



& Generic Competitive Sexfighting

Version 1.0.1

By Arcane Flame

It is another dark and dreary day in Atlantic City, New Jersey. You have recently moved into town to take on a new corporate job and it is the very epitome of dull. You want to constantly bang your head against the cubicle wall just to feel something - anything. You need adventure and companionship - you are alone in the big city with very few contacts to reach out to. It is a dull and depressing existence.

When you hear that a number of your coworkers are planning a meet-up at the Atlantic Bar, you eagerly attend even if you spend most of the time hearing your "friend" Matt droning on and on about nothing in a seemingly endless

ramble. You turn to look at one of your coworkers Marlene, a cute brunette woman with dazzling blue eyes, and confide in her.

“Well, have you ever considered Sexfighting?” she asks?

“What’s that?” you ask.

Marlene looks at you surprised for a moment before explaining.

“Sexfighting, is the sport of competitive sex. It dates back into mists of history with various ancient civilizations engaging in the sport. Some variants might have more or less of the fighting part but typically the goal is to outlast your opponent. I’m a part time recruiter for a local club that hosts sexfights, the Kinky Fight Club, we typically host fairly vanilla ‘fights’ focusing on the sex part with no excessive force used, only moderate grapples and pulling on clothes for stripping opponents. We also forbid physical blows and strikes with the exception of erotic spanking which is limited to moderate strikes to the ass. The matches typically last until one fighter cums and thus loses the match. We’re having tryouts soon to fill two open spots on our roster. I think it’s just what your looking for.”

Marlene then pulls out a business card with the club’s address out of her purse and hands it to you. “Come to the club after work tomorrow and I’ll show you around”

The next night you enter a rather classy and well furnished nightclub, you are

introduced to Mr. Zed, the eccentric owner of the club who wears a steampunk-style top hat with goggles sitting on the brim and then you enter one of the arenas. A packed crowd cheers on from the stands as a man and a woman in an octagon cage furiously engage in a match of competitive sex. Cameras broadcasting live for both local and national audiences focus on the passionate action. As the combatants jostle for dominance and to pleasure their partner the man suddenly cries out in orgasm as his opponent relentlessly sucks his cock in a sixty-nine position. The woman stands in victory with cum dribbling from her lips as the crowd erupts in cheers. The woman then has the loser perform cunnilingus on her until she cums as well.

Welcome Jumper to the great competitive sport of sexfighting! While this jump is mainly inspired by the game Kinky Fight Club by Mr Zed Games, it has been expanded to take in the whole genre of sexfighting involving games, porn, and art/writing projects. Examples of the genre include Princess of the Ring, Fairy War, Naked Fighter 3D, Ultimate Surrender, Defeated, The League, Ultimate Mating League, etc.

8==>{ You have 1000 CP to spend. }<==8

Setting & Rule Sets

First let's determine the setting and some common sexfighting rule sets. There will be some additional options in the scenario section.

Setting – Choose one for free or roll 1d6 if you want a random setting.

1	<u>Modern Day Earth</u> In this setting you are on a modern day-ish Earth and sexfights occur in special clubs or public arenas. Typically, the sport of sexfighting is legal and is often broadcast on TV. Popular fighters often become minor celebrities due to the sexfighting being recognized as a legitimate sport. You have the option of starting in Atlantic City (the setting of the Kinky Fight Club story mode) or any other location on Earth.
2	<u>Furry World</u> This is a setting broadly similar to modern day earth but inhabited by various different species of anthropomorphic animals.
3	<u>The Sexual Arenas of the Ancient World</u> In this setting you are a participant in the sexfight arenas of the ancient world. Weather it be Ancient Greece, Rome, Sumeria, Babylon, Ancient Egypt, Ancient China, Ancient Japan, or another ancient civilization you will find sexfighting to be an active and popular sport. In Ancient Rome

	for instance competitive sexfighting takes the place of the gladiatorial games.
4	<u>Kinky Fighting Fantasy</u> This is a high fantasy setting. Where you are fighting in the taverns and arenas of a generic high fantasy medieval world. Be prepared to face orcs, wizards, crazed knights, and horny elves in the sexual arena!
5	<u>Kinky Sex Planets</u> This is a high tech futuristic setting in which you are competing in sexfighting arenas and clubs on various planets. You will face many alien competitors and your audience will be similarly diverse.
6	<u>Supplement Mode/Free Choice</u> Bring sexfights into any world of your choosing!

Sexfighting Types

Next is a table of some of the more common rules/styles of Sexfighting. Feel free to choose one, several, or all variations to be active and practiced in the club or the world. Canonically for the Kinky Fight Club setting Basic Sexfighting is the main form practiced. Alternatively roll 1d6 if you want a random option.

1	Basic Sexfighting	The basic type of sexfighting where the combatants use only their erotic skills in an effort to get their opponents to cum first. There is little force applied and the fight closely resembles a sexual session with some minor jostling over who takes the lead. The matches end when the loser cums or alternatively may keep going until one fighter submits or cannot continue. This is the rule set used in the Kinky Fight Club game.
2	Sex Wrestling	A hybrid of sexfighting and wrestling where forceful grapples, full pins, and other wrestling moves are allowed. Matches end when the loser cums or alternatively may keep going until one fighter submits or cannot continue.
3	Full Contact Sexfighting	Streetfighter/MMA meets sex, where punches, kicks, and other attacks are used to wear down the opponent before erotic actions. This can range from the more “realistic” MMA-style to full on Fighting Game-style with erotic themed special moves/projectiles. The matches end when the loser cums or is knocked out. Alternatively the fight may continue until one fighter submits or cannot continue.
4	Ultimate Mating League	Ultimate Mating League is an art and story series originated by furry artist Dogsmith. It is a team based variant of Basic Sexfighting. In general the

		goal is to outlast the opponent with the matches ending when one fighter taps out, is physically unable to continue, or a predetermined time limit has been reached. Points are awarded for making the opponent orgasm. Strikers are Tops and Defenders act as Bottoms. Matches typically follow the following structure: 1st Round: Foreplay Actions. 2nd Round: Striker takes the lead. 3rd Round: Defender takes the lead. 4th Round: Striker takes the lead. 5th Round: Defender takes the lead. 6th Round: Cooldown Round – Foreplay Actions. The rounds then alternate between Striker and Defender Fighters taking the lead with no more cooldown round. Dogsmith's Official Ultimate Mating League handbook can be found here with more match types , team structures, and additional details on the system: https://docs.google.com/document/d/12iy_9xXtLt4zrdGbpwrnkPWHs9CPOBX39eYU9751ILw/edit
5	The League	The league is an art and story series originated by furry artist WhimsicalSquirrel. In essence it is a variant of Sex Wrestling with teams and a point

		structure. The events are Teams vs. Teams with Male vs. Female or Male vs. Male Matches. Female players play defensively while males attempt to penetrate. For every second a penis is in a vagina two points are scored, if the penis is in a mouth or anus it is one point per second. The match ends when the first or only male ejaculates. If the male manages to finish in a pussy it is 100 points while 50 points are awarded if they cum in the opponent's mouth or anus. The background for this system can be found here: https://www.furaffinity.net/view/29503418/
6	KO Collective	KO Collective (KOC) is an art and story series originated by the furry artist Dcheese. In essence it is a variant of Full Contact Sexfighting being boxing mixed with sex. Fighters wear crotchless trunks along with headgear and boxing gloves. Matches operate as normal boxing matches with the exception that fighters may initiate sexual actions at anytime. Sex is primarily used as an exhaustion tactic rather than a win condition. Matches end when the loser is KO'ed by 10-count, TKO, or decision (side note if sex is initiated while one fighter is on the ground in a count, the count is stopped until the fighters are no longer engaged and then restarted after they are parted.)

		The full rules and background for this system can be found here: https://www.furaffinity.net/view/37909309/
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Typically clubs, leagues, and tournaments will have male-only, female-only, futanari-only, and mixed divisions. It is your choice which division you wish to participate in (with the exception of 'The League' whose rules require male vs. male or male vs. female matches).

An additional option is whether the fighters start out clothed, semi-clothed, or nude. If the fighters are clothed or semi-clothed the fighters have to strip off or move aside at least some of their opponent's clothes before performing any penetrative sexual moves or moves that involve the breasts in the match. In Kinky Fight Club fighters usually wear outfits like lingerie, swimwear, fetish wear, sexy cosplay, leotards, or athletic wear.

Origins

Age & Species

If you are using this jump as a supplement refer to the origins in that jump and skip this section.

Otherwise:

You are free to choose a gender and age for free within reason (18+ etc.) if you wish. For the actual sex bits: basic male and female sexes are free but it will cost 50 CP if you wish to be a futanari/hermaphrodite.

It is your free choice as to whether you are a drop-in or have an established mundane background in the world. For instance: in the story mode of Kinky Fight Club the player is an officer worker who has recently moved to Atlantic City and is recruited by a coworker into the world of sexfighting.

If you want a new body (all options free):

- **Basic Human**

Your bog standard earth human.

- **Kemonomimi**

A standard catgirl/guy (or any other type of kemonomimi such as

foxgirls/ guys, bunnygirls/ guys, wolfgirl/ guys etc). Looks like a human with some slight animal features – particularly animal ears and a tail. Kinky Fight Club has an entire Neko mode which converts all the characters to kemonomini versions.

- **Basic Humanoids**

With the 'Enter the Dungeon' update a bit of fantasy was added to Kinky Fight Club with a fantasy themed dungeon arena and fantasy character creation options. So your choice of any basic humanoids appropriate to the setting. (e.g. Elves, goblins, orcs, normal-ish alien humanoids, tieflings, et cetera).

- **Furry**

An anthropomorphic animal person. While not a part of Kinky Fight Club, A lot of major sexfighting fic and art projects are based in the furry community such as Ultimate Mating League, The League, and KOC. You have your choice of any known animal – real, fantasy, extinct, or living as your anthropomorphic base. This also includes any of the furry-adjacent species popular in the fandom such as Sergals, Yinglets, et cetera.

Roles

Fighter (Free) – You are (or were) a competitor in the sexual games. Fighters must also choose one type of fighting specialization from the following:

- ***Active:*** Active specialist fighters primary focus on penetrating and arousing their opponent with their dick or a strap-on (often these strap-ons have a technological or magical enchantment that connects them to the user's nervous system allowing them to feel the sensations).
- ***Passive:*** Passive specialist fighters focus on using their vagina or ass to arouse and attack their opponent.
- ***Oral:*** Oral specialist fighters focus on using their oral skills to arouse their opponents.
- ***Non-Penetrative:*** Non-penetrative specialist fighters focus on using their hands, feet, and foreplay skills to arouse their opponent.

If you want a 2nd specialization that will cost 200 CP. You may only have up to two specializations (Note: You only get discounts on the general fighter perks and perks that are part of your fighter specialization – Fighter specialization perks that are outside of your specialization are full price).

Club Official (100 CP) – Like Marlene in Kinky Fight Club's story mode you are a staff member of the club or arena. Beside host(ess) work, one of your main duties is to be a recruiter and promoter of the games for your local club. It is up to you to find and recruit promising talent for the club, help them adjust to the fighting lifestyle, act as an occasional referee or announcer, promote the games, and deal with public relations. As most Club Officials are former or part-time fighters you may also take the Fighter background for Free).

