise (ENT): Enterprise represents accounting and business acumen, used to manage PCs' businesses of slaves, brothels and so forth

A Bitch's job stats are based on her background, and are revealed to PCs after she is enslaved. Different Bitches will thus be suitable for different kinds of work, but can always find some way to support the PCs outside of combat, especially if PCs have goals that involve moving up the social and wealth ladders.

In the following section, we will go through some common jobs for Bitches, the requirements for each job, and the expected returns. Note that depending on the settlement, not all jobs may be available. For example, in a small mountain town in Cimmeria, there may not be any brothels and thus no need for Madames.

6.2 Common jobs for Bitches

6.2.1 Prostitution

The oldest profession is alive and well in the Hyborian age. Prostitution flourishes in towns and cities, and even on the road among travelling bands. Putting Bitches to work as prostitutes will always be a lucrative source of income. This can come in many forms, such as putting Bitches in a brothel (owned by someone else), peddling them on the street in a town, or bringing them into camps of soldiers or travellers in the countryside. Players should discuss with game masters on what is the most appropriate and/or convenient mode of prostitution for the campaign.

Job stats used:

Prostitution is based mainly on BEA and SED, affecting the popularity and price of Bitches selling themselves.

Revenue:

As a baseline for revenue, prostitution returns 1 coin per day, per point of BEA and SED. (i.e. a Bitch with 7 BEA and 5 SED will return 12 coins per day)

6.2.2 Brothel Madame

Bitches talented in the exploitation of her peers can make excellent Madames, should PCs be savvy and wealthy enough to open a brothel. This job requires PCs owning a brothel, and generates no direct income, but can increase the revenue of other Bitches significantly if the Madame's relevant job stats are high.

Job stats used:

Madames primarily use SED and ENT, with SED used to improve her prostitutes' techniques, while ENT is used to effectively manage the brothel business. Bitches need a minimum sum total of 15 in SED and ENT to be eligible for this job. This sum total is also the maximum number of prostitutes they can manage. In addition, they need to be Broken instead of Compliant.

Revenue:

As a baseline for revenue, a Madame increases the Gold revenue of each prostitute under her management by $1/4$ of the sum of her SED and ENT, rounded down. For example, a Madame with 8 SED and 7 ENT (sum 15) will increase the revenue of each prostitute by 3.

6.2.3 Trophy girl

A trophy girl is used as an accessory to a successful man, who flaunts her beauty and etiquette to others in a bid to improve her master's social standing. Trophy girls tend to accompany their masters around town in their interactions with nobles, merchants and other notable figures.

Job stats used:

Trophy girls primarily use BEA and DIP, presenting themselves as high-value figures to elevate their master's status. Bitches need a minimum sum total of 15 in BEA and DIP to be eligible for this job.

Revenue:

Trophy girls have no baseline of monetary revenue. Instead, each time a trophy girl's master gains influence while she is in his presence, increase his Influence gain by the sum of her BEA and DIP. For example, in a meeting with a local noble, a PC gains 10 Influence. A trophy girl with 10BEA and 5DIP will cause him to gain 15 additional Influence.

6.2.4 Merchant girl

It is common in cities for women to be the salesgirls of mens' businesses. A merchant girl will manage PCs' business while they are out exploring, raiding, or otherwise engaged in less mundane adventures.

Job stats used:

Merchant girls primarily use DIP and ENT, managing sales, client networks, and finances of PCs' businesses to ensure a steady stream of revenue.

Bitches with a minimum sum total of 15 in DIP and ENT may expand businesses to become a large business (with PCs selecting the specific type of business and industry). This will require significant monetary investment from PCs, but will also generate significant revenue and Influence.

Revenue:

As a baseline revenue, a merchant girl returns 1 coin per day, per point of DIP and ENT. (i.e. a Bitch with 3 DIP and 4 ENT will return 7 coins per day)

If a merchant girl is running a large business, she returns 2 coins per day, per point of ENT and DIP, plus 1 Influence per day, per point of DIP. For example, a Bitch with 8 DIP and 8 ENT will return 32 coins per day, plus 8 Influence.

