

GURPS Sex and Pregnancy

Compiled by dwarf99



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¹Alice Goodwin

Sexual Skills

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Erotic Art



This is the ability to satisfy a partner and yourself in the complete act of sexual intercourse. According to GURPS Basic Set, this skill represents advanced sexual techniques but apparently you can get by on being really flexible and doing acrobatics without having any knowledge or actual advanced sexual techniques... indeed to have EA at DX level you could just buy the maximum level of Flexibility and you still get the bonuses to Climb and Escape Rolls. Sex is far too instinctive to say that the BS's assumptions are correct.

Modifiers: +3 if you know your partner well, Empathy is also relevant. Physiology Modifiers apply in settings being a furry would be considered a real sexual experience. Equipment Modifiers: Back seat: -2, Broom closet or toilet stall: -5, standing up in an alley -5, Bed with really nice sheets and pillows, +1 or +2.

Erotic Arts includes the ability to kiss well, in a way that is pleasing to the subject. It includes kissing a lady's hand and being able to determine what sort of kiss is appropriate in a situation. A successful kissing roll will prevent unduly sloppy or suffocating kisses. A critical success on this skill may cause a lady to swoon!

Modifiers: Bad Smell grants a penalty equal to its reaction modifier, being ill makes for a -2 penalty as well. If the target is more than 8 inches different from your height suffer -5 (called shot to the face). Again, Physiology Modifiers.

Kissing in combat - a character wishing to kiss his or her opponent must enter close combat and treat the kiss as a Grapple with a called shot to the face. If the Grapple is successful, a Quick Contest of the kisser's Kissing Skill versus the victim's IQ is required. The victim is then Stunned for a number of seconds equal to the amount by which the Contest was failed. Should the victim win the Contest, there is no effect.

Duration of Erotic Arts- It is often assumed that porn stars for example are capable of enduring sexually for tens of minutes or more than an hour, however surveys suggest that shorter durations are preferred. In a survey of United States and Canadian sexual therapists, the average therapists' responses defined the ranges of intercourse activity times: "adequate," from 3-7 minutes; "desirable," from 7-13 minutes; "too short" from 1-2 minutes; and "too long" from 10-30 minutes.¹

¹ Couldn't tell you the source, but fortunately this isn't an academic document and it isn't for sale.

The belief that sexual intercourse should take for fucking ever is a function of popular culture which has “reinforced stereotypes about sexual activity. Many men and women seem to believe the fantasy model of large penises, rock-hard erections and all-night-long intercourse.” Past research has found that a large percentage of men and women, who responded, wanted sex to last 30 minutes or longer.

High skill in Erotic Arts can reflect both schools of thought, allowing for simultaneous orgasm in the shorter durations of sex or merely going for the desired 30 minute mark. For those that just want to see if they can satisfy their partners, a roll is sufficient, but for those that want to see how long they can go before orgasm assume a number of minutes equal to HTx1 or Erotic Arts Skill x 2 whichever is better, but default skill level doesn't count..

Erotic Arts Techniques – sexual games often need to differentiate between certain sexual techniques, but sometimes they don't. For GMs that would enjoy the extra detail each sexual position (69, missionary, cowboy, reverse cowboy, etc) and each action (titfuck, anal, blowjob, etc) is a technique of Erotic Arts. Difficulties and technique maximums are discussed later in Advanced Sexual Encounters.

Esoteric Medicine (Massage)

Normally a character that purchases esoteric medicine is purchasing a Per/H skill, however with the technical aspects of massage as well as the coordination related aspects the GM may allow players to purchase Esoteric Medicine as a DX or IQ based skill. This requires the Attribute Substitution perk. In games where Esoteric Medicine is as functional as Physician, then it will serve as a stand in where Physician is a default. This requires some adjudication as not all applications of Massage make sense. For example, Surgery is Physician -5 but Massage will do nothing for those wanting Cosmetic Surgery.

Primarily Massage will assist in anything that can be aided by altering blood flow, and relieving muscular, tendon, or nerve tension. In games where Chi plays a heavy part, a Masseu(r/se) may fix Chi related problems, such as by aligning chakras. This requires Trained By a Master, and can benefit from the Erotic version of that advantage.

Professional Skill

Prostitute/Pimp/Madam-These skills are nothing more than Optional Specializations of the Merchant Skill. As an optional specialization it is one difficulty level easier than merchant would normally be.

Stripper- This is the ability to get out of your clothes smoothly and gracefully, and is also the ability to undress others. It includes erotic dance with or without a pole and may involve certain amusements resultant from Kegel exercises such as shooting ping pong balls and picking up dollars in your labia. Modifiers: -1 to undress in the dark, -1 to undress in a hurry, -2 to remove unfamiliar or complicated garments. Defaults to Erotic Art -3 or Sex Appeal -1.

Sex Appeal

Sex Appeal covers the ability to flirt with the opposite sex. It includes making small talk, compliments, and flattery, sincere or not. It is also the ability to determine if someone is only flirting or is seriously making a pass. Sex Appeal also includes ability to consciously seduce

someone, possibly against his or her better judgment. It is treated as a Contest between the seducer's skill and the subject's Will.

Modifiers: The seducer gets all bonuses for Appearance, Empathy, Voice, and Charisma., a +1 if the seducer has the Psychology skill at 12 or better, a +2 for Psychology, Diplomacy or any Music related skill at 20 or better. Skill bonuses do not stack. The victim gets a +1 to resist for each 5 points of traits related to not having sexual indiscretion. For example, a vow of chastity (5 points), would give the subject a +1 to resist, while Fanaticism (15 points) to a religion that frowns on that sort of thing would give a +3 to resist.

Sexual Entrhancement

In sexual games Entrhancement skills should be allowed based on Erotic Arts, Musical Instruments, Illusion (if sexual magic or Illusion Powers are used) or any skill allowing the influence of others. For GMs that prefer a “by the book” approach consider a “Different Default Skill” perk.

Sexual Entrhancement skills require either Erotic Arts or Sex Appeal (both at 12). In addition, instead of Charisma, they require Attractive or better appearance (or Large Breasts, but they would only work on targets inclined to like Large Breasts).

Entrhancement and Arousal¹- While Entrhancement skills should reduce inhibition, they should not outshine standard Erotic Arts techniques, merely being comparable is enough. Example Arousal Levels:

Persuade: Stimulation 1(0)

Sway Emotions: Stimulation 3(2)

Suggest: Stimulation 5(3)

Captivate: Stimulation 7(4)

The character using the Entrhancement skill to arouse chooses an individual member of a larger audience as his or her focus. On a success, that target gains the greater stimulation value (if attracted to the character or the character's gender) and the rest of the audience gains the lesser. On a failure the specific target gains the lesser stimulation and the rest of the audience gains zero stimulation. If you receive stimulation from any character by way of enthancement it is considered polite to tip them G\$1 per point of stimulation (1 farthing, credit, dollar or whatever; G\$ means GURPS Dollars) if they work on tips (otherwise they're getting paid in ticket sales, cover charges, etc). Those with inhibition values low enough to skip the excitement phase (who normally must make a will roll to break off sexual encounters, but aren't actively in a sexual encounter) must make that same will roll to avoid *engaging in a sexual encounter on the spot* and may do so willingly later. In games of Sex, Drugs, and Rock & Roll, critical successes on Musical Instrument, or Singing may cause Stimulation as Sway Emotions or Captivate.

¹ See Advanced Sexual Encounters.

Sexual Theatre

IQ/H or DX/H

Defaults: IQ-5 (or DX-5), Acting -3, or Performance -2

This is the skill of performing in live sexually explicit plays. In settings where it exists, some troupes may only perform sexually explicit plays, requiring consent upon application, while others perform both types of plays, allowing their nonconsensual actors to be stage hands and the like. Sexual Theatre is more difficult than regular theatre because in addition to remembering lines (which may or may not be specified during sexual scenes) the actors must take care not to orgasm at the wrong moments lest they reach climax too early, too late, or worse, be unable to separate before the man orgasms, spilling his seed into the woman. If contraceptives are not used or are unavailable unintended pregnancies are frequent. Sexual Theatre defaults to the worse of IQ and DX.

Jobs

A note on payment: GURPS 4th edition has two pay schemes for simplicity, and GURPS third edition had frequent pay schemes based on some multiplication of applicable skills. I see that all three have their uses. Payments listed as “Typical Pay” have the flat rate given on GURPS B. 517, a job listed as Freelance pay only grants that rate on a success roll on an exact success with failure or success changing the rate by 10% per point. Other jobs have skill based multipliers because I found that the static variance was a little boring.

Bouncer

You work in a strip club protecting the women, or just keeping the drunks from getting out of hand. In any case you know a bit about fighting and grappling, and also a bit about de-escalating the situation.

Prerequisites: Brawling, Wrestling, and any one of Carousing, Diplomacy, or Fast Talk all at 12+

Job Roll: Worst Prerequisite

Monthly Pay: Typical Pay appropriate to Average Wealth.

Courtesan/Escort

You are a member of a dating service or you entertain prosperous men from your own home discreetly. You may be an independent operating on word of mouth.

Prerequisites: Attractive or better appearance, Savoir Faire, and Sex Appeal at 12+

Job Roll: Worst Prerequisite

Monthly Pay: Typical Pay appropriate to Comfortable Wealth.

Masseur/Masseuse

You are skilled at massage, and can heal what ails the customer or simply make them feel better.

Prerequisites: Esoteric Medicine (Massage with or without the attribute substitution perk) at 12 or better.

Job Roll: Prerequisite

Monthly Pay: Freelance pay for Struggling Wealth. At the GM's option, the Oral technique may upgrade your payscale to Average wealth if you don't have any wealth disadvantages.

Nude Model

You take nude pictures for a living. This job can support any level of wealth from the Struggling dA model supplementing her income with print sales all the way up to the exceedingly wealthy Playboy models.

Prerequisite: Sex Appeal at 12 or better, Attractive or better appearance. Note that the GM may require Beautiful or Very

Beautiful for wealth above average level, and possibly Sexy Pose.

Job Roll: Sex Appeal

Monthly Pay: Independent models get freelance pay for their wealth levels. Those with agents get typical pay per month

Critical Failure: Accident caused damage to expensive equipment, or minor outpatient surgery, gain no income this month or next month.

Pimp/Madam

You have several prostitutes who pay to sell their bodies “on your turf”.

Prerequisites: Brawling, Intimidate, Professional Skill- Pimp all at 12 or better.

Job Roll: Worst Prerequisite

Monthly Pay: Freelance pay for Wealthy wealth. This wealth level supports the pimp or madam at Average cost of living and 8 prostitutes at Struggling cost of living. To add more prostitutes increase wealth. Very Wealthy allows you and a body guard to live in comfortable wealth and 32 prostitutes (4 more prostitutes if you skimp on the body guard).

Critical Failure: You either got busted or lost some bitches.¹ Lose 2 months pay while you pay fines (or bribes) or look for some new ‘ho’s.² Note that this job is likely to be illegal even where prostitution is legal since human trafficking is almost universally a crime.

Porn Star

You are a glorified prostitute getting paid on film (where it’s legal). Some sources cite payments between \$300-1000 per scene with enough scenes on a given month to average out to Comfortable Wealth. Some porn stars are known for their skill at specific sexual techniques earning

nicknames like the Blowjob Queen or the Master of Ass.

Prerequisites: Erotic Art, Prostitute, or Sexual Theatre, and 3 or more sexual techniques, all 12+.

Job Roll: Worst technique

Monthly Pay: Freelance Pay for Comfortable wealth usually at TL7+ assuming reasonable gender equality, but the GM may create a setting with TL 3 Sexual Theatres. Sexual Theatre actors get freelance pay as well but their wealth levels may vary (particularly where gender inequality reduces female wealth to a point lower than male wealth).

Priestess

You belong to a temple observing a god/dess of Lust, Love or Passion. You perform feats of magic that relate to sexuality, pregnancy, love, or lust, and sometimes anger, but doing so requires the assistance of at least one other helper to generate the emotional energies required. While this doesn’t make you a combat caster, (unless you can masturbate quickly) the townsfolk do sometimes find your services worthwhile.

Prerequisites: Religious Rank 2+; Magery or Magical Powers Talent (Sexual); Erotic Art, Sex Appeal, Esoteric Medicine (Massage) all at 12+.

Job Roll: Best Prerequisite-2

Monthly Pay: 3% of Comfortable Wealth minimum x total skill levels for all prerequisite skills.

Critical Failure: Your temple is attacked and burned down. You must move on to another temple if you are to continue to work but in the mean time you lose 1m pay. You may also be “rescued” by some barbarian hick that tries to have sex with you as repayment for services rendered.

¹ The term is not used to generally demean women, rather to depict an attitude common in the profession.

² Same goes for this term.

Prostitute

You have sex for pay. This freelance job is usually quite illegal with a few exceptions (TL 0-2 societies and TL 8+ Las Vegas, etc.). A common prostitute typically has Struggling Wealth, though this job can be combined with Stripper or Nude Model (typically at the struggling wealth level) to produce Average Wealth.

Prerequisite: Either Erotic Art or Professional Skill: Prostitute at 12 or better.

Job Roll: Prerequisite -2

Monthly Pay: (20% of Struggling Pay) + (10% x Margin of Success).

Critical Failure: roll 1d, on an even roll you get arrested, lose 1 month of income, or on an odd roll you get assaulted for 2d damage and earn nothing. The GM may allow the player to play out the critical failure result. In societies where prostitution is legal the GM may omit results of arrest.

Notes: Each 1% of pay constitutes 2 clients thus this job roll assumes 1.3 clients daily plus 20x the margin of success additional clients on a given month. Multiply the numbers by 1.4 and add 1d fatigue to a prostitute that works 30 days instead of 22.

Stripper

The primary occupational use of the sex appeal skill is to remove your clothing for paying customers. You work on commission so your pay is varied by tips you generate. This job supports Struggling Wealth unless you secretly charge your clients for the additional benefit of sex in which case you can be average or higher.

Prerequisite: Sex Appeal or Professional Skill: Stripper at 12 or better,

Job Roll: Worse prerequisite.

Monthly Pay: Struggling Wealth adjusted for margin of success or failure. Additionally you may supplement this job with the pay associated with Illegal

Prostitution (above) if your wealth is considered average. This requires two job rolls and the GM may use the rules provided in The Price of One "Favor" for overexertion (1d fatigue on a given month). This stacks if you also extend your work period to the full 30 days.

Critical Failure: Loss of job. Alternately the GM may allow players to play out the critical failure.

Tavern Wench

You serve ale at a local drinking establishment. Places with names like "The Lusty Maiden" might require that you are Free Spirited, Immodest, or Unhhibited. Any title that includes the words Busty or Buxom might require BT 5"+, and places where public decency laws are relaxed (or don't apply in taverns) may require their wenches to dress in breastless, sheer, or fishnet dresses. None of these requirements are listed because they aren't universal.

Prerequisite: Bartender, Sex Appeal *or* Waitress at 12+.

Job Roll: Prerequisite skill.

Monthly Pay: Freelance pay for struggling wealth.

Temple Guardian (Temple of Passion)

More than just a bouncer, you guard a temple to a well known god or goddess of Love, Lust, or Passion. More than that, you help the priestesses as an alderman or sergeant of arms at services or during rituals. You help the priestesses work their magic which requires-of course-sexual energy.

Prerequisites: Religious Rank 2+; Any average melee weapon skill appropriate to the god/dess or Bow (for deities like Cupid), Erotic Arts, Esoteric Medicine (Massage), games using the standard spell system may require Lend Energy as well as Magery (Sexual). Those that are using Powers instead may need the Lend Energy *ability* discussed in Advantages.

Job Roll: Lend Energy Spell or Weapon Skill (GM option. Alternately a Power Skill or IQ roll may be necessary)

Monthly Pay: Freelance pay for Average Wealth.

Critical Failure: Your temple is attacked, you suffer 3d damage or if you have Mass

Combat you or the GM may roll Misfortunes of War to determine damage (Assume a Misfortune Chance of 6). In that case damage is either 2d-1 or 6d (with the option to surrender in order to resist damage)

The Price of One “Favor”

Prostitutes don't always make average wealth. They don't always make struggling wealth either, especially those that aren't¹ in brothels. On the other hand they probably spend some of the day not working.

GURPS Magic assumes a 22 day workweek, and we can assume that 1 client per 2 points of Erotic Art, or Professional Skill: Prostitute, or Sex Appeal approaches the prostitute (6-12 clients per day, or 132-264) and she spends a half an hour with them (25% in consultation and 75% in the act). This is 3-5 hours with clientele. GURPS Social Engineering suggests that 1-2 hours represents 1% of wages 5 working hours per day gives 110 monthly hours of work so 1% of monthly wages per hour can be used though it's actually 1.1%.

Since these assumptions are based on the 22 day work month given in GURPS Magic and prostitutes rarely have the time off that others have, the GM may allow 30 day work months instead of 22. This multiplies earnings by 1.36 (use 1.4 for simplicity). The job roll for the prostitute reflects 40 clients on an exact roll with as few as 20 and as many as 440 clients (10% times the maximum margin of success 20 plus the initial 20, then doubled.) or a 10 hour work day

For an overexerted TL 3 prostitute 0 MoS indicates \$98, and 20 MoS indicates \$1,078. The numbers for the overexerted TL 8 prostitute would be \$520 and \$7,020. The upper end is nearly comfortable wealth at TL 3, and a little over it TL 8. Prostitutes with pimps give them any overhead which they use to pay struggling Cost of living for all their workers and their own cost of living. Since overexertion multiplies everything by 1.4, the maximum clients is 616.

To bring up another point on the differences between Professional Skill and Erotic Arts, one should consider that if a prostitute is actually able to last 10 years she has between 2,400 and 73,920 clients (averaging 38,160). At 15 minutes per client that's 800 clients in 200 hours or 47 points (11 for *Learning on the Job*). This is almost Attribute +4. Chances are if the town's big enough those 318 clients a month could well be different clients.

In a city the prostitute could feasibly run into 3,000+ different people in a year, and for whatever reason with those odds of running into someone that knows what they're doing there are still people out there who think prostitutes aren't eligible for the Erotic Arts skill. Granted what they probably mean is that the common prostitute can't even try the Karezza or Vadavaka techniques (both of which are cinematic anyway). This point I will concede but at least for the purposes of

¹ Microsoft Word suggested I change this to “especially those who isn't in brothels”. At least it didn't say ain't.

this document regardless of retarded opinions about the Erotic Arts skill, prostitutes and other sex workers *can* learn it.¹

Old Crusty and Retiring Prostitutes- B. 294 states an optional rule that anyone below skill +10 that doesn't use a skill must make an IQ roll at each 6 month interval to avoid having that skill drop by 1 level. Those at the extreme levels must make the IQ roll daily for each *day* without use (1 hour of practice) until skill is reduced below "extreme level". To prevent this, prostitutes of moderate skill need only have sex for 2 hours a year and extremely skilled prostitutes need 1 hour daily. For average retired prostitutes 4-8 times a year equates to holidays and special occasions. As she ages, however her attributes will decrease and she either needs to spend any points earned on Erotic Arts or DX. Points should be accrued as OJT in this case (about a half a point a year).

The Price of a Sex Slave (Modified from GURPS Banestorm)- A slave is worth the amount they can earn on average in 5 years. Since prostitution is freelance and varies by margin we must assume a static roll. The default assumption is 10. A prostitute of skill 12 earns 40% of struggling wealth on just such a roll (\$140 at TL3 on average x 60 months=\$8,400) while a prostitute of skill 20 earns 120% of struggling wealth on that same roll (\$420 at TL 3 x 60 months=\$25,000).

This assumes no reaction modifiers and attributes set at 10. Advantages and Disadvantages modify price as follows

For each +/-1 HT from 10 add or subtract 1 CF

For each +/-1 DX from 10 add or subtract 1 CF

For each level of Fit or Flexibility add +1 CF

Add or subtract the slave's appearance as it applies to the buyer (who is biased in favor of the gender he's attracted to.)

Add +4 CF per 5 points of fetish the slave will allow the buyer to indulge (he really wants her)

Add +4 CF per 5 points of fetish the seller can no longer indulge (he doesn't want to let her go)

Add +3 CF for each of Nymphomania or Try-Sexual

Add +2 CF if the slave's inhibition is below 5

Add +1 CF per level of Large Penis (for males or women with symbiotic Trouser Snakes), Tight Anus (either gender), Tight Vagina, or Large Breasts

¹ Though this book does err on the side of cinematics in regards to how many points.

Sexual Advantages

Listed on the following pages are several advantages which may originate in this document. If so their cost is listed in brackets. If not, their cost is only listed if it deviates from the cost as given in the original document (or some may list Varies as their cost).

Affliction

Affliction (Ecstasy +100%) is especially appropriate in sexual games, depending on the genre and theme of the game it can be anything from a sex missile to a shuddering touch. Sexual Disadvantages are also appropriate (see Aphrodisiac Slime). Take Vision Based (reversed, See GURPS Powers) to simulate gaze attacks. The GM may require Erotic TBaM, Magery, or some level of Magical Powers Talent depending on preexisting conditions involving supernatural powers in his game. If using Granular Appearance (see below), +5 (Universal) is an allowable minimum stand-in for sexual Gaze Abilities.

Age Traits

Alternate Aging Rolls- for those that don't want to roll 4 times each year for attribute loss due to aging the GM may allow 1d-2 (minimum 1) attributes to lose 1 point on a given failure in the order they appear on the sheet. Since you can roll 0, this option is more forgiving than standard aging rolls, which is as it should be for sexual games.

Extended Lifespan- a single level could be available to anyone in a normal or high mana world without any power modifier but more than that should require a modifier.

Cosmetic Unaging(-50%)- You suffer aging rolls normally for your appropriate lifespan but you always appear the age at which you took this advantage and your appearance doesn't degrade with age even if your GM would otherwise enforce that rule. Magical suits anyone who had the spell cast on them. Since the spell would resist aging rolls it could be valid to state that anyone with Magical Unaging could add their level of Talent to Aging Rolls (though they wouldn't necessarily gain wrinkles on aging roll failures, they might still lose hair color). Magical cosmetic Unaging ceases to function in no mana zones but continues to do so in other areas. Characters that have appearance higher than +6/+2 or +5 (universal) are considered transcendent and need no special modifier to gain this advantage. Anyone who has full Unaging has this advantage without any special modifiers. [7 points]

Appearance and Build Traits

Build can have a negative effect on your average adventurer but rarely plays a significant role in a sexual game. The GM may pair Skinny, Overweight, Fat, and Very Fat with Classical Features reducing the value of each disadvantage by +1 and making Overweight a feature. If the Build Table in the back of this book is used apply Build Trait modifiers to the final result. The GM may declare that Very Fat cannot be taken in conjunction with appearance greater than attractive.