Coach (100 CP) – You are either the coach for a local Kinky Fight Club or a Sexfighting team/ group. It is up to you to keep the fighters fit, well trained, and ready for action in the arena. Since sexfighting is a popular spectator sport you

must also help your fighters learn the value of pleasing the crowd by using a variety of moves and making sure the fights last a decent amount of time. As most coaches are former or part-time fighters you may also take the Fighter background for Free).

Club Owner (100 CP) - You are the proud owner of a Kinky Fight Club or a sexfighting arena. It is up to you to manage your club, the local talent, and the games taking place there. It will be up to you to please the club attendees, stage exhibition fights, and host tournaments. As most Club Owners are former or part-time fighters you may also take the Fighter background for Free).

Perks

General

Free – Anti-STD Shield

Thanks to some advanced medical procedures, you are now immune to all sexually transmitted diseases, parasites, curses, and anything else harmful that can be transmitted sexually. You also cannot be an asymptomatic carrier as any sexually transmitted ailments cannot survive contact with your body.

Free – A Sexfighter's Body

You have a body fit for sexual combat. Your physical fitness is comparable to a professional athlete and you are able to handle extremely large sexual insertions with no permanent damage. You have a very short refractory period and are able to produce large amounts of bodily fluids in sexual situations. Through mental control and training you can last longer than average before orgasming. You also can control your gag reflex in erotic situations and you will never choke when performing oral. Finally, you and your partners also do not have to worry about sexual prep work such as cleaning out your rectum as you are naturally clean.

Free – Fertility Control

You can control your fertility and are able to set the chance of pregnancy from 0% to 100% or anywhere in between. Your partners will however be able to sense how fertile you are if you mess with the “default settings”. You also can

eliminate or greatly lessen the effects of your periods. If you happen to become pregnant it will be easy and without sickness, pains, and other complications. Giving birth will also be easy and without complications – if you wish the process may be completely painless or even pleasurable.

Free – Pain Free Jiggles

While large jiggling breasts can be attractive they come with numerous painful downsides. With this perk you will never have any detrimental issues due to your breasts such as back pain, painful flopping, or your breasts just getting in your way. You can also control how bouncy they are along with the general bounce levels of breasts in the setting.

200 CP – Opportunist

You have a sixth sense of when to act to effect the best results of your actions. In a match or battle this translates to having an innate sense of when and where to strike to inflict the most amount of damage or pleasure.

400 CP – Soul of a Sub

You have the soul of a submissive and when your partner/opponent dominates you they experience immense levels of arousal and pleasure. Additionally when being sexually dominated you can last far longer than normal and have a decent level of control over your passion to help resist orgasming too quickly. (Cannot be taken with **Soul of a Dom**)

400 CP – Soul of a Dom

You have the soul of a dominator and when you dominate your

partner/opponent they experience immense levels of arousal and pleasure. Additionally when sexually dominating someone you can last far longer than normal and have a decent level of control over your passion to help resist orgasming too quickly. (Cannot be taken with **Soul of a Sub**)

600 CP - The Sacred Safeword PotatoCake

Within the world of Kinky Fight Club the use of the sacred safeword will instantly end a match, no matter what. With this perk this effect will apply to all competitions, matches, combats, fights, duels, sexual encounters, and battles. By simply uttering the sacred safeword "PotatoCake" with intention any competition, match, combat, fight, duel, sexual encounter, or battle instantly stops until you are ready for it to resume. This sacred stoppage is backed up by the gods or the universal forces of the universe you are inhabiting and anyone who attempts to violate this sacred stoppage will immediately find great disaster and punishment befalling them by the gods or those universal forces. This is well known and respected by all.

Fighter

100 CP - Erotic Resistance

Pick one of the following categories of sexual acts: Handjobs, Oral, Breast Play, Foot Play, Missionary/Facing Positions, Doggy-style/Non-facing Positions , Sexual Mountings (Cowgirl and Rider type positions), or Miscellaneous Erotic Acts (types of sexual acts that don't fit into the other categories including but not limited to spanking, kissing, and teasing).

Thanks to intense training you are now better able to resist increased arousal and orgasm from that type of sexual act allowing you to last longer and perform better when involved in that type of act as either the giver or receiver. This perk may be bought more than once but additional purchases are not discounted.

100 CP - Lewd Acceptance

Sexfighters in Kinky Fight Club are minor sports stars who perform publicly and as you are a known sexfighter you will not face any punishment or social repercussions for any lewd act that you commit in public. Walking around naked or having sex in public will often be considered to be you promoting yourself and will either be met with approval or just ignored.

100 CP - Pro Move

Pick one very specific sexual position (e.g. lifted missionary, amazon cowgirl, standing doggy, etc.) or one very specific erotic act (over the knee spanking, breast to breast rubbing, kneeling deep throat). This is now your signature move that you have honed and practiced to the point that you can cause extremely immense levels of pleasure in a partner. This perk cannot be bought more than once.

200 CP - Improved Counters

Thanks to your intense training any counter attacks you perform in a match, fight, or battle is more effective. This gives you a much better upper-hand against your opponents allowing you to inflict more damage or pleasure. You also gain a sixth sense of when the most effective moment would be to counter and you are energized by performing the counter attack.

200 CP – Restrained!

Pinning and restraining your opponents is child's play to you. You find it easy to effectively pin, bind, or restrain your opponent making it hard for them to move let alone escape any pins, binds, or bondage you place someone in.

200 CP – Mission Cumpossible

You are an expert when it comes to missionary and other facing sexual positions causing your partners to experience massive amounts of pleasure. You are also extremely skilled at stealth, infiltration, and avoiding detection like a master spy.

400 CP – Last Stand

The closer you are to orgasm the more pleasure you can deal to your partner to the point that your moves are nearly four times as pleasurable than normal when you are close to orgasm. This principle also applies also to other forms of fighting so that the closer to defeat you are the more damage and pain you can dish out.

600 CP – Escape Artist

You are a master of escaping any binds, pins, grapples, or just any type of physical, mental, or spiritual bondage that is inflicted upon you. Nothing can hold or imprison you against your will for long not even the mightiest lock or strongest magical seal. So long as you have the energy and the will, you will find a way of escape.

800 CP – Undying

You can hang on much longer than you should be able. When you reach orgasm you can delay it for up to three minutes. Additionally, when you take what should have been a fatal blow you will often be able to hang on to life for up to several days if it is even remotely possible. Additional blows will kill you, but in many cases you should have ample enough time for someone to stabilize and heal you.

1000 CP – Increasing Might

As long as you are dominant and in control in a fight your ability to inflict pleasure, pain, or damage steadily increases with no upper limit. This is reset if are out of a fight or combat for more than fifteen minutes.

Active Specialist Fighter

100 CP – The Right Key for the Right Lock

Due to intense training you have become highly skilled at penetrating your opponent's orifices in all the right ways almost as if your tool was built just for your opponent's hole. Your cock or strap-on will feel extra pleasurable to your opponent/partner and when first penetrating them they will experience a wave of pleasure that will leave them momentarily mentally overloaded and helpless for a few moments. Outside of sex, you gain an intuitive sense of what key will open a given lock and you are a natural master lock-picker.

200 CP – Hound Trainer

You are an expert when it comes to doggy-style and other non-facing sexual

positions causing your partners to experience massive amounts of pleasure when in those positions. You also have a natural affinity when working with and training non-anthropomorphic canines. This allows you to calm and tame extremely aggressive and hostile non-anthropomorphic canines in moments.

400 CP - Constant Pressure

You are an expert at keeping your opponents under pressure at all times in either sexfighting or any other form of fighting. It is extremely difficult for them to get any form of initiative when engaging you as they are constantly just reacting to you.

600 CP - Dominating Thrusts

Through your training your thrusts have become second to none. You are capable of using extremely powerful and deep thrusts that cause a massive amount of pleasure for your opponent/partner as you powerfully hit in just the right spot for maximum pleasure. You can also use a sudden burst of rapid thrusts that will cause your opponent to become overwhelmed and helpless for 10 seconds allowing you to inflict a great deal of pleasure as they become puddy in your hands. You can perform one of these bursts in a sex fight once every five minutes. In non-sexual combat you have become an expert swordsman and you can easily identify the weak points in any target.

Passive Specialist Fighter

100 CP - Go with the Flow

Being more of a bottom has brought you more in touch with the natural flow of

sex and fighting. You have an instinct of when to advance and when to hold back and defend. You can always sense the perfect time and place to strike to inflict either massive amounts of pleasure or damage.

200 CP – Victory Ride

You are an expert when it comes to cowgirl and other mounted sexual positions causing your partners to experience massive amounts of pleasure in those positions. Additionally outside of sex, you are an expert rider of any mounted creatures. You are so in-sync with any creature you ride that you are able to command and control them to such a degree that they operate almost like extensions of your own body. You are also extremely skilled at any form of mounted combat you attempt.

400 CP – Swift Learner

You can learn the nuances of your sexual partners extremely quickly. Through engaging with them you can very quickly deduce exactly how to best deliver them the most pleasure and best sexual experience you can possibly provide. You also pick up any skills you attempt or knowledge as you study quickly and with immense ease.

600 CP – Internal Control

Through intense training and meditation you have developed a near mystical level of control over your own body. You have unnatural control over your anal and vaginal muscles allowing you to really pleasure and grip anything inserted into it. With the right application of strength and control you could even grab hold of your opponent's shaft with your internal muscles holding it tight at the

base and 'stroking it' with targeted muscular contractions further up for an intense amount of pleasure for your partner. Along with this you have also gained mastery over all of your bodies' unconscious processes allowing you to easily stop, start, slow, or speed up any internal processes (such as digestion, heartbeat, respiratory system, etc). You could even fake your death by slowing your heartbeat and breathing to near imperceptible levels for up to a week with no harm to you.

Oral Specialist Fighter

100 CP – Stunning Kisser

You are quite the kisser and when you embrace and passionately kiss someone they can experience a great wave of pleasure and will be overwhelmed and helpless for 30 seconds as they become puddly in your hands. You can perform one of these powerful kisses once every hour. Against non-fighters outside of sexfighting matches these kisses can leave people overwhelmed for up to an hour.

200 CP – Deep Throat Specialist

You are an expert at giving extremely pleasurable oral to your opponent's shaft. You have full control over your gag reflex and you can easily pleasure the largest of cocks even those that should logically be too large for your throat – your mouth and throat will painlessly expand to take them in. Your mouth and throat is also naturally extremely pleasurable. Additionally, you will easily and often discover secret information and people will often randomly inform you of secrets and conspiracies.

400 CP – Charming and Cunning Linguist

You have a way of enticing others with your mouth. Any kisses or erotic oral you give are immensely pleasurable. You can also easily greatly arouse and/or charm people with just a few words. Additionally, your skill at charming people is so great that there could be massive explosions and chaos happening but if you desire attention from someone (or a group) when you speak all focus will be upon you. Anyone affected will not notice or be distracted by anything else as they are so focused upon you alone as long as you continue to speak.

600 CP – Life Drinker

When performing oral sexual acts on a partner or opponent you subtly are able to drink some of your partner's lifeforce weakening them and strengthening yourself. This makes your opponent more vulnerable to your pleasures while increasing your resistance and replenishing stamina/self-control. Additionally drinking your opponent's cum, ejaculate fluid, or breast milk will greatly reinvigorate you, greatly empower you, and heal you (the more you drink the more you will be healed, with a gallon bringing you to peak health and form).

Non-Penetrative Specialist Fighter

100 CP – Stepping Forward

You are an expert at foot play to pleasure your partners giving them a massive amount of arousal and pleasure. Additionally, when lost you can trust your feet to guide you in the right direction to get somewhere or help you find something/somebody.

