

# The Slayer's Guide To Female Gamers

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## Contents

- 2 Introduction
- 4 The Historical Role of Female Gamers
- 8 Female Gamer Physiology
- 21 Warfare
- 22 Roleplaying with Female Gamers
- 25 The Female Player Race
- 27 Prestige Classes
- 29 Feminine Magic
- 31 Bonus Material
- 35 OGL Licence

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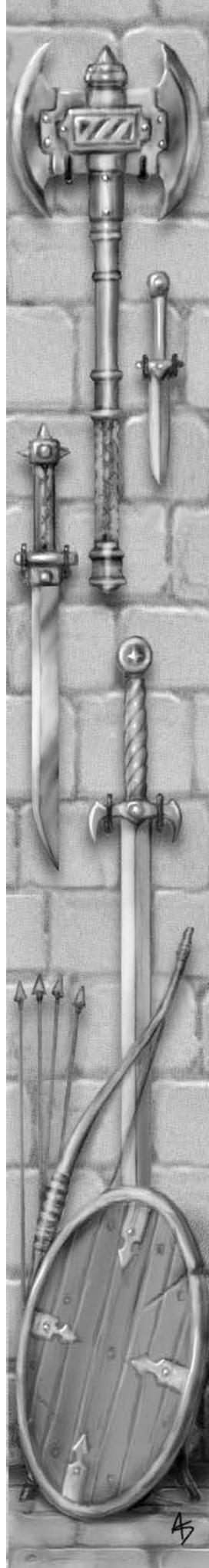
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# INTRODUCTION

The Female Gamer is a mystery. A mystery, wrapped inside an enigma, wrapped inside another mystery, put in a box with 'mystery' written on it and shipped second-class to Mysterious Island in the Sea Of Mystery.

In short, they're mysterious.

They are, largely, an unknown quantity to the vast and overwhelming majority of gamers. Those few who have encountered them over the years have been left baffled; some even psychologically damaged by the experience. The very nature of the Female Gamer may be so inhuman, so unknowable, so terrifying that it causes mental damage, hysteria and sometimes drooling. Reports of their nature are therefore sketchy, incomplete and often written in non-toxic crayon on circles of paper. Biblical scholars of the frothy and spectacularly be-bearded bent define them as evil; citing the mythical figure Eve from the Bible as proof positive they are all foul and seductive temptresses who are on this Earth to lead men and impressionable choorboys astray from the path of righteousness.

More modern and open minded scholars of the female form, who we see drawing illustrations for us in our books, calendars, trading cards, magazines and so on, paint us a more compelling picture of the woman. Tall, muscular, half naked, often oiled and always up for the kind of adventurous action we all long for, especially if it involves killing goblins.

Many of these illustrations also depict female monsters, using their impressive charms to lure brave adventurers to their lingering but pleasurable deaths. This puts women into a frame of reference that the male gamer can understand. Harpies, nymphs, naiads, succubi and sirens are among the more interestingly female-looking figures in *Core Rulebook III* and if you let the book fall open naturally, theirs are the pages most likely to be revealed.<sup>1</sup>

Comparing the pictures of Larry Elmore to real life is, most often, a recipe for disappointment, confusion and bruised or lodged testicles. While the overall

appearance is the same to some extent – rounded and curvy – Female Gamers appear to wear a lot more in the way of clothing and look a lot less like fabulous supermodels.

Gaming groups will sometimes swap tales and legends of Female Gamers, even of having them as girlfriends or wives, some groups claim to have Female Gamers among their number; some even go so far as to claim they have dated or married them themselves. Most of these tales turn out to be the drunken ramblings of an embittered sad and lonely little man but enough have evidence of some sort – underwear, bridal catalogues, plastic salad packages and so on – that, like flying saucers, they should be treated with at least a modicum of credibility.

These tales and legends form the basis of this particular book, first-hand accounts of the female human in general and the Female Gamer in particular. What they are like, what they do, their habits and habitat, how to spot them, how to protect yourself from them and how to understand them using pleasantly familiar gaming terms.

Females are an alien species not of this Earth, difficult to understand, impossible to please. This guide will at least give you a fighting chance of comprehending them and dealing with them should you be so unlucky as to encounter one in your travels.

