Kinky Fight Club Builder Supplement

Version 1.0

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Ah, so you've decided to make the plunge and become an owner and operator of a Kinky Fight Club? Well you have come to the right place to get started! The club will follow you from jump to jump appearing somewhere near where you begin the jump and retain any additional upgrades.

You can get Kinky Points (KP) through the main Kinky Fight Club Jump. Additional KP can be gained by exchanging CP for KP in a 1:2 exchange (so for every 1 CP, you get 2 KP). This supplement can be accessed in any world and at any time allowing you to improve your club as you go.

Club Amenities

A selection of amenities to install in your club/compound.

Free – Style and Theme

Your club can be styled and decorated in any theme you wish? Want to have a grungy warehouse theme? Done! An upscale club with Art Deco styling? Done! Want the place to look like a Mesoamerican Temple, a sci-fi arcade, or a Japanese Bathhouse? Done, Done, and Done! Any theme you can imagine can be yours and all for free! If you wish to change your theme and decorations it can be done for free once per jump.

Free – Basic Staff

For Free you have an assortment of staff for your club who are automatically hired from the population of the local universe. In each jump you will gain a new set of staff hired from the populace of that universe.

Upgrades:

50 KP – Follower Staff and Staff Apartments

Your staff are now a set of followers who are absolutely loyal to you and your companions. Their species/looks are your choice and they can be replaced at

your discretion. Added to the club compound are a set of staff apartments to house them.

Free – Parking Garage

A large adjacent or underground parking garage for guests to park their vehicles. This includes a stable if the people commonly use animals for transport. If the club is adjacent to water this includes some docks.

Upgrades:

50 KP – Jumper Parking and Vehicle Maintenance Area

A private parking level for your vehicles with a high quality maintenance and vehicle upgrading/customizing facility. This also includes a stable for your animal transport. If the club is adjacent to water this includes a private dock with a maintenance/upgrading/customizing facility.

50KP - Bar Area

What is a club without a bar? For 100 KP you will get a basic bar area stocked with a few standard (generic beer, wine, etc) and some specialty local universe drinks.

Upgrades:

25 KP – Dining

Your bar area also doubles as a restaurant serving some standard and local food with a dining area and also concessions stands for visitors watching the matches.

25 KP - Expanded Stock

Your bar has a massively expanded stock of drinks and food that grows with you in your travels. The chefs and bartenders are top quality that can make

anything you ask for, provided they have the resources. Your chefs and bartenders will search out all the local dishes and drinks and will be able to magically source exotic food and drink ingredients from other universes you have visited.

50 KP – Musical/Performance Stage

What's a club without some live music, a DJ, burlesque acts, or maybe some stand-up comedy? With this option your club will have a musical/performance stage area.

Upgrades:

25 KP – Dance Floor

Not only do you have a stage, you have a large dance floor so that your guests can bust a move or perform more elegant dances.

25 KP – Elegant Table Seating

Some elegant table setting with a view of the stage for those of you who want a more of a classy nightclub vibe.

50 KP – Erotic Performance Area

Well, this is an adult club after all! This upgrade adds an area with platforms, poles, and other amenities for performers to perform stripteases and other acts for an audience.

50 KP - Brothel

This adds on a brothel service to your club along with a set of private bedrooms for the clients to use. As you are the owner of the establishment you and your companions can make use of this feature for free.

Upgrades:

25 KP – Deluxe and Themed Rooms

The private bedrooms are now top of the line with extremely comfortable furnishings, hot tubs/bath features, and large toy chests of accessories for clients to make use of. The rooms can also be individually themed to different themes such as a BDSM Room, a heart themed romantic room, a jungle theme, etc.

50 KP – Gift Shop

A shop area carrying an array of erotic items such as branded sex toys and recordings of matches and other club performances. In addition to this you can add any additional merchandise or stock to the shop.

50 KP – Arcade

An area stocked with various arcade machine (your choice of titles including erotic variants).

Upgrades:

25 KP – Animatronics

A set of animatronic robot characters who perform shows and can also serve as security. Available in 'sexy' versions as well.

50 KT - Gambling Area

A betting window where guests can place wagers on fights and other events.

Upgrades:

100 KT - Casino Floor

Adds an area filled with slot machines, card tables, roulette tables, pachinko

machines, and other games of chance for your guests to gamble at.

100 KT – Racing Track

A place for races to be held, ether of the animal variety or vehicles.

50 KP – Bathhouse and Spa

A bathhouse and Spa area with public bathing, showering, hot tubs, and massage areas that your guests can make use of – for either cleaning up or additional fun

50 KP – BDSM Dungeon

Well, this is a kinky club after all! This adds a public BDSM dungeon to the lower levels of your club compound. It is full of toys, all ranges of bondage equipment, private cells, and other resources. This is all in a theme of your choice.

Upgrades:

50 KP – Personal Dungeon

A separate private/VIP area of the dungeon for your own personal use. Also include a number of cells where guests can be locked away.