6.2.5 Spy

Spy is not a standalone job, but a role placed in addition to other jobs. Spies gather information passively while working at their day jobs, and can be sent on espionage missions to fulfil other clandestine objectives.

Job stats used:

Spies can use all 4 job stats, with a specific focus on very high values in a single stat. Any Bitch with 9 or more in any job stat can be a Spy in addition to her usual job. This represents spies building espionage networks and gathering information at their regular jobs, such as chatting up brothel customers or making connections with other merchants.

Revenue:

As a baseline revenue, spies return 1 Influence per point of their highest job stat relevant to their regular job. For example, a spy working as a prostitute with 9 BEA and 7 SED will return 9 Influence per day. Game masters may also dispense plot hooks or plot-relevant information through any PC's spies. Spies also build their Spy Network value based on the amount of influence they return, this will be further discussed in section 8.2 Spy progression.

In addition to passive Influence gain and narrative devices, spies can be sent on specific espionage missions. These are usually narratively driven such as finding out a business competitor's trade secrets, discovering the local noble's political vulnerabilities, finding the secret hideout of bandits, and so forth. Once a PC sends a spy on such a mission, they must make a roll with their highest job stat, modified by a difficulty determined by the game master. For example, the same prostitute spy is sent undercover to a noble's palace to find the location of his treasure vault. She must now make a BEA roll (her highest job stat, at 9), with a difficulty modifier of -3 (very hard). She rolls a 6 and succeeds, and seduces the noble into revealing the treasure vault, before returning to the PCs with that information.

6.2.6 Gladiatrix

Common in some regions of the Hyborian Age, strong Bitches are put into arenas and made to fight one another, in an attempt to satisfy the bloodthirst and lust of men. These matches are usually not to the death, but can be very dangerous nonetheless

Job stats used:

The Gladiatrix is a unique job that involves a Bitch's physical stats (STR, DEX, AGI, CON) instead of her job stats, offering an alternative revenue source for Bitches who are great in battle but fit for little else. A Bitch is only eligible to be a Gladiatrix if the sum of her physical stats is equal to or higher than 28. In addition, Gladiatrix is the only job that does not require the Compliant status, and Defiant Bitches can be put into the arena and made to learn their place.

Revenue:

Gladiatrices do not generate consistent revenue but through randomised wins and losses in matches. A "Match" takes place every time PCs are away on a quest (or once every week, whichever the game master and players choose). Before the match, PCs can bet any amount of Gold on the outcomes (upper limit of bet determined by game master, as appropriate to the PCs' current financial state). The Bitch must then make one roll on each of her 4 stats (STR, DEX, AGI and CON). If the Bitch succeeds on 3 rolls, PCs receive double their bet in return. If the Bitch succeeds on all 4 rolls, PCs receive quadruple. Otherwise, PCs earn nothing. PCs may not bet against their own slaves (or those of other PCs).

7. Player Character Progression (draft)

7.1 Levelling up and its rewards

Player characters in Bitches for Thoth Amon get stronger and unlock new abilities by levelling up.

At each level up, PCs will gain one stat buy point (as discussed in section 3.1.3). These can be spent to increase their stats permanently. PCs can save buy points over several level ups, to pay for stats that require 2 or 3 buy points. Buy points can be spent at any time outside combat, so players do not need to immediately buy stat increases at the point of levelling up.

In addition to buy points, at each level up, players can also take one additional proficiency point (as discussed in section 3.1.4). Similar to stats, proficiency points can be spent at any time outside combat (players can "bank" proficiency points and buy a proficiency when they discover a need for it). In the following sections, we will cover the requirements for levelling up, the full list of proficiencies that players can buy, as well as the full list of equipment and items that players may encounter in their adventures.