Optional Rule- Granular Appearance

Appearance at lower levels has a flat reaction bonus or penalty, while at higher levels seeming to have a multifaceted bonus (Those that are attracted to your race/gender; those that aren't). For

GMs favoring detail, appearance can be rated as an all the time reputation (the fact that you aren't known by name or deed balances the fact that appearance can exceed +4 on its highest value) cost is determined by who is affected according to the chart below:

Everyone: 5 points per level

Everyone except own race: $x2/3$ (usually used for negative appearance relative to reference society).

Everyone attracted to your race *or* gender (Large Group): $1/2$ (includes own race)

Everyone attracted to own race *and* gender (Small Class): $1/3$

Everyone Else: $1/3$

Horrific: -6, Everyone except own race ($2/3$) [-20]

Monstrous: -5 Everyone except own race ($2/3$) [-16]

Hideous: -4 Everyone except own race ($2/3$) [-14]

Ugly: -2 Everyone except own race ($2/3$) [-7]

Unattractive: -1 Everyone [-5]

Attractive: +1 Everyone [5]

Beautiful: +4 (everyone attracted to own race *or* gender) [10], +2 Everyone Else [3] = [13]

Beautiful (Universal): +3 (Everyone) [15]

Handsome (Androgynous/Impressive; e.g. attracted to own gender): +3 [8]

V. Beautiful (Race or Gender/Everyone Else): +6 [15], +2 [3] = [18]

V. Beautiful (Universal): +4 (Everyone) [20]

V. Handsome (Androgynous/Impressive): +4 (Own Race *or* Gender) [10]

Transcendent +8 [20], +2 [7] (Transcendent shouldn't be used without Universal)

Transcendent (Universal) +5 (Everyone) [25]. Some games may allow Transcendent (Universal) to go higher than +5.

The advantage of this system is that the player has direct control over the facets, for example rather than just purchasing Very Beautiful (+6/+2), the player may tweak it to +5/+3, switch the numbers around such that the +3 applies to her race and the +5 applies to everyone else (as such she has a certain beauty that her race doesn't have a preference for but others do). This is more expensive by default since the larger appearance applies to the smaller group (the +5/+3 example would be at cost 24 by default and 25 if the +5 applies to the larger group).

A side note for Off the Shelf Looks: Characters who have purchased this limitation on appearance can assume they have spent \$1000 per point of the adjusted cost of that level of appearance to have "obvious plastic surgery" plus the cost of artificial breasts.

Elastic Body Parts [all 2 points for various reasons]

These advantages represent a very small control over physical features. They don't make you look like anyone else but you can use them to attract the interests of others...

Elastic Breasts: Your breasts can change size at your will. You must have some form of mind reading to be able to discern mentally what your target desires ahead of time and change to that automatically. Since your reaction varies from +1 to +4 the average is used for point cost.

Elastic Genitals: With an Elastic Vagina you may expand or contract to fit any penis without fear of harm. You will always be the appropriate size to grant +1 to Erotic Arts rolls (fitting snugly on your target). You can have sex with anyone whose penis is less than 1/3 of your height. Divide Height by 3 to determine Vaginal Depth. Elastic Vagina also allows a birth to take a matter of seconds.

With Elastic Penis you will be able to expand to any size you wish (up to your own personal SM -4) and contract down to your default size¹. All Elastic Body Parts are Cinematic.

Extra Arms[35 per tentacle described below]

Tentacled creatures which are typically SM 2(15ft)+ typically have these with Extra Flexible and Long 2 (reach 4) for a base value of 35 points per tentacle. The fact that they do nothing but violate Japanese school girls has nothing to do with their CP value (or at least not their Character Point Value). The following advantage can be applied to the tentacles for a bit of extra fun and flavor:

Aphrodisiac Slime: Affliction (Aura, Reach C +50%; Contact Agent -30%; Disadvantages: Nymphomania, Try-Sexual, and Xenophilia +45%; Only on Females -20%) [15 per level]

Notes: Your slime affects anyone who comes into direct flesh to flesh contact with you. Victims make a single HT roll. If they fail, they fall victim to all associated disadvantages for one minute times their margin of failure

Sex Missiles: Affliction (Ecstasy +100%; Only on Females -20%;) [18/level]

Notes: Your ejaculate causes female humanoids to feel great debilitating waves of pleasure. Their orgasms cause them to fall down and lose 1FP/minute unless they have killjoy. Some tentacle monsters purchase cosmic requiring their victims to have Cosmic Killjoy for immunity. If women have sex missiles coming out of their breasts, switch the Gender Restriction to Males Only.

Shuddering Touch: Affliction (Aura, Reach C +50%; Contact Agent -30%; Ecstasy +100%; Only on those attracted to your gender -20%;) [20/level]

Notes: The mere touch of your skin to your targets sends them into the throes of Ecstasy so powerful they lose 1FP/minute and fall down in the pleasure

Sex Missiles and Aphrodesiac slime target females specifically because they are typically used by non-humanoid beings such as tentacle monsters. Shuddering Touch is typically used by someone with TBaM (Erotic) or an otherwise magical humanoid. Sex Missiles could feasibly be used by an incubus and in that instance would target those attracted to incubi. The limitation is the same.

Extra FP

The GM may rule that certain cinematic skills or advantages require FP expenditure or benefit Extra Effort. In such cases this is useful.

Fertility [3/level]

You get +1 per level up to 4 levels on Conception rolls after sexual encounters cumulative with your partner and you produce twins and roll again on any roll less than half of your newly improved conception chance. Those looking for potential mates react to evidence of your large

¹ Though why you would is left to your own imagination.

family at +1 per level as well as anyone otherwise in a position to know you're "from good stock".

Fertility in fetishism games- In games involving a bukkake fetish it can be assumed that the average male ejaculates an average of 1d "ropes" with 3ml worth of semen. Each level can either increase the content of the "ropes" by 3ml or increase the number of "ropes" by 1d. Games with a bukkake fetish also typically assume that Coitus Interruptus *automatically* works and that this advantage is used strictly for the purposes of indulgence in bukkake scenes (unless the male chooses not to pull out).

Optional Rule: Extra Effort in Bukkake- Once you have produced 1d ropes of ejaculate per level, you may opt to expend 1 FP more in games involving Bukkake fetish. Doing so allows you to keep ejaculating at the same rate.

Optional Rule: Super Bukkake- Characters with (Super Effort +300%) may produce larger output per rope; in addition, they are no longer restricted to 4 levels of Fertility. With the Super Effort Enhancement, look up the character's level of Fertility on the Base Value column. The supervalue column indicates the ml of each rope. As a benchmark, 240 ml is 8 fl oz (likely after level 6 or so) and a gallon is 3,840 (feasible at level 16). Larger (SM 1+) monsters may add their SM to any Super Bukkake levels they have for the purpose of calculating ejaculate mass.

Fit or Very Fit

The primary benefit to this advantage is that you get back into action faster if your GM uses the advanced rules later in this book.

Flexibility

The advantage provides +3 or +5 to Erotic Arts rolls, and the GM may rule that certain Erotic Arts techniques require some level of this advantage. If you have Large Penis and the +5 version of Flexibility you may perform fellatio on yourself at -5 (This is after any Flexibility is taken into account, thus the default is -10).

This is full fellatio, not licking the tip of your penis. Such characters can buy up Auto-Fellatio versions of Oral and Deep Throat which take an extra -5 default but can be purchased to the same maximums. The GM may allow similar numbers to male paraplegics but not quadriplegics.

Greater Bullet Proof Nudity [30 x Maximum Appearance Modifier]

The cinematic option "Bulletproof Nudity" grants characters defensive bonuses for being nude or partially nude. This advantage takes that approach and kicks it up to eleven to make possible that character concept of the woman that goes in stark naked, guns (or swords) blazing and walks out not a scratch on her. Take Defense Bonus [30/level] and add the following modifiers:

- Can't wear armor -40%
- Cosmic (Maximum limited by appearance rather than 3 levels) +50%
- Half power if skimpily clothed , full power if naked -10%

Always purchase the maximum level, but if you have multifaceted appearance base your maximum actual defense on what reaction modifier your attacker has to you (e.g. very beautiful human women use +6 versus those attracted to humans or women and +2 against everyone else). Even if your appearance modifier is negative you get this bonus (they just don't want to look at your naked body long enough to hit you).

Immunity (Resistance) to Disease

This advantage certainly has its uses in avoiding the Maintenance Disadvantage.

Innate Attack

Gaze attacks can lead to all manner of sexual awkwardness including painful orgasm, simulated with innate attacks that have Side Effects and Symptoms.

Orgasmic Beauty: Innate Attack, Crushing (Reverse Vision Based -20%; Side Effect Ecstasy 150%; Symptom, Heart Attack, 2/3 HP +300%) [53/level]

Notes: This attack causes 1d damage per level to a target that looks at you, and the target must make a save versus orgasm at -1 per point of damage dealt. Failure induces Ecstasy for 20-HT minutes. If the attack is sufficient to drop the target to 2/3 HP it suffers a heart attack. At low TLs where magic exists, the target is automatically relieved of the heart attack once magical healing brings it back above 2/3 HP. Since the target is reduced to -1xHP, a 10 HP character requires 18 points of healing for this. CPR available at TL 7 brings the target back to 0 HP but in a setting where both are available (such as 4+3) the target can heal that damage as well.

Lend Energy [45]

Healing (Empathic, -50%; Cosmic: Affects FP +100%; FP Only+0%). This ability does something not covered by the regular healing advantage. Normally casters don't pay FP for Empathic healing but since the ability only heals FP loss, this backwards engineers FP cost into the advantage. Since its Empathic it can't be used to heal yourself of FP loss (you'd just suffer the loss again) and since it is FP Only you can't use it to heal other things. The cosmic value of 100% was placed due to the inherent "cheating" aspect of the ability.

Sexual Magery and Magical Powers Talent [6/level]

Priestesses of temples devoted to Passion, Lust, or Love often must generate strong emotional energies to work their magic. Doing so is roughly worth -40%. At the very least you need one other participant and 10 times the casting time to perform the spell.

Multiorgasmic [5]

You are able to climax more than once during a sexual encounter. This will make you a valued and sought-after partner. +1 on reactions for once others learn of the advantage. As a drawback, some may find the knowledge intimidating and feel uncomfortable with or jealous of you. Multi-orgasmic characters using Advanced Sexual Encounters return to Plateau after orgasm.¹

¹ See Advanced Sexual Encounters.

Religious Rank [2 to 6 per level]

Sexual games have slightly altered expectations. Typically those divine beings that embody love lust or fertility are female, and as a result goddesses of such elements tend toward a generally feminine preference in their clergy, and while males can participate they typically cannot advance particularly far in rank. Ranks follow a schema as follows:

Religious Rank	Title
7	Grand Priestess
6	Arch Priestess
5	Cardinal Priestess
4	Temple High Priestess/Guard Captain
3	Temple Priestess/Temple Guardian
2	Celebrant/Ordinal/Cleric
1	Initiate

Religious rank has Hierarchy (1), Chain of Command (1), and Typical Resources (1). It *may* have Special Assets (1), Dominance (0 with, -1 without), and Legitimacy (2).

A Grand Priestess is the head of a multinational or imperial Clergy of Lust.

An Arch Priestess is the head of a national clergy.

A Cardinal Priestess is the head of all temples in a metropolis or county

Each temple has a High Priestess or Guard Captain whose authority in their respective positions of their temple is absolute without some contradiction by a higher priestess. Priestesses help with ceremonies while the guards carry out sentencing for sexual crimes. Celebrants, ordinals and clerics dispense aid with disease, pregnancy and sexual advice while initiates do very menial tasks such as handing out doctrine, offering plates or paraphernalia during weekly, monthly, seasonal or holiday service.

Shorter Gestation [0 to 10]

Shorter conception-to-birth periods than the human average of 266 days may be possible to other races depending on the game. In games where the optional rules for pregnancy duration calculations are available this feature modifies the totals of those calculations. The number of points charged for this ability is determined by the reduction in time

A reduction to 2/3 the normal gestation period is possible for *0 points*.

A reduction to 1/3 the time (88 days or 3 months) is possible for *1 point*.

A reduction to 1/9 the time (roughly 28-30 days) is possible for *2 points*.

A reduction to 1/18 the time (14 days) is possible for *5 points* but without Elastic Vagina, the mother takes her own maximum thrust damage to deliver the baby.

A reduction to 1/36 the time (7 or 8 days) is possible for *10 points* but also requires Elastic Vagina, or the mother takes her own maximum thrust damage to deliver the baby.

Small Breasts [1 or 2]

Small breasts are not the opposite of large breasts in that they do not provoke a reaction penalty when large breasts provoke a bonus. Typically a GM will consider them a Classical Feature provoking +1 to reactions from those inclined to prefer them over large breasts (in such instances

large breasts do not provoke a penalty). If the Breast Hit location is used those with this advantage may be eligible for Rules Exemption (Small Breasts) as well.

Social Regard [varies]

Known Virgin [5]

Others know you are a virgin and will seek to marry you or at least take your virginity. You get +1 on social situations involving possible suitors or people with similar motivations.

Pregnant [5]

Characters in their second trimester or further are obviously pregnant and will almost always be treated carefully. People around them will do things to ensure that no undue effort is made on the part of the pregnant woman and even if the woman is being a stone cold freakin' *well... you know...* people will tend toward making excuses about hormones and getting on with their day. The GM may decide to allow two levels of this advantage (one for second and one for third trimester).

Terror [B. 93]

Awe (See **GURPS Powers**) is the perfect modifier for a character in a sexual game that is able to inspire utter shock at her beauty. Use the advantage at a default if your character normally has it off for the sake of those she cares about, Apply Usually On or Always On for characters who either can't keep up an appearance that shields the minds of others or for those that can only do so at the expense of energy.

Trained By a Master or Weapon Master (Erotic)[38 or less, see text]

Aspected: Erotic is especially appropriate for this campaign. This reduces its cost by 20%. It allows you to learn any sexual advantages, Skills, Techniques or Perks of a sexual martial art, as well as any sexual skill regardless of whether it has use in your specific style(s), and any technique with an associated skill whether cinematic or not. This trait also includes the ability to use sex toys as weapons without the penalty for improvised use. You *can* use Erotic Arts techniques at double default, but can *never* do so for combat techniques.

Walking Erogenous Zone [5/level]

Your partner can arouse you on any success of the Erotic Arts or Massage skill roll. You get +1 per level on reactions from those inclined to perform such rolls on you. If using the rules for Advanced Sexual Encounters you automatically gain the highest possible stimulation as if your partner succeeded the roll plus your level in this advantage. Your partner may also choose that level of stimulation for himself or herself. For example on a move that has Stimulation Value 5(3) or 4(2) you gain 5 stimulation plus the level of this advantage regardless and he gains 5 stimulation (or 3 on a failure).

Perks

Altered Sex Ratio

This modifies the *average* ratio of male to female births. This can be a specific ratio (or even eliminate births of either sex. Although an altered sex ratio can be programmed by fiat, it will naturally drift back to equal ratios over evolutionary time, assuming the species is allowed to evolve. Some races have a natural stopgap preventing Sex Ratio shift such as Parthogenesis or Cross Species Surrogacy (with one gender being males of the other race).

Breast Flop Parry

Prerequisite: Breast Strikers

You've learned to catch attackers' hands and feet by flinging your breasts around. Once per turn, you can attempt a standard unarmed parry against a punch or kick to your torso by flinging your breast. Success automatically causes a wardrobe malfunction unless you are wearing clothing or armor designed to conform to the contours of your breasts. Rigid armor causes a penalty equal to its DR. Success lets you use any follow-up technique capable of trapping an attacker – e.g., Arm Lock or Leg Grapple – “hands free.”

Classic Features

This advantage works perfectly for settings where there are creatures such as Ninja Catgirls or other anthropomorphic animals. In settings where this is not considered bestiality, characters may have “Prefers Catgirls” or other similar quirks. With this perk you are mostly anatomically correct for a human but you have animalistic traits. Physiological modifiers don't apply unless the GM declares that Catgirls are different than other humanoid creatures. These features include the head of the appropriate animal, claws, fur (or scales) and a cute little tail. Alternately a specific ethnicity may be considered a Classical Feature in games where certain ethnic looks might be a worthy fetish (e.g. the fine ethnic blend that is Christine Mendoza on perfect display beside this paragraph). See Appearance and Build Traits for information on modifying build traits for use as Classic Features. Nipple dimensions are best left generic but could qualify.

Cross-Species Surrogacy

This allows one's eggs to be fertilized by a member of a race other than that of the mother. Some races may be able to crossbreed automatically. Some crossbreeds may not yield blended results (the male may always be race A and the female race B, etc) the GM may specify this or not allow this perk if it's too complicated.

Early Maturation

You mature at the same rate as if you had Short Lifespan (p. B154) without affecting the frequency of aging rolls. This is a 0- point feature, but up to 5 levels are possible according to the table below:



<i>Level</i>	<i>Maturity</i>
1	9 years
2	4 years
3	2 years
4	1 year
5	6 months

If other races are in the game (see Miscellaneous) count maturation from the time of *their* normal maturity age. By default this perk may only have 5 levels which would limit someone with ELS 2 down to effective Early Maturation (2 years). This is an age of maturity 1/40th the normal adult span and may even then be unreasonable. Racial Levels of Early Maturation don't count toward the maximum.¹ Other GMs may think differently and allow the full level of Early Maturation to be purchased in which case the maximum level is ELS +5, rather than Early Maturation 5.

Easy Childbirth

Modifications to the structure of the pelvis to help mothers deal with the delivery of babies has been an ongoing part of human evolution; The ability to shut down many (but not all) pain receptors during delivery may also be welcomed by many women. This advantage gives a +2 to HT rolls to determine the success of any pregnancy. The GM may add this as a 0% modifier on Reproductive Control. It's automatic for Elastic Vagina.

Estrus

Altering humans to become fertile for perhaps one month of the year tends to cut down on menstruation, but lowers birth rate due to the small window of opportunity. This is normally worth 0 points. Races (humanoid or animal) with this feature often have Lecherousness (12; Accessibility, Only in mating season, -80%) [-3] but it is not mandatory.

High-Heeled Heroine

You can run, climb, fight, and so on while wearing high heels without suffering any special penalty for bad footing.

High-Heeled Hurt

Prerequisite: High-Heeled Heroine.

You can kick with high-heeled footwear, dealing thrust-1 *large piercing* damage, plus unarmed skill bonuses.

¹ for example a race with ELS 2, EM 1 normally matures at 40. Said race is allowed 6 total levels of Early Maturity because their 1 level doesn't count.



Large Breasts (leveled perk, 1-4 levels)¹

Distinctive Feature (Exaggerated Sexual Characteristics), and +1 to Sex Appeal. Large Breasts is considered a “leveled perk” and may be purchased up to 4 times for +1 to +4 on Sex Appeal rolls. Each level adds 3” to BT². In realistic games, purchasing the second level of Large Breasts requires Bad Back or Chronic Pain, The third requires -1 to Basic Move and the 4th requires -2 to Basic Move. Realistically they should also hinder dodge but this hinders the concept of the female warrior that waddles into battle and does all sorts of neat acrobatic stuff which should automatically result in being beaten to death by her own breasts. As it is this only happens on critical failures. This only happens with critical failures involving Breast Strikers (See Below). In exceedingly *wacky* games the GM may allow large breasted characters to purchase the following advantage³:

Striker (Breast) [2]: You can strike targets to your front with a sidelong swing of your breasts. This is awkward and uses your arm for guidance but still suffers -1 to hit, but on any success your massive breast tissue deals thrust at +1 per die. You can also Parry with your breasts due to their redundant tissues. In really over the top games, characters with TBaM (Erotic) can practice several moves (see “Breast Striker Moves”). If your GM is using the additional hit locations you get Rules Exemption from the Breast location for free. This is built as Striker (Crushing, Clumsy -20%; Limited Arc -40%) [2]

With Breast Strikers any Acrobatics, Jumping, or Running roll may critically fail and cause you to deal striker thrust damage to your face with your breasts. Characters wearing any level of Stylish (revealing) clothing also automatically have a wardrobe malfunction on such critical failures. At the GM’s option, a critical failure with a thrust weapon bumps your arm into your breast hard enough that you suffer the same result.

Off the Shelf Looks, Cosmetic Surgery, and Large Breasts- This is a minor surgery that deals 1d damage, increases Breast Thickness by 3” per level and has a cost of \$4,000+1,000 per +1 to Sex Appeal.⁴⁵

¹ This model is known as Fuko P (aka Love) for having 47P sized breasts, which are roughly the Japanese equivalent of K’s in the system described in this book/

² On 9/13/2012 Inside Edition reported a woman with LL breasts thinking about getting MMs. Since this exceeds the normal 3” per level rule, the GM may allow +50% per level (See *Measuring Sexual Features*)

³ The GM sets the prerequisite for Breast Strikers. The most obvious restriction is to limit them to only characters with a certain level of the Large Breasts leveled perk. If using Weight of a breast however, the GM may decide that oblate spheroid and hemispherical breasts may not be strikers, but allow spheres and prolate spheroids.

⁴ This is a “hand-wavium” price, I’m not sure whether breast implants are actually done by size or by the number of grams of silicon (or saline) used but such matters are trivial for RPGs... even sexual ones that give point values for “Large Breasts”.

⁵ In certain TLs or countries, Large Breasts 4 may not be legally purchased cosmetic surgery. The model Sheyla Hershey had her breasts implanted outside her own country.

Special Limitation

Saggy: This limitation is made for players that are using Weight of a Breast. This causes a reaction penalty for those that like “full” or “perky” breasts. The amount is -1 for a -25% limitation, -2 for a -50% limitation, or -3 for a -75% limitation.

Large Penis or Tight Vagina/Anus

Distinctive Features Quirk, +1 Erotic Art. For women, this may also represent Kegel Exercises, thus it is still valid for those with extremely high levels in Erotic Arts. The penis is generally SM -7 (taking up considerably less surface area than the entire groin. See New Hit Locations), but if you have Large Penis, it is +1 SM larger. If using Measuring Sexual Features your penis may be even larger than that. If you have Large Penis, your sexual partners will be limited (Stuffing alleviates this). With Tight Vagina you may not be able to have sex with anyone who has the Large Penis perk without the use of the stuffing technique. The combination of the Stuffing Technique with Tight Vagina could represent Kegel Exercises.

Light Menses

Alterations to female ovulation and hormone function could ensure post pubescent women experience greatly reduced monthly discomfort due to PMS and menstruation, as well as the later problems of menopause. This is only a perk in games where PMS is an issue.