200 CP – Punishing Spanker

You are an expert at spanking. Any erotic spanking or striking you engage in is massively arousing and pleasurable. Additionally, outside of sexfighting you can deliver punishing spankings to a defeated/foiled villain or antagonist that will cause them to develop great feelings of guilt and remorse – it may even be enough to make them consider changing their ways.

400 CP – Handy Craftsman

You are an expert at using your hands to pleasure your partners giving them a massive amount of arousal and pleasure. You know exactly where to touch, rub, or in general use your hand in erotic situations. Additionally this fine motor skill extends outside of erotic situations since you have the hands of an expert craftsman and are capable of doing extremely delicate and fine work with your hands to create objects of beauty.

600 CP – Milk Master

You are an expert when it comes to breasts. Any breast play you engage in is massively arousing and pleasurable to your partner. If you have breasts you know just how to make the most of them for both visual and tactile pleasure. You also know exactly how to handle your partner's breasts for maximum pleasure. Additionally, you have also gained the mysterious power to make any breasts heavy with milk with a particular secret rub – beside humanoid women, this power also affects the breasts/udders of males and animals. Milk flows out of the affected breasts/udders at the slightest touch with more force and volume than should be possible, causing immense pleasure. The milk itself is

extremely nutritious, fortifying, pure, and naturally long lasting. Additionally, whoever drinks the milk gains a large boost to their strength, will be invigorated, and be healed of minor injuries.

Club Official

100 CP – People Person

As a club official you deal with people a lot. As such you have become extremely skilled in reading people and the art of conversation. Through your charm you can easily manipulate people's emotions, setting them at ease or exciting them and firing them up.

200 CP – People Reader

Recruiting fighters for the clubs has given you a bit of a sixth sense about people. After studying a person with your eyes for a moment you get a sense of their motivations, their mental state, their strengths, their weaknesses, their place in society, how powerful they are, and their future potential. You can also easily tell whether or not someone is lying to you.

400 CP – Adaptable Multitasker

As a club official you have to wear many hats from being a public host(ess), to refereeing matches, to recruiting fighters. This has made you extremely adaptable to changing circumstances as well as a high level multitasker. In even the most chaotic of situations you are able to quickly adapt and keep equal attention on several tasks at once.

600 CP – The Bunny Mask

Like Marlene in Kinky Fight Club you are an expert at putting up a mental facade making you an expert actor. You can easily put on a very convincing act allowing you to believably fill any social role. This acting also puts an impenetrable mask over your true thoughts and feelings, preventing even talented mind readers from accessing your true mind, only the mental facade.

Coach

100 CP – Very Physical Education Teacher

Being a coach to sexfighters has made you a master of the erotic arts. You have an encyclopedic knowledge of all possible sexual positions and how to perform them for the maximum amount of pleasure. You also know various techniques to manage pleasure and to last longer before orgasming. You can impart and teach this knowledge with extreme ease to anyone.

200 CP – Inspiring Coach Speeches

Years of coaching have taught you the power of an inspiring speech. You can fire up and invigorate even the most downtrodden and depressed person with a speech allowing them to see hope where there was none. This also inspires them to give it their all, making them capable of greater heights, effectiveness, and power than they thought possible.

400 CP – Talented Trainer

Years of coaching and training fighters has made you a talented trainer and are

able to teach someone a skill you know in a quarter of the time it should normally take to learn and master that skill.

600 CP – The Pupil has become the Master

Not only are you great at making your students reach their potential in any skill, they often exceed their potential to levels of mastery not thought possible, often reaching superhuman levels of any skill.

Club Owner

100 CP – Aura of Success

Like Mr. Zed, you naturally cultivate an aura of success and importance around yourself. People see you as a very successful and important person and will treat you as such even when things might not be going so well behind the scenes.

200 CP – Business Sense

Keeping a club or any other business afloat financially is a tough job – for other people that is. You have an intuitive knack for business and can easily turn even the most unprofitable endeavor into a profitable one. You can intuit all the right business moves to make the most profit, and luck is often on your side in any business dealings.

400 CP – Private Investors

Like Mr. Zed, you have a particular knack for finding very agreeable private investors and business partners for your business and projects. This allows you

to quickly raise a very large amount of capital and resources in a very short amount of time.

600 CP – Business Connections

Being able to thrive in an often cut-throat business environment requires connections. Like Mr. Zed through your club and other business dealings you naturally attract a web of people who are often in important and useful positions both in the business world and society as a whole who are sympathetic to you. Through these connections you can wheel and deal and often thrive in any environment. Your connections are strong enough to mount a strong underground resistance to the mafia or a crooked government while being spared the worst of their wrath unless you massively overplay your hand by acting too openly.

Items

General

Free – Consent Paperwork

The standard Kinky Fight Club paperwork declaring what you are willing to do and what you are not willing to do. By filling out these forms your consent boundaries become sacrosanct and no one or no thing will violate your consent boundaries. These boundaries can range from types of sexual acts & fetishes to various types of trauma and violence. So if you don't want to deal with things like torture or sexual assault in your chain you can specify this and worlds will be altered so you do not have to experience or deal with those elements (this will modify the narrative/characters so those specific acts do not occur while leaving the narrative intact as much as possible, often other appropriate events will be substituted).

This paperwork however cannot be used to negate any Jump-chain drawbacks or any known aspects of any competition/event you have willingly entered as any drawback or known aspects of a willing entered competition/event are automatically considered to be within your consent boundaries.

Free – Deigo's Drinks

An assortment of interesting and often stomach churning experimental drinks created by Deigo at his bar. Most of the drinks are only useful as a rapid-acting emetic. The only slightly drinkable concoction is the 'Tornado de Limon' which

is a slightly lemon flavored extremely alcoholic beverage

100 CP - Disguising Sunglasses

Similar to Damien's pair of sunglasses from Kinky Fight Club's story mode.

Wearing these sunglasses will completely disguise your identity to the point that even close friends will not be able to recognize you - somehow.

100 CP - Skyflare Brand Cosmetics

An everlasting cosmetic set in a nice tote that contains a wide arrange of cosmetics in various colors from muted to eye popping. Most of these cosmetics will, when applied, last for up to a week and cannot be messed up, smeared, or wiped off accidentally ensuring you always look your best both in the arena and outside of it. The one exception is a line of mascara also available in a wide variety of colors that is designed to smear in just the right way.

200 CP - Power Limiting Collars

A set of ten black leather slave collars with a metal ring attachment. These magical collars were crafted and enchanted by Queen Lilly in the Fairy War Universe for her sexfighting tournament. When worn they limit the wearer's power allowing powerful mages, demons, various monsters, and other powerful individuals to compete on equal footing. This makes things like magical blasts only as powerful as a hard punch and their durability in a similar range to other tournament participants. Since they were originally developed to hold magically powerful prisoners of war they can be locked in place with a provided key and their nullification ability can be increased to the point that the wearer's powers are completely nullified.

400 CP – Sex Changing Pills

Three bottomless bottles of pills. A blue one with blue pills labeled 'Male', a pink one with pink pills labeled 'Female', and a purple jar with purple pills labeled 'Hermaphrodite'. Upon consuming one of these pills the consumer's body will transform over the course of five minutes into one of the indicated sex. Taking a pill of the same sex the consumer already is will have no effect.

600 CP – Queen Lilly's Arena Enchantment

A small magical device in the form of a rock covered with runes. This rock is able to project an arena enchantment around a specified area. This enchantment, created by Queen Lilly from the Fairy War series, prevents entry or exit from the arena area 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 with no fear of seriously injuring or killing their opponent.

Fighter

100 CP – Super Strap-on

A must have accessory for an Active Specialist without a cock. This special strap-on comes in your choice of size, shape, and color. Thanks to an unknown enhancement this strap-on interfaces directly with your nervous system allowing you to feel all the sensations as if it was your own cock. It also comes with automatically replenishing cum that ejaculates when you orgasm. This synthetic cum can even be modified to include synthetic fertile sperm based on

the user's genetic make-up.

100 CP – Sexfighters' Wardrobe

A nice wardrobe filled with a near infinite amount of lingerie, swimwear, fetish wear, sexy cosplay, leotards, and athletic wear for you to compete in. It also has a drawer filled with a large assortment of sex toys and genital weights to help with your training.

200 CP – An Apartment

A small studio apartment with a twin-sized bed, desk, bookshelves with a wide selection of erotic works, and a small bathroom. It isn't much but it's decently located close to the club or arena where you will be competing and is your personal sanctuary. This apartment keeps any changes or improvements and has a powerful ward that allows you to prevent anyone without your permission from entering. In future jumps this apartment will appear in a convenient location or can become an add-on to your cosmic warehouse.

400 CP – The Tsuki Hentai Library

Tsuki's large collection of hentai manga and animations involving dominated protagonists. This takes the form of a room lined with bookshelves filled with erotic manga and discs of animated hentai. There is also a large TV entertainment center in the room with a comfy couch that can convert into a bed. This room can be attached to any property or can become an add-on to your cosmic warehouse. Reading or watching items from this hentai collection will inspire you for a day with the following effect: Whenever you are being utterly dominated by a sexual partner you find that you are more resistant to

uncontrolled orgasms, thus you can last longer and perform better – greatly increasing your partner's arousal and sexual pleasure. This especially applies to tentacles and if you find yourself in the unwanted clutches of a molesting tentacle creature you can easily escape.

600 CP - Replay Coin

In the non-hardcore version of Kinky Fight Club's story mode you can replay any match you have lost. This American quarter sized silver coin with the image of a cock on one side and a vagina on the other replicates this replay option. If this silver coin is presented it will invalidate any recently concluded sports match, duel, fight, combat, or battle and instantly return all participants to the state they were before the encounter then the coin will vanish. This will allow you to instantly retry the contest. Additionally, if you die the coin will restore you to life with a new body the next day in your warehouse or another safe place before vanishing. If the Replay Coin is used you will receive a new one at the start of your next jump.

Club Official

100 CP - Bunny Suit

A Bunny suit consisting of a leotard, bunny ears, and long fingerless gloves all in your choice of colors combined with fishnet tights and a white collar.

Wearing this uniform makes you instantly very charismatic and charming to everyone you interact with. Any power or perks related to charming, charisma, or social manipulation are twice as effective when you are wearing this bunny suit.

200 CP – Spycraft Tools

In Kinky Fight Club one of the club bunnies was a double agent and Marlene used her position and influence in her dayjob to investigate the antagonist. This is a case filled with various spycraft tools including various hidden cameras & a mic that can broadcast on an encrypted signal, a lockpick kit, a USB stick filled with hacking tools, a hair clip with a serrated edge that can be used to cut wires & binds, an easily concealed high quality camera, mini document scanner, signal interception device, and a stick of lipstick that you can apply to your lips and then kiss a target to knock them out (Note: This lipstick cannot be used during matches).

400 CP – Wireless Microphone

A wireless microphone that is useful in announcing matches and interviewing fighters. It also has a small flying camera that can detach from the bottom of the mike allowing you to provide video feed as well. This particular microphone has a special ability allowing you to broadcast on any free signal or hack into and override any other broadcast feed with your own.

600 CP – Referee's Whistle

A steel referee's whistle, when blown, it will instantly stop any competitive sports match, duel, fight, combat, or battle that you are not directly involved in and the participants will turn to you for further instructions. From here you can:

1. End the match, duel, fight, combat, or battle by declaring a winner that both sides have to accept.
2. Declare a timeout for a specific amount of time.