7.2 XP for levelling up

Levelling up uses Experience Points, or XP. XP is usually gained by defeating enemies in combat, and by training Bitches to reach the Compliant and Broken states. By default, Bitches for Thoth Amon recommends XP being shared among all PCs in a party. For example, defeating a bandit in combat rewards 3XP, and so all PCs will gain 3XP. XP gained from combat is added at the end of that combat, when PCs are victorious, defeated, or have

safely escaped. XP from training Bitches is added at the point where a Bitch reaches the Compliant state, and again when a Bitch reaches its Broken state.

XP from combat is based on an enemy's XP value. This is usually found on their stat sheet. XP from training Bitches is based on her Willpower. Upon reaching the Compliant stage, players gain XP equivalent to the Bitch's willpower. Upon reaching the Broken stage, players gain 12 XP.

Levelling up occurs automatically and immediately when the required XP threshold is reached for a PC. The following is a table showing XP thresholds for level ups:

Level	1	2	3	4	5	6	7	8	9	10
XP										

Level	11	12	13	14	15	16	17	18	19	20
XP										

Level	21	22	23	24	25	26	27	28	29	30
XP										

For most games of Bitches for Thoth Amon, we recommend a playable level range of 1 to 15, as content may not be adequately balanced for higher levels due to the exponential power increases from stacking proficiencies and stats.

7.3 Proficiencies

Proficiencies in Bitches for Thoth Amon can be divided into 4 categories: Armour, Weapon, Combat, and Skill. Unless otherwise stated, all effects from proficiencies stack with one another. To reiterate, PCs must fulfil all requirements of a proficiency before they can take it.

The following subsections will go into more detail on each category of proficiencies. Note that proficiencies listed in the starting proficiencies table will also be found in their respective category tables here.

7.3.1 Armour Proficiencies

Armour proficiencies either support the use of their respective types of armour, or enhance the wearer's abilities when wearing those armours.

Table 7.3.1A Armour Proficiencies Table

Category	Name	Effect	Requirement
Armour	Light Armour Proficiency	+1 to AGI when Unarmoured or wearing Light Armour	AGI 9+
Armour	Light Armour Mastery	+1 to AGI when Unarmoured or wearing Light Armour	Light Armour Proficiency, AGI 11+
Armour	Unburdened	+2 range to all Movement skills when Unarmoured or wearing Light Armour	Light Armour Mastery
Armour	Precise movements	+1 to DEX when Unarmoured or wearing Light Armour	Light Armour Mastery
Armour	Medium Armour Proficiency	No DEX penalty when wearing Medium Armour	STR 7+ AGI 7+
Armour	Medium Armour Mastery	No AGI penalty when wearing Medium Armour	Medium Armour Proficiency STR 9+ AGI 9+
Armour	Perfect Fit	+2 Armour Value when wearing Medium Armour	Medium Armour Mastery
Armour	Perfect Balance	+1 to AGI when wearing Medium Armour	Medium Armour Mastery
Armour	Heavy Armour Proficiency	DEX and AGI penalty reduced to -2 when wearing Heavy Armour	STR 9+
Armour	Heavy Armour Mastery	+2 Armour Value when wearing Heavy Armour	Heavy Armour Proficiency, STR 11+
Armour	Into the fray	When wearing Heavy Armour, any time you choose to Take an enemy attack, receive +1 to your next attack contest. Multiple instances of this can stack indefinitely until you make your next attack contest.	Heavy Armour Mastery, CON 9+
Armour	Bulwark	+2 Block Value when wearing Heavy Armour	Heavy Armour Mastery, CON 9+

7.3.2 Weapon Proficiencies

Weapon proficiencies are bound to specific weapon types, and either enhance its wielder's capabilities, or add new Actions in combat. Below are three tables for proficiencies relevant to one-handed, two-handed, and ranged weapons.