Parthenogenesis

A woman's egg cells could carry a complete chromosome map, and could be diverted to her womb, then brought to term. Pregnancy would be triggered by voluntary hormonal changes. The fetus would effectively be her clone. This perk may accompany normal sexual reproduction or Cross Species Surrogacy. This is incompatible with Estrus

Regenerative Hymen¹²

Your hymen regenerates one minute after sexual intercourse rendering you a very valuable sexual partner, you won't get a bonus to interactions as much as a real virgin but some people will enjoy the fact that they can always pop your cherry no matter how many times it's been done in the past. The GM may render this perk automatic for anyone who has regeneration occurring at 1/minute or faster. If so it should be specified as a 0 point feature. If you have this perk your hymen will even grow back after childbirth!

Reproductive Control

Biotech calls the ability to choose when you will and will not have children a perk. It certainly prevents being dicked over by a GM that says any failure versus lecherousness means “you gotta have sex and any time you have sex you have to roll against pregnancy”. Such rulings shouldn't be entirely unexpected in a game using GURPS Sex and Pregnancy.

Rules Exemptions

¹ Breaking a hymen is a ST+2 or Pile Driver+2 roll. Additionally breeching a hymen is determined by a ratio of penis circumference and vaginal circumference. One can assume that PL and VD are equal relative to an equal circumference (roughly). The GM may assess bonuses or penalties for relative difference of PL and VD as a result. In general larger penises give bonuses and looser vaginas call for penalties.

² It is quite annoying that MS word refuses to acknowledge Latin plurals for penis and vagina. Vagina incidentally means sheathe.

Chainmail Bikini- Several sources (notably High Tech) cite that certain armors protect a given hit location on a roll of m-n on 1d6 (or x or less on 3d6). When wearing such armors, you are exempt from such rules. So if you are wearing steel pasties on your nipples which provide DR 1 you would normally be protected on your torso location on a roll (Most likely only on a 1). With this perk you are protected against all torso hits for the 1 DR. The GM sets the minimum required coverage to gain the benefit of this perk.

Striker Critical Failures- Those with Breast Strikers risk hitting their own face with certain critical failures unless they have this perk.

Schtick: Double Sided Tape

No matter how outrageous your figure or the cut of your clothing, and no matter how outrageous the stunt you pull, somehow your clothing is *always* in place. This can be combined with the Skintight and Supersuit perks to allow the character an extremely slutty four color costume that never reveals anything wonderful (I mean obscene...) no matter how cut up it becomes.

Sexually Responsive

You are very easy to arouse and take more pleasure in sex than the average person. Your levels of Responsiveness are added to your partner's Erotic Arts Skill, and half is added to the reactions of anyone who has practiced Erotic Arts on you. You are not any worse at resisting seduction but once in the bed, you are a very responsive partner. If using Advanced Sexual Encounters you add +1 per level to the stimulation value of all techniques used against you instead, though you don't automatically gain maximum stimulation on a failure.

Sexy Feints

You may feint using your Sex Appeal Skill in place of your normal weapon skill. This perk does not assist you in recognizing feints however. Alternately, such as in the style Le Petit Mort, you may use Erotic Arts in place of your normal weapon skill, however as with the other option, you may not use it to recognize feints. If you have this perk, Constant Wardrobe Malfunctions provides a +1 bonus and *must* be purchased as a Perk.

Sexy Pose¹

You can use Sex Appeal simply by thrusting your chest out, cocking your hips, licking your lips, etc. This is useful when you can see but not safely approach your mark; success can convince *him* to approach *you*. At the GM's option this perk may also get +1 from Constant Wardrobe Malfunctions (which must be a perk in that case).



¹ Denise Milani's tits will turn you full retarded.

Sexual Disadvantages

Listed on the following pages are several disadvantages which may originate in this document. If so their cost is listed in brackets. If not, their cost is only listed if it deviates from the cost as given in the original document (or some may list Varies as their cost).

Addiction (sex) [-5]

You can have sex addiction separate from Nymphomania. With a sex addiction separated from Lecherousness you aren't required to make any advances on others, monogamy is fine as long as sex is regular. This fits the archetype of the quiet little minx off in the corner sucking on an appletini just waiting to suck on something else. In any case anyone with Nymphomania is at -5 to resist seduction attempts. Sex is usually Cheap (or free) and Legal (behind closed doors) so this disadvantage is only a mild hindrance.

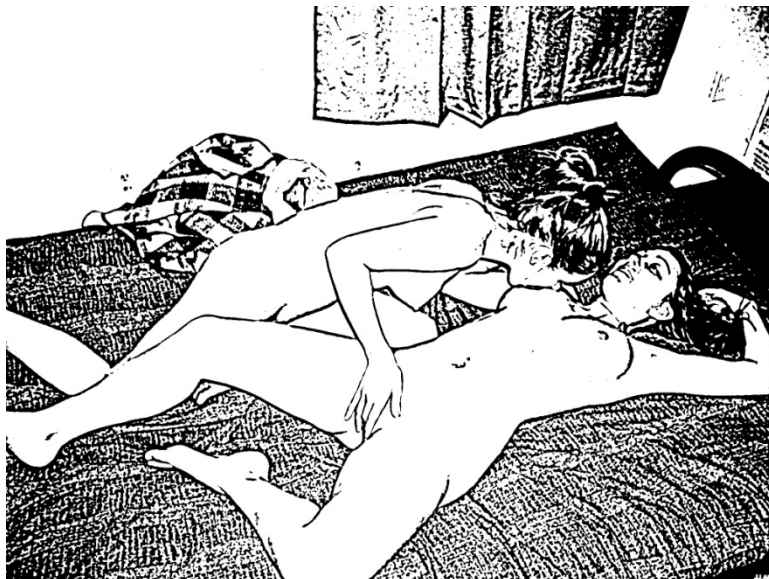
Bad Back

This disadvantage comes in two levels, and is appropriate with Large Breasts (at second and 4th level respectively). In sexual games use of the Erotic Arts may at GM discretion count as "strenuous activity" thus any roll of 17 or 18 on an Erotic Arts roll (or one of its techniques) will throw your back.

Bestiality [varies]

The character is aroused by animals. Common in rural societies, or in fantasy worlds where human/animal hybrids are common (mermaids, for instance). Otherwise social or legal repercussions can be quite severe if caught. In worlds where it is frowned upon it will be a social stigma valued at either [-5] or [-10] with those worlds featuring sentient beasts such as satyrs and dragons being closer to the -5 end.

Bisexuality/Homosexuality [-10 or -1]



This is only a disadvantage where homosexuality is primarily frowned upon. Some men have a fantasy of watching women in the act of intercourse, which may work in their favor. Alternately the GM may wish to differentiate between "flaming sexuality" and less extreme cases in which case both Flaming Homosexuality and Flaming Heterosexuality may be cause for a -2 reaction worth -10. In such cases lipstick lesbians and most bisexuals have quirks.

Body Dysmorphic Disorder [-18]

You have issues with certain aspects of your body and seek to constantly improve them. Since you are never satisfied with a given aspect of your appearance no matter if you have just given yourself the world's largest breast implants or not, this counts as a -10 point obsession.

Additionally you suffer penalties to influence people you don't have the utmost comfort toward with any roll that is based on appearance. This is treated as Low Self Image (Aspect: Influence) [-8]

Callous

Being a pimp requires that you deal with unfortunate things like pregnancy and sometimes the mistreatment of your merchandise. In the event of pregnancy the best you can hope for is that the mother is willing to do an abortion. If that isn't an option, the next best thing is to give the baby up for adoption into a possibly loving and caring family. If you dump the baby off you're definitely callous. If you throw the pregnant prostitute out on the streets you're callous. Some GMs may require callous if you are a pimp at all (since you're basically sexually exploiting a woman for the benefit of earnings) unless you have somehow managed contrive a situation where the women are under no compulsion or they don't see it as exploitation (Certain endings of *Gibo: Stepmother's Sin*)...

Compulsive Behavior [varies]

Hopeless Romantic - You are constantly falling in love, and usually with the wrong people. Whenever the character has any sort of encounter with an attractive member of the appropriate sex, he will "fall in love," and fall all over himself to please the object of his current affection. A Will roll is required to resist a request from the loved one; the GM should assign modifiers based on the cost to the character of complying with the request, for example if the cost is a day's income or less roll at +0, 25% of a month's income roll at +1, Half a month +2, a full month +3, a year +4, requests to risk one's life are at +5. If no such roll is required on a given week, once a week, the character may make a Will roll; if either this or the roll to refuse a request succeeds, the character has fallen out of love. -15 pts

Flirt - The character is required to resist the compulsion in order to avoid flirting with any attractive members of the appropriate sex; roll as per Lecherousness (p. B34), but there is no penalty to resist seduction. -5 points

Compulsive Topsharking - Whenever you see an attractive or better woman, YOU MUST SEE DEM TITTIES! The most common method is to yank her top off in whatever way is most convenient. You must try see at least one pair of breasts on any given day by forcefully removing the woman's top. Any time you have the opportunity to do so you must make an attempt. -5 points

Delusions [Varies]

The idea that someone might return your love is a valid excuse for a delusion in a sex based game. Others include "My penis talks to me" "I'm god's gift to <appropriate gender>" and "I'm a guy, there's nothing I can do about this raging hard on please help me." (The last delusion is

frequently used as a rationalization for any game where the cast features a relative or step-relative.)

Dependents [Varies]

Included within this book are templates for children and elderly specifically for the purposes of dependents. It takes a stark raving mad GM to run sexual encounters with them. I claim no responsibility for games involving sexual encounters involving children. Weird games can feature tentacle monster larvae dependents for those that feel attached to the alien creatures.

Enemies

Enemies for romance campaigns include jealous ex-lovers, overprotective parents or siblings, conniving relatives, and secret psychotic admirers.

Erotophobia [Varies]

You are afraid of sex. You do not discuss sex and are uncomfortable in the presence of overtly sexual people. You will resist getting into any situation where sexual content is high (a spicy movie, a sultan's harem, a stag party, etc.). If you do find yourself in such a situation, you must make a Will roll to stay. Since it does not harm you, it is usually -10 but may differ at GM will.

Ephebophilia/Pedophilia [varies]

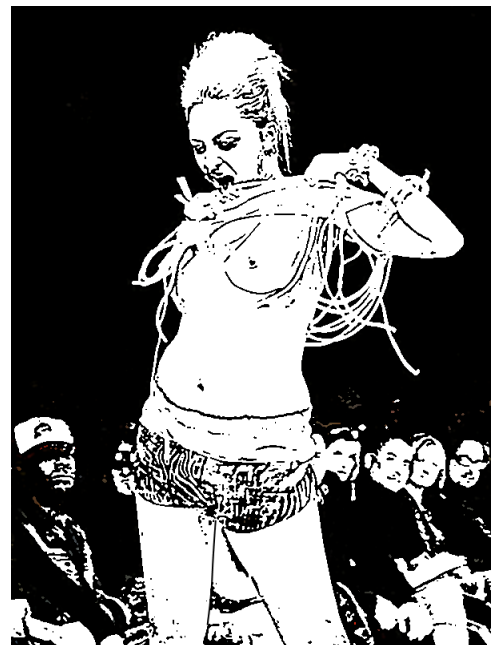
This disadvantage is included for completeness, not indulgence of the associated fantasies.

The character is attracted to children. This behavior is also considered extremely deviant and criminal in most cultures. This is usually considered a -15 as a social stigma. Ephebophilia is the attraction to pubescent children (those in the teenage range). This is a lesser stigmatized form of Pedophilia and is worth 5 points less where the age of consent is below 18. Some settings may not penalize Ephebophilia at all e.g. those where marriages are arranged and possibly performed early to ensure sexual purity of the bride, or those emulating certain types of Japanese games. Such settings usually place full Pedophilia at -10. In overly puritanical settings you may be attacked on sight at the -15 point value.

In fantasy settings featuring SM -1 races such as gnomes or halflings, those races' prostitutes may have sex with humans while posing as human youths. This healthier form of sexual gratification reduces the social ramifications of this disadvantage by 10 points (rendering Pedophilia -5 and Ephebophilia -0).

Exhibitionism [Varies]¹

The character is aroused by exposing him/herself to others. Exhibitionism may be either -5 for OPH, or Compulsive Behavior but typically has other associated disadvantages. If you have been arrested as a result of



¹ Nicole Ritchie

your exhibitionism this calls for Social Stigma (Criminal Record) [-5]. Professionals such as models who only take their clothes off in front of the camera and for money may get by on a quirk level of this disadvantage but may also have a social stigma or reputation for an unpopular profession.

Gerontophilia [Varies]

The character is attracted to elderly people. In most games this is either a -1 social stigma [-5] or a quirk [-1]. Anililagnia is a separate term indicating an interest in older women who are not necessarily elderly.

Genetic Sexual Attraction (GSA) [varies]

This disadvantage is included for completeness, not indulgence of the associated fantasies.

This fetish, more commonly known as an incest fetish, is defined differently for different areas. Most commonly, it is defined as relations with siblings and those in your direct lineage (parents, grandparents, children or grand children, a.k.a. line breeding) however other forms exist. "Third cousin" incest is -5. Second and first cousin incest is worth -10, and direct line breeding and inbreeding is worth -15. If any of these situations is predatory, this disadvantage is -5 points worse. Unindulged incest qualifies as a Seriously Embarrassing secret [-5]. Attraction to a step relative or half relative may be worth -5 points less if admitted or indulged, depending on the culture.

Homophobia [-5/-10]

You have an irrational fear or perhaps an intolerance of homosexuals. Any reference to homosexuality makes you uncomfortable, and you will resist going to any place known to be frequented by homosexuals. If your homophobia manifests as fear, it is worth -10. If it manifests as intolerance instead, it is worth -5.

Hypersexuality, a.k.a Nymphomania or Satyriasis [-20]

This is Lecherousness [-15] coupled with Addiction: Sex [-5]. Make a self-control roll to stop yourself from overindulging in sex. A failed roll means lost FP from going short on sleep, or allowing sexual activity to distract you from an important task, such as guard duty. You have a -1 reaction if your predilections become known to prudish citizens. You must indulge in sexual activity at least once per day, if at all possible, and do so any time you have the opportunity unless you can make self-control roll. You seek to avoid any situation where you know you will be unable to indulge for more than a day. You must make a self-control roll to enter into such a situation; if you succeed (or are forced into the situation), you suffer from Bad Temper (p. 124) the whole time, with the same self-control roll the same as your Lecherousness. It's bad roleplaying to try to avoid your compulsion regularly!



Intolerance (Gender) [-5]

The character has a seething boiling hatred for those of the target gender which may have absolutely nothing to do with the gender he or she is attracted to, or whether he or she is actually of the hated gender, but if so this can be a bother because of all the self loathing.

Jaded [-4, -8, -13, or -16]

You get +1 per level to resist seduction attempts but you're kind of cruel in the process and end up reacting to such attempts (or really just compliments on your appearance from strangers) as if you had Bad Temper. Treat Jaded as a Meta-trait as follows:

Jaded 1- Bad Temper (15, Aspected: Seduction and Appearance related compliments -20%) [-6];
+1 Will vs. Seduction [2] = -4 points

Jaded 1- Bad Temper (12, Aspected: Seduction and Appearance related compliments -20%) [-12];
+2 Will vs. Seduction [4] = -8 points

Jaded 1- Bad Temper (9, Aspected: Seduction and Appearance related compliments -20%) [-19];
+3 Will vs. Seduction [6] = -13 points

Jaded 1- Bad Temper (6, Aspected: Seduction and Appearance related compliments -20%) [-24];
+4 Will vs. Seduction [8] = -16 points

Lecherousness

Lecherousness is almost required in sex based games, but it isn't as severe as Nymphomania, merely a foot in the door. In sexual games, the frequency of attractive members of the gender that the lecher is attracted to is significantly increased, such that those with lecherousness may almost always be at -5 to resist making a pass at the target. You use whatever wiles you bring to bear. This can and should be taken to mean that you may be required to use the highest of Carousing, Diplomacy, Fast Talk, or Sex Appeal (or other skill the GM deems eligible) regardless of whichever of the three skills may be the most appropriate.

Some lechers aren't taken badly (because they more frequently use Diplomacy than the other skills) but others may say whatever they think the target wants to hear (fast talk or sex appeal) and still yet others may go for cheesy lines that require the target to be drunk or a slut herself¹. This is different from Nymphomania because you only need to make a roll once per day unless a Very Handsome or Very Beautiful target is the object of your affections. With Nymphomania you *must* engage in sexual activity at least once a day and must make a will roll *every time* the opportunity presents itself not to. With Lecherousness you may get a bonus to resist if the target turns you down *firmly*... for Nymphomania no such provision exists.



Necrophilia [-15]²

This disadvantage is included for completeness, not indulgence of the associated fantasies.

The character is aroused by corpses. This behavior is considered extremely deviant and psychotic by most cultures. Most people hate you and some will outright attempt to kill you without regards for any civil rights or the law(s) that they would be breaking. Naturally, with the recent upsurge in zombie popularity, there's plenty of zombie porn out there... and there's always been a calling for vampire porn.

Nudism [-20]

This is mechanically closest to Social Stigma (minority group) [-10], coupled with Vow: (Does not wear clothing or armor) [-10]. Odious Personal Habit only works better than Social Stigma if there are no appreciating social groups; value is unchanged. You get a reaction bonus of +2 among any person that appreciates the nude

body rather than being offended by it.

This naturally includes other nudists (even those at quirk level) but also includes anyone with Lecherousness, or Nymphomania (even at quirk level), or tribal persons who view nudism as

¹ Hey baby, that shirt matches my bedroom carpet perfectly!

² Bryci did a wonderful Halloween pictorial ☺.

irrelevant due to the fact that most of them are nude all the time. You suffer a -2 penalty among anyone else that doesn't personally know you well enough to be considered a friend.

Obsession

Seduction of or attempting to copulate with a specific person may be suitable as a shorter term obsession, especially if they don't have to be conscious for the act. Actually trying to get them to love you is grounds for a long term obsession, especially if you act all stalkerish about it.

Pregophilia [-10]

The sexual interest in the beauty of impregnated women seems fairly common. Typically reasons given for it include "you can't knock 'em up again" and "they've got that motherly glow". It varies whether the fetishist actually believes the second one. It doesn't seem widely mentioned that people murder over others' interest in their pregnant significant others so this Odious Personal Habit can't be worth -15 points. Lecherousness at 15 points could conceivably be Aspected toward (only those with Social Regard: Pregnant). Assuming only half of the population is female, that means that only a quarter of the population is likely to be pregnant at any given time (and that's optimistic) thus the limitation would be -30% or greater. This represents 10 or 11 points on Lecherousness which is a reasonable fit. In fact, Lecherousness is a much better fit, and you can stack on it -2 or -4 to resist for the first and second levels of Social Regard (Pregnant) the target has in addition to normal penalties for beauty. Call it -10 points and say that the additional penalty against pregnant women is balanced by *no* penalty against others.

Not being Lecherousness toward un-impregnated women doesn't mean you're not actually attracted to them, just that you're uncontrollably attracted to the ones with the "nice round bellies." If you're lecherous *and* have this fetish, then *it* becomes a quirk.

<Writer Aside The scientific name of the subject is maeiusophilia, which I didn't know upon writing the disadvantage. I rather like the name I gave it better.>

Pregophobia [-5]

This is the fear of impregnation, or possibly the fear of those that are pregnant. Decide which version to take at character creation. Those who aren't financially self sufficient possibly have it at quirk level. It isn't a crippling thing, buy its victims might end up throwing up in a bathroom toilet they just threw a pregnancy test down. Models jobs may depend on not becoming pregnant, depending on the particular terms of their employment (some pornographic actresses actually recovered their dwindling careers when they got pregnant, cleaned up their substance abuse problems and went back to work with a new image). Fear of actual pregnant women may be just a more narrow focus on a fear of women which may be handled by applying Aspected to other disadvantages which represent fear of women or confidence problems.

Raptophilia/Biastophilia [varies]

Raptophilia is the fetish of raping someone, and Biastophilia is the fetish of being raped. Raptophilia causes significant negative reaction and is even likely to get the character raped in prison should they be convicted of rape themselves, thus it is worth [-15]. This value represents a full blown fetish, and not a fetish of rape scenarios that are obviously fantasy. This lesser form of the fetish is anything from a quirk to -10 points depending on the setting.¹

The fetish of wanting to be raped (Biastophilia) is something that is more likely to get you odd looks and occasional half hearted compliance than to actually stigmatize you, unless it is frowned upon in your society, in which case it is usually -5. Biastophiliacs often exhibit a certain level of shyness that comes from reluctance to accept that they can function in society normally due to their shunned fetish.²

Reputation [varies]

Unfavorable Genitals- You are *believed to have* a small penis or cavernous vagina, this is typically only worth -1 to reactions. -5 points

Social Disease- This is for characters that *might not* actually have a disease but they are rumored to. -1 for annoying ones, -2 for dangerous ones that cost lots to get rid of, -4 for terminal ones with modifiers based on the size of the group the reputation affects.

Porno Hussy/Stripper/Prostitute- For the purposes of reputation, it doesn't matter if the character has the profession in question, the important part of the equation is whether people spread it around. Prostitute is the lowest of the lows, for -3, Porno Hussy is the second for -2 and Stripper is the least penalized at -1.

Slut: This is actually a two faceted reputation, purchase the desired level of negative reputation for the size of the group that doesn't frequent your bedroom but might hear of your exploits, and purchase the same level of positive reputation for a group 1 size smaller. That is if the negative group is one large group than the positive reputation will be a small group (Chaste citizens of a Metropolis/Unchaste citizens of a Metropolis). Typically neither level of this reputation covers more than a large group (any single city) but TL 7+ mass media may allow larger groups by way of instant information.

Sexual Killjoy

Being able to restrict your frigid personality to the bedroom is likely to be a -20% limitation on the base Killjoy disadvantage. You suffer the -3 on only Carousing and Erotic Arts and your lack of appreciation for the situation only becomes obvious where the situation is sexual. As a result of your frigid personality you also get +3 on attempts to seduce you (raising your inhibition).

¹ In *Gibo: Stepmother's Sin* the main character has full blown Raptophilia toward Misako. The main character of *The Sagara Family* exhibits Raptophilia toward the character Arisa, but possibly only the fetish for the scenario rather than actual rape.

² Hitomi from *Hitomi: My Stepsister* has Biastophilia.

Sexual Sadism/Masochism [varies]

Treated as Sadism for point costs, though sometimes you can restrict your sadism to sexual situations in which case it is reduced by -10 or -20%, if you only want to inflict minor/superficial pain, and restrict it to sexual situations the modifier may be as low as -80% (or possibly a quirk) but this is at the GM discretion. Sexual Masochism is the desire to be in painful sexual situations and takes modifiers as per sadism.