3. Declare a penalty on one side and the punishment for the rule infraction.
4. Postpone the resumption of the match, duel, fight, combat, or battle until a future time that you specify.

Coach

100 CP – Erotic Training Tools

A set of sex toys, genital weights, yoni eggs, and other erotic implements to help with training. These tools are self-cleaning, self-sterilizing, and have a power that can eradicate any sexually transmitted ailments from the user – preventing spread and curing the user of their ailment.

200 CP – Special Supplements

An endless pill bottle of 'special supplements' to give your fighters an edge. These supplements when consumed will make the consumer almost twice as strong, durable, and become extremely sexually potent with males having extremely stiff erections and able to last almost twice as long as they normally could before cumming. These effects last a week but do have the side effects of extreme horniness, aggression, and raging hard-ons in males that can last up to twenty four hours at a time.

400 CP – Erotic Gym

A good coach needs a good gym to train their athletes! With this item you will get your own gym similar to Max's Bad Bro Gym. This gym has all the features you would expect in a normal gym: locker rooms, weights, fitness machines, aerobics accessories, etc. But as this is a gym catering to sexfighters it also

includes a number of sex toys, genital weights, sex machines, and other erotic training items. This gym also comes with a room with a fighting ring to do sparring along with a sauna and hot tub rooms for post exercise cool downs. This gym can be imported into future jumps or incorporated as an add-on to your warehouse.

600 CP – Perk Training AV Training System

An old CRT TV with a VCR on a tall rolling cart with a small library of training tapes and a bulky VHS camera with a tripod. One special blank VHS tape is included upon which you can record a training/demonstration of one of your perks with the camera. The perk is then infused on the tape and when played on the included VCR all viewers will gain this perk. After one play of the tape however the tape will break and be unusable. If a tape has been used you will get a new special blank VHS tape at the start of your next jump.

Club Owner

100 CP – VIP Hat

A special hat which marks you as a very important person. In its natural state the hat is a top hat, however it can shift into any style of hat you desire. When wearing this hat people will treat you as an very important person and not question you when walking into VIP areas, exclusive parties/galas/clubs, and any other area or places with restricted guest lists or other types of restricted access.

200 CP – Business War Chest

Running a Kinky Fight Club requires a decent amount of capitol. Paying employees, maintaining the club, and large cash prizes for tournament winners doesn't come cheap. Also you never know if things may turn unfavorable such as the local government being taken over by some fascists backed up by the Mafia. So having a war chest of cash reserves is a solid back up plan. These reserves are equivalent to three years of the normal operating costs of your club and any other active businesses you have in your possession at the start of a jump. This should be enough of a reserve to help you through major rough patches.

400 CP - A Kinky Fight Club

What good is a Club Owner if they don't have a club? With this option you will get your own Kinky Fight Club that you can take with you and import into future jumps or as an add-on to your warehouse. See the Kinky Fight Club Creator supplement to design your custom club and you also get 1000 KP to spend on the supplement.

600 CP - Contract Paper

A set of special Iron Clad Contract Paper from the desk of Lucy. Any contracts written on this paper will be backed by the gods and/or universal forces of the universe that the contract is made within (along with multiversal entities for contracts that are cross-reality). If the contract is not upheld the offending party will be greatly punished by the gods and forces of their universe (and/or multiversal entities).

Companions

Companions can be imported for 50 CP each or 300 CP for eight. Imported companions gain 1000 CP to spend on this doc.

600 CP - A League of my Own

For 600 CP you can import as many companions as you like and they all gain 1000 CP to spend on this doc.

100 CP - New Custom Character

For 100 CP you can design a new companion fighter, they gain 1000 CP to spend on this doc.

100 CP - KYFC Character

For 100 CP you can recruit a canon KYFC character, they gain 1000 CP to spend on this doc.

Scenarios

Kinky Fight Club

Jumper, in this scenario you will go through the events of the story mode in Kinky Fight Club. You have just gotten a new corporate job. And tonight you will go to your work's New Years Party at the A City Bar. There you will meet Marlene who also works in your HR department, and she will introduce you to sexfighting and the Kinky Fight Club. But something is rotten in the metropolis of Atlantic City, as a power hungry couple, Kevin and Karen, have been gaining power over the city with the backing of the Giannucci crime family. Corrupt and hypocritical, they gained firm control over the local media, police, politicians, and numerous corporations including recently the one you work at. They have launched a New Puritan movement and have struck out at any opponents to the new regime along with anything erotic or sexual. The general populace has been cowed by the movement preferring to keep their heads down and repeat the party line even if they are opposed to Kevin and Karen's regime lest they become targets of the regime's wrath. Other clubs have fallen but the Kinky Fight Club survives for now due to its backers (which include the few remaining opponents to Kevin & Karen's rule such as Lucy, the new CEO of the powerful Skyflare corporation). However Kevin and Karen are turning on the

heat with the aim to shut down the last obstacles to total control over Atlantic City before taking their New Puritan movement and power grab nationwide. While all this is happening this year's sexfighting season is starting and there are two open spots on the roster.

Jumper, over the course of a year, you must save the Kinky Fight Club and bring down Kevin, Karen, the New Puritan movement, and their Mafia backers before they seize total control of Atlantic City. You won't be alone as you will find allies within the ranks of the Kinky Fight Club such as hackers, ex-police officers, undercover FBI agents, smugglers, ex-soldiers, drivers, accountants, experts at spy-craft, and other people who can aid you in your quest.

In addition to this you must also pass the tryouts to join the Kinky Fight Club League, play in the league, and get to the finals of the 'Best Fucker in Town' end of the year tournament - all during your first year.

For reference, the typical year for the Kinky Fight Club League is this:

10 Week Open Try-outs Period	In this phase open try-outs are held.
12 Week Pre-Season	During the pre-season fighters engage in exposition matches and try to build hype for the coming season.
24 Week Season	The main event of Kinky Fight Club, for each victory fighters gain one point. The eight highest scoring

	fighters will move on to the Best Fucker in Town tournament.
5 Weeks of Finals	The Best Fucker in Town tournament. Over the course of five weeks of single elimination matches, one fighter will emerge victorious as the Best Fucker in Town
End of Year Match	The Final Week of the year features a special exposition match of the champion of the Best Fucker in Town against a previous champion or special guest.

Lucy, the CEO of Skyflare Inc., will rise to the championship as your opponent in the final match of the 'Best Fucker in Town' tournament. She will offer you a massive bribe to take a dive and lose the championship match to her and also serve as her pampered toy/sex slave for the rest of your stay since she finds you interesting. Lucy herself is interesting since in the game she makes an offer which breaks the fourth wall: 'coins' which are used for unlocks in the game such as additional costumes, custom character slots, and game modes. There are a few hints that she might be more than simply a mortal woman and she will probably figure out that you are a jumper and you will also be more than a decent match for each other. (Note: Lucy will be a scaled challenge for you – your equal in all things.)

Lucy also knows you will be a challenge, but she really likes winning and happens to like you as well. So Lucy will make you the following offer: Throw the match so she can easily win and then become her pampered pet/toy for the rest of your stay and you can have some CP.

Rewards:

If you choose to fight the match fairly and win the Best Fucker in Town Championship:

In recognition of your services Mr. Zed offers you a Kinky Fight Club franchise opportunity. You get all the Club Owner Perks and Items along with an extra 2000 KP to spend on the Kinky Fight Club Creator Supplement for a total of 3000 KP to kit out your new club.

If you choose to accept Lucy's Offer and throw the match so Lucy can win the Best Fucker in Town Championship:

The Jumper becomes Lucy's pampered pet and submissive toy for the rest of the jump living in the lap of luxury while tending to Lucy's whims and occasional 'discipline'. The jumper will also receive 1000 CP to be used on this or a future jump.

Your Jump-chan may greatly frown on you taking this offer (ether for moral reasons or simply that you are accepting CP from another source), so be

prepared for possible repercussions from your Jump-chan. If things go really bad with your Jump-chan - well, maybe Lucy might be willing to take over the role... Provided the Jumper continues to be at her beck and call whenever she has certain needs...

Note: See Appendix I for more information on Kinky Fight Club characters and Appendix II for arenas used in the game. Also Kevin, Karen, and members of the New Puritan Movement are not affected by the Lewd Acceptance Perk.

Princess of the Ring

Loosely based on Toffi-Sama's game series "Princess of the Ring": The Princess of the Ring tournament has grown over the years. While it had its origins as an underground tournament set-up on the whim of a nymphomaniac Yakuza mistress at a local lesbian hangout to enjoy the sight of other women engaging in erotic fighting, it has grown to become a major tournament hosted once every ten years on the island nation of Nea Lesbos. This coming tournament promises to be the biggest so far with a wide field of more than 500 women from all over the world (and possibly a few from other universes) all aiming to win the 500 million dollar prize, the title of 'Princess of the Ring', and will become the new queen of the island after the unfortunate accidental passing of the old queen. The Princess of the Ring tournament uses a no holds barred Full Contact Sexfighting rule set where kicks, punches, strong holds, and other fighting moves are allowed. Fighters dress in their choice of simple outfits (lingerie, swimwear, fetish wear, sexy cosplay, leotards, or athletic wear) although swimwear is the most traditional attire as it was the rule in the first tournament. In matches, fighters must fully strip their opponents to expose the opponent's genitals and breasts before using their erotic moves. The match ends when the loser orgasms. The final match for the championship however is a 'Hardcore match' where a fighter must make their opponent cum in six different varied

positions after which they must make their now heavily exhausted opponent cum a final 7th time with an over-the-top finisher (Which should involve a toy or showcase a particular fetish). The tournament goes on over the course of a year with multiple elimination rounds before the finals. Matches take place in a variety of locations around Nea Lesbos including cordoned off streets, the beach, a ring set up in the Star Crossed Lovers Shopping Mall, somewhere deep in the forest, various purpose built arenas in local clubs, and the final match takes place in a special holy arena connected to the Temple of the Patron Goddess Kyrá Líli.

Alternatives:

-Different form of fighting - Instead of Full Contact Sexfighting, the tournament can use a Basic Sexfighting or Sex Wrestling ruleset.

-Prince of the Ring - Instead of an all women tournament, the tournament is an all male tournament. The reward perks name is changed to 'Prince of the Ring' and the Island is instead Nea Aegina. The island is similar except it is an all gay island with the main temple dedicated to Ganymede. The island is also shaped roughly like a cock and balls instead of a pair of breasts.

Rewards:

Jumper, if you become the 'Princess of the Ring' you get the cash prize, a special

perk, and Nea Lesbos itself.

Perk - Princess of the Ring

You have proven yourself in the ring as the reigning princess! Whenever you are directly in competition with or fighting another person of your gender, you will find that you are always a little bit more physically stronger, faster, and tougher than them. Also all members of your gender have at least a slight attraction and innate respect for you, the attraction is enough to make an exception for you with characters that do not normally swing that way.