100 KP – Power Nullification Runes

Embedded around the dungeon are rocks covered in runes which nullify any magical or extraordinary powers in the dungeon area. With this enhancement metahumans, super powered individuals, magic users, and others will find their extraordinary powers do not work in the dungeon making them as vulnerable as any other person. If you wish the runes can be adjusted to exempt the Jumper and their Companion's powers from being nullified.

50 KP – Shrine

A small temple or shrine dedicated to a god, spirit, or saint related to pleasure, sex, love, and fertility or any other deity/object of worship of your choosing. Many miracles occur at your shrine and it is brimming with divine and magical energy.

Upgrades:

100 KP – Ritual Chamber

A chamber perfect for ritual orgies or other types of magical rituals. Any magical rite performed here has its power massively increased making them up to one thousand times more effective and powerful - if you wish. It also contains an adjustable magical sky which can overwrite external astrological conditions so you don't have to wait for dawn during the seventh full moon while Saturn is in Scorpio or any other special astrological condition.

100 KP – Club Airstrip

For those VIP clients and guests who have private aircraft. an airstrip suitable for even large passenger/cargo jets. This also includes a hanger and maintenance/upgrading/customizing facility.

Upgrades:

50 KP – Jumper Hanger and Aircraft Maintenance Area

A private hanger for your aircraft with a high quality maintenance/upgrading/customizing facility.

Club Facilities

A selection of facilities to aid in the smooth operation of your club.

Free - Locker Room

A locker room for the fighters to get themselves ready.

Upgrades:

25 KP – Gym and Showers

A small private gym for your fighters to train and a private showers area so they can clean up before and after matches.

50 KP – Recording, Editing, and Broadcast Studio

A slick recording, editing, studio so that you can make high quality professional recordings and broadcasts of matches, tournaments, and other performances at your club.

50 KP – Medical Clinic

A medical area to treat any injuries of guests or fighters. The medical clinic also offers a free inoculation for guests and fighters that both cures and prevents all sexually transmitted diseases, parasites, curses, and anything else harmful that can be transmitted sexually.

Upgrades:

50 KP – Expanded Medical Facilities

The medical clinic has all the features and quality staff of a top quality hospital with areas for surgery and recovery. It also includes an extensive sexual health care service, prenatal care, birthing care, and nursery.

100 KP – Soul Catcher and Cloning Bay

So you want to have more dramatic, dangerous, and potentially lethal fights? With this soul catching device you can ensure that anyone who dies on the compound can be resurrected. Within this device are mysterious magical gems

that can trap the soul/spirit/essence of the deceased. With the associated cloning bay and the included trained staff you can clone a new body that was identical to the deceased's old one (but in prime condition) and then transfer their soul/spirit/essence into the new body resurrecting them. On average it will take a month to grow a new clone body for the deceased.

50 KP – Legal & Financial Office

A legal and financial office within the club that lobbies and finds loopholes to make sure your club can stay in business along with providing other legal and financial services.

Upgrades:

200 KP – 300 KP – Sovereign Nation Status

Thanks to a legal loophole your club is now considered an independent nation whose sovereignty must be respected. You have ultimate power within your club compound and outside authorities have no jurisdiction over your compound or any activities conducted within it. Outside authorities might dislike you but will not be able to legally violate your sovereignty. For an additional 100 KP this sovereignty extends to all of your properties.

50 KP - Security Force

A well trained and armed security and bouncer force for your club which can handle any incident.

Upgrades:

25 KP – Private Militia

Your security force now has access to military grade weaponry and doubles as a private militia force.

25 KP – Static Defenses

A collection of wall turrets, SAMs, and other static defensive weaponry installed on your club compound.

50 KP – Penthouse Apartments

This adds on a a set of ten private bedrooms for you and your companions on the top floor of the club.

Upgrades:

25 KP – Deluxe Penthouse

The ten private bedrooms are now top of the line apartments with extremely comfortable furnishings, hot tub/bath features, and many other amenities of your choice. The penthouse also has a luxurious common lounge, dining area, and a swimming/bathing area.

25 KP – Helipad

An accessible helipad/flying craft landing zone with a maintenance/upgrading/customizing hanger.

100 KP – Utility Generator

A large mysterious machine that generates electrical power, electricity, recycles water/treats sewage, and also provides heating and air conditioning. Useful for when you cannot be hooked up to an existing utility grid or an angry official tries to cut utilities to your compound.

200 KP – Statue of Protection

A large naked statue of the Jumper's current form for the main entrance lobby of the club. This statue is embedded with both Magical and Electronic protections,

preventing any hostile magical or electronic attack targeted at the club compound from succeeding. Additionally, the statue can project an impenetrable magical barrier around the club preventing any known person/being(s) you wish from being able to cross and enter the club. The statue also always morphs to a likeness of the Jumper's current form.

1000 KP – Property Pimp Cane and Display Case

More of an item than something specifically part of your club, this pimp cane has the power to shrink your properties into the included little glass balls that act as cane toppers. They can then be stored in the included display case or taken elsewhere and magically restored to full size at a new location. The cane also allows you to attach and unattached properties to and from your cosmic warehouse. Thanks to the magic properties of this cane you can also merge multiple properties together by shrinking them into the same ball.