Table 7.3.2A One-handed weapon proficiencies

Category	Name	Effect	Requirement
Weapon	Designated weapon Proficiency	+1 to attack contests when attacking with the designated weapon type (Sword, Mace, Axe, or Spear)	-
Weapon	Sword Thrust	While wielding a Sword, you may take the Sword Thrust attack Action. This makes a weapon attack at -2 to hit and +4 Negate.	Sword Proficiency, DEX 6+
Weapon	Sword Mastery	While wielding a Sword, +1 to Attack and Block contests against opponents not wielding Swords.	Sword Proficiency, DEX 8+, AGI 8+
Weapon	Mace Stun	While wielding a Mace, you may take the Mace Stun attack Action. This makes a weapon attack at -6 Damage, and inflicts -3 DEX and -3 AGI on the target on hit, until the start of your next Turn.	Mace Proficiency, DEX 6+
Weapon	Mace Mastery	While wielding a Mace, +4 Negate on all attack Actions.	Mace Proficiency, STR 10+
Weapon	Axe Hook	While wielding an Axe, you may take the Axe Hook attack Action. This makes a weapon attack that, if successfully blocked by a shield, removes the target's shield until the start of your next Turn.	Axe Proficiency, DEX 6+
Weapon	Axe Mastery	While wielding an Axe, whenever your attack is successfully blocked by a shield, you may make an STR check against the target's modified Block value. If the STR check is passed, the target's shield is permanently destroyed and automatically dropped.	Axe Proficiency, DEX 10+
Weapon	Spear Push	While wielding a Spear, you may take the Spear Push attack Action. This makes a weapon attack that, if successfully hits, pushes the target back until they are 2 away from the attacker.	Spear Proficiency, DEX 6+
Weapon	Spear Mastery	While wielding a Spear, whenever an enemy moves to be within 2 of you, you	Spear Proficiency,

		may immediately make an opportunity attack against them. If this opportunity attack hits, they are pushed back until they are 2 away from you.	DEX 8+
Weapon	Shield Proficiency	+1 to DEX when blocking with shield	DEX 4+
Weapon	Shield Bash	While wielding a Shield, you may take the Shield Bash attack Action. This makes a weapon attack that deals 0 damage against a target in base-contact with you. If it hits, push the target back by 2	Shield Proficiency, DEX 6+
Weapon	Shield Mastery	While wielding a Shield, you gain +2 Block Value in addition to the bonuses from the Shield itself. In addition, targets hit by your Shield Bash Actions must make an AGI roll, and if they fail they gain the Fallen Status after being pushed back by 2.	Shield Proficiency, STR 8+, DEX 8+

Table 7.3.2B Two-handed weapon proficiencies

Category	Name	Effect	Requirement
Weapon	Designated weapon Proficiency	+1 to attack contests when attacking with the designated weapon type (SGreatsword, Greataxe, Maul, or Polearm)	-
Weapon	Greatsword Swipe	While wielding a Greatsword, you may take the Greatsword Swipe attack Action. This makes a weapon attack at -2 to the attack contest, against each enemy within your attack range (in the sequence of your choice)	Greatsword Proficiency, DEX 6+
Weapon	Greatsword Mastery	While wielding a Greatsword, all basic attack actions gain +2 Negate and -2 Block.	Greatsword Proficiency, STR 10+
Weapon	Greataxe Cleave	While wielding a Greataxe, you may take the Greataxe Cleave attack Action. This consumes 2 Actions to make an attack, at double the base damage of the Greataxe (before modifiers are added)	Greataxe Proficiency, DEX 6+
Weapon	Greataxe Mastery	While wielding a Greataxe, whenever your attack is successfully blocked by a shield, you may make an STR check against the target's modified Block value. If the STR check is passed, the target's shield is permanently destroyed and automatically dropped.	Greataxe Proficiency, DEX 10+