A pimp who would express any sort of violence toward a pregnant whore is eligible for the full blown disadvantage.

Shyness

In cinematic games characters with shyness also are likely to Free Spirited, Immodest, Exhibitionists, or Try-Sexuals.

Sterile/Barren [-5 to +1 depending on circumstance, see text]

You are unable to have children, either due to an illness, accident, or by surgical choice... Some people (Jocks, Knights, malicious women, etc. for sterile men or potential suitors for barren women) may react to you at -1 if they find out. In some games (or perhaps for some levels of social status) you may never be stigmatized rendering your inability to have children irrelevant in which case this is a 0 point feature. If the GM desires to hose the players at any point they engage in intercourse with Pregnancy rolls exemption from such rolls is a perk if it doesn't cause discord.

Social Disease [-5]

Use this disadvantage to represent diseases that aren't terminal but which are obvious to anyone who encounters you in an intimate setting (-20% if they can't otherwise detect the disease).

Terminal STD-Add Social Disease to Terminal Illness if you are absolutely going to die (the game is set after the discovery of AIDS and before the discovery of pills which prolong the life of an AIDS victim). If you must go to a place for treatments that can't be resolved by pills, use Maintenance for the maximum time between visits. If you must have pills daily, take a dependency with a Daily requirement. Terminal STD is effectively a Metatrait with a variable cost.

Social Stigma [varies]

(Unpopular profession)

This disadvantage can represent any sex related profession that people look down upon, thinking that people in those professions could or should be doing something better with their lives. For the Most part it is pity rather than outright disdain. For the purposes of this book, pitiable professions would be something like Stripper or Nude Model, where disdained professions would be Pimp or Prostitute. Certain "tame" professions may develop a reputation for sexuality such as dancers, gymnasts, swimmers, musicians, or actors. The fact that "everyone knows about dancers" isn't a widely held opinion but qualifies for *rare* -1 to reactions. [-1 to -10]

A character that has Exhibitionism may also have this disadvantage. In settings where prostitution is not frowned upon (TL 0-2 societies had a few), those positions may be considered deserving of higher social regard, usually Respected [5].

As with any character that has Social Stigma, it gives -1 or -2 to social interactions for a pitiable profession or -3 for disdained ones. See Reputation for details. Note that unlike Reputation, you *actually have* the unpopular profession and as a social stigma it is instantly recognized. You might attempt to hide it if the GM deems it possible.

Certain races might have Social Stigma (Monster) in certain games. In games featuring a tentacle monster, mothers who have grown particularly attached to theirs might take a Tentacle Monster Larva as an ally (and dependant if the point value is high enough) buying off dependant at a point where they're able to upgrade it.

Surgical Scars [varies]

Cosmetic Surgery- If your appearance flaws are only noticed while you are nude purchase unmodified appearance and a quirk for “-1 from anyone who prefers ‘Natural’ looks”¹. If you have obviously been the victim of a botched plastic surgery *but you don't have an overall negative appearance* you qualify for Off the Shelf Looks, and take a -50% discount on Appearance (Universal is inappropriate in this instance since it leaves you worse off than someone else of lower appearance who also has the Universal modifier). If you are the victim of a plastic surgery gone wrong or have had numerous surgeries purchase unmodified negative appearance.



Cesarean Scars- it is obvious that you have failed an attempt at natural childbirth. You might be eligible for -1 to reactions from anyone who has reason to believe that you “have excess baggage” on the other hand; you might be eligible for +1 or +2 to reactions from those that see such markings as a point of pride. In games that feature a tentacle monster, birthing one could cause this scar resulting in a -2 to reaction from those “in the know” about the tentacle monster. Reputation (Small Class) normally, or Large Class for those with Exhibitionism; the class of people is those who are in a position to see you naked

The Vapors aka “Swooning” [-5 or -10 points]

You must make a Will roll whenever confronted with an emotional upset, however minor. If you fail, then you suffer an attack of “the vapors.”

¹ Summer Cummings above has artificial breasts. Scars around her nipples, lines that form when her breasts bounce and similar telltale signs which if bad enough, all point to Off the Shelf Looks. Additionally most breast implants are out of sync with the rest of the body (not sagging right or being “too pronounced” to look natural) and a synthetic appearance is generally fairly obvious even while dressed.

At the -5-point level, you simply turn pale and catch your breath in a suitably melodramatic manner as soon as it is safe to do so, requiring care and attention from less sensitive companions. In game-terms, you suffer 1d of fatigue and are mentally stunned for 2d seconds, after which you may attempt a Will roll each second to snap out of it.

At the -10 point level, you faint clean away (but still decorously). The faint lasts 1d minutes, after which you may attempt a HT roll each minute to recover.

False Swooning- Your sensibilities aren't as delicate as you let on and you never faint. This may earn you a negative reaction from those accustomed to it, appropriate to a -5 OPH.

Transvestism [-10]

The character is aroused by wearing clothes traditionally considered to be more appropriate for the opposite sex. Most often a Secret or a Social Stigma (minority) unless done for entertainment.

Try-Sexual [-15]

A true hedonist, the character will do ANYTHING at least once. This is the sexual version of On the Edge. The character must make a Will roll to break off sexual activity before they finish or refuse any sexual suggestion - roll at -5 if it's something they've never done before!

Unfavorable Genitals [-5/level]

This is *actual* Small Penis or Loose Vagina, treated as an Anti-Talent giving -1 per level to Erotic Art, Prostitute, Sex Appeal, and Stripper. Base penis length becomes 3", 2" 1.5" and 1" respectively. Vaginal depth becomes 8", 1 foot, 1.5 feet and 2 feet respectively.

Virginity [varies]

Depending on the time, the culture, the character's gender, and numerous other factors, virginity can be an advantage, a disadvantage, or neither. For a noblewoman in medieval times, her virginity is a valuable commercial asset to help secure herself a good husband, and if her reputation is tarnished, she may be utterly disgraced (She may be considered Valuable Property [-10] as well as having Social Regard: Known Virgin [5] See Advantages) in such cases this is worth a net [-5].

To a teenage boy in modern-day America, virginity is often considered an embarrassment to be gotten rid of as soon as possible. Treat this as Reputation (Uncool Virgin, -1) Large group (Punk kids who think virginity is uncool) [-2].

In a fantasy world, a virgin may befriend unicorns (good unless you're in one of the rare games where they're carnivorous), but may also be chained to a tree to feed a dragon (bad!). Virgin blood is a common ingredient in charms and potions. The spell Sense Life, which states that the caster may determine the specific sort of life he or she is seeking, can be used to test virginity. This is a feature of the game world. The GM might wish to rule that a virgin cannot learn certain sexual skills. Only so much can be learned from a book, after all. Someone can read a thousand

cookbooks and still might not be able to turn on the oven. This “Fantasy World Virginity” has pros and cons sufficient to make it the same value as the standard Medieval Virginity above.

Any disadvantage discussed above can coexist with the Known Virgin advantage.

Vow of Chastity [-5]

You have sworn a vow to refrain from sexual contact. You are at a +1 to resist any attempt at seduction. This vow may be traded for Wedding Vows (see below) if the character becomes married, with no point loss.

Wedding Vows [-5]



You have taken the standard wedding vows. This means that you’re cut off from any sex with anyone other than your spouse. If you and your spouse are swingers or otherwise in an open relationship you don’t have this disadvantage; see Swinger’s Marriage for an alternative.

You are at a +1 to resist any attempt at seduction. If using the rules for Advanced Sexual Encounters you get -1 inhibition against your spouse and +1 against everyone else.

If you break this vow, you must either atone for it or acquire the disadvantage of a Reputation, Adulterer or Adulteress (-1 to all reaction rolls, -5 points). Divorce may or may not be available for those that have a reputation for infidelity, but non-consummation may be acceptable. It is likely in some societies that the other half gets most of the stuff by default in cases of infidelity.

If vows are stricter, such as being required to violently defend your partner when necessary, or commit suicide upon breach of the vow it can become -10 or -15 respectively those additional provisions also increase the bonus to resist seduction.

Voyeurism [-1 to -10]

The character is aroused by watching other people, either observing them nude or actually engaging in sex. Strip clubs and x rated theaters (some settings may also have x rated theatres

(where live people perform sexually explicit plays) alongside or in place of theaters) allow an opportunity to engage in this behavior, otherwise, it can lead to arrest.

It is a secret if no one knows, or if you restrict it to an addiction to porn but if you get caught you become eligible for Criminal Record.

Xenophilia

Optional Rule: Willful Acceptance of Sexual Disadvantages- Normally disadvantages earned in play don't grant points, but in sex based games the GM may want to encourage a certain amount of good sportsmanship by granting points to those taking disadvantages that represent kinks and fetishes as a result of the game's turn of events. If the character suddenly turns exhibitionist they earn +1 point per -3 or -5 on disadvantages taken. An additional two or three points if they go arrested for it. These "good sport" points may be spent on any sexual skill, technique, Martial Art, or Mental/Social advantage.

The GM may allow characters to buy physical advantages that can be achieved by magic, surgery, or superscience if the situation allows for it (such as a prostitute earning a fetish during an interaction with a wealthy client who then pays for her to get breast implants, or another who willfully accepts demon seed in exchange for a spell that does the same thing). The GM sets the bar on the allowable sexual advantages.



Some genres practically beg you to like the weird tentacle beast, in fact certain pornographic themes involve the characters starting off xenophobic only to be violated a few times and not be able to get joy from any other source. As a collective you and your players need to reach an agreement on just what ramifications this disadvantage has in your game. In games where it is acceptable as a "secret" disadvantage it eats up -15 points. This may be painfully obvious to players even if the GM doesn't hint about it in game, but it is encouraged in games featuring any sexual monster. The advantage of this (as I understand it) is that you can spend -5 on nothing, (meaning you have less disadvantages) but you have to pay it off immediately when it's "discovered" (e.g. you find out you thoroughly enjoy tentacle rammings).¹

¹ Like Hitomi Tanaka is demonstrating here.

Quirks

Constant Wardrobe Malfunctions



You frequently show people things you might not have intended to. Perhaps this is actually deliberate such as is the case with sluts and nymphomaniacs, or perhaps you wear a wardrobe that isn't functional but is on the cutting edge of fashion. You may even be a celebrity hounded constantly by paparazzi. Either way you may be prone to develop nicknames like "Firecrotch". If this is deliberate it is considered a quirk level of Exhibitionism.

Any time you make a roll a skill that causes rapid or sweeping upper torso movements like Acrobatics, Erotic Arts Jumping, Running, or a weapon skill, you will *automatically* expose one or both breasts on any *normal* failure or a critical success. If your wardrobe could feasibly prevent such things (such as a nun's habit) it rips to accommodate this quirk unless magical.

A step maneuver may reveal your crotch (DX roll is required to avoid) if you wear a skirt, kilt, or fauld (chain skirt with or without metal bands over it) as the hem flips up. If wearing underwear it automatically bunches up to one side (or for males does not restrict your penis from coming out). Kneeling reveals the same.

If you bend down at the hip more than 45 degrees to avoid revealing your crotch you may reveal your breast(s) instead (this still counts as Change Posture: Kneeling for game purposes). This manifests in one or more ways (DX roll to avoid):

- 1) If your shirt has a v neck one or both of your nipples can be seen looking down it.
- 2) If your shirt is loose others can see all the way to your waist anyway, or the shirt comes up to your armpits exposing your breasts from the bottom.
- 3) If your shirt is buttoned tight one or more buttons may pop, or if it is a skin tight shirt without buttons, your breasts may stretch the fabric to the point of being revealing.
- 4) Strapless or tube tops allow your breasts to come out. Spaghetti straps always have one strap off the shoulder which may expose that breast.
- 5) Bras (if worn) always seem to expose one nipple.

If you are wearing the strapless top described above or a dress that is not form fitting any Dancing failure will cause it to fall to your ankles, (or your waist if it is tailored to that width). If it is form fitting the skirt may ride up revealing your crotch. Any ST or DX roll simulating vigorous activity over a minute or more may cause one or more clothing enclosures to open pass or fail.

Finally, if you have Sexy Feints you *must* purchase this quirk as a perk since it adds +1 to those feints.

Free Spirited

Much like Broad Minded is a quirk level of Xenophilia (for those who only like tentacle rammings a little bit); Free Spirited is a quirk level of Try-Sexual. You might not be into extreme sexual deviance but you're likely to up the ante on normal stuff, like having sex in a handy public bathroom or empty auditorium. Where Try-Sexual might make you do something that could end a healthy relationship for the sake of trying something new, Free Spirited could allow you to screw someone else with your significant other watching, but only if he agrees. Those without this quirk or worse won't find such a request acceptable.

Immodest

You're not an outright nudist or exhibitionist, but it doesn't bother you to change in front of others or breast feed. You also may be the type who thinks nothing of exposing your genitals or breasts upon request, but won't necessarily engage in sexual activity unless you might have otherwise been prone to do so. You take a slight reaction penalty among thin skinned individuals but may get by if you have a legitimate reason for your immodesty such as breast feeding.

Sexless

You are missing sex organs that someone of your race, sex, and age would normally possess – or perhaps you are a genuinely sexless being that only looks like someone of a particular race and sex. This might qualify you for reduced appearance, Social Stigma, or Unnatural Features in some settings. However, there are minor benefits: you are immune to seduction and will never accidentally become a parent. A 0% modifier could be used to reflect that you're not immune to seduction but can't physically comply.

Sexually Incompetent

You get -1 to Erotic Arts, Massage, Sex Appeal, and Enthralment defaults and you must buy off this quirk before you can spend points on any of those skills.

Slut/Easily Aroused (leveled trait comes in 4 levels. The fifth becomes Sex Addiction)

Essentially a quirk level of Sex Addiction; you like sex and are less likely to pass it up but you haven't formed any psychological dependency to it. The minor drawback is that you suffer -1 per level to Will rolls for the purpose of resisting attempts at seduction targeted at you from someone of your preferred gender. This is a cheap and easy way to reduce inhibition...

Swinger's Marriage

You are in a marriage that does not feature an infidelity divorce clause. You are able to have sexual relations with people other than your spouse and they can say or do nothing about it. As a result you cannot claim the normal +1 versus seduction attempts from others. On the other hand you cannot divorce for non-consummation either. In a Swinger's Marriage you get -1 on inhibition when you are involved in sexual relations with others while your spouse is present. This goes both ways if you're doing a Wife Swap or outright having an orgy. People in an open marriage such as this may also qualify for Social Stigma (minority group).

Turn On/Turn Off

Regardless of whether you have turn-ons or turn offs you'll likely run into a character that doesn't like it. If you have a turn on you may occasionally run into those that think the turn on makes you sick and perverted, but if you have a turn off, you'll probably be apt to react a little worse to those that attempt to seduce you that fall in that category of turn offs. Each quirk gives an occasional -1 to reactions and is thus worth -1, a quirk. More extreme versions exist which usually manifest as either a phobia (for a turnoff) or an OPH or Compulsive Behavior (for a turn on). Use standard rules for those disadvantages.

Personality Change

Having a disadvantage with a trigger that you are in full control of (such as being drunk) and *only that trigger* is a -1 point quirk.

Premature Ejaculation

You are at -2 on all Erotic Arts rolls due to your inability to correctly time your orgasm for her benefit. Compare to the full blown disadvantage of Sexual Killjoy.

Sexual Martial Arts

For those that have GURPS Martial Arts and would like to include it in a campaign that is of a more sexual nature, you may have noticed that MA p. 7 says “c. 400 – Kama Sutra is written. Among other things, it advises women to practice stickfighting, staff, archery, and sword in order to win the affections of men” but provides no further detail on the “other things”. With that in mind I created a couple arts and have since found some more:

Art of the Dragon Matron [6]

The Art of the Dragon Matron is practiced primarily by dominatrices, it features heavily in whip and rope related techniques, but often, practitioners find themselves using paddles of various sizes. Unarmed the style is more about striking than grappling. Causing pain is the style’s primary purpose. GMs should consider using Pain in Close Combat (MA p. 119) for characters using this style to allow them to inflict pain with their grappling techniques.

Stylists seek to bind their opponents using handcuffing or Binding as quickly as possible. If the stylist starts the battle unarmed but with the weapon nearby they might attempt a Push Kick (augmented with Power Blow for those Trained by a Master) in order to buy time to get the weapon. Alternately they might open with a Pimp Slap (TA Karate Punch/Face) as a deceptive attack.

Skills: Erotic Arts, Karate, Knot Tying, Wrestling, one of Broadsword, 2h Sword, Shortsword, or Whip.

Techniques: Aggressive Parry, Arm Lock, Armed Grapple, Axe Kick, Bind Weapon, Choke Hold (Any), Crack, Disarm, Entangle, Finger Lock, Handcuffing, Kicking, Leg Lock, Push Kick, Retain Weapon, Return Strike, Sexy Feints (Erotic Arts), Stamp Kick, Targeted Attack (Karate Punch/Face-a.k.a. Pimp Slap).

Cinematic Skills: Body Control, Mental Strength, Pressure Points, Pressure Secrets.

Cinematic Techniques: Binding, Grand Disarm, Roll with the Blow, Whirlwind Attack.

Perks: Biting Mastery, Cotton Stomach, Drunken Fighting, Extra Option (Pain in Close Combat); Ground Guard, High Heeled Heroine, High Heeled Hurt, Improvised Weapons (Whip), Male Techniques available with Strap-on, Power Grappling, Sexy Feints (Erotic Arts rather than Sex Appeal), Skill Adaptation (Bind Weapon to Whip)

Optional Traits: Flexibility, High Pain Threshold, Either of the two melee weapon skills you did not pick, Extra Option: Inflicting Pain in Close Combat.

Paddles

Shortsword (DX-5, Broadsword-2, Force Sword-4, Jitte/Sai-3, Knife-4, Saber-4, Smallsword-4, or Tonfa-3)							
Weapon	Damage	Reach	Parry	Cost	Wt	Str	Notes
Small Paddle	sw cr	1	0	\$40	1	6	-
<i>Or</i>	thr cr	1	0	—	—	6	-
Broadsword (DX-5, Force Sword-4, Rapier-4, Saber-4, Shortsword-2, or Two-Handed Sword-4)							
Medium Paddle	sw+1 cr	1	0	\$50	3	10	-
<i>Or</i>	thr+1 cr	1	0	—	—	10	-
Two Handed Sword (DX-5, Broadsword-4, or Force Sword-4)							
Giant Paddle	sw+2 cr	1,2	0	\$65	5	10+	-
<i>Or</i>	thr+2 cr	2	0	—	—	10+	-

Spiked Paddles- add 1 pound to the weight and increase ST and Sw damage by 1. The spikes are small and only produce a superficial amount of blood, thus they don't change the damage type.
+1 CF

Le Petite Mort [4]

Le Petit Mort, which means “the little death”, a euphemism for orgasm, is primarily a grappling style with a little striking thrown in there for good measure. Whether or not the LPM stylists would be realistic or cinematic in nature would determine what sorts of moves they would begin combat with. In defensive situations, such as being attacked from behind, Most LPM stylists will begin with an Elbow Strike or Back Kick. Once they see their opponents they either lock an arm, or wrist, or grapple for a neck snap. Cinematic Stylists sometimes go straight for a Lethal Strike, or if they're nice, a Pressure Points Strike to disable their foe's weapon arm.

If they attack their target during intercourse though, they will use their first erotic arts roll as the basis of a Sexy Feint, pretending to enjoy the act so much that they strike a wall or other surface near the head of the defender (or may use feint rubbing the body of the target to get close to their neck). If successful they may strike the defender, grapple, or use some esoteric skill. Realistic stylists in the act of intercourse rarely open up with Arm Locks or Wrist Locks as this is usually not dangerous enough, but prefer Choke Holds, Head Butts, or Neck Snaps. Cinematic Stylists go for Pressure Points, Pressure Secrets, Lethal Eye Pokes, or Lethal Strikes.

The feint roll is to make the defender believe that the attacker does not intend to fight. If successful the victim suffers the effects listed on B. 365. If unsuccessful the victim only suffers the effects listed on Postures, Hit Locations, and Techniques on MA p. 98 for his posture. In either case on both the feint and attack rolls the attacker suffers the penalty for his posture. Lower Body Head Locks and Triangle Holds are typically performed as a deceptive attack when the attacker is receiving oral sex. They may be initiated after an erotic arts feint. If the character has Trained by a Master, all that is needed for a Lower Body Headlock is for the attacker to block the victim's airway with his or her genitals.

Skills: Erotic Arts, Karate, Wrestling

Techniques: Arm Lock/Wrist Lock (Wrestling), Back Kick (Karate), Choke Hold (Wrestling), Elbow Strike (Karate), Feint (Any) Ground Fighting (Any), Head Butt (Karate), Neck Snap, Uppercut (Karate).

Cinematic Skills: Body Control, Pressure Points, Pressure Secrets.

Cinematic Techniques: Lethal Eye Poke, Lethal Strike, Pressure Point Strike

Perks: Biting Mastery, Cotton Stomach, Drunken Fighting, Ground Guard, High Heeled Heroine, High Heeled Hurt, Sexy Feints (Erotic Arts rather than Sex Appeal).

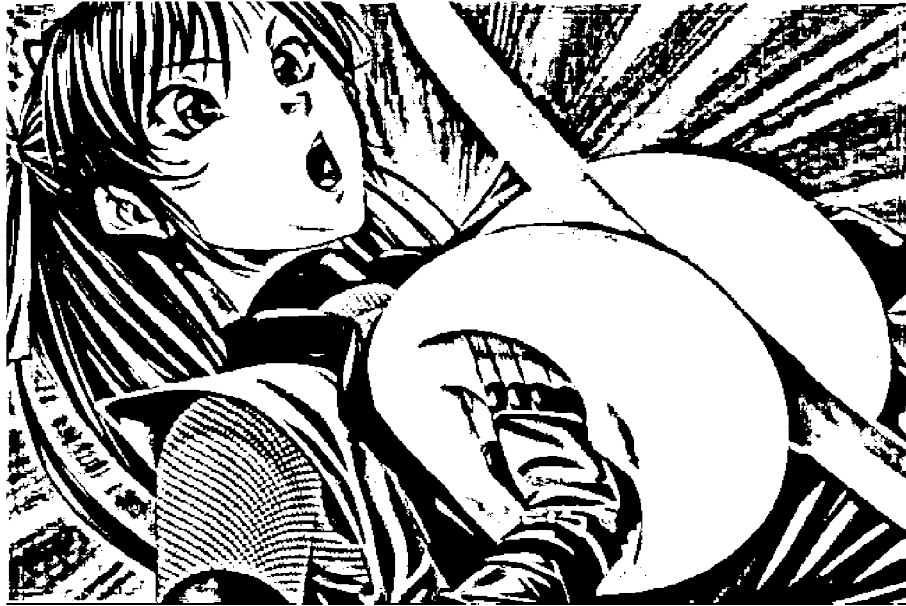
Optional Traits: Flexibility, Lower Body Head Lock, Knife Skill, Lower Body Neck Snap, Triangle Choke, Esoteric Medicine (Massage),

Breast Striker Moves

Some LPM and Dragon Matron practitioners have Breast Strikers. LPM itself doesn't always include moves for those with such strikers but many a streetwalker or wench has adapted the style to her own endowments (or enhancements as the case may be). As a result, those with breast strikers may practice any of the following moves:

*Aggressive Breast Parry**- failure hits your arm or hand as normal, but success means your breast comes down on his weapon or body part, and you deal striker damage at -4 (due to the awkwardness). The GM may allow those who have purchased the Breast Flop Parry perk to deal Striker -2 damage instead!