## THE SLAYERS GUIDES

This series of supplements is normally designed for use in all fantasy based D20 game systems and settings. However, this one is a joke, a jape, a jest and a piss-take, albeit poorly written and in bad taste. It is here as a joke, to extract the Michael, to make you laugh and to tweak the nipples of propriety and run away laughing.

The *Guides* normally take an in-depth look at some overlooked minor creature of some description, rounding them out, giving them some depth and culture, making them into something more than just your typical sword-fodder.

In this case the book is examining a source of much mystery and consternation to your average roleplayer,

<sup>1</sup>Doing this with a clothing catalogue does the same thing with the lingerie section. Mmmmm, lacy.

the Female Gamer and the female of the species in general. The only culture present here should be examined under a slide and given a long Latin name before being exterminated with penicillin.

None of this should be taken as offensive, though it probably will be. If you cannot see we are also taking the Mickey out of male gamers as much, if not more, than gamers of the female persuasion then you need a humour transplant and a kick up your pert, well-rounded, tightly chain-mail-clad arse. Please accept that most gamers do not have issues with women, they have a subscription, a complete collection from issue one and fancy binders to keep them in.

Female Gamers are a completely unknown quantity to the vast and overwhelming majority of gamers, though matters have been ever so slowly changing in that regard. As these creatures become more populous in the gaming fraternity it behoves the male gamer to at least make an attempt understand this creature and to make preparations for their increasing invasion. It would not do to be caught unawares by any new creature or trap and every adventurer's motto should be '*Be prepared*', rather than '*Experience points! Chaaaaaarge!*'

## FEMALE GAMERS: AN ENIGMA, WRAPPED IN A MYSTERY, WRAPPED IN TIGHT CLOTHING.

Each *Slayer's Guide* covers a single race, in this instance the Female Gamer. Here you will find a mass of information on this particular gamer subspecies, their strange physical peculiarities, their chosen habitats, the way their society works, why women almost always go to the toilet in pairs, where they get their wealth of gossip from and the answers to a great many other of the great feminine mysteries. This will give you a greater understanding of the creatures and should allow you to get close enough to confirm the observations for yourself.

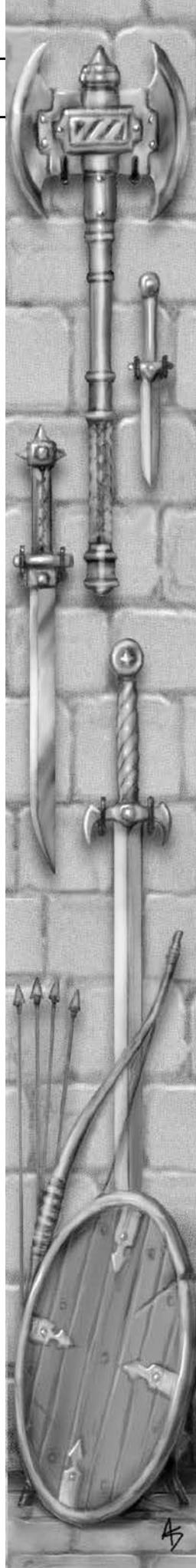
Games Masters will get guidelines on how to use Female Gamers in their adventures and how to bring them into

their groups with the minimal amount of disruption possible. In order to utilise women more effectively as Non-Player Characters you will be presented with a variety of simple roleplaying techniques to portray women convincingly to your group.<sup>2</sup>

Players will find they have gained new female-oriented spells, items and prestige classes enabling them to take on the role of these interesting and baffling creatures and to use their many strange powers and abilities within the game to gain a full and rounded understanding of the way the female mind works, if they even want to. You will never look at women the same way again, probably because your corneas will have been knocked loose and you have developed a squint due to a harsh pain between your legs.

Sample file

<sup>2</sup>Without recourse to a fright wig, bright red lipstick, a close shave or waxing and some great big false boobies.



# THE HISTORICAL ROLE OF FEMALE GAMERS

The Female Gamer is not an entirely modern phenomenon but has been on the rise in recent years with various female-friendly developments making their presence felt on the gaming front. They have been involved since the very start in one fashion or another, though not always in a participatory capacity.

## PREHISTORY: BG BEFORE GAME CREATION OF THE UNIVERSE TO MID 1970s.

Once upon a time there was no such thing as a roleplaying game. This may be hard to believe for some of you but trust the old timers, such was the case. Instead of roleplaying there was a primitive archaeological precursor to the roleplaying game known as war gaming, which is to roleplaying what Archaeopteryx was to birds.