Weapon	Maul Smackdown	While wielding a Maul, you may take the Maul Smackdown attack Action. This makes a weapon attack that, if successfully hits, inflicts the Fallen status on the target.	Maul Proficiency, DEX 6+
Weapon	Maul Mastery	While wielding a Maul, +4 Negate on all attack Actions.	Maul Proficiency, STR 10+
Weapon	Polearm Push	While wielding a Spear, you may take the Polearm Push attack Action. This makes a weapon attack that, if successfully hits, pushes the target back until they are 3 away from the attacker.	Polearm Proficiency, DEX 6+
Weapon	Polearm Mastery	While wielding a Polearm, whenever an enemy moves to be within 3 of you, you may immediately make an opportunity attack against them. If this opportunity attack hits, they are pushed back until they are 3 away from you.	Polearm Proficiency, DEX 8+

Table 7.3.2C Ranged weapon proficiencies

Category	Name	Effect	Requirement
Weapon	Designated weapon Proficiency	+1 to attack contests when attacking with the designated weapon type (Bow, Sling, or Throwing)	-
Weapon	Bow Indirect Shot	While wielding a Bow, you may take the Indirect Shot Action. This makes a weapon attack at -3 to hit, and does not require unobstructed line-of-sight if the target can be reasonably reached by an arcing projectile (e.g. not in another room, or under a roof).	Bow Proficiency, DEX 6+
Weapon	Bow Mastery	While wielding a Bow, whenever you fail an attack contest, inflict -1 on the target's movement, AGI and DEX until the start of your next turn.	Bow Proficiency, DEX 10+
Weapon	Sling Heavy Shot	While wielding a Sling, you may take the Sling Heavy Shot Action. This makes a weapon attack with -2 range and +4 Negate.	Sling Proficiency, DEX 6+
Weapon	Sling Mastery	While wielding a Sling, +2 to attack range with the Sling	Sling Proficiency, DEX 8+, AGI 8+

Weapon	Fast hands	Switching between a Throwing weapon and a melee weapon is now a free action.	Throwing Proficiency, DEX 6+
Weapon	Throwing Mastery	While making a Throw attack, +1 to attack range and +2 to Negate	Throwing Proficiency, DEX 8+, STR 8+

7.3.3 Combat Proficiencies

Combat Proficiencies offer additional options, interactions and buffs for combat-related actions.

Table 7.3.3A Combat proficiencies

Category	Name	Effect	Requirement
Combat	Movement Proficiency	+1 to movement range when not over encumbered	AGI 8+
Combat	Fleet of Foot	When your movement triggers an opportunity attack, make an AGI roll. If successful, the opportunity attack is not triggered	Movement Proficiency, AGI 10+
Combat	Implacable	When you are being moved by another character (e.g. Charge, Spear Push etc.), you may choose to make an AGI roll. If successful, you are not moved. You gain other statuses such as Off-Balance and Fallen as per normal.	Movement Proficiency, AGI 9+, CON 9+
Combat	Grappling Proficiency	+1 to contests when performing the Grapple Action	STR 7+ AGI 7+
Combat	Pinning Grapple	At the start of your turn, if you are currently maintaining a grapple, you may instead choose to Pin the grappled character. This inflicts the Fallen status in addition to the Grappled status. In subsequent Round, you may choose to maintain the Pin at the start of your turn.	Grappling Proficiency, STR 9+, AGI 9+
Combat	Supplex	While grappling, you may take a Supplex attack Action. Make an AGI roll, and if successful, deal damage to the grappled character equal to the sum of your STR and AGI.	Grappling Proficiency, STR 9+ AGI 9+
Combat	Taunt	You may take an Interact action to Taunt a target. In their next turn, they must move their maximum distance until they can	CON 7+

		attack you, and then make only attack Actions against you.	
Combat	Warcry	Your Taunt Interact Actions now affect all enemies for their respective next turns, instead of only one target.	Taunt, CON 10+
Combat	Swagger	Allies have +1 to hit with their attacks against any enemy that is under the effect of your Taunt.	Taunt, CON 9+, DEX 9+

7.3.4 Leader Proficiencies

Leader proficiencies do not usually affect the PC, but provide benefits to their followers in combat. Only PCs can take Leader proficiencies, and Leader proficiencies only take effect when they are on a PC. Effects from leader proficiencies only affect the PC's own followers, and not those of other PCs.