*Breakfall (Breasts)**- your breasts break your fall reducing damage by margin of success but unlike normal Breakfalls you end up kneeling instead of lying down if all damage is absorbed.



*Breast Clap Parry**- Hand Clap Parry at an additional -1. The GM may enforce a further penalty equal to half of the FP you have currently spent with extra effort (extra effort causes slick sweat to accumulate around the breasts allowing weapons to slip through.) but not magic or any other power, or FP lost to hazards other than physical exertion.

*Breast Striker Neck Snap**- as a normal neck snap but makes straight men die much happier. This technique takes an additional -1.

*Breast Flop Parry**- Ok, this one's not actually a technique, rather it's a perk based on Cotton Stomach. See Perks.

*Motorboat Choke**- See Advanced Sexual Encounters.

*TA (Breast Striker/Skull)**- This move sometimes called a Breast Punch is typically performed during sex with the woman on top. It cannot be performed on anyone more than 2/3 BT taller than you while standing as it is a strike to the top of the head, but it may be combined with Flying Lunge to negate this penalty. It takes -1 due to the clumsiness of your breast as a weapon, and -7 due to the hit location penalty of the skull, it can be bought down to -3. Breast strikes to the face are only at -6 and can be bought down to -2. This technique is commonly used just after a Sexy Feint. Damage is as normal for a striker.

Though all of the above moves are cinematic, none require Trained by a Master or Weapon Master, merely Breast Strikers. Most of the techniques described above can't be done with normally tender breasts.

Pimpin' [5]

Vulgarity is retained in this section to reflect a difference in psychology.

This style is all about style and attitude, bitch gives you lip you gotta Pimp Slap her (Brawling Punch/Face), and if she keeps at it you gotta raise the pimp cane to her. (Yes there are both Karate and Brawling versions of the Pimp Slap, but this is for reasons of style difference.)

Pimps typically start with Pimp Slap if attacking, or Aggressive Parry if defending. They aren't particularly prone to kicking but tend to develop a few kicks. Head Butts, Knee Strikes, and other Brawling moves are generally preferred as are most easy techniques. It isn't all that common for a pimp to use their cane with a center grip (Quarterstaff skill), but it isn't entirely unheard of. Pimps also aren't necessarily going to automatically use guns so the pistol related traits are all optional.

Skills: Intimidate, Brawling, Broadsword, Knife,

Techniques: Aggressive Parry, Arm Lock, Axe Kick, Choke Hold, Elbow Strike, Feint (Any), Ground Fighting (Any), Head Butt (Brawling), Knee Strike (Brawling), Retain Weapon, Stamp Kick (Brawling), Targeted Attack (Brawling Punch/Face-a.k.a. Pimp Slap), Upper Cut (Brawling)

Cinematic Skills: None by default but see Optional Traits

Cinematic Techniques: None by default but again see Optional Traits

Perks: Brotherhood (Gangsta), Cotton Stomach, Dirty Fighting, Drunken Fighting, Gangster Swagger¹ Ground Guard, Improvised Weapons (Brawling), Skill Adaptation: Karate techniques default to Brawling, Shtick: Pimp Slap allows free Intimidation attempt.

Optional Traits

Alcohol Tolerance, Convincing Nod, Penis Choke (see the Advanced Sexual Encounters section), DR(See Special Exercises below), Fast Draw (Any), Fast Talk, Guns (Pistol), Lethal Kick, Lethal Strike, Neck Snap, Pants Positive Safety, Pistol-Fist², Push Kick, Push, Roll with the Blow, One Task Wonder: Hotwiring Cars³, Quarterstaff, Shtick: Spotless Clothing, Special Exercises (Regular DR 1), Special Exercises (Tough Skin DR 1-3) Toe Flip (Any), Weapon Bond

Weapon	Damage	Reach	Parry	Cost	Wt	Str	Holdout	Notes
Cane	sw+1 cr	1	0	\$10	2.5	10	-4	-
<i>Or</i>	thr+1 cr	1	0	—	—	10	—	-

Pimps usually have quite a bit invested in Styling their canes and clothes, and are likely to pay much more than 10 dollars for just such a pimp cane.

¹ A walking full time use of Streetwise that allows you to avoid being hassled by other lowlives

² You can roll against Guns (Pistol) to pistol-whip people. Treat this as a punch with brass knuckles. You can also parry melee attacks at (shooting skill/2) + 3, and even use this parry when slapping aside guns in close combat (see p. B376).

³ You can also steal stereo systems.

Fighting Others While Sexually Engaged (“Mounted” Combat)

First the act of fighting while having sex is roughly equivalent in difficulty to shooting from a ground vehicle on a bad road with a handheld weapon (-3) if the attacker’s partner dodged last turn assess a further -2. Dodge is now (Erotic Art/2) +3 but *minus* posture modifiers. (this is somewhat cinematic and based on movies such as the Crank series and Shoot Em Up).

The attacker also suffers the equivalent of Euphoria (-3 to DX, IQ and Self Control rolls) as well as posture modifiers (B. 547-548). The attacker is also grappled (-4 to attack simulating the distraction of sex and the difficulty of attacking others without hitting your partner).

“Mounted” Combat (Weapon Skill)

Hard

Default: Weapon Skill -10

Prerequisites: Erotic Arts and any weapon skill; cannot exceed weapon skill-2.

You’ve actually survived at least one fight while in the middle of sexual intercourse without actually stopping to consider that your attackers might kill you or your partner. You must specialize by weapon type. Improving this technique removes the penalties for attacking while your partner is thrashing around, having to reach around your partner, and -1 from the euphoria penalty (which can’t be entirely removed without losing your erection).

Another consideration is that at a certain point during the sex, the combatant is going to be undergoing Ecstasy, and be incapable of any voluntary action in combat. Avoiding this is a Quick Contest of his Erotic Art skill vs. hers each round.

A sexual supplement would be incomplete without a nod to that Mask of Zorro moment of making one slice and cutting the dress off of a female target without causing her any harm. The name simply alludes to the most common example of the technique’s use but it can be used to cut off any garment.

Bodice Cutting

Hard

Default: Weapon Skill -2, Cannot Exceed Default +6

If only because of the delicate touch required it should be a Hard technique. If you are attacking a cloth garment damage can be ignored, otherwise you need to deal damage to strings or buckles of armor (1 point for strings and 2 points for leather). Default penalty is -2 but -1 per pair of lace holes, straps, buttons, or snaps up to 5 pairs. The technique can buy skill up to +4 (after maximum penalty). If you don’t care whether you damage your opponent the base penalty of -2 is removed.

Optional Rule: Martial Art!

It would not be unreasonable to allow Style! skills, such as Pimpin!, Le Petite Mort!, or Art of the Female Dragon!. Such wildcard skills allow a single roll to stand in for all normal skills and techniques of the style as well as cinematic ones for those who have Weapon Master or Trained by a Master. A practitioner of Art of the Female Dragon! could use Karate, Axe Kick, or Body Control all at a single skill level. Martial Arts! are always DX based, but call for rolls against other attributes if their techniques would normally default to other attributes (e.g. Neck Snap>ST). Perks must be purchased separately.

New Hit Locations

Following along in the same vein as GURPS MA p. 137, sexual games have additional hit locations which may be targeted for additional possibly amusing effects.

Penis: A fighter who can attack his male foe's groin can specifically target his penis instead (at -7 if typical length). Treat this as a groin hit except when making a cutting attack specifically to slice off the penis. In that case, injury over HP/4 is lost, but twice this amount removes the Penis (if cutting). This is a major wound. If the damage is insufficient to remove the penis, this may be a worrisome injury anyway. From the time of the injury to the time all hit points lost to it are healed the victim must roll daily versus infection at -2 (since urine is an infectious bacteria filled substance). If the victim loses the remaining HP to infection the penis will fall off anyway. The character gains the quirk "Sexless", and possibly a social stigma associated with his loss. A miss by 1 hits the torso.

Breasts: A woman who is pregnant or who has recently had a baby that takes a hit to a breast will leak breast milk. Typically breasts are SM -5 to SM -7, and injury over HP/3 is lost, but twice that amount removes a breast (If cutting). This is a major wound. Any character who suffers this will suffer 1 level of Appearance Loss unless cosmetic surgery can bring it back. Characters with Breast Strikers are exempt from this hit location as the plot protects them from removal.

Fetus: A woman who enters combat pregnant may significantly risk her child. The fetus is -1 to hit if attacked deliberately (+0 and +1 in the second and third trimester). Any major wound requires a roll against HT to avoid "surgical abortion" Critical hits induce Bleeding as if the "surgeon" made a critical failure on the surgery roll.

Anus: a strike from behind may strike the anus. If crushing, major wounds may cause Paraplegic as they break the hip or spine. If Cutting or Impaling, the strike may put the wound near excrement (on a critical hit, critical failure to defend, or Major Wound) requiring a daily HT roll to avoid infection until healed.¹

¹ See Gnome Splitters in the next section. Excretory matter or urine calls for HT rolls to be made at -2.

Equipment

Breastless or Crotchless Armor- Armor that is either breastless or crotchless qualifies for +1 to reactions and its DR has no benefit on the breast or groin hit location as appropriate. This armor is equivalent to the Ornate armor quality making it +1 CF. Armor that is *both* Breastless and Crotchless doesn't cover either location and gets +2 to reactions for +4 CF. If the GM allows combining Ornate with this modifier then it's +9 CF for +3 to reactions, +19 CF for +4 to reactions and +99 CF for +5 to reactions. These armors are often studded or spiked as well.

This armor may break public decency laws if nothing else covers the exposed area (such as a cloak), however if the arresting officer is attracted to your gender add its reaction bonus to reaction or influence rolls (unless he has a disadvantage reflecting being prudish). If he has a disadvantage that reduces his resistance to seduction rolls (Lecherousness, Nymphomania, or both). He is at a penalty to resist equal to your normal reaction roll bonus, but gratifying him will *automatically* get him off your case unless he's trying to get you for bribery. If the GM hasn't specified legality, subtract its reaction bonus from being breastless and/or crotchless from the 1d6 rolls. The item is illegal if you roll under the CR of the area.

Uber Heels- 4 inch heels are not surprisingly, lauded as somewhat uncomfortable, and generate a penalty to do rapid or strenuous activities. Though the base penalty is up to the GM, he should consider worsening it by 1 point for each extra inch above 4. CF is the same as Spiked (+2 by default) but Ceramic (HT 198) may represent glass slippers while TLs with plastic available assume it is the standard.

Sheer/fishnet-+1 to reactions as above but may also break public decency laws. -50% weight. +.5 CF. if in a TL where single layered cloth can provide armor, it provides half... (see GURPS Ultra-Tech). Fishnet mail provides half the DR of chainmail.

Stylish/Revealing- This sort of clothing can be the equivalent of Ornate in as much as it provides a reaction bonus based on the amount of coverage it has +1 to reactions covers no more than 75% of the body. Typically this includes partial coverage on the breasts and vitals (armor protects on 1 or 2, 25%), Skirt coverage of the legs and panties (30% armor protects normally), high heeled knee boots (10%), and gloves (5%)... Think Jessica Rabbit. +2 reactions is around 50% coverage typically includes a shirt or brassiere with *only* breast coverage and optional minimal straps (25%), a short skirt (armor covers groin and leg on a roll of 1-2 on 1d6, 10%) and the high heeled knee boots and gloves shown above (15%). +3 to reactions involves walking around in your undies (25% coverage only allows a portion of breasts to be covered (1-4 on 1d) and groin). In all cases with Stylish and revealing clothing reduce cost by the coverage percentage *then* apply stylish CF.

Clothing-

A full set of clothing is 20% of the cost of living. The table on B. 265 is an example and I've found that Cost of Living equal to 80% of wages is appropriate (and valid due to the rule about having 80% of your wealth tied up in non-adventuring stuff). You get the first set free (unless the GM sets circumstances up otherwise.)

The table below shows the value of an average set of clothing *if Cost of Living is 80% of Average Monthly Wages*:

TL	Set of Clothing
0	100
1	104
2	108
3	112
4	128
5	176
6	256
7	336
8	416
9	576
10	896
11	1296
12	1696

If CoL is 600 then a suit of clothing is 120 all day long, and if the average monthly wages of the campaign differ from those listed on B. 517 the base prices shown above will be the different. If another cost of living is specified, use that CoL for determining clothing cost.

Players may want to decide for themselves on the individual clothing items that they will outfit their character with. For the purposes of clothing, the coverage values listed on the next page. These values differ from GURPS Low Tech but those rules applied to armor costs and weights rather than coverage. Characters wanting to buy their armor Piecemeal can do so with GURPS Basic Set, GURPS Low Tech, GURPS Low Tech: Instant Armor, or another appropriate sourcebook:

Location	Coverage (apply coverage percentage after all other CF)%
Torso	35% Includes Vitals and Breasts*
Groin	Included in Leg or Torso, therefore negligible. If only a groin piece is desired (or is added) use 10%
Neck	3
Arms	12
Legs	25 (20% if open)
Hands	5
Feet	10
Skull	5
Face	5
Draped Item	-5% on the torso and/or legs

*If the player only wants to cover the Vitals coverage is only 25% (for those using LT or LT:IA cost and weight are multiplied by 2/3 for simplicity). Covering the breasts only averages to 27% ($(22\%+32\%)/2$) so it uses 25% as well.

After accounting for coverage and determining cost from that, multiply for SM based on whatever supplement is most appropriate (for example if Basic Set is available you might

multiply by .75 for SM -1 or 1.25 for SM +1 whereas if the Dungeon Fantasy series is available SM -1 multiplies by half).

Clothing creation example: Brocla the Unbalanced is a TL 3+1 gnomish prostitute with exceptionally large breasts. She finds it difficult to wear gnomish clothing because her breasts are bound so tightly she can't breathe. She can't wear human clothing because at 30II (54" Bust) and 3'7" she has trouble tripping over the shirt tails or the sleeves of any male shirt that could even fit her massive breasts. She chooses a Breastless Dress (Torso but not Breasts 25%, Legs (draped item), 20%), CF -.45, but due to the appeal of such wardrobe, +1 CF; total CF .9. In her world Comfortable cost of living is \$960 (farthings) and 18% of this is 172.8 so we'll use 173f. She adds a set of slippers (treated as sandals, 25f) and a cloak to avoid breaking decency laws (75f). Her total clothing cost is 273f, halved due to being in a DF based world at SM-1(137f).

Dildos- weapon shafts count as improvised equipment on Erotic Art or Prostitute rolls (-2) for allowing women to perform penis based techniques on other women (or anal on men). *Exception: The Tetsubo counts as Basic Equipment if Cheap(+0), Quality Equipment if Good (+1), or Fine Quality if Fine. It is too rigid to count for "best possible equipment".* All dildos count as good equipment for Erotic Arts or Prostitute at 2% of average starting wealth of the campaign and take the standard price multipliers for Good or Fine quality. Vibrators-at TL 5 or TL 3+2 where they're available-increase equipment quality by 1 step for free. "Best possible equipment" (+TL/2) costs as much as Fine Quality. Double Headed Dildos are worth 3% of average starting wealth.

Glass, metal, or wood dildos are rigid and count as improvised weapons for -1 to skill but can be wielded without penalty by those with TBaM (Erotic). A small dildo might count as a Baton (regardless of material), a medium dildo a Small Mace, Club (if wood or glass), or Large Mace (if metal) and can be up to 3 feet long. Thin long dildos count as Canes (see Pimpin). Critical failures while using glass dildos as weapons *always* shatter them. Everyone within 1 yard takes 1 point of "splash damage" from this effect.

A "Gnome Splitter" is 2-3 feet in length and has a penis diameter of 1/4 to 1/6 its length, typically made of any stone which can be made smooth (metal rusts and becomes useless, glass may be too fragile). It has a testicular base around 18" in diameter and sits on the floor. It can be wielded as an improvised Maul (at -2 to skill) but due to its size increase it is ST 19‡ Damage sw+6, Reach is 1, Weight is around 54 lbs, cost is around 8% of cost of living. If the Gnome Splitter is of Cheap quality, any critical failure on Erotic Arts causes it to break in half dealing the victim's own maximum thrust damage to the groin



location (either the vagina or anus). A Gnome Splitter wielded as a weapon shatters as a glass dildo but deals 1d damage in the splash zone.

At TL5 or higher (or 3+2), rubberized Gnome Splitters are available (wt 27, ST 17†, Damage sw+3 (.5), CF+1) but improvised use is only at -1. Rubberized Gnome Splitters never damage their user on a critical failure of Erotic Arts but may bounce back for half swing damage in combat.

Strap-on- a strap on is a dildo sewn into leather underwear and functions like a regular dildo except that it allows the user to use the Grind Technique on herself as part of a Double Play (and any other valid technique on her partner). Strap-ons cost 25% more than a dildo of its type. Gnome Splitter strap-ons can be used at Skill+0 if they weigh less than the user's BL, but take twice the penalty for the level of encumbrance they present for users with ST less than 17(which has BL 58).

Gags- The price of a ball gag is presently unknown but a bandana makes a quick expedient and has a cost roughly around 1% of CoL.

Pregnancy Rules

These rules are from page 27 of GURPS Low Tech 1.

Chance of Conception



A sexually active woman must roll 3d for pregnancy for each sexual encounter unless she's *already* pregnant or has already had her period. If she takes no special countermeasures, she becomes pregnant on a 6 or less. On a natural roll of three, she has twins and roll again. Rolling six or less on the second roll results in triplets, and you can stop rolling, however each roll of 3 exactly adds two buns to the oven.

Modifiers: +1 for 16-25 year olds, +0 for 26-34, -1 for 35-49. -2 for ages any other age group, if the GM allows the other age groups to have children. <writer aside: prepubescent females cannot have children but several of my relatives were pubescent at the age of 9. That said I do not advocate pedophilia or incest.>

+1 if in good health (HT 12+ or on a good diet) or -1 in bad health (HT8-) -2 if nursing. +1 to +4 for insemination from a Sex Monster.

If using recreational drugs -1 per 5 points the addiction would be worth whether really are addicted or not. If you aren't using drugs but you're suffering withdrawal from being addicted to them suffer half the penalty associated with using the drug.

Childbirth

Giving birth involves two stages:

Early Labor: The mother is in moderate pain (p. B428). As well, make a HT+1 roll for her, at +TL if she's attended by a midwife or other trained medical practitioner. Success costs her 1d FP. Critical success *halves* this (round down); any failure *doubles* it.

Late Labor: The mother is in terrible pain (p. B428). In addition, roll again as noted for early labor (this time roll once for each child) – but if the earlier roll was a critical failure, then this one is at -5 (the first one in the case of multiples). Success means the mother loses 2d FP. Critical success *halves* this (round down); any failure *doubles* it. On a critical failure, the mother also suffers from bleeding (see *Bleeding*, p. B420). Stopping this bleeding requires a roll against Professional Skill (Midwife) or any medical skill that includes obstetrics, but *not* First Aid.

If the cumulative FP loss exceeds the mother's FP, apply the excess to her HP. If she suffers injury from the birth due to this effect and/or bleeding, then the baby currently being born suffers the same injury (be sure to keep track of the damage separately, don't apply it all to the same baby). The birthing process takes 1 hour per point of FP lost.

Modifiers to Labor: Adult (16-29 physically) +0; If the mother is middle aged (30-49) -2. If the mother is pubescent -2. If the GM deems that the elderly can even have children such labor rolls are at -4.

If the mother is under the influence of alcohol or any incapacitating drug she suffers the same penalty to HT that is in place for her DX (or IQ or Self Control rolls if DX penalties are not present). If the mother has an addiction greater than -5 points she also suffers -1/5 CP of the addiction whether she is under the influence or not (trivial addictions like chocolate or caffeine which count as quirks should not affect this roll even if they are -5 in total). On any roll other than a critical success the baby also suffers the condition associated with the drug *or its withdrawal* whichever is appropriate.

(Note that problems such as Fetal Alcohol Syndrome and any complication caused by smoking are likely to be beyond the scope of this supplement. Combinations of Neurological Disorder and reductions to DX or IQ are a good start.)

An attending physician or midwife may be able to prevent injury from a difficult birth. Roll against Professional Skill (Midwife) or a suitable medical skill once per baby. Success prevents injury to *either* mother *or* infant – the practitioner must choose. Critical success helps both mother *and* infant. Failure gives no help.

Critical failure *doubles* the injury from the birth. A *Caesarean section* opens the uterus to remove the unborn infant. At TL0-4 the mother suffers 1d damage appropriate in addition to any bleeding that the amount of damage would indicate (which is automatic) and may not survive.

Contraception

Contraceptive techniques can lower this target number. If using two different methods simultaneously, start with the reduction for the more-reliable method on its own and apply -1 per extra method.

Non-procreative Sexual Acts (TL0): Engaging in such acts exclusively eliminates all risk of pregnancy. Knowledge of these may be commonplace, rare, or even *illegal*, depending on cultural attitudes. If they aren't commonplace, roll against IQ or IQ-based Erotic Art to invent them – or make Research rolls to find information, with a penalty equal to CR if they're illegal.

Herbal Contraception (TL0): Most of these methods involve direct application of spermicides. Roll



against Pharmacy (Herbal) to prepare them properly. Success gives -1 to the target number but costs 1 FP; double or triple doses multiply both penalty and FP cost by 2 or 3, respectively. The herb *silphium*, taken orally, has *no* FP cost; thus, it can be used safely at maximum doses for -3.

Barrier Methods (TL1): The *cervical cap* (TL1) and *condom* (TL4) give -1 to the chance of pregnancy. Versions of the cervical cap include a coating of honey in ancient Egypt, oiled silk paper in East Asia, and a scooped-out lemon half in Renaissance Europe. Condoms were first described in the 1400s by anatomist Gabriele Fallopio; they were originally made of thin, chemically treated linen, but other materials include animal intestines and oiled silk paper.