This pimp cane also incorporates and commands the powers of Dimensional Engineering as the restored properties will adjust themselves to fit a new location if the space/features of the location are different while maintaining the same interior space/facilities. You can also increase or decrease the base internal area of a building by as much as 10 times the original area.

The included display case has spots to display 12 properties in glass ball form but can hold an infinite number in its drawers (there are also an infinite amount of spare empty glass balls stored inside the case). While shrunk and stored in the display case properties will not automatically appear in the world allowing you to place them into the world at your discretion and leisure.

Fighting Arenas

The main attraction of your club is the sex fighting arenas (which can also be used as normal fighting arenas outside of this jump). You can purchase as many arenas as you want and they can be styled/furnished in any way that you wish. At base you get a wide open bare arena (with optional padding/mats) and a place for the audience to stand around and watch.

Arena Types:

Free – Basic Arena

Either an open bare floor of any type or a padded mat floor.

50 KP – Octagon

A classic style of arena. Your arena has an MMA-style octagon cage.

50 KP – Wrestling Ring

The mighty squared circle. Your arena is a wrestling/boxing style ring.

50 KP – Gladiatorial Arena

A very classic style arena. An open wooden floor covered with a 15 centimeter layer of sand just like the Romans used.

50 KP - Fighting Pit

A recessed pit in the ground that the fighters are lowered down into to fight.

75 KP – Mud Pit / Cum Pit

So you like it dirty huh? This arena is a decently sized recessed pit filled with mud or cum (just how deep is your choice).

75 KP - Narrow Path Arena

A somewhat claustrophobic arena where the fight takes place on a relatively narrow path that is longer than it is wide. This may be a bridge over a pit of some kind (filled with your choice of ether nothing, water, mud, cum, or a hazard like spikes, acid, or lava) or just a narrow area closed in by barriers.

75 KP - Ring Out Arena

An arena with a raised central area in the form of a circle, square, or any other shape and surrounded by an outside pit/moat (filled with your choice of ether nothing, water, mud, cum, or a hazard like spikes, acid, or lava). Fighters typically reach the fighting area via retractable bridges.

75 KP - Floating Platform Arena.

The arena is a circle or any other shape floating upon some sort of liquid (Your choice: typically water, mud, cum, or a hazard like acid or lava). The platform is somewhat unsteady leading to fighters occasionally losing their footing.

100 KP – Themed Arena

A more interesting type of arena. These types of arenas are themed to appear to be exotic/interesting fighting locations with a lot of themed furnishing and objects that the fighters might make use of. Examples include areas made to look like a bedroom, a BDSM dungeon, an alleyway, a ball pit, rooftop, a

temple, or any other environment that you can imagine.

100 KP – Replica Arena
A near exact replica of an arena/stage from any fighting game. This includes any hazards, opportunities, or any other special things the original arena/stage had.

Arena Features:

The various extra features of your arena – each purchase is for a single arena you are designing/customizing or improving:

Free – Audience Barrier
An audience barrier, either a cage wall or some short walls/barriers to mark off the arena.

25 KP – Audience Seating
Tiered seating for the audience so they can get good views of the match.

25 KP – Announcer Area and Cameras
An area for announcers to provide commentary on the match and cameras set up to record the match from multiple angles.

50 KP – Arena Hazard
A hazard in the arena that may add variety to the fights. Examples include traps which bind/hold an unlucky fighter in a vulnerable position for a short amount

of time or pleasure them, a ring of water surrounding the arena, a gas which increases the fighter's lust/susceptibility to orgasm, a tentacle pit, a mud or grease coated floor, et cetera. This can be bought more than once to add more hazards.

100 KP – Lethal Arena Hazard
A potentially lethal hazard in the arena that may add variety to the end of fights if you are conducting lethal fights. Examples include pits of acid, buzz saws, lava/molten metal, man-eating plants, et cetera. This can be bought more than once to add more hazards.

50 KP – Arena Opportunities
An opportunity in the arena that may add variety to the fights. Examples include non-lethal triggerable traps, places and resource to bind an opponent for a short time, places for toys and other objects that might be useful, et cetera. This can be bought more than once to add more opportunities.

100 KP – Lethal Arena Opportunities
A potentially lethal opportunity in the arena that fighters may use/trigger at the end of their fights. Examples include iron maidens, guillotines, deadly weapons, deadly triggerable traps, et cetera. This can be bought more than once to add more opportunities.

200 KP – Queen Lilly's Arena Enchantment
Special runes are carved around the area enchanting it. This enchantment, created by Queen Lilly from the Fairy War series, prevents entry or exit from

the arena area from the start of the fight until the fight ends in one of the user specified victory conditions. The enchantment also prevents any blows from being fatal or causing serious injury, allowing fighters to use weapons and powerful moves without seriously injuring or killing their opponent – at least until after the victory condition is met then the enchantment fades and if it is a lethal fight they may Finish Them.

Changelog

1.0 – First Release