This war gaming was not the hideously overpriced and omnipresent, spiky, kiddie-crack spectacle we see today in the sprawling temples to Mammon we call shopping centres. It was historical, accurate, painstaking and, frankly, rather boring. A select few Fatbeards still practice this ancient form of gaming and keep it preserved for the curiosity of future generations. Munchkins and little brothers might play the modern spiky death form but it is from this primordial gaming soup that the first true roleplayers emerged.

At this time the female involvement in what was to become 'the hobby' was pretty much limited to bringing

tea and biscuits to the shed or the attic, where the light-fearing War gamers would congregate to push pieces of tin and lead around a heavily modified coffee table.

## IN THE BEGINNING: 0 AG (AFTER GAME) MID 1974 AD.

Some very unusual, special and forward thinking<sup>3</sup> Fatbeards began to wonder about the possibilities of war games in a fictional setting, science fiction and fantasy to be precise, so they began experimenting with these ideas, slowly and gradually working towards the idea of heroes leading the armies into battle and then to the concept of the individual heroes' stories of daring. From this point, the first of many dungeon bashes were conceived and, when the first progressive Fatbeard made a decision based on what his characters actions might be, instead of his own, roleplaying was born. With a birthing cry of 'Delvings and Dingoos', the great grandpa of the entire plethora of roleplaying games you see around you today was brought into the world. It's also a reasonably safe bet that at that moment of birth someone said . . .

'Don't be daft; you'll die if you do that.'

... and that someone else suggested . . .

'Actually, I think your character's motivation would rather be this instead . . .'

While the individual elements to attract the Female Gamer were now present in the games, literary references, getting into the role of the character and so on, the games were still mathematics and violence heavy. Two things considered to be off-putting to women and not female-friendly in any way.

Fatbeard studies based on Dave Sim monologues showed that the holy grail of Female Gamers would be some manner of soap opera game heavily involving babies and shoe shopping. No woman having showed any discernable evidence of talent in either the mathematical or the hurt-people area.

<sup>3</sup>The normal type of Fatbeard is noted for its staunch traditionalism and refusal to accept the new things of the world as having any possibility of being a good idea. If Fatbeards had ever been in charge of the manifest destiny of humanity we would still be a soup of organic molecules floating around discouraging anyone else from turning into amino acids or unicellular creatures since that is far too new-fangled and after all 'We've all done it this way for years'.

Others, fearing the involvement of women for various bedwetting and erectile-dysfunction reasons, began working on gaming systems so full of mathematical complexity, and so replete with savage and descriptive violence, that no woman would ever consider playing them. They were unsuccessful; people just ignored the rules and played anyway.

Nonetheless, a few brave women blazed a trail for those who came later, gamely going along with the suggestions of hormonal and sexually-deprived gamers; playing half elf warrior women vixens or motherly clerics just so they could get to play in what was, even in its most primitive caveman form, a pretty enjoyable game.

### THE WITCH HUNT: 10-26 AG 1974-1990 AD.

The popularity of the games grew and grew, as did their number and variety. More and more different games began to appear in the stores, covering every possible permutation of the fantasy genre and a great many others to boot, horror, science-fiction, historical periods and the worlds of many authors.

As they swelled in popularity they began to attract attention, not all of it good. Being played by single, socially-inept and unwashed men and containing lurid and interesting things such as women in tiny chain mail bikinis and demonic beings, it was not long before the various religious organisations of the Western World began to see roleplaying as an 'evil thing' and so they took it upon themselves to do something about it.

Many sermons were made, many newspaper articles written and the name of gaming was mud, linked forever in the eyes of some with satanism, baby eating and witchcraft, not to mention heavy metal and the scourge of dreadful mullets.

For every action, there was an equal and opposite reaction. For every article that appeared denouncing roleplaying as the tool of the devil a rock chick, witchy girl or other woman, attracted by the danger of these alleged satanic rebels would show up at a gaming club, along with some similarly-minded men who could lend the gamers a little spooky credibility. The prophecies fulfilled themselves; told that these games were slightly occult and a bit edgy, the slightly occult and a bit edgy people became attracted to them. Once into the games, many of them were hooked in spite of their discovery that the alleged satanic links were a pile of used nappies.