Item - Nea Lesbos Island

A tropical resort island nation with an almost paradise climate. The island itself has two volcanic peaks and is vaguely shaped like a pair of breasts with a land area similar to the Big Island of Hawaii. Nea Lesbos has an excellent harbor, an international airport, and an ample amount of natural resources. The island is inhabited by almost one million lesbians, who due to some magical properties of the island are kept youthful even in old age, experience near perfect health, and fast regeneration of injuries (this property only affects women). The island is a major tourist destination filled with clubs, resorts, shopping centers, bars, spas, and other amenities. As a result of the youth giving properties of the island combined with the near constant party atmosphere Nea Lesbos' culture has a bit of a hedonistic bent to it with orgies being common. The island has

developed a polytheistic folk religion centered around a number of different goddesses with Kyrá Líli, the Lilly Lady, being the patron and protector of the island. The island is famous for hosting the Princess of the Ring tournament once every ten years and the yearly Spring Lilly festival celebrating lesbian love. You are now the reigning queen of this island and it can either be incorporated into the world at the beginning of each jump or it can exist in a bubble reality attached to your warehouse.

Prince of the Ring Variant Rewards:

Perk - Prince of the Ring

You have proven yourself in the ring as the reigning prince! Whenever you are directly in competition with or fighting another person of your gender, you will find that you are always a little bit more physically stronger, faster, and tougher than them. Also all members of your gender have at least a slight attraction and innate respect for you, the attraction is enough to make an exception for you with characters that do not normally swing that way.

Item - Nea Aegina Island

A tropical resort island nation with an almost paradise climate. The island itself has two volcanic peaks and a long peninsula heading north looking vaguely

shaped like a cock and balls with a land area similar to the Big Island of Hawaii. Nea Aegina has an excellent harbor, an international airport, and an ample amount of natural resources. The island is inhabited by almost one million gay men, who due to some magical properties of the island are kept youthful even in old age, experience near perfect health, and fast regeneration of injuries (this property only affects men). The island is a major tourist destination filled with clubs, resorts, shopping centers, bars, spas, and other amenities. As a result of the youth giving properties of the island combined with the near constant party atmosphere Nea Aegina's culture has a bit of a hedonistic bent to it with orgies being common. The island has developed a polytheistic folk religion centered around a number of different gods with Ganymede, being the patron and protector of the island. The island is famous for hosting the Prince of the Ring tournament once every ten years and the yearly Spring Cup Bearer festival celebrating gay love. You are now the reigning king of this island and it can either be incorporated into the world at the beginning of each jump or it can exist in a bubble reality attached to your warehouse.

Sexual Warfare

Conflict is handled differently in this timeline jumper, here all conflict from gangland turf wars all the way to international conflicts are handled by sexfights in ritualized matches. During your stay in this universe there will be a massive worldwide conflict similar to World War 2 in which you will lead a band of sexfighters as the representatives of your chosen nation. You must fight and help lead your nation to victory in the conflict.

Rewards:

Perk - Sexual Resolution

You can now settle any sort of conflict through a sexfighting competition. The opponent has an option of either competing themselves or nominating a champion to fight in their stead.

Sex Olympics

Congrats Jumper, you made the Olympic team for Sexfighting! During your stay in the world the Summer Olympics will happen at least twice and you will be one of the representatives of your chosen nation fighting in a tournament that is part of the Olympic Games. You must win the gold at least once. *Note: This scenario may be paired with the Kinky Fight Club or Princess of the Ring scenarios.*

Reward:

Perk - Olympic Sexfighter

Congrats jumper you are now an Olympic Champion at Sex! People will know this and you will be highly desirable. You will also regularly get sponsorship deals to endorse erotic products.

Adult Sports Entertainment

In this world sexfighting operates in a similar manner to Professional Wrestling. Sexfighting is a 'sports entertainment' show with scripted story-lines and over the top personalities. Shenanigans and hijinks abound and appealing to fans matters much more than the various titles you 'fight' for. Loose too much appeal and you could find yourself kicked out of the league, so keep fights interesting and change up your act from time to time.

Reward:

If you manage to become a decently famous professional sex wrestler, you branch off to form your own new league. You get all the Club Owner Perks and Items along with an extra 1000 KP to spend on the Kinky Fight Club Creator Supplement for a total of 2000 KP to kit out your new club.

Ancient Tribal Fights

Legends say that the origin of sexfighting dates back to the stone age in an edenistic land. Tribes would separate their offspring of one sex at puberty into a separate tribe. In a yearly contest the tribes would meet at a circle of stones and tribe members of the opposite sex would face the members of the separate tribe who had come of age in sexfights. If a tribe member defeated a member of the separate tribe they would claim them as a mate. The myths are contradictory as to whether the separate tribe was all male or female so they can be either sex. To finish this scenario you must either as a member of the separate tribe be undefeated for 10 years and not be claimed or as a member of the original tribe defeat all sexfighting members of the separate tribe and claim them all for the ten year period (to help you with this you will be the only participating member of your sex at the gatherings).

Reward:

Perk - The Better Gender

You have proved yourself undefeated by members of the other gender.

Whenever you are in direct competition or a physical conflict with a member of another gender you will always be a little bit stronger, faster, and tougher than your opponent. Also all members of the opposite gender have at least a slight

attraction and innate respect for you, the attraction is enough to make an exception for you with characters that do not normally swing that way.

Item - Ancient Tribal Lands

The Ancient Tribal Lands where sexfighting originated. It is an edenistic paradise and now it is yours. This land is about the size of Corsica and is filled with a large number of natural resources along with the ancient ring of standing stones marking the sacred sexfighting ground. These lands can either be incorporated into the world at the beginning of each jump or it can exist in a bubble reality attached to your warehouse.

Gladiatorial Fights

We who are about to cum, salute you! Jumper, you stand at the crossroads of history in Ancient Rome, sexfighting (in the form of Basic Sexfighting) and the gladiatorial games are both popular and in competition. The competition is getting heated and some are considering merging the two sports. You are in a position to influence the course of sports history in this universe and you have a choice of one of two ways to succeed in this scenario:

Option 1: Swordsmen into Field Ploughers

You must keep Gladiatorial Games and Sexfighting from merging. While doing this you must also make Sexfighting more popular and the sole games receiving imperial favor.

Rewards:

Perk - Herald of a Kinder World

You inspire hope and love in those around you. This is enough to push away the dark clouds of despair and inspire people to take positive actions. You also have a toggle to make the universes you jump into a bit more kind, caring, and peaceful than they would be otherwise.

Option 2: Sexual Ultraviolence

You actively promote the merging of Gladiatorial Games and Sexfighting. You must also make this new hybrid and lethal Gladiatorial-Sexfighting more popular and the sole games receiving imperial favor.

Rewards:

Perk - Herald of a Darker World

You radiate a sense of darkness. This is enough to intimidate even the most iron willed of opponents. People around you are slowly corrupted into violent deviants. You also have a toggle to make the universes you jump into a bit more dark, bloody, and destructive than they would be otherwise.

Mortal Kumblast

It's Mortal Kombat but far lewder. During this jump you will be invited to the Mortal Kumblast tournament on a mysterious island in the 'Lost Sea' to determine the fate of this realm. However instead of a martial arts 'tournament' it is a sexfighting 'tournament'. You will encounter pornified Mortal Kombat characters (e.g. Johnny Cage may be a washed up Porn Star, Mileena has vagina dentata, and Kano might have a cybernetically augmented cock). Outworld will strike with 'tournaments' three times and this realm must be victorious in all of them. The first one will be similar to the Mortal Kombat tournament on Shang Tsung's island, followed by the Outworld tournament depicted in the game series. The third tournament however will be special as Outworld's forces will be led by Empress Mileena and augmented by evil lewd clones of fighters from two additional fighting games of your choice.

Rewards:

Companion – Mileena Klone

After Mileena Kahnium's defeat you gain one of her clones as a companion or pleasure servant – however you see fit.

Item – Flesh Pits Equipment

After defeating Mileena Kahnium you have claimed the Flesh Pits as your prize.

With this equipment and magical technology you can create an army of clones. The clones will originally be based off your Mileena Klone companion, but you can change the archetype to another companion or even yourself. All clones experience accelerated growth to adulthood and gain the knowledge, skills, and a lesser form of all perks the of their archetype. The clones will be updated as their archetype gains new perks and skills through a mystical link with their archetype. These clones are also fervently loyal and will follow orders from the jumper unquestionably.

King of the Monster Fuckers

This is a world of giant monsters, Kaiju, they are destructive and they are very, very horny. Use a Kaiju jump as a supplement to create your Kaiju (or use a previous Kaiju altform) and then go forth to face off against other Kaiju as you engage in full contact sex fights across the globe to determine the King or Queen of the Monster Fuckers.

Rewards:

Perk - Powered by Orgone

Through your sexual battles with other Kaiju you have unlocked the ability to harness the power released by orgasms. Each orgasm your partner has empowers you, makes you stronger, and empowers all of your abilities. You can store this power and there is no upper limit to the amount of power you can gain. Like other forms of harnessed energy like Ki this extra source of power will be expended by heavy use.

The Mighty Yings

Congratulations jumper! You have just become the coach of the worst performing team in the Ultimate Mating League. This team is composed of a bunch of under-performers, slackers, and oddballs who have potential but need your guidance to realize it. You must lead your team until they are the best in the league.

Rewards:

Perk – Perk Coach

You are an exceptional coach though your training and coaching you can imbue others with perks that you possess. Those you train can only learn one perk every ten years or once per jump (whichever happens first).

Drawbacks & Toggles

Toggles

Neko Mode

Kinky Fight Club has a Neko mode which converts all the characters to kemonomini versions. This toggle replicates that effect replacing all characters in a setting with kemonomini versions (Catgirls, Catguys, Foxgirls, Foxguys, Bunnygirls, Bunnyguys, etc.). Your choice of species so you can have a mix or just make everyone Catgirls/guys.

Furry Mode

Several prominent competitive sex art and story projects come from the furry community and with this toggle you can change the setting into a furry one. All characters in the setting will be transformed into an anthropomorphic animal person or any of the furry-adjacent created species (Sergals, Yinglets, et cetera). Your choice of how this shows up in a setting, if you want a mix there will be a number of different species, if you want everyone to be a yinglet... well zhey will all bee yinglets. Weh.

Exaggerated Features Mode

Some people enjoy their bits larger than life, and Kinky Fight Club has options to allow that in the game by increasing the base size. Now you can do this in the

setting as well, you can choose to change the average size of chosen erotic bits from just a bit larger than normal all the way to ludicrous hyper sizes.

A League of My Own Fetish

What to really customize your sexfighting experience? With this toggle in addition to male, female, and mixed divisions in the non-team based sexfights there will also be a division or even an entire league devoted to your fetishes – want a league of all BBW women? An all latex league? Or all cosplay league? Whatever you like it will appear as a league or division that will allow you to compete in it.

Guests in the Arena

One of the fun things about Kinky Fight Club is the custom fighters. Kinky Fight Club gives the users 30 slots for custom characters and 30 slots for guest characters. These guests are typically imports of other players' characters and there is an option allowing guests to show up in normal arcade modes. With this toggle you will occasionally have exhibition matches against “Guests” who could either be celebrities, famous characters from other universes, or even other jumpers.

Sacred Games

In a twist on the ancient nature of sexfighting in the Kinky Fight Club universe, not only are the games respected but they are considered sacred as well. Clubs will double as temples and shrines to gods, spirits, and saints of sex and fertility and matches may be run by religious officials with extra pomp and circumstance similar to how Sumo Wrestling was and partly still is entwined

with Shinto rites.

Drawbacks

100 CP – The Matt

One of your companions or an in jump friend of yours has developed an annoying habit of going on long monologues about nothing. They just keep talking and talking as you grow bored and your mind wanders. You cannot in any way interrupt them, and must stand there patiently waiting for them to finish talking. You also cannot harm them, intimidate them into not talking, or any way prevent the occasional very long and very pointless monologues from happening.