Contraceptive Methods above TL 4 typically lower the target number of giving birth by TL-4, but note that the GM may rule that a 3 will impregnate regardless. Furthermore the GM may require that anyone born in spite of contraception may have birth defects ranging from minor to downright crippling.

Abortion

A woman who becomes pregnant may resort to abortion. Under low-tech conditions, this is always risky, regardless of method. It may also be illegal or religiously prohibited.

Induced Labor (TL0)

A variety of interventions can start labor early, often resulting in miscarriage. Early in pregnancy, delivery is less difficult than for normal birth; use the rules under *Childbirth* (above), but the roll for early labor is at +5 in the first trimester (and the pain is one level less), +3 in the second, or +1 in the third.

Physical Strain (TL0): Strenuous physical activity (anything that leaves the woman with less than 1/3 of her FP), or a fall or knockback of 2+ yards, can induce labor. A pregnant woman caught in a fight or an accident may suffer this outcome involuntarily! Inducing labor in this way isn't reliable; on a roll vs. HT+4 for exercise, or HT for a fall, the pregnancy continues.

Abortifacients (TL0): These are herbal or other toxins that induce labor. Roll against Pharmacy (Herbal) to administer them. Any success results in miscarriage. Critical success means there are no toxic effects; ordinary success or failure inflicts 1 HP of toxic injury; and critical failure costs 1d+1 HP (or worse if the normal effects of one dose of the poison are worse).

Massage Abortion (TL3): Developed in Cambodia by 1150, this requires a Regular Contest of Professional Skill (Midwife) against the pregnant woman's HT+2 to induce labor.

Surgical Abortion (TL2): Treat this as minor surgery (deals 1d damage to the patient). Success removes the fetus without labor. Critical success means the damage is 1 point. Critical failure causes internal bleeding, and a roll to avoid infection is always required (See Bleeding B. 420 and Infection B. 444). Many medical practitioners have a Code of Honor that prohibits abortion!

Pregnancy Meta-traits

Being pregnant carries a conglomeration of advantages and disadvantages which are usually negative in total value (2nd trimester is base cost 0 but you may optionally add Morning Sickness or the GM may force it on you.)

First Trimester (0-12 weeks) [-25]

During the first trimester, the mother will often suffer from morning sickness and mood swings. In GURPS terms, this translates to Manic-Depressive at -20 points, and the disadvantage Morning Sickness described below, for a total of -25 points. In the twelfth week, the baby's gender is distinguishable (though magic or ultra-tech may make earlier detection possible). On a 3d roll of 10 or less, the baby is female; on 11 or more, it is male unless the campaign features races with Altered Sex Ratio.

Morning Sickness [-5]

You suffer from nausea and sometimes vomiting, usually upon waking. At any time each morning, the GM may require you to make a HT roll. Failure means that you are retching for a number of turns equal to the amount by which the HT roll was missed.



Second Trimester (13-26 weeks) [0 or -5]

During the second trimester, the physical and psychological discomforts of the first trimester are less severe. Morning sickness is less common, and is an *optional* disadvantage at this point. However, due to the discomfort caused by the increasingly large fetus, the mother is at Reduced Move -1 (-5 points). However, since she is beginning to show, this is balanced by Social Regard: Pregnant for (5 points).

Third Trimester (27+ weeks) [-25]

The third trimester is somewhat more stressful, as the baby's size increases, the baby is not only heavy, it is inconvenient, uncomfortable and fragile, giving another level of Reduced Move, for a total of Reduced Move -2 (-10 points), you also retain your Social Regard. The Manic-Depressive mood swings of the first

trimester also return, for a total value of -25 points.

Child Templates

I cannot state enough that the templates below are strictly intended for use in determining the statistics of Dependents, allies, or other non participating characters in games of Sex should they matter. I'll concede their use in presenting moral quandaries of "release the slaves now/run after the bad guy" situations that don't necessarily have to involve sex, and the use of children in such places can be handled in a way that is no more offensive than the subject of slavery anyway. Most games thankfully have disadvantage limits of 50 points or less so only 10+ year olds can be used in said games. Not having parents as patrons makes children 10-13 ineligible for play (except in Supers where the limit drops to -100 points but they usually *increase* the value of their patron who is a super). 13 to 15 year olds *should only* be in sexual games as "non-participants", and I do not accept responsibility for those players or gaming groups that allow them not to.

16 or 17 year olds may be of legal majority in some places and though they are more likely to be considered "Young Adults" I do not condone their use as "participants" in areas where it is illegal.

Infant [-295]

Attributes: ST 3 [-70]; DX 6 [-120]; IQ 5 [-100]; HT 10 [0]. SM -3

Secondary Characteristics: Dmg 1d-5/1d-4; BL 1.8 lbs.; HP 3 [0]; Will 5 [0]; Per 5 [0]; FP 10 [0]; Basic Speed 4.0 [0]; Basic Move 4 [0].

Advantages: Patron (Parents, 15 or less) [30]; and 5 points chosen from among Attractive [4]; Perk (Honest Face) [1]; and Pitiable [5].

Disadvantages: Dead Broke [-25]; Social Stigma (Minor) [-5] and -10 points chosen from among: Bad Sight (Mitigator-60%) [-10]; Curious [-5]; Fearfulness [-2/level]; Ham-Fisted [-5]; Honesty [-10]; Klutz [-5]; Overconfidence [-5]; or Stubborn [-5].

Kid (about 5-9 years old) [-140] points

Attributes: ST 6 [-40]; DX 7 [-60]; IQ 7 [-60]; HT 10 [0]. SM -2

Secondary Characteristics: Dmg 1d-4/1d-3; BL 7.2 lbs.; HP 6 [0]; Will 7[0]; Per 7 [0]; FP 10 [0]; Basic Speed 4.25 [0]; Basic Move 4 [0].

Advantages: Patron (Parents, 15 or less) [30]; and 5 points chosen from among Attractive [4]; Fit [5]; Fearlessness [2/level]; Perk (Honest Face) [1]; and Pitiable [5]. Alternately reduce the appearance of the parents (or delete them entirely) and purchase any advantage the GM finds acceptable.

Disadvantages: Struggling [-15]; Social Stigma (Minor) [-5] and -10 points chosen from among: Bad Sight (corrected) [-10]; Curious [-5]; Fearfulness [-2/level]; Gullibility [-10]; Ham-Fisted [-5]; Honesty [-10]; Klutz [-5]; Overconfidence [-5]; or Stubborn [-5].

Primary Skills: Climbing (A) DX+1 [4]-11; Hobby Skill (Trivia) (E) IQ [1]-12; Throwing (A) DX [2]-10.

Secondary Skills: Area Knowledge (Neighborhood) (E) IQ [1]-12; Bicycling or Swimming, both (E) DX or HT+1 [2]-11.

Background Skills: 5 point spread amongst Hobby Skills, musical instruments, singing, dancing, sports, games, or fishing.

Kid (about 10-13 years old) [-35] points

Attributes: ST 8 [-20]; DX 9 [-20]; IQ 9 [-20]; HT 10 [0]. SM -1

Secondary Characteristics: Dmg 1d-3/1d-2; BL 13 lbs.; HP 10 [0]; Will 9 [0]; Per 9 [0]; FP 10 [0]; Basic Speed 4.75 [0]; Basic Move 4 [0].

Advantages: Patron (Parents, 15 or less) [30]; and 15 points chosen from among Attractive [4] Handsome or Beautiful [12]; Fit [5]; Fearlessness [2/level]; Perk (Honest Face) [1]; Perk (Friend) [1 per friend]; and Pitiable [5]. Alternately reduce the appearance of the parents (or delete them entirely) and purchase any advantage the GM finds acceptable.

Disadvantages: Struggling [-15]; Social Stigma (Minor) [-5] and -10 points chosen from among: Bad Sight (corrected) [-10]; Curious [-5]; Fearfulness [-2/level]; Gullibility [-10]; Ham-Fisted [-5]; Honesty [-10]; Klutz [-5]; Overconfidence [-5]; or Stubborn [-5].

Primary Skills: Climbing (A) DX+1 [4]-11; Hobby Skill (Trivia) (E) IQ [1]-12; Throwing (A) DX [2]-10.

Secondary Skills: Area Knowledge (Neighborhood) (E) IQ [1]-12; Bicycling or Swimming, either (E) DX or HT+1 [2]-11.

Background Skills: 5 point spread amongst Hobby Skills, musical instruments, singing, dancing, sports, games, or fishing.

Teenager (About 13-15 years old) [35]

Attributes: ST 10 [0]; DX 10 [0]; IQ 10 [0]; HT 10 [0].

Secondary Characteristics: Dmg 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 10 [0]; Per 10 [0]; FP 10 [0]; Basic Speed 5.0 [0]; Basic Move 5 [0].

Advantages: Patron (Parents, 15 or less) [30]; and 20 points chosen from among Attractive [4], Handsome or Beautiful [12], Very Handsome or Very Beautiful [16]; Fit [5]; Fearlessness [2/level]; Perk (Alcohol Tolerance) [1]; Perk (Honest Face) [1]; Perk (Friend) [1 per friend]; and Pitiable [5]. Alternately reduce the appearance of the parents (or delete them entirely) and purchase any advantage the GM finds acceptable.

Disadvantages: Struggling [-15]; Social Stigma (Minor) [-5] and -10 points chosen from among: Bad Sight (corrected) [-10]; Curious [-5]; Fearfulness [-2/level]; Gullibility [-10]; Ham-Fisted [-5]; Honesty [-10]; Klutz [-5]; Overconfidence [-5]; or Stubborn [-5].

Primary Skills: Climbing or Stealth, both (A) DX+1 [4]-11; Fast-Talk (A) IQ-1 [1]-11; Hobby Skill (Trivia) (E) IQ [1]-12;

Secondary Skills: Area Knowledge (Neighborhood) (E) IQ [1]-12; Bicycling or Swimming, both (E) at either DX+1 or HT+1 [2]-11.

Background Skills: 6 points among Hobby skills, musical instruments, singing, dancing, sports, games, various academic skills taught in high schools (no more than 1 point per) or fishing.

Note that children of any age can retain the skills from previous templates to amplify their point totals.

A 16-17 year old typically only requires the Social Stigma (Minor) if they are in a society where the age of maturity isn't 15, and likely has a job (which may or may not increase wealth). He or she may be more independent losing the Patron (or reducing its frequency of appearance). Other advantages disadvantages and skills are optional.

Other Dependents

Elderly [-15]

The desire of elderly people to escape death may be the driving force behind radical advances in human biotechnology. The aged will actively follow the latest life-extension treatments (and vote more money for health care subsidies, if these exist). The extremely rich can afford to sponsor competing lines of cutting-edge research, ranging from anagathic drugs and brain or organ transplants to cryonics, nanotechnology, and uploading. When it is a question of trying out these treatments or dying, they may well be the guinea pigs for experimental therapy. Sometimes even illegal therapy...

Attributes: ST 9 [-10]; DX 9 [-20]; IQ 12 [40]; HT 8 [-20].

Secondary Characteristics: Damage 1d-2/1d-1; BL 16 lbs.; HP 9 [0]; Will 12 [0]; Per 11 [-5]; FP 8 [0]; Basic Speed 4.25 [0]; Basic Move 4 [0].

Advantages: Choose 40 points from among +1 to IQ [20], additional Will or Perception [5/level], Ally (Loyal relatives, caregivers, or employees) [Varies], Common Sense [10], Less Sleep [2/level], Reputation [Varies], Social Regard 1 (Venerated) [5], Status [5/level], and Wealth [Varies].

Disadvantages: -40 points chosen from among Absent-Mindedness [-15], Appearance [Varies], Bad Sight [-25], Chronic Pain [Varies], Enemies [Varies], Hard of Hearing [-10], Hidebound [-5], Obsession (Immortality) [-10*], Restricted Diet [Varies], Short Attention Span [-10*], Stubbornness [-5], Susceptible to Disease [4/level], Terminally Ill [-50, -75, or -100], and Unfit or Very Unfit [-5 or -15].

* Multiplied for self-control number; see p. B120. You will usually have high skill levels in former job skills. Diagnosis (of your own symptoms) and Current Affairs (Science & Technology) (for keeping up with cutting-edge health care and life extension plans) are also appropriate.

Appendix

Alternate Height and Weight Table

ST	Height	Weight
3	4'10	115
4	5'	120
5	5'2	125
6	5'4	130
7	5'6	135
8	5'7	140
9	5'8	145
10	5'9	150
11	5'10	160
12	5'11	170
13	6'	180
14	6'1	190
15	6'2	200
16 or more	6'3	210

The table above represents modern day males (TL 7-8). Females are commonly shorter and more lightly built. They may calculate height and weight as if their ST was 2 points lower than it is. This could be justification for their image as the weaker sex. Characters in TL 3-5 might subtract 3" from average height.

The table above represents an average statistic for a given ST score. Players may roll 3d on the Modifications table below for each of height and weight.

Modifications

Die roll	Modification
3	-6" or -40 lbs
4	-5" or -30 lbs
5	-4" or -20 lbs
6	-3" or -10 lbs
7	-2" or -5 lbs
8	-1" or -5 lbs
9-11	No Modifications
12	+1" or +5 lbs
13	+2" or +5 lbs
14	+3" or +10 lbs
15	+4" or +20 lbs
16	+5" or +30 lbs
17	+6" or +40 lbs
18	+6" or +50 lbs

If a slightly more comedic game is in order, and especially so if a character has Large Breasts, she may add the weight of her breasts to her base weight and assume that the Move penalties are as a result of said extra weight.

Optional Rule: Measuring Sexual Features

Warning: the next several pages are extremely math heavy and arbitrary. I repeat-they are arbitrary-and should not be used if they would take away from the enjoyment of the game or “prove” that GURPS is “too math heavy.” Some GMs may want additional detail on the specifics of what Large Breasts, Large Penises and Tight Vaginas mean. The rules here may be used as a guideline for calculating breast sizes, penis lengths and vaginal depth. I’m also aware they’re somewhat F.A.T.A.L.-istic. I’m ok with that.

Breast Thickness- Measuring cups above D is less accurate as different bra companies have different designations and measuring becomes more difficult. Here Breast Thickness will be is used. Surveys show that average (44%) is a B cup (within the 2-3” range). 2” will be the basic value.

- Take the basic value of 2 inches, and add the Universal Appearance modifier associated with your level of appearance if positive (+3 to +5). Attractive people merely add +1. If using Granular Appearance the GM sets the maximum.
- If your build is anything but average add one of the following modifiers: Skinny gives -1, Overweight +1, Fat +2, and Very Fat gives +3 BT. Note that Very Fat build might not be allowable for appearance above attractive appearance (discuss with your GM).
- For every level of the Large Breasts perk add +3”. Large Breasts may come with Chronic Pain and Movement penalties depending on the level purchased.
- Small Breasts revert breast size to 2”. No positive modifiers apply but negative modifiers can reduce breast size to BT 0. Small Breasts may be traded in for cash in settings where surgeons or enchanters can perform enhancement procedures. Recalculate Breast Size accordingly in such events.

The table below is *not* an authoritative source on the correlation between Breast Thickness and Cup Size. It is there merely to provide an example of what dimensions might be suitable for a given brassiere.

Breast Thickness	Standard Cup Size	Double Letter System	Metric	<p>Inside Edition reported, on September 13, 2012 (though the show may have been a re-run), of a woman with LL sized breasts (This document puts them at 18” which could be wrong) with plans to increase to M or MM.</p> <p>Currently, formulae can go up to 18” BT unless using Granular Appearance (or transcendent) with a different universal maximum.</p> <p>In light of these changes, Large Breasts may provide a flat increase of 50% per level (+200% maximum). BT at Large Breasts 4 ranges 6-27 if these changes are allowed (up to Q cup).</p>
0"-1/2" (1.3 cm)	AA		A	
1/2"- 1" (2.6 cm)	A		B	
2" (5.1 cm)	B		C	
3" (7.6 cm)	C		D	
4" (10.2 cm)	D		E	
5" (12.7 cm)	DD or E		F	
6" (15.2 cm)	DDD or F		G	
7" (17.8 cm)	G		H	
8" (20.3 cm)	?	GG (Special Order)	I	
9" (22.9 cm)	?	H	J	
10" (25.4 cm)	?	HH	K	
11" (27.94 cm)	?	I	L	
12" (30.48 cm)	?	II	M	
13" (33.02 cm)	?	J	N	
14" (35.56 cm)	?	JJ	O	
15" (38.1 cm)	?	K	P	
16" (40.64 cm)	?	KK	Q	
17 (43.18 cm)	?	L	R	
18 (45.74 cm)	?	LL	S	

Weight of a Breast

In all of these formulae, we assume that lateral and vertical axis are the same.

Playing with Shapes: the Spheroid- breasts often have lateral and vertical axes equal to 1/6 band size. If BT does not exceed this it is an oblate hemispheroid (most common with BT below 6-9, but some fat or Super characters may go higher). If BT matches lateral axis the breast is a hemispheroid.

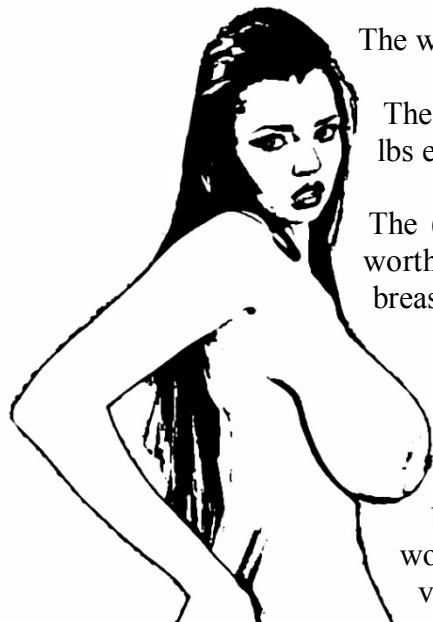
In the case of oblate hemispheroids: $V(\text{in cubic inches}) = 2/3\pi(2.094, \text{ so we'll call it } 2.1) * \text{lateral}^2 * \text{BT}$. So in the case of a 36C woman with an oblate hemispheroidal breast, we use $2.1 * (6 * 3) = 37.8 \text{ ci}$.

In the case of regular hemispheroids (BT matching Band/6): $V = 2/3\pi r^3$. So in the case of a 36DDD woman, her breasts are $2.1 * (6^3) = 453 \text{ ci}$.

If BT exceeds Band/6, they are a prolate (elongated) spheroid (see below)¹. Volume = $\pi/6$ (we can use .5 since $\pi/6 \approx .523$) $*(\text{BT} * \text{lateral} * \text{vertical axis})$. Regardless of BT, natural breasts have major or minor vertices no greater than Band/6 (but possible less, see *What about Band Size?* and *Saggy*).

A BT 18 woman with 10 ST has natural breasts, has a band size of $(28 + (24) + 4) = 56''$. This means her breasts are $.5 * (18 * 9.3 * 9.3 \approx 1557) \approx 779 \text{ ci}$. The online calculator said 815.149 so we're close enough.

The Density of human flesh is 1.4 grams per cubic centimeter². Since we're using ci, we need to multiply by 2.54^2 to get g/in^2 . This amounts to 9.03 grams per cubic inch. We'll call it 9. Once we figure out how many total grams, divide by 454 to get the weight in pounds.



The woman's 36C, 37.8 ci breasts weigh 340 grams or .7 lbs each.

The 36DDD woman with 75.6 ci breasts weighed 681 grams or 1.5 lbs each

The (BT 18) 56 LL woman with 779 ci breasts has 7,091 grams worth of fatty tissue, milk sacks and extra skin per breast. Each breast weighs 15.4 lbs so we'll call it 31 lbs total breast weight.

Saggy- Prolate spheroid breasts sag, and the amount by which they sag depends on how far they extend, and how "deflated" they are. Typically, the lateral and vertical axis of a woman's breasts are the same (Band/6). For example a woman whose breasts are 18*9*9 has a 9" lateral axis and 9 inches of sag. A woman with the Saggy limitation on Large Breasts, has a reduced vertical axis causing her breasts to appear less full and more

¹ Say what you want, I'm proud of this rendering of Sha Rizel, AKA Katya Sidorenko, AKA Sophie Nova

² For silicone breast implants use .97g/cc, for saline use 1.0g/cc. For PP string, use the numbers above

droopy. The reduction in her vertical axis is -25% to -75% depending on the limitation she took. She now uses vertical axis to determine sag. For example, if a woman with BT 18 and has -75% sag, her vertical axis is 2" and she has 16" of sag.

What about Band Size?- In my research the smallest written measure without special ordering a bra is 28". Characters with higher strength tend to have larger upper torsos even when they don't have larger breasts (see *Pecs instead of breasts...*). Optionally in games where bra companies are ubiquitous a band may be $(28 + (1.3 \times BT) + (1/2 \text{ ST})) \times \text{weight multiplier}$ for any build traits you have (but **NOT SM** because your BT is already modified by that). Bust is Band + $(1.5 \times BT)$ (this factors in breast diameter of $1/4 \text{ BT}$).

Pecs instead of breasts...- the GM or player may decide to reduce BT by $(ST-10)/2$ not reducing at all for strengths below 10. Alternately, reducing BT by a negative number could increase it for the lulz and at the GM's option (to represent flab)...

Why do all hotties have big breasts?- They don't really have to. Surveys have shown that men and women alike prefer women of medium bust size. To reflect this school of thought optionally add only half of Universal Appearance modifier rounded up (1, 2, or 3) to basic value and don't take Large Breasts. Taking Large Breasts requires the use of the full Universal Appearance Modifier. This peaks optimum natural appearance at D cup or 4" BT (5 or 6, DD or DDD if Fat or Very Fat and the GM allows it) these maxima should remain in place even if using Granular Appearance as natural appearance maxes at +4 universal.

What about Waist and Hips?- we all know that three different playboy models each weighing in at 120 will have a different waist and hip measure so weight isn't the best measure, at least not initially. I've also found $1/5$ weight is a bit on the low side and too static which makes addition almost necessary. I'd rather start large and trim personally. Using $1/4$ weight for waistline gives a base measure of 40" at 160 lbs, and 62" at 250 lbs.

Waist

$1/4$ weight (*before breast weight* if using that optional rule)

Subtract the Universal Appearance Modifier of your Appearance

Subtract 2 for any levels of Flexibility

Subtract 2 for any levels of Fit

Subtract $(HT-10)/2$ if positive.

Add 1 per level of Unfit

Add 1 per point of negative Appearance modifier

Add 1 for Unfavorable Genitals or 2 if you have Elastic Vagina (things are more spread out internally)

Multiply by the appropriate weight modifier for your build (but **NOT SM** because base weight already accounts for that.)

Round to the even number.