Gamers began to get laid regularly and getting laid on a regular basis generally means girlfriends soon follow and a girlfriend wants to get into the same things as their boyfriend to understand them better and to participate in their life. So was born the gamer girlfriend into our lives. Often not truly understanding what was going on, often quitting and dumping the gamer when they realised it was not dangerous at all. (No amount of Jack Chick tracts can convince someone gaming is evil after they see first hand how fundamentally lame it is.)

Some managed to stay, some recognised the 'one true path' of the hobby and stuck with it, even after splitting up with their gamer geek boyfriends, some even slept their way around the whole gaming group; some just with the Games Master of the week; as good a reason as any to run a game – what did you think Games Master screens were for?

### A FEMALE INVASION: 27-36 AG 1990-2000AD

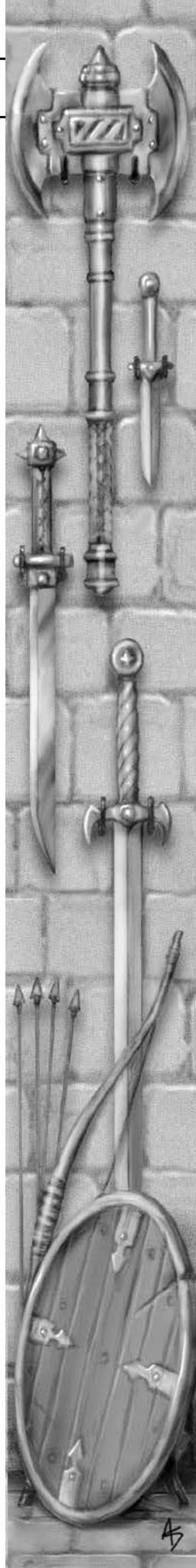
After the wave of women brought in by the witch hunt, male gamers discovered they quite liked having some rounder more fragrant people around at games – especially if they brought breasts with them. If nothing else, it stopped people having farting competitions and stinking up the house where they met to play.

Taking the noble goal of 'lets get some chicks into the hobby' to heart, many gamers began designing more roleplaying orientated and chick-friendly games. Many of these attempts were doomed from the start, no matter how you dress up a game, it is not going to appeal to some women and you run the risk of alienating your core audience if there are no half naked illustrations in the book.

Going back to basics and remembering the witch hunts of 10-26 AG they returned to the type of women they knew, witches, satanists and rock chicks, taking what appealed to them and working it over and over.

The product of this research and painstaking attention to detail was *Bloodsucker: The Pretense*, which is responsible for more roleplaying related nookie than any other roleplaying game in existence. Gamers basking in the sexual afterglow salute those who brought the bloodsuckers onto our character sheets and dedicate their post-orgasmic cigarette to your names.

To men, vampires are incredibly cool superhuman beasts with pointy fangs, to women, drama graduates



and literary analysts they are a complicated sexual metaphor rooted in Eastern European folklore and updated into the modern form by Bram Stoker, a commentary on the state of Victorian repressed sexuality.

Or something.

To gamers, it meant two wonderful and life-changing things. Firstly, access to goth chicks, secondly a newfound sense of *cool*. When this spread into live-action roleplaying (they had found only a certain sort of 'horsy' and 'husky' woman could be enticed to charge around fields hitting each other with padded sticks) they found they could fool the hippy girls and drama students of the world into also joining in the gaming fun. Some of these girls began to play tabletop roleplaying games as well as the live-action ones and before you knew it almost every gaming group had a female member or two and many<sup>4</sup> of them had Gamer Girlfriends.

### A NEW CENTURY: 37-39 AG 2001-2002AD

And what does the dawning of the new age bring to our little gaming subculture? Massively Multiplayer Online Games and various other computer-based elements are getting people of all sorts into roleplaying, many of them claiming to be women from the safety of online anonymity.



Somewhere among the teeming sweaty mass of red necked denizens of Alabama trailer parks, hunched amorously over their computer terminals as they masturbate themselves into an early grave, are genuine women, all getting involved in roleplaying, though they do not realise it and probably would prefer not to think that what they're doing is in any way related to '*Delvings and Dingoes*'.

<sup>4</sup>By many we of course mean one or two but everyone could lie and claim that they had a girlfriend with a slight bit of credibility.