100 CP – Terrible Drinks

Every bar you visit has a bartender who insists on serving you rather terrible tasting 'experimental' drinks.

100 CP – The Free Use Fix

You have a strange compulsion to offer yourself bound up for free use in either an erotic club or another appropriate place. At least once a month you must offer yourself up to stranger's whims or you will become highly stressed and agitated until you get your fix.

100 CP – Losers' Humiliation

Now in addition to servicing the victors until they orgasm as well, the losers of matches will face a humiliation of the winner's choice. This can include being paraded around naked in public by a leash (while possibly also stuffed with vibrators), being bound up and placed for public free use in the club for the rest of the night, a public 'punishment' session, or any other humiliating act the winner decides upon.

200 CP – Fair Play

Fighting a massively overpowered jumper with hordes of perks is a bit unfair in a competitive match. Let's make things a bit more sporting: this drawback will lock away all perks except the ones gained in this jump during your sex-fighting matches.

200/300/500 CP – Annoying Fans

In the world of Kinky Fight Club sexfighters often become minor celebrities and being a celebrity means dealing with fans. With this drawback wherever you go you will have at least one fan who will recognize you and ask for autographs, want to fawn over you, or want you to do something lewd. They will interrupt your meals in restaurants, come up to you in shops, and other places. You'll find little peace in public and even at home you will get occasional phone calls from fans who find your number. You will also be rather inundated with fan mail – quite a lot of which contains the fans' used underwear. For an additional 100 CP you will also have to deal with paparazzi who will constantly be trying to film, take pictures of you, and interview you. Finally, for an additional 200 CP you can also have a stalker who will really make your life difficult, they may even attempt to break into your place of residence and kidnap you.

200 CP – Bureaucratic Enemy

Well Jumper, it seems that you have annoyed someone rather socially powerful and they want to make you suffer. You will have constant issues with bureaucracy in your personal life and if you have a day job you will suffer there as well. You might even be arrested on false charges and questioned for hours before you are cut loose.

200 CP – Jobless and Broke

You get a cash prize for your victories and you're going to need it. Jumper, you are unable to hold down a day job for long and any money granting perks or items you have are locked away. In order to make it you're going to have to win and keep on winning or get used to the taste of instant ramen noodles.

200 CP – Do It For Them

A companion, relative, or friend has been involved in a horrible accident Jumper! The only way that you'll be able to afford the surgery to make them whole again is to win the league tournament to both impress the only doctor capable of healing them and win the prize money to pay them.

200 CP – The Rival

In Kinky Fight Club's story mode another sexfighter will declare you to be their rival and will go all out in an attempt to be a better fighter in all ways than you. They are the Blue to your Red, and you will occasionally have to face them in the ring where they will be your equal in skill.

200 CP - HERE COMES A NEW CHALLENGER!!!

New and random people often like to come up to you and challenge you to matches for some reason. You will often have people challenging you to sexfighting matches which you must accept and immediately compete in even if it is a weird time/place or interrupts something you are doing.

200 CP - A League of Someone Else's Fetish

Well Jumper, it seems that you will be competing in a division or league that is dedicated to a fetish that isn't your particular cup of tea. This is a bit of a double edged sword as you can probably last longer due to not being as excited but you will also have trouble attaining the drive and passion needed to dominate your opponents. (Incompatible with *A League of My Own Fetish*)

200 CP - Extreme Orgasms

Jumper when you cum, you really cum! With this drawback when you orgasm you experience a massively explosive and overwhelming orgasm that will leave you basking in the afterglow and drained for hours.

200 CP - Extended Afterglow

Oh so you like it here? With this drawback you will stay in this jump an extra ten years. This drawback may be taken up to four times.

200 CP - Rapid Climaxer

You have a very short fuse and it takes very little stimulation to cause you to orgasm - So naturally you decide to compete in a sport that's all about sexual endurance. Every one of your matches will be a major challenge and prepare to

lose often – though you just might be into that.

200 CP/400 CP/600 CP – To the Victor Goes the Spoils

To the victor goes the spoils jumper! With this drawback, when a fighter is defeated they can be claimed as a sex slave to service the victor's whims. For 200 CP: This enslavement lasts one week. For 400 CP: The enslavement lasts until the victor is themselves defeated/enslaved or the yearly season ends. Finally, for 600 CP: the enslavement is permanent and if the victor is themselves defeated/enslaved then their slaves become property of the new victor.

(Incompatible with *Sex Slave Gladiator*)

200 CP/500 CP – Fertility Games

In the ancient world where Sexfighting arose, the games were probably connected to fertility rites. With this drawback the games have some mystical fertility magic behind them, for whenever a fighter with female sexual organs is defeated by a fighter with male organs the loser will inevitably become pregnant. Normally, the victor will cum into their defeated foe after the loser has came and the magic will ensure pregnancy. However, even if this doesn't occur the loser will still somehow mysteriously become pregnant (however it's considered bad luck for both fighters if the pregnancy occurs by unknown means). For 200 CP, By taking this drawback this fertility magic will be active and if the jumper is an active fighter they must take part in at least a few mixed sex or Futa vs. Futa matches. If the jumper or a competing companion has female sexual organs then this drawback is worth 500 CP. The pregnancy must be carried to term and perks which increase the speed of the pregnancy are locked away by this drawback.

300 CP – Sex Slave Gladiator

Well Jumper, it seems your Dominus/Domina has decided that you should compete in the games. They will manage you, decide your wardrobe, provide you with training, and book your fight. You as their sex slave have no freedom to disagree with their decisions and are mostly kept in your master's personal dungeon in between fights, training, and serving your master's needs. Your master can be one of your companions or a new character. (Incompatible with *To The Victor Goes The Spoils*)

300 CP – The Virgin Fighter

Well Jumper, this is an interesting way to pop your cherry. With this drawback you will start this jump a virgin, and all of your sexual knowledge and sexual perks that are not from this jump will be locked away.

300 CP – Erotic Weakness

Pick one of the following categories of sexual acts: Handjobs, Oral, Breast Play, Foot Play, Missionary/Facing Positions, Doggy-style/Non-facing Positions , Sexual Mountings (Cowgirl and Rider type positions), or Miscellaneous Erotic Acts (types of sexual acts that don't fit into the other categories including but not limited to spanking, kissing, and teasing).

You have an innate vulnerability to that type of sexual act causing you to have vastly increased arousal and high susceptibility to orgasm from that type of sexual act. Thanks to this you cannot last long when engaged in that type of act and your performance is more than often sub-par/less effective when you are

the giver. This drawback may be taken more than once.

300 CP - Illegal Games

Instead of being legal and accepted, sexfighting is an illegal practice and shunned by wider society. With this drawback all clubs and fights will be underground, often happening in disused dirty warehouses. If exposed as a participant in sexfighting you may face arrest and/or become a social outcast. Also there is always the danger of a surprise police raid even when you may be hotly engaged in a match. (*Note: The Lewd Acceptance Perk does not effect the authorities with this drawback active.*)

300 CP - The Three-Cum Rule

One of Kinky Fight Club's more challenging modes is the 'Three Cum Mode', in this mode the fight does not end until the loser has come three times. While in universe it might be used for special matches, this drawback makes all matches you take part in 'Three Cum' matches. (Incompatible with *Princess Hardcore*)

400 CP - Princess Hardcore

Feeling a bit superhuman aren't we? The "Hardcore" mode of Princess of the Ring requires the winner to make their opponent cum in six different varied positions after which you must make your now exhausted opponent cum a 7th time with an over-the-top finisher. Your finishing moves should involve a toy or feature a particular fetish. With this drawback all of your matches will be like this, be prepared for long grueling matches. (Incompatible with *The Three-Cum Rule*)

400/600 CP – Gladiatorial Games

The practice of sexfighting took a rather dark turn sometime during the Roman era when it was combined with deadly gladiatorial games. For 400 CP with this drawback losers of sex fights may sometimes be killed by their opponents (most often by smothering/asphyxiation by facesitting or a quick neckbreak using the thighs). Thankfully, trained fighters are valuable attractions and fatal matches are rare, saved mostly for major events or particularly poor showings by a loser. The exception to these are rookie fighters trying to join the league where fatal matches are used constantly to weed out the chaff. For an additional 200 CP if you lose any match your opponent will kill you. (Incompatible with *The Little Death Becomes the Big Death* and *Guro Games*)

500 CP – The Little Death Becomes the Big Death

I'm sorry to tell you this Jumper but you have a heart condition. Despite your doctor's recommendations you still crave excitement and the fact that you're risking your life only makes sexfighting more exciting. With this drawback upon losing a match the combination of stress and excitement will cause you to have a massive and most likely fatal heart attack. Hope you have some one-ups or a really good doctor who can get to you quickly. (Incompatible with *Gladiatorial Games* and *Guro Games*)

800CP - Guro Games

Oh dear, things just got a bit ultra-violent. This drawback requires 'Full Contact Sexfighting' matches and they will always be excessively violent and brutal with both fighters going into a lust-filled murderous rage. These fights will often end with the loser suffering a very brutal death or maiming. These fights are so

brutal that often the victor will have fairly major injuries as well. These fights are not for everyone and multiple one-ups are highly recommended.

(Incompatible with *The Little Death Becomes the Big Death and Gladiatorial Games*)

Appendix I -

Kinky Fight Club Character

Sheets

Below are all the in-game character info pages for the canon roster of Kinky Fight Club. There are additional random fighters who show up in places like the try-outs but this is the main roster of fighters involved in the story mode.



Notes: Max is one of the trainers in story mode and he favors more traditional training methods as an old school coach and owner of the Bad Bro Gym.

Name: Austin Marcus
Nickname: "Ground Zero"
Age: 27
Physique: Skinny
Hobbies: Hanging out with friends, watching movies, and playing videogames.

Preferred kinks:

- Blowjob
- Brunnetes
- Voyuerism

Favourite movement:

- Classic Cowgirl

Weakness

- Oral

Resistance

- Missionary



Austin is a young man, who lives near downtown, he works as a data analyst in a standard 9 to 5 work. After work hours he likes to hang out with friends or play videogames, specially RTS. He also likes to watch porn, as a young single man he finds a lot of pleasure on this. He found out about KYFC on the internet and joined the club instantly...

BACK TO MENU

Name: Tyrone
Nickname: "Big T"
Age: 28
Physique: Muscular
Hobbies: Playing sports, watch boxing, going to clubs and discos.

Preferred kinks:

- Dominating and being dominated
- Big booties
- Stockings and garter belts (lingerie)

Favourite movement:

- Classic Doggystyle

Weakness

- MountingStyle

Resistance

- Oral



Big T, as his numerous friends call him, used to be a cop, and is looking for some money to get and start his own business (a sports gym). One night after leaving a club he went close to the KYFC club and saw the poster, and the next day, after the hangover ran out, he signed for the next championship, looking for a good time and maybe some money...

BACK TO MENU

Notes: Tyrone is a good cop who resigned after Kevin and Karen's agents started infiltrating and taking over the police force. He has a crush on his former partner

Denise.



Name: Takun
Nickname: "The Shogun"
Age: 25
Physique: Skinny
Hobbies: Watching Anime, reading manga and studying Japanese culture in general.