Hips- In my original research I used 1.5 because it was close to the golden ratio of 1.61 and could be tweaked closer inch by inch based on various attributes, Using 1/3 weight for hips generates a number that is 30% larger by default than the waist, thus the hips are approximated to that amount (and an inch is around 3% of the difference).

1/4 weight (*After breast weight* if using that optional rule, 1/3 Weight otherwise)

Subtract the Universal Appearance Modifier of your Appearance

Subtract 2 for any levels of Fit

Subtract (HT-10)/2 if positive.

Add 2 for any level of Flexibility (as flexible women tend toward amazing gluts)

Add 2 per level of Unfit

Add 2 per point of negative Appearance modifier

Add 4 for Unfavorable Genitals or 8 if you have Elastic Vagina (things are more spread out internally)

Multiply by the appropriate weight modifier for your build (but **NOT SM** because base weight already accounts for that.)

Round to an even number

Penis Length- Start at the basic value for SM -7 (5") add +1" for HT 12 or higher and +2 for HT 15 or higher, and full Universal Appearance modifiers. Since total modifiers are +7 your base penis length can be as high as 14 but naturally maxes at 13 without Large Penis (SM-5). Large Penis therefore multiplies this by 1.5 (which regardless of actual inches puts it at SM-4) The largest *possible* natural penis is 19.5 inches.¹ The minimum Large Penis (ignoring all negative modifiers) is 8". Note for every +1 SM your penis's base SM also increases.

Vaginal Depth- also starts at 5" It takes HT modifiers above, and Erotic Arts skill increases vaginal depth by your relative level (Minimum +0"). Tight Vagina prevents this expansion while Vadavaka renders it moot. Unfavorable genitals adds +5" to VD but penalizes Erotic Arts rolls. Elastic Vagina makes VD=1/3 your height, but allows you to always fit your partner snugly so it doesn't take a penalty.

Playing with shapes again!

For those that want to know how thick their penis is they can assume 1" diameter per 6". The formula becomes $V=L \cdot (\pi \cdot (L/12)^2)$. A 19" penis≈150ci, 3292g,(≈7 lbs), while a 12" penis is 38ci, 829g,(≈1.8 lbs) and a 5" penis is 2.7ci, 60g(≈3 ounces).

Characters with Unfavorable Genitals (the actual disadvantage not the reputation) reduce SM by -1, automatically and can't have modifiers that bring the length over 5". They can however add negative appearance modifiers up to -4"

¹ The largest *actual* penis is probably closer to the SM-5 range ('bout 12"), but what the hell it's a game.

Sex and Fantasy Races (see *Measuring Sexual Features* for more information)

The following sections will examine the fantasy races as they apply in sexual games. They will expand on *Measuring Sexual Features* they will provide examples of what races would get what advantages or disadvantages (based on the artworks of popular-or possibly not so popular-games or the written descriptions of races).

The races I use will be Catgirl, Dwarf, Elf, Gnome, Halfling, Nymph, Ogre, and Orc but they are altered from their original source. In general, assume Breast Thickness, Vaginal Depth and Penis Length will be multiplied by (average height in yards)/2. For example dwarves might multiply by 1.5/2 or .75. Notes for each race will reflect how the race typically deviates from the norms.

Catgirl/Boy [147]¹

Attribute Modifiers: DX +2 [40]; HT+1 [10].

Secondary Characteristics: Basic Speed +2 [40]

Advantages: Acute Hearing +2 [4]; Acute Taste and Smell +2 [4]; Appearance (Attractive) [4]; Catfall [10]; Combat Reflexes [15]; Double Jointed [15]; Night Vision 3 [3]; Perfect Balance [15]; Resistant to Disease (+3) [3]; Sharp Claws [5].

Perks: Estrus, Classic Features (Tail, Sharp Teeth, Kitty Ears)[4]

Disadvantages: Extra Sleep 1 [-2]; Nymphomania (Trigger, Activated after Combat or use of Emergency Only Advantages - 15%*) [-17]; Overconfidence (12) [-5]; OPH (purring or meowing during speech)[-1 or worse]

Features: Pubic hair is a thick coating of fur that conceals genitals. Random tufts of fur in various places. Sheds during hot seasons.

*Activates automatically for 1 minute per round the combat or advantage was in use.



Notes:

Though this race can also be male, I will refer to them as Catgirls for simplicity.

Sexuality- Catgirls are obviously sexual creatures; typically this drive to have sex only occurs after an adrenaline rush (reflected by Emergencies Only advantages). They aren't particularly picky about their sexual partners but aren't necessarily a xenophiliac. That is to say they typically have a preference for humanoids but don't care which race in the event multiple races exist. Though Catgirls are physiologically required to have sex after an emergency response they aren't necessarily deviant about it, and may also be Immodest or Free Spirited. Catgirls are also

¹ Marin from Brave Soul

prone to disadvantages reflecting naivety, innocence, and Gullibility but these traits aren't strictly required for them.

BT (Breast Thickness)-I don't personally have much experience with games literature or whatnot involving furry fetishism but in the game *Brave Soul*, Marin had breasts that seemed to be smaller in clothes, and on the upper medium side in bed. By default I figure they're probably not taking any modifiers to this statistic.

VD+PL (Vaginal Depth and Penis Length)- This statistic probably doesn't deviate much from average either. Catboy pubic fur is sufficient that the penis is covered.¹

L+M (Lifespan and Maturation)- Though perhaps it might be suitable to reduce maturation or lifespan (due to cat's shortened lives compared to humans) no such concession has been found in any source. As a result they age much like humans do.



Dwarf [50]

Attribute Modifiers: ST +2 [20]; HT+1 [10].

Secondary Characteristic Modifiers: FP+3 [9]; Basic Move-1 [-5].

Advantages: Alcohol Tolerance [1]; Artificer 1 [10]; Damage Resistance 1 (Tough Skin, -40%) [3]; Dark Vision [25]; Extended Lifespan 2 (Early Maturation 1+0%) [4]; Longevity [2]; Resistant to Poison (+3) [5].

Disadvantages: Miserliness (12) [-10]; Stubbornness [-5].

Quirks: Prefers gold to other forms of payment; Expects males to have long well groomed beards [-2]

Features: Armor isn't interchangeable with human armor. 75% the height of a human of equal weight.

Notes:

Sexuality-dwarves aren't your typical oversexed race though they have a tendency

to consume large quantities of inhibition reducing substances that lends itself to an ability to cut loose. Though it isn't required the GM may allow the Personality Change Quirk for Nymphomania>Drunk or Lecherousness>Drunk. Dwarves may also be on the opposite end of the spectrum being "Sexual Killjoys" who only do it for procreation.

BT- depends on your conventions regarding female dwarves. If they typically have beards and are difficult to discern from men, then those that deviate from normal BT will typically have Small Breasts. Some games give them slightly stockier features than they give humans. Some miniatures feature quite top-heavy dwarves, as does Frederik KT Andersson's artwork (I don't

¹ It is also assumed that their penis is not barbed

have permission to use Frederik's work in this document... sorry guys, working on that). People with that preference will probably have deviant dwarves more frequently possessing Large Breasts. Even though dwarves are 3/4th the height of humans they will use base human BT (unless smaller breasted dwarves are preferred in which case, modify for both height and Small Breasts if present).

VD+PL: Dwarves are frequently referred to as short stocky (fat or muscular) grumpy humans with a nose for gold. This might indicate that their penises and vaginal depths are shorter. The GM may assume the diameter makes up for the difference not modifying this at all, or give them small penises and tight vaginas.

L+M: Dwarves mature around 30-40 and don't start to get old until 200 years. They only fail aging rolls on a 17-18. This leads to a failure about once every 50 or so years which indicates a natural life maxing around 750 years but more likely in the 400-500 year range.

Elf [25]

Attribute Modifiers: ST-1 [-10]; IQ+1 [20].

Advantages: Appearance (Attractive) [4]; Extended Lifespan 3 (Early Maturation 1 +0%) [6]; Magery 0 [5]; Musical Ability 1 [5]; Voice [10].

Disadvantages: Sense of Duty (Nature) [-15].

Features: Cross Species Surrogacy (All Humanoids & Faerie, possibly Dragons). 110% the height of a human of equal weight.

Notes:

Sexuality- Elves are a very broad minded society in general (feel free to give them the quirk of the same name) and may be homosexual, bisexual and/or xenophiles. They may be lecherous but have likely had plenty of decades to get over an overpowering addiction to sex. Elves are especially unlikely to have Killjoy (sexual or otherwise). Elves are slightly less capable in the drinking department and might have Personality Change (Any Sexual Disadvantage except Killjoy)>Drunk.

BT- Elves are skinny and graceful, thus larger breasts do not fit the theme well. The majority of elves that are not "average sized" have Small Breasts. Elves will have BT 2" less than humans by default on top of this.

Note however in games that feature Half Elves the art work tends to feature the character with a smaller elven body and larger human breasts. Do not subtract 2" by default in these cases and feel free even to give such Half Elves Large Breasts (though typically only 1 level).

Half Elves- Consider allowing half elves to buy off the disadvantages of their elven half if from a human parent (that has no inherent racial disadvantages) or if bred from another race, to purchase that race's disadvantages in place of their own (or in conjunction with their own and compensated by advantages or attribute modifiers of the other race). In this way, half elves are the same point value as their elven parent while possessing qualities of both parents. In any cases elves that crossbreed tend to have shorter lifespans. Feel free to

take the average of Extended Lifespan levels (rounding down and adding more from the other race's advantages if necessary) . Half Elves should also retain Early Maturation.

VD+PL- Elves are typically taller and skinnier than humans modifying these traits the same way, the end result is that elves typically are allowed Large Penis and Tight Vagina, as are half elves.

L+M- Elves are adults at 70-80 years old begin to feel the signs of aging at around 400 years. A typical elf may survive another 100-300 years, but exemplary elves may survive a thousand or more.

Gnome [55]

Secondary Characteristic Modifiers: SM -1; FP+3 [9]; Basic Move-1 [-5].

Advantages: Artificer 1 [10] or Illusion Talent 1 [10]; Either Gadgeteer or Illusion, both [25]; Extended Lifespan 2 [4]; Longevity [2]; Night Vision 5 [5];

Perks: Honest Face [1];

Disadvantages: Curious (12) [-5]; Reputation: Unfavorable Genitals [-5]

Features: 2 feet shorter and 80 pounds less than a human of their ST. Hair tends toward blue, purple, pink, green, or yellow (a blonde which is always vibrant) but is rarely black.

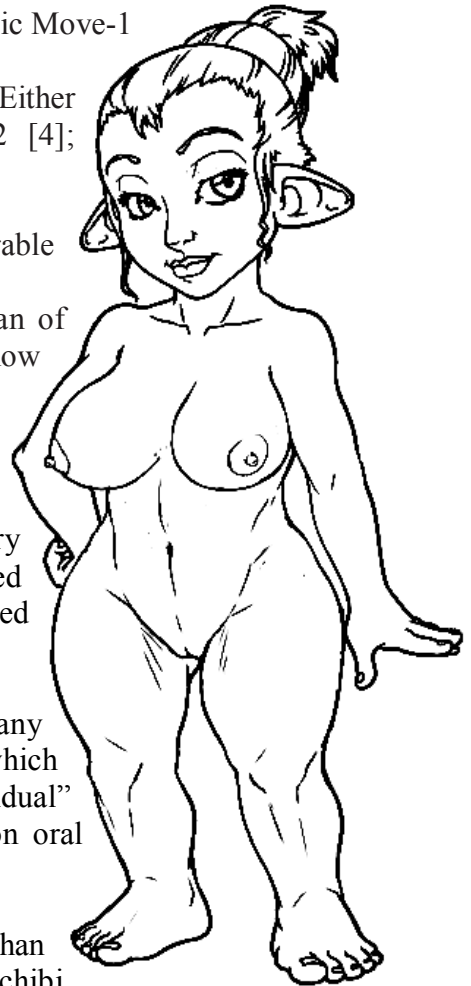
Notes:

Illusion talent affects rolls versus Illusion Skill(IQ/H), Entrallment Skills (which the gnome can use with auditory illusions since Illusion itself is more costly than the required charisma) and Artist (Illusion) rolls. The talent is priced highly because of the enthrallment skill allowance.

Sexuality- In *A certain other game's* Core Rulebook "many [gnomes] have overly large mouths and eyes, an effect which can be both disturbing and stunning depending on the individual" which upon GM discretion may result in a natural +1 on oral based Erotic Arts rolls.¹

BT- In a certain other rpgs, gnomes appear to be shorter than humans of roughly equal proportions but they have chibi heads... Their SM makes them multiply BT x .6.

VD and PL- Gnomes in certain cartoony games have had wider hips resulting in a reputation for an ability to take in a human penis on the female parts, but they don't seem to have larger animations of the male crotches (with good reason?) contributing to a reputation for unfavorable genitalia. Overly sexual gnomes *can* buy this off. If a gnome starts without their negative



¹ If using Advanced Sexual Encounters add +1 to the technique even at Default

reputation for Unfavorable Genitals they may purchase Large Penis or Tight Vagina. They may of course actually *have* Unfavorable Genitals but this might lead to difficulty reproducing.

L+M- Gnomes live about as long as dwarves do, but don't mature until around 72.

Halfling [2]

Attribute Modifiers: ST-3 [-30]; DX+1 [20]; HT+1 [10].

Secondary Characteristic Modifiers: SM -2; HP+2 [4]; Basic Move-1 [-5].

Advantages: Extended Lifespan 1(Early Maturation 1 +0%) [2]; Halfling Marksmanship 2* [10]; Honest Face [1]; Silence 2 [10]

Disadvantages: Gluttony (12) [-5]; Kleptomania (12) [-15]

Features: Hairy feet. Reduce height and weight for SM then add 10% to weight.

Notes:

Halfling Marksmanship- You are a crack shot with ranged weapons. This Talent aids Bow, Sling, Throwing, and Thrown Weapon (Dart, Knife, and Stick). Only halflings can have this talent. *Reaction bonus:* Archers and mobsters.

Sexuality- Halflings are usually jokesters and flirts when the subject of sex comes up, and though they are frequently nomadic, the proclivity of a Halfling to mate or have non-procreative sex with another race is generally dependant on the individual Halfling's views and the views of the other person. Halflings are of such diversity they may have any sort of sexuality, or fetish.

BT- In some sources of RP Halflings are basically short versions of people but with roughly similar dimensions, these characters have no deviant BT other than that earned from SM (GMs can use .6 or .75). Other games suggest a fatter build with huge hairy feet; this has no impact on BT other than characters that are overweight have higher BT in general.

VD+PL- Halflings portrayed as short but similarly proportional to humans don't modify this statistic, except with regards to SM. Those that are basically fatter also take modifications based on their height and overweight status.

L+M- Halflings mature around the same time as humans do but live twice as long.

Nymph [31]

Attribute Modifiers: HT+1 [10].

Advantages: Appearance (Transcendent; Universal, +25%) [25]; Charisma 5 [25]; Elastic Vagina [1]; Parthenogenic [1]; Reproductive Control [1]; Shorter Gestation (1/36) [10]

Disadvantages: Dependency (Mana; Very Common; Constantly) [-25]; Sense of Duty (Nature) [-15]. Distinctive Features 2 [-2].

Features: Blue skin, with hair like cascading water; green skin, with leaves for hair; and so on. In general the nymph has features that while they're not disturbing, they set them apart from other races, making them easier to spot in a crowd. Perky, Altered Sex Ratio (Always Female), Early Maturation 5.

Notes:

Nymphs have other names based on their origins. Mountain nymphs are called Oreads, Tree nymphs are called Dryads, Freshwater lake or river nymphs are called Naiads, while salt water nymphs are alternately called Nereids or Sirens (Sirens of course have Enthrallment skills tied to singing). Nymphs who die at an above location may replace their dependency on Mana with one of the land within 24 hours walk of their point of their last death (This is Common rather than Very Common and may be too restrictive for Nymph PCs).

Sexuality- Typically although none of the following disadvantages are required, nymphs aren't all that uncommon with one or more of them: Bisexuality, Exhibitionism, Hyper-sexuality, Nudism, and Uninhibited. Other races, particularly humans and gnomes have attempted to Chimerize with Nymphs in order to create beings with less of a connection to nature and more of a connection to sex with the level of success achieved to be determined by the GM (this sort of thing says quite a lot about the parenting skills of some humans and gnomes). See Interbreeding for natural chimerization, and Create Chimera and Accelerate Pregnancy spells located in Sexual Magic.

When a Nymph has sexual relations with another race, they may be male or female as determined by the other race's Sex Ratio. If they are male, there is a 50% chance they will be a full blooded member of their own race or a Nymph-born described on the next page. If they are female there is a 33% chance they will be a full blooded Nymph, a Nymph-born or a full blooded member of their father's race.

Nymph-born Required Traits:

- 1) Those with a nymph parent (or those born in a line of Nymph-borns) mature at a rate 2 levels faster than their pureblood counterparts (making humans adult at 4-5)
- 2) Nymph-born from the rape of a nymph by an ugly race subtract the points from the father's appearance from 25 to determine their appearance For example 25-16 is 9 so the ugly race has 9 points to spend on appearance related traits (including build, claws, teeth, or strikers if necessary or valid). Nymph-born are not particularly charismatic.
- 3) Nymph-born always have Reproductive Control and Shorter Gestation (which is reduced to 1/9th the time rather than 1/36)
- 4) Nymph-born retain 1 level of distinctive feature (they must choose between weird colored hair and weird colored skin)
- 5) Nymph-born are not required to have Dependency.

L+M- Nymphs are parthenogenic and capable of choosing when they have children essentially at whim and have the children no later than 9 days after the start of pregnancy. They mature to physical adulthood in a matter of 6 months. The nymph retains her beauty her entire life and when she dies, a bed of flowers grows where she rests. From the center, the largest bud produces a Nymph baby. In some games where such babies are clones the GM may require nymphs to purchase Unaging or Unkillable (the latter with a -50% limitation reflecting the 9 days the character is out of play and a pseudo amnesia). The template shown does not reflect this, it must be purchased separately.

BT- Nymphs do not always have large breasts. Indeed while it isn't a racial feature, Elastic Breasts are quite common amongst them.

VD+PL- Penis Length is not applicable to females, however Nymphs always have Elastic Vagina.

Variant Race: Hag [-19] (will update the Monster section ASAP)

Disadvantages: Reduce Appearance from Transcendental (universal) to Hideous [-31] • A further -15 points chosen from Callous [varies], Bad Temper [varies] and Sadism (12) [-15] • Replace Distinctive Features [2] with Unnatural features [-2] to simulate grotesque unnatural transformation -50 points

Ogre [30]

Attribute Modifiers: ST+10 (Size, -10%) [90]; DX-1 [-20]; IQ-3 [-60]; HT+3 [30].

Secondary Characteristic Modifiers: SM +1.

Advantages: Damage Resistance 2 (Tough Skin, -40%) [6]; Fearlessness 3 [6]; High Pain Threshold [10]; Magic Resistance 2 [4]; Night Vision 5 [5].

Disadvantages: Appearance (Hideous) [-16]; Odious Racial Habit (Eats People) [-15].

Features: Multiply height by 1.5 and double weight for ST 10 lower than the ogre's actual score.

Sexuality- FUCK ME! I'LL FUCK YA AN' THEN I'LL EAT'CHA! (True Blood Episode 1) Nuff said.

BT- Most humans don't care to speculate, but since their average height is 3 yards it would not be unreasonable to add 50% to human measures. Ogres may add negative appearance modifiers to their breasts to reflect sag.

VD+PL- increase SM by 1, therefore increase groin SM by 1.

L+M- Ogres typically don't live long enough to find out but in any case they leave their childhood homes around 15.

Orc [13]

Attribute Modifiers: ST+1 [10]; IQ-1 [-20]; HT+1 [10].

Secondary Characteristic Modifiers: HP+2 [4]; Will+1 [5]; Per+1 [5].

Advantages: Acute Hearing 2 [4]; Infravision [10]; Rapid Healing [5]; Resistant to Metabolic Hazards (+3) [10].

Disadvantages: Appearance (Ugly) [-8]; Bully (12) [-10]; Distinctive Features 2 [-2]; Social Stigma (Savage) [-10].

Features: green, brown, or black skin, pointed ears, tusks (which might qualify for Sharp Teeth). Early Maturation 1, add 6" and 50lbs to the weight of an orc of similar human ST.

Sexuality- Orcs get a great rise out of stealing and raping the women of other races. Even orcish women are seen as objects, or rather as property to have ones way with. Orcs have a strictly patriarchic society and when faced with such things as women's suffrage (or any other such civil rights nonsense) they would have ripped the rest of the women's clothes off, clubbed them to unconsciousness and "raped" them back to consciousness. Within minutes of waking the orcish

women would have been commanded to GET BACK INTO THE KITCHEN AND MAKE ME A FUCKIN SAMMICH! It isn't uncommon for an orc to rape its victim to death and while they don't particularly have a tendency to Necrophilia they might still keep going in spite of their victim. Callous and Bully are likely appropriate.

Lifespan and Maturation- An orc may test his manhood at any point in his life he feels capable. Orcs are eligible to enter battle at 10 years old. An orc who survives and can prove he murdered a man or raped a woman in battle may claim the title of warrior. Typical proof is either a head or labia which the orc need not earn himself since orcs are stupid and will accept it if there is no proof of the dishonesty (which may require the death of another orc warrior).

BT- about the same as humans but typically saggy since orcs don't care much about breast support, however an orc *may* buy off her negative appearance if she is raised amongst humans

VD+PL- about the same as humans

Pregnancy Calculations by Race

The primary factors of prenatal duration are Lifespan, Size Modifier, and to a lesser degree, Longevity, HT, and depending on GM whim, Magic.

- 1) Start with the base 9 months (Percentages come from this base)
- 2) Add 50% (4.5 months) for each level of Extended Lifespan or subtract 50% per level of Short Lifespan
- 3) Add or subtract 50% (4.5 months) for each +/-1 to SM (If no other percentile modifiers exist for characters of -1 or less SM, divide by -1+negative SM.)
- 4) Add 50% for longevity
- 5) Add 1 month per +1 to *racial* HT score, subtract one month per -1 racial HT penalty, and subtract 1 level per magical talent level
- 6) Multiply all added percentages times 9 months, so if you added 200% it would be 27 months. Round fractions to your GM's preference.

Catgirl

- 1) 9 month Start
- 2) No Lifespan modifiers
- 3) No SM Modifier
- 4) No Longevity
- 5) HT+1
- 6) 10 months

Dwarf

- 1) 9 month start
- 2) EL +2= 18 months
- 2) No SM modifier, their bulky stout stature prevents them from having SM -1
- 4) +50% for longevity= 22.5 months
- 5) HT+1
- 6) 23.5 months.