Table 7.3.4A Leader proficiencies

Leader	Team Leader	You may bring up to 3 followers into Combat	Level 3
Leader	Band Leader	You may bring up to 4 followers into Combat	Team Leader, Level 6
Leader	War Leader	You may bring up to 5 followers into Combat	Band Leader, Level 9
Leader	Leading blows	When you succeed in an attack against a target, all your followers gain +1 to their attack contests against this target until the start of your next Turn.	Level 3, STR 9+
Leader	Combo attack	When you make an attack Action that is blocked or dodged by an enemy, one of your followers in base contact with you may immediately make a basic attack against the same enemy as a free Action.	Level 3, DEX 9+
Leader	Rotate	While you are in Combat, you may take the Rotate movement action to switch positions with one of your followers within 3. This does not trigger opportunity attacks, but must require both you and your follower to be able to move to their respective positions with a normal movement action (e.g. must not be Netted)	Level 3, AGI 9+
Leader	Bodyguard	When an enemy makes an attack against you, if one of your followers is in base	Level 3, CON 9+

		<p>contact with you, they may choose to block the attack for you, making a block contested roll as normal. Damage from failing the roll or crash damage are applied to the follower.</p> <p>You may also block attacks for followers in the same manner.</p>	
Leader	Presence of Strength	While you are in Combat, your followers get +1 to Throwing range and +1 to grapple contests	STR 10+
Leader	Presence of Dexterity	While you are in Combat, your followers gain +1 to attack and block contests	DEX 10+
Leader	Presence of Agility	While you are in Combat, your followers gain +1 to Movement range and +1 to dodge contests	AGI 10+
Leader	Presence of Constitution	While you are in Combat, your followers can use the Taunt Action	CON 10+
Leader	Combat trainer	Whenever one of your Bitches gain a point in any of their physical stats, they may also gain a Weapon, Armour or Combat proficiency that you have, which they also meet the requirements for (e.g. Goman has Heavy Armour Proficiency, so when his Bitch gains a point in STR to reach STR 9, Goman's player can choose for her to gain Heavy Armour Proficiency).	Level 10, Any stat 11+

7.3.5 Skill Proficiencies

Skill proficiencies usually support actions outside of combat including exploration, business and diplomacy, and of course, slavery.

Table 7.3.5A Skill proficiencies

Skill	Binding Proficiency	+2 to contests when performing the Bind Captive Action	DEX 7+
Skill	Lockdown	Restraints in your inventory may be applied in Combat using the Bind Captive Action.	Binding Proficiency, DEX 8+
Skill	Trap Proficiency	<p>You can make now place traps that inflict one of the following effects:</p> <ul style="list-style-type: none"> ● Netted ● Bound Legs ● Burnt ● Poisoned 	DEX 6+

		An enemy triggering a trap will initiate combat, with the enemies being Ambushed by the PCs' party.	
Skill	Order Proficiency	Submission Threshold -1 when performing Captive Actions	STR 9+
Skill	Torturer Proficiency	+2 to contest when performing the Beating Captive Action	DEX 7+
Skill	Lover Proficiency	+2 to contest against Willpower when performing the Rape Captive Action	DEX 6+ AGI 6+ CON 6+

8. Bitch Progression (draft)

Bitches and other non-player characters function differently from PCs in gameplay. While sharing most combat-related functionalities as PCs, Bitches have additional stats and have a different progression system. The following sections will go into more detail on a Bitch's character makeup and progression.