Preferred kinks:

- Interracial
- Blondes
- Seduction
- Mind control

Favourite movement:

- Classic Missionary

Weakness:

- Handjob

Resistance:

- Other

Takun is a big fanatic of the Japanese culture, and a otaku in general, he is very proud of his identity. Having arrived less than a year ago to Atlantic City, Takun has few friends in the city. One of the friends he made was Austin, who told him about KYFC. Takun loved the club, although he isn't very much into some of the kinks like spanking.

BACK TO MENU



Name: Morgan
Nickname: "Blackbeard"
Age: 32
Physique: Muscular
Hobbies: Sailing, traveling, making alcoholic beverages and cooking.

Preferred kinks:

- Latex
- Big Boobs
- Role-play
- BreastSmother

Favourite movement:

- Standing Doggystyle

Weakness:

- Other

Resistance:

- MountingStyle

Morgan is a sailor, that comes to Atlantic city from time to time, but when he is in the city he goes to the KYFC club as much as possible. He is also an expert chef and a stylish man who loves to have casual affairs, since his life style wouldn't allow him to stay in one place for too long. He joined the championship mainly for pleasure.

BACK TO MENU

Notes: Morgan is a smuggler with a code of ethics who has pictures and documented evidence of Kevin and Karen working with the mob and smuggling in firearms & drugs.

Partner with Daria.



Name: Leonard
Nickname: "The learner"
Age: 24
Physique: Skinny
Hobbies: Build Lego's stuff, collect game's miniatures, and paint them.

Preferred kinks:

- Humiliation
- Being dominated
- Foot

Favourite movement:

- Reverse Cowgirl

Weakness

- Doggystyle

Resistance

- Handjob

Being a geeky boy most of his life, Leonard has discovered a whole new world when an invitation from someone called Mr Zed arrived at his house. Student of the Atlantic City university, he dedicated most of his time to study and work on his personal projects, but now he is about to learn a lot of new stuff in the KYFC championship.

BACK TO MENU

Notes: Leonard is an expert hacker known as Letto, who will help the player in taking down Kevin and Karen.



Name: Diego
Nickname: "The lion"
Age: 27
Physique: Muscular
Hobbies: Traveling, dancing, guitar playing.

Preferred kinks:

- Nylon
- Redheads
- Deep penetration

Favourite movement:

- Side Missionary

Weakness

- Missionary

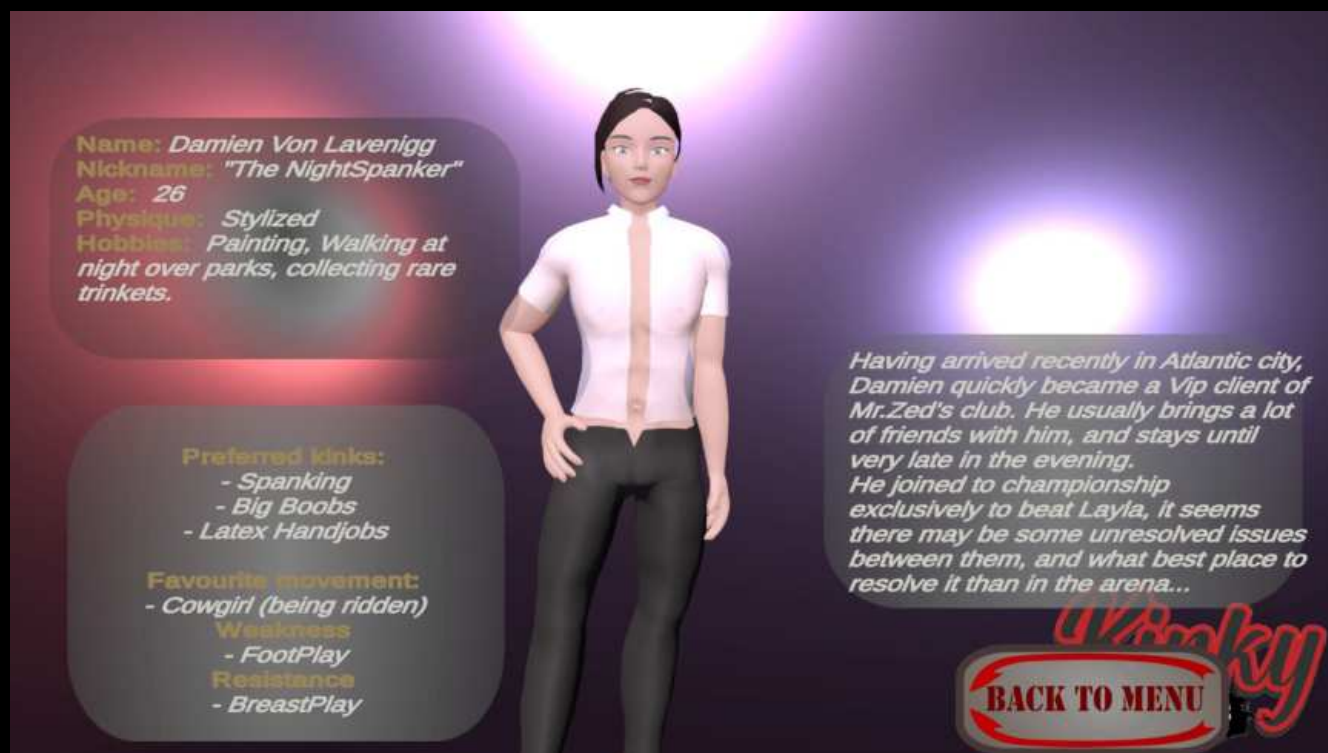
Resistance

- Doggystyle

Diego moved in last summer to Atlantic City. He instantly fell in love with the beaches, the climate and thenightclubs in the city. He is an adventurous soul trying make new "drinks" as a barman. Being naturally seductive and loving to fuck around, he joined the KYFC championship to find some fun during weekends...

BACK TO MENU

Notes: Diego is a bar owner and bartender who has very interesting tastes in drinks.



Notes: Damien works closely with Leonardo in hacking and spy-craft. While Leonardo focuses on hacking, Damien handles in person spycraft.



Name: Joao Oliveira
Nickname: "The Storm"

Age: 27

Physique: Stylized

Hobbies: Chinese martial arts,
learning languages and exploring
asian culture.

Preferred kinks:
- Big Ass
- Rough fuck
- Garters and stockings

Favourite movement:
- Turtle Doggystyle
Weakness
- Doggystyle
Resistance
- FootPlay



After getting a career-ending injury 4 years ago, Joao moved to Atlantic city to start a new life, away from his dream of becoming a professional fighter.

He became friends with Max, who after some time told him about the KYFC, intrigued, Joao went to see, and quickly found a new place to visit.

His dream of becoming a champion was now a possibility, however, a different kind of champion, but a champion nonetheless, and no-one will stand on his way this time!

BACK TO MENU

Name: Jhon Sternford
Nickname: "The Soldier"

Age: 31

Physique: Muscular

Hobbies: Combat training,
shooting at the firing range, driving
Go karts.

Preferred kinks:
- Domination
- Big Ass
- Restraints

Favourite movement:
- Mating Press
Weakness
- Other
Resistance
- BreastPlay



After served for some years, Jhon appreciates his time while at home by traveling through the country. Upon arriving to Atlantic City, he found the KYFC and instantly wanted to join. On his first try he was beaten shamelessly by Mala, who he swore he will beat her and make her cum a freaking ton on the next Championship... Will that happen?

BACK TO MENU

Name: Lee Yung
Nickname: "The Eastern Fist"
Age: 31
Physique: Muscular
Hobbies: weight lifting, TV sports, cooking, learning new languages.



Preferred kinks:
- Domination
- Lifting/carrying
- Boobjobs

Favourite movement:
- Lifted Cowgirl (lifting the girl)
Weakness
- BreastPlay
Resistance
- MountingStyle

Arriving from the east, Lee made quite an impression in Atlantic City with his huge muscles and his friendliness. However, behind Lee's friendliness he hides various secrets, one of them being that he already knew of Kinky Fight Club before reaching the city, and he also seems to have experience in sex-fights! There are also rumors of him being a Japanese pornstar, but Zed haven't found any evidence on that...yet! Maybe Lee's performance on the championship will reveal more about him!

[BACK TO MENU](#)

Name: Maia
Nickname: "The Foxy"
Age: 27
Physique: Balanced
Hobbies: Painting, reading, and travelling.



Preferred kinks:
- Rubber
- Getting spanked
- Seducing

Favourite movement:
- Legtrap Missionary
Weakness
- Missionary
Resistance
- Breastplay

Born in Atlantic city, and living a kind of boring standard life, Maia studies at the university and works part time in a coffee shop. She was hesitant to participate in Mr.Zed's event, but after she tried it, she loved it. She discovered a hidden facet of herself, and is now embracing it, becoming more and more sensual and powerful each day...

[BACK TO MENU](#)

Note: Maia is the alternate choice of trainer/coach who can mentor and train you in the

game. She prefers unorthodox methods as a more modern coach.



Note: Lucy is the new CEO of Skyflare Inc. Her personal club was shut down by Kevin and Karen and she has allied with Mr. Zed's club to bring down Kevin and Karen. She is ruthless in the ring and rises to the championship. She then offers the player a massive bribe to take a dive and lose the championship match to her. She is one of the game's romance options in that she takes interest in the player and wants them as a pet/sex slave. She also occasionally breaks the fourth wall such as with her offer to the player to lose to her in the championship match by offering up the in-game currency for unlocks. There are also other hints that she is much more than just a simple mortal woman (so there is probably a good chance she will know the Jumper is a Jumper).

Name: Tsuki
Nickname: "The Tiger Lily"
Age: 21
Physique: Small boobs.
Hobbies: Watching anime, reading mangas, going out to conventions with friends.

Preferred kinks:
- Being dominated
- Cum play
- Rope play
Favourite movement:
- Classic Doggystyle
Weakness
- Handjob
Resistance
- Missionary



Tsuki is a student at the university in Atlantic City, she comes from a very strict family in Japan. When she found out about KYFC she was intrigued, because even without much experience, she was always a lover of hentai, and she imagined herself in those situations, so she took the decision almost instantly and joined in search of new experiences



Notes: Tsuki worked as an accountant for the player's company. After Kevin and Karen took over the company she saw their secret accounts along with evidence of working with the mafia. She made copies of the files, temporarily left the league, and went into hiding in disguise as Maria - a humble hairdresser.



Notes: Carime is a former spy for Kevin & Karen who has infiltrated the club. She comes out and offers to defect as a double agent after Kevin harasses one of her friends.



Notes: Akeria works as a Bartender in Deigo's Bar.



Notes: Rosemary along with Lorelei specialized in cosplay and soft erotica through their websites. They were then targeted by Kevin & Karen's New Puritan Movement for harassment and their websites were hacked/destroyed.



Notes: Alessa is one of the romance options – she constantly flirts with the player and

won't hesitate to assist or back them up.



Name: Brianna
Nickname: "The FlowerBomb"
Age: 23
Physique: Small boobs.
Hobbies: Listening to Economics and Ted talks, Shopping, talking with her friends via Skype.

Preferred kinks:
- Voyeurism
- Expositionism
- Nylons and see-through
- Ass spanking

Favourite movement:
- Classic Doggystyle
- Weakness
- Doggystyle
- Resistance
- Handjob

Having acquired a small fortune at the young age of 21, Brianna is a smart and beautiful woman, that doesn't really know what to do with her time. Her wits and opportunism allowed her to get rich, and now is on the search for new experiences. Mr Zed made an offer to her, showing her a whole world, that money wouldn't be able to buy, and she accepted...

