**What is Fallout Equestria Vore Adventure RPG?**

Adventure RPG (Or ARPG) is a sort of an interactive group role-play game. Players will follow the adventures of a character and guide their actions. Unlike normal interactives, there will rarely be set choices to choose from. There may be obvious choices, but you can suggest whatever you want! Does the path split into two? Take a path, go back the way you came, or just wander off the path! Talking to an NPC? Try to befriend them, piss them off, flirt with them, or just straight-up murder them for no reason!

When I make a post, I will post a picture and a text description of what is happening. Then, in the comments, all you have to do is suggest what we do next. I don't make decisions based on votes! There are cases where I will do voting, but 70% of the time, I will take whatever idea I think is most interesting. Interesting doesn't always mean "good for us",since the Wasteland is pretty dangerous place.

Every character in the story can die by any means, both Enemies and friends. If you like your party members, make sure to protect them. But at the same time, our player character can die just as well.

Posts will happen at least once every weekday.

**How do I decide what happens?**

First, I will look at the comments and pick something that I think would lead to the most interesting storyline. I will also do dice rolls to determine success on various things. You might ask “What ruleset do you use for rolls?” and I would answer “None!”. I will make up the rolls on the fly. I usually don't show the rolls in the text, but if people would like to see that, I might start doing that. I will admit I may sometimes cheat the rolls to make things more interesting, but that's good for everyone!

It should also be known that the technical parts of the gameplay will likely change often. This is just as I adjust and figure out what the best setup is for all that. I'll usually do bigger changes with new characters, though.

**Types of Vore allowed and how they work:**

- Oral Vore: Leads to stomach. Different races digest at different rates. All races can learn how to control digestion, but it takes practice. Digested prey leads to death.

- Unbirth: Leads to womb. Depending on race, prey can be either digested or transformed within the womb. Unbirth has slow digestion rate. Digested prey leads to splooshy death. Transformed prey maintain their personalities, only their appearance changes.

- Absorption: Mostly used by slime-type races. Prey can be absorbed and/or transformed. Absorbing prey leads to death. Transformed prey maintain their personalities, only their appearance changes.

- Cock Vore: Leads to balls. Prey can be digested into cum. Digestion leads to messy death.

- Breast Vore: Can be nipple vore. Leads to absorption into breasts and death of prey,or sloshing into milk.

**Other things that can happen:**

- Transformation: Body size changing, transgender, complete race changing, age change

- Size: Shrinking, growing, macro/micro

- Sex: Maybe. Not really sure right now.

- Mind control: Either temporary or complete mind breaks

- Fillies/colts: Probably won't happen often. I tend to shy away from actual sexual acts with characters that appear underage. Vore is fine though.

- Soul Vore: Soul can be swallowed even from alive body and from digested in stomach. Can be digested and absorbed as living energy.

- Anal Vore: Lead to intestines. Can be digested into poop or pushed into stomach for normal digestion.

**Things that won't happen:**

- Heavy gore: Blood and injuries may happen, but dismemberment and the like will not. Digestion will be "soft".

- Scat: I am not against it, but I will not give much attention to this topic.

- Hard vore: This is probably can happen, but what will be shown is only leftover bones.

**Rules:**

·         Be nice. Discussion is fine, but pointless arguing is not.

·         Don't spam. Posting multiple times is fine, just don't get spammy with it.

·         Don't get mad. Things are gonna go wrong. Characters you might like will probably die.

·         Have fun. It's a game! Have fun with it! Be creative with your posts and I'll probably go with it!

**Gameplay**

I'll explain a little about gameplay now. Mainly combat. Combat is done in turns with the fastest individuals going first. Characters will automatically try to dodge or block attacks as fitting. Players only control the Main Character. If the MC cannot act, then turns will continue to progress until they can. The MC can, however, tell other characters to do certain actions, which they may or may not do.

**Stats:**

These are the main stats of the game.

***S****trength,* Y(Physical strength checks) Modifies: Melee Damage, and Carry Weight

***P****erception,* Y(Perception checks) Affects all actions that require attention

***E****ndurance,* Y(Survivability checks) Modifies: Hit Points, Damage Resistance

***C****harisma,* Y(Speech checks) Affects all actions requiring communication with other creatures

***I****ntelligence,* Y(Smart checks) Modifies: Magic abilities, skill performance

***A****gility,* Y(Speed checks) Modifies: Travel Speed, dodge ability in combat

***L****uck,* Y(??? checks) Useless stat, who generally believes in luck?

Health: Your physical health. If this reaches zero, you will die. Only restores with proper healing.

Energy: Your ability to act. Every action you take and getting hurt will reduce this. Restores quickly, even in battle. If it reaches zero, you will get Exhausted or even pass out.

Mana: This is what you using for casting spells. If it reaches zero, you will become Unconscious or even pass out. Restores slowly while resting.

**Status Effects:**

Here's a list of some status effects that can potentially happen.

Exhausted: Reduced Energy regen. Overall stat debuff. Removed when EN restores to 50%.

Aroused: ***I****ntelligence* and ***C****harisma* debuff. May perform certain actions without choice.

Severe Injury: ***S****trength*, ***E****ndurance*, ***P****erception*, and ***A****gility* debuff.

Poison: EN gradually decreases. Once zero, HP gradually decreases.

Drowsy: EN gradually decreases. Once zero, you will pass out.

Unconscious: Cannot act until EN restores completely. Certain actions can wake an unconscious person.

Controlled: Directly under mind control from another individual. Certain actions can break control.

Crazed: Cannot control their actions. Certain actions can break craze.

Fire: On fire. HP gradually decreases.

Frozen: Cannot act until thawed.

Petrified: Steadily slows until fully turned to stone. Can shatter when fully stone. Cured with certain magic or items.

Downed: Near death. Cannot act. Can only be healed outside of combat.

Dead: Completely dead. Cannot be revived.

**Skills:**

Skills are learned abilities of a character. The skill level shows how good the character is at that skill.  I will not describe all possible skills, they will be selected by players in the process of creating a character. The number of possible skills will depend on the level of  ***I****ntelligence* of the character. Selected skills will be added here later.

**Perks:**

Perks are bonuses obtainable by the character. They can be obtained in different ways. As mutations, implants, enchantments or special actions or interactions with other characters.

Right now our character has only one perk:

*-Chosen one*. Among all the dwellers of shelter №74, you were chosen as a researcher of the unknown Surface World. You are lucky.(+1 ***L****uck*)

I will add to this post as I come up with more things to add.