8.1 Personality traits

While PCs in the Hyborian Age are all stoic badasses, Bitches can often be driven by emotion and personality quirks. Personality traits are inherent traits to Bitches that provide boons and banes across a variety of situations, and serve as a key element to each of their roles in the players' narratives. A stuck-up, arrogant noblewoman will offer a very different taming process compared to a submissive doormat of a farmgirl, while a blunt and abrasive warrior woman will provide very different interactions compared to a secretive and plotting cultist.

Personality traits are included in each Bitch's character sheet. A Bitch can only have one personality trait at a time. Personality traits can be gained or lost based on the narrative and at the discretion of the game master.

When a Bitch is Broken, the player can choose to change the Bitch's personality to any other personality. This is a one-off decision, and the player cannot choose to change this again in the future. The Bitch's personality will also no longer be changed by the narrative.

Below is a table listing all the personality traits that a Bitch may have:

Table 8.1A Personality Traits

Trait	Effect
Neutral	None
Brave	Submission modifier -2, Willpower rolls +1

Timid	Submission modifier +2, Willpower rolls -2
Arrogant	+3 to all contests against Captive Actions performed by PCs, but double all Submission from Captive Actions if PCs succeed
Pragmatic	Submission modifier +2, Willpower rolls +2 when rolling to escape
Underdog	If Master's physical stats sum (STR+DEX+AGI+CON) is higher than hers, Submission modifier +2
Sycophant	If set as follower or trophy girl, Submission modifier +2, Willpower rolls -2. Otherwise, Submission modifier -1, Willpower rolls +1
Mindbroken	Immediately apply the Broken status when enslaved

8.2 Job stats progression

Unlike PCs, a Bitch does not level up, gain additional physical stats, or gain additional proficiencies. Instead, Bitches make progress in their job stats based on the work assigned to them, representing an increase in aptitude at their assigned task.

After performing a job for 3 days (either continuously or intermittently), a Bitch gains 1 buy point for her job stats. This buy point is added after the revenue for her job has been awarded for the day.

Buy points for job stats work in the same way as buy points for physical stats. Each stat point from 1 to 5 costing 1 point, stat points of 6-8 costing 2 buy points each, and stat points of 9-12 cost 3 buy points each. If all of her job stats are at 12, a Bitch does not gain buy points.

The Spy job and the Gladiatrix job do not count toward job stats progression. Instead, these two jobs will provide different progressions, which will be covered in the following sections.

8.3 Spy progression

Spies make progress differently from normal jobs. As spies also have another normal job, they will increase their job stats over time as normal. In addition to that, spies will build a unique resource known as "spy network". Spy network represents the spy's level of influence over the community (town, city, region etc.), and is calculated by the lifetime amount of influence that this spy has generated through their spy job.

Spy network is used for a variety of narrative-related purposes including generating quest leads, generating additional influence, overcoming narrative challenges, and so forth. These will be most relevant to game masters, and will be covered more in Section 10.

8.4 Gladiatrix and combat follower progression

Bitches who regularly engage in combat will improve their combat prowess over time. This applies to Bitches assigned as followers who experience real combat, and to Bitches assigned to work as Gladiatrices.

By participating in combat, Bitches gain buy points for their physical stats. After finishing a quest as a follower, or achieving 3 victories as a Gladiatrix, a Bitch will gain one buy-point for their physical stats. These can be used to increase their physical stats in the same way that PCs do. Bitches are limited in raising their physical stats, however, with each stat being capped by the corresponding stat of their master. For example, Goman who at this point has STR 10, owns a Gladiatrix Bitch. This Bitch can raise her STR up to 10, and cannot raise her STR further until Goman increases his own STR.

9. Building blocks of an adventure for game masters (empty)

9.1 Regions and Settlements

9.2 Notables and points of interest

9.3 Quests

9.4 Rewards

10. Sample settlements and dungeons (empty)

11. Bestiary (empty)

12. The endgame (empty)

13. Sample endgame challenges (empty)