BACK TO MENU



Name: Nisa
Nickname: "The Lotus"
Age: 28
Physique: Big boobs.
Hobbies: Swimming, practicing Tai-chi, and Drinking exotic drinks

Preferred kinks:
- Lace and Stockings
- Objectification (herself)
- Seduction

Favourite movement:
- Riding Cowgirl
- Weakness
- MountingStyle
- Resistance
- BreastPlay

Nisa lives in downtown, and works as a massage therapist. After years of hiding her large boobs because she was ashamed of them, she met Mr Zed, who made a strange proposition. After this, she discovered how her natural beauty could impact her daily life and stopped hiding her breasts. After weeks of consideration she joined KYFC to find out Mr Zed's proposition.

BACK TO MENU

Name: Natalie
Nickname: "Nat"
Age: 26
Physique: Big ass.
Hobbies: Fitness, modeling, and photography.

Preferred kinks:
- Domination
- Foot fetish
- Getting Spanked

Favourite movement:
- Reverse Cowgirl
Weakness
- Handjob
Resistance
- Oral



While she is not busy modeling, or taking pictures, she is usually hanging out in a bar with her friends. Living of the freelance life and without having to worry about time schedules, Natalie focuses on having a good time and enjoying her days. One day one of her Social Media stalkers joked about she joining KYFC. She was intrigued, and ended up searching it, she liked what she found...

BACK TO MENU

Monkey

Name: Layla
Nickname: "The Gothicc"
Age: 27
Physique: Balanced.
Hobbies: Roleplaying games, mythos novels, and late night walks with friends.

Preferred kinks:
- Bondage
- Spanking
- Submission

Favourite movement:
- Submissive Doggystyle
Weakness
- Other
Resistance
- DoggyStyle



On her daily life she is a worker in a big enterprise, but doesn't really like to interact with people. She actually despises most people, but finds really joy when interacting with those she considers beautiful. She is a very elegant and sensual woman in her own way, and loves everything about roleplaying, from tabletop games to intimate games. Maybe that's why she joined KYFC

BACK TO MENU

Monkey



Name: Daira
Nickname: "The Atlantean"
Age: 25
Physique: Balanced.
Hobbies: Reading, playing sports (any), going to the cinema.

Preferred kinks:
 - Dominating
 - Foot and Tights
 - Breathplay

Favourite movement:
 - Amazonian Cowgirl

Weakness
 - FootPlay

Resistance
 - Missionary

Working in Atlantic City as a lifeguard, Daira is one of the strongest characters that joined KYFC. In her free time she loves to read about all the new stuff that is appearing every day. One day, one of her friends told her about KYFC, Daira went with her friend to see what was all about. After a few matches Daira found a new place to go after the movies...

BACK TO MENU

Notes: Daira is a smuggler with a code of ethics who has pictures and documented evidence of Kevin and Karen working with the mob and smuggling in firearms & drugs. Partner with Morgan.



Name: Katherine
Nickname: "The Vampress"
Age: ??
Physique: Athletic, Big boobs.
Hobbies: Unknown, but sometimes talks about high-social encounters, like wine tasting, or going to the casino.

Preferred kinks:
 - Domination
 - Forced orals
 - Being spanked
 - Punishment

Favourite movement:
 - Reverse Cowgirl

Weakness
 - Other

Resistance
 - Mounting

Nobody knows exactly what is Katherine's work, life or even her real identity. She simply shows up at night in the club, dressed to kill and ready to fight. She's an extremely mysterious girl, who made Mr. Zed an offer he couldn't refuse to increase the size of the club, and make open competitions. She seems to have some kind of personal interest in the kinkiness of the club.

BACK TO MENU

Name: Denise Daniels
Nickname: "The enforcer"
Age: 27
Physique: Athletic, big booty.
Hobbies: Gambling, walking near the beach, swimming, and being "The authority"

Preferred kinks:
 - Spanking
 - Dominating
 - Tying up her preys

Favourite movement:
 - Standing Doggystyle
Weakness
 - FootPlay
Resistance
 - Other



Having grown up in Atlantic city, Denise knows all its streets, and was aware as soon as Mr Zed's club started getting attention.

She is a good companion, hardworking cop, and owner of a dog, however, when she gets into the club, she stops becoming just an officer, to become the enforcer herself.

After trying out one night out of boredom, she found her hidden desires to keep coming every chance she had...

BACK TO MENU

Notes: Denise is a good cop who stays with the local police force after Kevin and Karen's agents take it over, hoping to reform it from the inside. She has a crush on her former partner Tyrone.

Name: Cyara Sullivan
Nickname: "The BeerGirl"
Age: 22
Physique: Athletic.
Hobbies: Crossfit, eating healthy, going to parties, drinking, gambling.

Preferred kinks:
 - Brest playing
 - Girl on Girl action
 - Orals (take and give)
 - Cumplay

Favourite movement:
 - Cowgirl II
Weakness
 - Mounting Style
Resistance
 - Orals



She earns her money as a bartender in a pub in downtown. One night she met Max, and after talking with him for hours he told her about KYFC, and that she should go someday.

After going a few times she is decided to join the next championship, hopping to beat everyone, girls and guys alike, in order to win the biggest price, and pay her future college studies.

In the meanwhile she made lots of friends and enjoys partying in the club.

BACK TO MENU

Name: Mikaela Vraebosky
Nickname: "The Trainee"
Age: 21
Physique: Athletic.
Hobbies: Playing sports, mainly volleyball, Spinning, and collecting cups from around the world.

Preferred kinks:
- Long sessions
- Orgasm control/denial
- Controlled pleasure

Favourite movement:
- Standing Missionary
Weakness
- MountingStyle
Resistance
- DoggyStyle



Born and raised in Atlantic City, Mika is a young and exceptional athlete. After being in a shitty relationship for a few years, she decided 2020 was the year to find new experiences.

A few weeks later she met - and defeated - Max in a swimming competition. After that he dared Mika to have a rematch, but not swimming, but in the mat in KYFC. Intrigued by this she joined the championship to prove she's the best in and out of the mat!



Name: Lorelei
Nickname: "The Acrobat"
Age: 24
Physique: Athletic, Big Booty.
Hobbies: Acrobatics, Yoga, Going to the beach, and walking on the park.

Preferred kinks:
- Everything related to Feet
- Tight Leotardss
- Forced orals

Favourite movement:
- Splits Cowgirl
Weakness
- DoggyStyle
Resistance
- FootPlay



Working during the daytime as a Acrobatics, rythm dances, and yoga instructor Lorelei has a very interesting lifestyle. She likes to work out and explore everything around Atlantic city.

She used to date a friend of Mr Zed's, however her kinks weren't compatible and the guy ran away. A few months later Zed about her, and went to one of her classes, where he invited her to discover a hidden where she may be able to find someone to play with the same tastes as her...



Notes: Lorelei along with Rosemary specialized in cosplay and soft erotica through their websites. They were then targeted by Kevin & Karen's New Puritan Movement for harassment and their websites were hacked/destroyed.



Notes: Marlene is one of the bunny staff of the Kinky Fight Club who both staff and work as Mr. Zed's agents. Marlene works in the HR department of the company the

player worked for and spies on Kevin and Karen's operation. She is one of the player's main contacts and is a romance option. She also aspires to be an announcer.



Notes: Lenna is one of the bunny staff of the Kinky Fight Club who both staff and work as Mr. Zed's agents.



Notes: Mr. Zed is the Eccentric owner of the Kinky Fight Club and leads an organized

resistance to Kevin and Karen through his club.



Notes: Amastassia is the owner and operator of the Flamingo Club, another local erotic club.



Notes: Matt is an old friend of the players and a co-worker at the corporation. However

as the player later discovers Matt is also actually an undercover FBI agent working to bring down Karen, Kevin, and the Giannucci crime family. He becomes the player's link to the FBI.



Notes: Ivar is Kevin and Karen's primary muscle and main henchman. He is extremely tall and buff. He also is Karen's plaything/lover. While this is known to Kevin, this becoming public will damage both their reputations.



Notes: Karen and Kevin are a power obsessed couple who are attempting to take over Atlantic City through a partnership with the Giannucci crime family and their own New Puritan Movement. Their agents have infiltrated and taken over the media, police force, and much of the local government. While pretending to be the moral guardians of the city, they have no morals and seek only power and profit. After taking over Atlantic City they plan to take their operation to the national level. The only thing standing in their way is the Kinky Fight Club.

Appendix II -

Canon Kinky Fight Club Arenas

The canon fighting arenas used in the game:

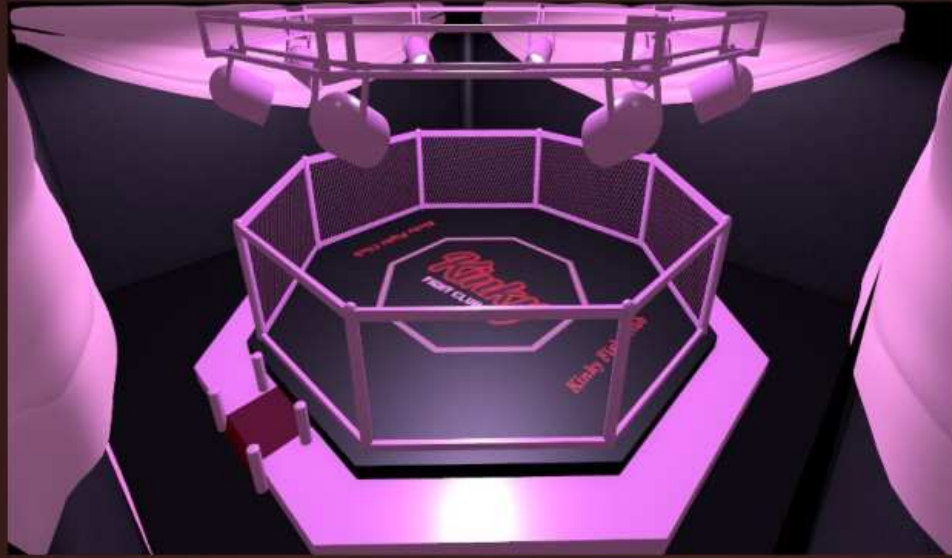


The Classic Octagon is the main arena used in story mode where it is used for both the try-out phase and the main season phase.



Boxing Ring

The Boxing Ring is a popular alternate arena to the classic octagon for regular fights.



Pastel Octagon

The Pastel Octagon is an alternative arena similar in style to the Classic Octagon but in pastel pink. This arena might actually be located in the Flamingo Club since it matches their color scheme.



Red Room

The Red Room is a padded mat with some padded corner barriers and some bleachers. In story mode this is the site of the majority of Pre-Season Exhibition matches.



SkyFlare Roof Pool

The Skyflare Roof pool is an arena situated on top of the SkyFlare corporation building. It is a circular pool with a circular padded platform in the center. In story mode the finals matches take place here and are broadcast on AXXTV.



Bedroom



The Bedroom is a themed arena that is set up to look like a bedroom.



Dungeon Halls



Dungeon halls was added with the Enter the Dungeon update which added some fantasy elements. It is an arena that looks like a large castle hall.



Dungeon Octagon

The Dungeon Octagon was added with the Enter the Dungeon update and is pretty much the Classic Octagon set up in a dark manor-style room.



Master's Bedroom



The Master's Bedroom was added with the Enter the Dungeon update and is a palatial master bedroom in a dark manor.

Changelog

1.0- First Release

1.0.1 - Minor spelling and clarity fix on **Losers' Humiliation** drawback.