Elves

- 1) 9 month start
- 2) $EL+3=22.5$ months
- 3) $SM +0$
- 4) $+50\%$ for Longevity= 27 months
- 5) No HT modifier, no magic modifier
- 6) 27 months

Gnome

- 1) 9 month start
- 2) $EL 1= 13.5$ months
- 3) $SM-2 = 9$ months
- 4) Longevity = 13.5 months
- 5) No HT modifier but gnomes may practice illusion or and have one level of talent for -1 month
- 6) 12.5-13.5 months

Halfling

- 1) 9 month start
- 2) No EL
- 3) $SM -2$ (halved twice reduces 9 months to 2.2 months)
- 4) No Longevity
- 5) HT +1
- 6) 3.2 months

Nymph

Nymph Gestation period would be 10 months without Short Gestation due to +1 racial HT. This is about 300 days. Since Short Gestation [10] divides this by 36, nymphs have a gestation period of 9 days. Short Gestation is a commonly attempted trait to gain from chimerizing with a nymph.

Other races that crossbreed or Chimerize with Nymphs gain Short Gestation (1/9). This is based on their race's normal gestation time, thus an elf chimerized with a nymph has a 3 month pregnancy term, a gnome has 40-45 days and a human has just 1 month.

Ogre

- 1) 9 month start
- 2) No EL
- 3) $SM +1= 13.5$ months
- 4) No longevity
- 5) +3 HT
- 6) 16.5 months.

Orc

- 1) 9 month start
- 2) No EL
- 3) SM 0
- 4) No longevity
- 5) +1 HT
- 6) 10 months

Interbreeding

A genetic engineering program may select a desired trait (usually for advantages or attributes but any of the sexual disadvantages above are acceptable in a sexual game) and breed a population to gain that trait. With each generation, the engineers may roll against Bioengineering (Chimerization) skill.

On a success, the population gets 1d points toward the desired trait, or automatically earns it on a critical success. On a failure, the population receives 1d points toward the secret disadvantage. They automatically gain the secret disadvantage on a critical failure, *and* the GM picks an additional disadvantage. The desired trait appears when the breeding population acquires the full value of the advantage; however, any disadvantages they have gained points toward appear simultaneously.

If interbreeding occurs between two races with different gestation periods add the average of the two, for example, 10 months and 5.5 months averages 7.75 months, or between 21 and 23 days into the 7th month.

If sexual magic is used consider adding one of these traits first:

Chimera: You are the result of a fusion of two different species fetuses. Due to metabolic problems that result from this fusion, you have Restricted Diet (Very Common; Substitution, -50%) [-5]; Sterile [0]; and Unusual Biochemistry [-5]. *-10 points.*

Mana Dependant: the fusion of your genetic material forced you to forever be linked to the Astral Flows of the world. Dependency (Mana, Very Common, Constantly). *-25 points.*

Sexual Monsters

A supplement on Sex wouldn't be complete if it didn't include all manner of beasts that seek to ravage humanity in more ways than just using violence. All Sexual Monsters can impregnate humanoids with +4 fertility unless otherwise noted.

Satyr

ST: 7 **HP:** 10 **Speed:** 6

DX: 14 **Will:** 12 **Move:** 6

IQ: 7 **Per:** 12

HT: 10 **FP:** 14 **SM:** +0

Dodge: 9 **Parry:** 11 **DR:** -

Horns (16): 1d-1(+1 for being a striker, +1 for skill)

Traits: Acute Hearing 2; Bad Grip 1; Crushing Striker (Horns, cannot Parry, Limited Arc); Hooves; Impulsiveness; Nymphomania; Night Vision 4; Perfect Balance;

Skills: Brawling-16, Musical Instrument-16, Captivate, Stimulation 7(4)-12, Sex Appeal-20, Stealth-12.

Class: Faerie

Notes: Satyrs coupling with other humanoids that produce males always produce Satyrs and those that produce females either produce Faun or females of the other race.. Satyrs are always willing to negotiate for beer, wine, or sex and are more typically selfish rather than outright evil. Satyr fertility is only +2 but Satyrs with Erotic Arts often also have Karezza at the same level. Satyrs by way of divine blessing do not need to meet the prerequisite skill requirements for their Enthralment skill other than Musical Instrument. Purchased for characters, this is an Unusual Background worth 5 points (For the Satyr it amounts to rounding down the points cost on a pact limitation requiring Impulsiveness and Nymphomania. Skills normally don't benefit from limitations but this restriction is relaxed due to it being more of an advantage than a skill.)

Faun: Faun are a cousin to the Satyr and are not universally male. Faun also take to roles involving the guardianship of fairy in high position more seriously than any music or other frivolous things. Replace Sex Appeal with the same level of an average or easy weapon skill, Trade Musical Instrument for Judo, and Captivate for a Judo or Brawling technique.

Sex Golem/Sexbot

ST: 9 **HP:** 9 **Speed:** 7.5

DX: 14 **Will:** 7 **Move:** 7

IQ: 7 **Per:** 7

HT: 16 **FP:** - **SM:** +0

Dodge: 10 **Parry:** 10 **DR:** 5

Punch (14): 1d-2

Traits: Appearance (Very Handsome/Beautiful, Off the Shelf -50%) [8]; Automaton (omits Low Empathy, Incurious, and No Sense of Humor) [-35]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Double-Jointed [15]; Elastic Breasts (Female Only) [2]; Elastic Genitals [1]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous, No Blood) [45]; Anosmia [-5]; Nymphomania [-20]; Reprogrammable (Aspected: Erotic) [-8]; Single-Minded [5]; Social Stigma (Valuable Property) [-10]; Trysexual [-15]; Unaging [15]; Unfazeable [15]; Unhealing (Partial) [-20]; Vacuum Support [5]; Voice [10].

Skills: Divide 10 points amongst Dancing, Erotic Arts, Esoteric Medicine (Massage), and Sex Appeal.

Notes: 180 CP (up to 5 quirks not shown) for the purposes of allies or dependants (in games of such high power). These creatures are not likely to fight their opponents unless they have been programmed to indulge someone with Biastophilia in which case they will do so more in an attempt to restrain their target than to actually harm them. Such programming usually involves a safe word to deactivate it. Clever home owners can program the golems to act as guards on orders-for example-to detain, restrain, and/or sexually abuse anyone not designated by them that enters the house after sundown. 18 points of damage severs their ties to this world, but they can be brought back (or healed) through magic or Electronics Repair (depending on whether they're a golem or bot). Sex Golem/bot "potency" is only +1 If created as a sexbot add the following:

Bioroid: You are an artificially constructed living organism who was assembled via biogenesis (p. 26) nanotechnology rather than grown from an embryo. Early Maturation 5 [5, or 0 if part of ELS]; Sterile [0]; and Unusual Biochemistry [-5]. 0 points. In a sex based game Sterile can be omitted.

PC Sexbots: Omit Reprogrammable and Slave Mentality [+48]

Siren

Use Merfolk from GURPS Banestorm. Add Enthralment Skills based on Singing (Particularly Suggestion). Note however that GURPS Banestorm left out No Legs (Aquatic), possibly because the mermaid version is slightly worse. This is mentioned in the notes in Banestorm

Slave Knight (homage to the book of Unlawful Carnal Knowledge)

Slave knights are magically created warriors of moderate power and fearful demeanor. Forged of bone, steel, and darkness, these constructs each entrap a single female captive, spread-eagle and aware within their midsections. Constructing a slave knight involves the employment of powerful magical forces and a deviant mind; their hostages are always displayed nude. A twisted bit of their creator's consciousness animates each slave knight, somewhat like a homunculus.

ST: 13/18 **HP:** 13 **Speed:** 7.00

DX: 13 **Will:** 10 **Move:** 2

IQ: 10 **Per:** 10

HT: 13 **FP:** N/A **SM:** 1

Dodge: 8 **Parry/Block:** 12 **DR:** 3

Weapons (16): Broadsword (3d+1 cutting or 1d+4 impaling) and medium shield (1d+2 crushing).

Traits: Automaton; Berserk (12); Cannot Learn; Combat Reflexes; Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; High Pain Threshold; Immunity to Metabolic Hazards; Indomitable; Injury Tolerance (No Blood); Reprogrammable; Striking ST +5 (ST 18); Unfazeable; Unkillable 1 (Breakable DR 0; SM 0 representing the hostage contained within)

Skills: Broadsword-16; Shield-16.

Class: Construct.

Notes: *Special Trait-Hostage:* A nude humanoid female who is at least Beautiful is spiritually imprisoned within the armor which serves only to bind limbs in place spread out Immodest for the whole world to see. Though the Slave Knight is not itself "Fodder" it can be killed *much* more easily by slaying the hostage held within. She has 5 less HP than the "knight" and effectively has Fragile (Unnatural) even though she won't dissipate upon death.





Though the hostage is aware of her surroundings and can interact with the world verbally as well as thrashing around ineffectually in the armor, she is being held in something of a stasis, not requiring food, drink, sleep, or breathing. The Slave Knight can be killed without killing the hostage but this is *incredibly* difficult to do considering that the hostage will die after taking 16 points of damage (at the Knights default HP of 13). The hostage doesn't benefit from DR on any location except the hands, feet, arms and legs, all of which are bone splints (Use Horn armor from Low Tech, add +1 CF for Implausible Material) enchanted to be as sturdy as steel. The knight will die after suffering 143 points of damage but you can only hit the knight in the head, limbs or spine. A miss by one hits the slave in the corresponding location on her body.

Succubus (from Mailanka's DF Monsters, Modified)

ST: 17/19* **HP:** 25 **Speed:** 6.5
DX: 12 **Will:** 12 **Move:** 6/17*
IQ: 12 **Per:** 15
HT: 14 **FP:** 14 **SM:** +0
Dodge: 9 **Parry:** 10 **DR:** 5
Sharp Teeth (14): 2d-2 cutting

Broadsword (13): 2d impaling, 3d+3 cutting

Traits: Appearance (Beautiful, Universal), Awe, Bloodlust (12), Bully (12), Callous, Cannot Harm Innocents (Only prevents direct harm to truly good or holy folk), Flight (Winged, +5 movement), Fragile (Unnatural), Immune to

Metabolic Hazards, Immunity to Mind- Affecting Magic, Nymphomania (6), Night Vision 5, Restricted Diet (orgasm) Sadism (12), Selfish (12), Striking Strength +2.

Skills: Acting IQ-1 [1]-11, Brawling DX+2 [4]-14, Broadsword DX [4]-13, Fast-Talk IQ+2 [4]-14, Hidden Lore (Demon Lore) IQ-1 [1]-11, Intimidation Will+2 [4]-17, Sex Appeal HT+6* [8]-20, Stealth DX [2]-12.

Class: Demon

Notes: 300 point Demon. Will attempt to use Awe and Sex Appeal in negotiations. Truly Evil. Incubi are nearly identical. In worlds where they are one and the same add Hermaphromorph. The succubus (or incubus) shown here has inhibition 4. GMs wishing to add a little flavor to their games may allow Succubae to impregnate *men* by sending an egg up his penis. If so the GM should discuss positioning of the fetus with the player as this will have an impact on the damage the player suffers. Players of succubus impregnated males will suffer their maximum thrust damage to their vitals (intestinal tract/bladder) or the groin without a successful Transfer Pregnancy spell or Power. Ease Labor while not reducing the damage will mitigate the pain.

Tentacle Monster

This beast has many arms, the smallest creatures only have 8 and they reach out to a range of 12 feet (Reach 4). The arms resemble octopus tentacles (with a diameter of Reach inches) but each has a small hole on the tip through which it can inseminate women. This beast represents a smaller tentacle monster. Larger ones add SM, ST (+6 per +1 SM), and extra arms. Some have cutting or impaling strikers on some of their arms representing pincers or stingers, and some have wings. A roll vs. Biology or Hidden Lore (of the appropriate specialty which could be Cryptids/Cryptozoology, Demons, Elder Things, or Psi) will tell players that the beast metabolizes the enzymes created when its slime interacts with the juices produced by an aroused female, her sweat, and her orgasm. Due to its size a tentacle monster needs a lot of women to satisfy its hunger (The beast-being several times heavier than an average human-needs 20 female orgasms to satisfy its needs). Consequently a single orgasm from a tentacle monster produces 6d6 ropes of ejaculate at 20 ml per rope.

ST: 25 **HP:** 25 **Speed:** 6.5
DX: 14 **Will:** 10 **Move:** 6
IQ: 8 **Per:** 12
HT: 12 **FP:** 12 **SM:** +2 (Weight 1,560)
Dodge: 9 **Parry:** 11 **DR:** 2

Fangs (17): 2d+1 impaling

Aphrodisiac Slime (17): Your slime affects anyone who comes into direct flesh to flesh contact with you. Victims make a single HT roll. If they fail, they have the Xenophilia, Trysexual, and Nymphomaniac disadvantages for one minute times their margin of failure.

Torso Grapple (14‡): No damage, but on further turns can squeeze (*Choke or Strangle*, p. B370) as ST 20(+2 per arm after the first two).

‡ Assumes two arms; +2 for each additional arm used.

Traits: Induce Accelerated Pregnancy¹; 360° Vision Ambidexterity, Bestial, Cannot Speak; Clinging, Extra Arms (8 arms, Long 2, Flexible, Feature: acts as a penis.) Large Penis (actually each of the 8 arms counts as a large penis even though they are not penis shaped), Night Vision 3, No Legs (Slithers), Super Bukkake 6 (+2 imputed from size) Xenophilia (Female Humanoid Aspected Sexuality), Nymphomania. Restricted Diet (female humanoid orgasm)

Skills: Brawl DX+3 [8]-17, Erotic Arts DX +4 [16]-18, Karezza Skill +0 [5]-18



¹ Affliction (Aura, Reach c+50%; Shorter Gestation x 1/36, +100%) A woman impregnated by a Tentacle Monster will give birth to its spawn within 9 days of her gestation (the GM may alter this to taste for the purposes of following specific themes such as having the event happen within 24 hours). As discussed in the advantage a shorter gestation may require Elastic Vagina which this ability does not provide. As a result characters giving birth to babies at such an accelerated rate deal their own maximum thrust damage to their vagina...

Class: either Cryptid, Elder Thing, Demon, or Psi

Notes: is very likely to have even more tentacles, as many as 2 per yard of its longest dimension. This beast is also likely to be larger than SM +2 as well. Particularly attractive females may be used as bait. Some tentacle monsters have Hibernation and only wake up at intervals between once a year and once a decade to “feast” and procreate. Tentacle monsters have 1 Inhibition, but remember that with Karezza the monster can keep going! Add Sleepy (3/4 the time) to represent a monster that comes out once a season (for the entire season) or 7/8 the time to represent one that comes out once a year for a month.

Tentacle Monster Larvae

This beast comes forth from any woman impregnated by the Tentacle Monster. Its arms have a reach of 1 due to their length and flexibility. Anyone who knows about tentacle beasts knows the same things about their larvae but due to their lack of mass, they only need the orgasms of a single woman on a given day to sustain themselves. Their nymphomania often forces them to over indulge and leads to rapid growth. The larvae of tentacle monsters are often found in caves near beaches or in wooded areas in parks so as to avoid frequent human contact. Though the larvae often hide, it is not uncommon for the adults to get adventurous and move to heavier populated areas.

ST: 5 **HP:** 5 **Speed:** 4.75

DX: 9 **Will:** 3 **Move:** 4

IQ: 3 **Per:** 5

HT: 10 **FP:** 10 **SM:** -2

Dodge: 9 **Parry:** 11 **DR:** 1

Fangs (9): 2d+1 impaling

Aphrodisiac Slime (9): Your slime affects anyone who comes into direct flesh to flesh contact with you. Victims make a single HT roll. If they fail, they have the Xenophilia, Trysexual, and Nymphomaniac disadvantages for one minute times their margin of failure.

Traits: Induce Accelerated Pregnancy, Early Maturation 5, 360° Vision, Ambidexterity, Bestial, Clinging, Extra Arms (8 arms, Long 2, Flexible), Night Vision 3, No Legs (Slithers), Xenophilia (Female Humanoid Aspected Sexuality), Nymphomania, Restricted Diet (female humanoid orgasm)

Skills: Erotic Arts DX [2]-9, Karezza Skill +0 [5]-9

Class: As its father.

Notes: Larvae also have Inhibition 1 but only about a 38% chance of being able to continue sexual activity after orgasm (which due to their lack of skill and inhibition comes quite quickly) see the previous page for a description of Induce Accelerated Pregnancy.

Trouser Snake

ST: 10 **HP:** 10 **Speed:** 6.25

DX: 15 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10 (see notes)

HT: 10 **FP:** 10 **SM:** -4

Dodge: 8 **Parry:** N/A **DR:** 0

Latch On (14): 1d-2 cutting

Shuddering Touch (20): Victim gets HT-5 to resist Ecstasy. Normally this roll can be based on Erotic Arts but Multiple Partners allows both the host and her partner to orgasm. The trouser Snake can be made not to do this until the orgasmic phase if using Advanced Sexual Encounters.

Traits: Detect (Pheromones; Analyzing); Mind Link (Host); Sharp Beak; Super Jump 1 (19 feet); Shuddering Touch 6; No Legs (Slithers); Restricted Diet (Female Humanoid waste fluids and pheromones)

Skills: Brawling-15; Targeted Attack (Brawling/Groin)-14; Erotic Arts-20; Multiple Partners-20

Class: Mundane

Notes: This symbiote resembles a humanoid penis (in games with many races it comes in various colors. These colors expand greatly if partially humanoid monsters such as Minotaur are used, and even further if such creatures differ in skin pigmentation according to breeds) of maximum possible length for the SM, with a tapered tail, that slithers “backwards” (that is to say that it moves tail first rather than head first). For each SM increase (such as to represent a larger base creature) add 50% to its ST

It has no eyes but detects whether those present are male or female by their pheromones. It can’t detect unliving things it can’t touch, and doesn’t bother with living creatures that aren’t at least partially humanoid. Of those that are, it *hates* males, having been known to leap 5 yards and attack a man’s groin. Its tail and head both open to claw like teeth that latch on. Damage is just short of what is required to dismember the penis but this can be done on subsequent rounds as long as the trouser snake remains attached.

It *loves* females however and will leap a similar distance (or try to crawl up her leg) to insert its tail into her vagina. Its mere touch sends her into the throes of orgasm so she is often willing to accommodate. In return, she may experience ecstasy at any point by willing it to make an Erotic Arts roll. It enters to the full depth she can accept with any remainder dangling from her vagina as a normal penis. It absorbs waste and orgasmic fluids from her vaginal cavity and urethra, expelling them as a man expels urine and semen (it effectively expels semen with no sperm count). It becomes erect when she becomes aroused and prevents the entry of any unwanted objects into her vagina (by biting them). It can detach itself in order to allow her to accept objects willingly, and it does so automatically when killed. Most importantly she acts with the better of hers and its skill in Erotic Arts (+1 if equally skilled).

True Medusa (created using stats based on Mailanka’s DF Monsters)

The true medusa was created by a curse laid upon an unnaturally beautiful woman that the gods had punished for her vanity. Even cursed as she was her beauty shone through but no man would have her in her altered state, and any who might consider it would be killed by the horror of her gaze. Her spirit has long since been marred by this curse and she uses the combination of beauty and a deadly gaze to destroy her prey.

ST: 11 HP: 11 Speed: 5
DX: 11 Will: 12 Move: 5.25
IQ: 12 Per: 12
HT: 10 FP: 10 SM: +0
Dodge: 8 Parry: 11 DR: 0

Punch (16): 1d-1

Snake Bite (16): 4d toxic (Neutralize Poison or appropriate Healing advantage to heal)

Stone Visage(14): Roll vs. HT or be turned to stone. Healed by Stone to Flesh, Remove Curse, or similar power.

Traits: Awe, Beautiful appearance increased to Transcendental (Universal)¹, Bloodlust, Extra Attack, Lecherousness.

Skills: Innate Attack at DX+3[2]- 14; Brawl at DX+5 [16]- 16; Sex Appeal at HT+8* [12]-16*

Class: Mundane/Hybrid

Notes: * Appearance increases Sex Appeal by +5.

Stone Visage only applies to anyone within a few yards that looks directly at her as it takes a penalty equal to the distance in yards from the medusa. Anyone who sees the medusa from outside the effective range of the stone

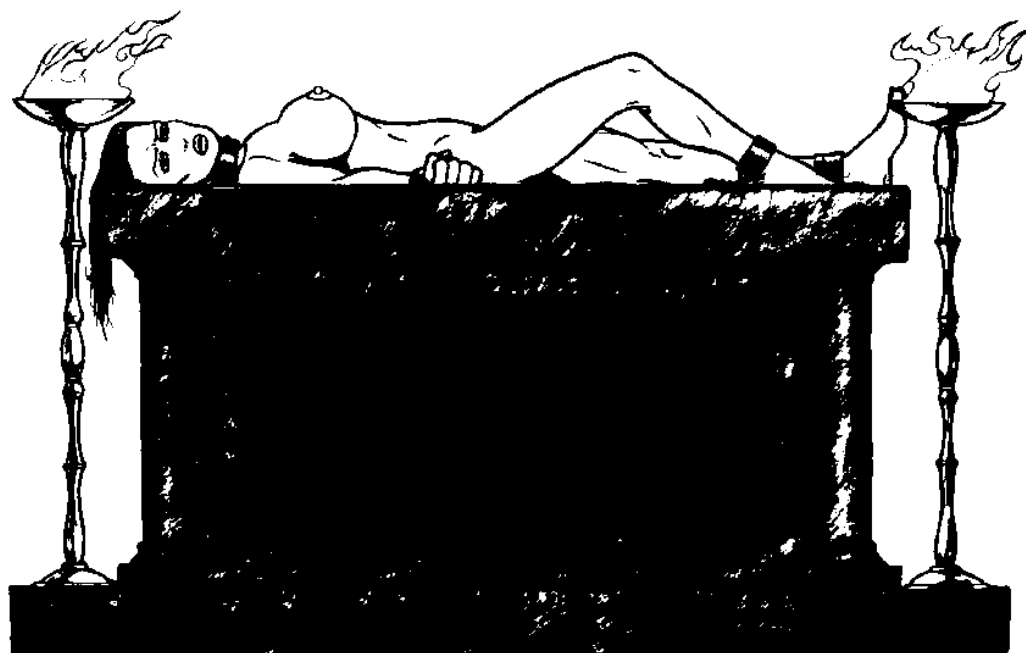
¹ The true medusa is eerily perfect all while being totally monstrous in appearance.

visage is drawn in by what they believe is an utterly beautiful woman with which they desire to do unspeakable things. There are rumors of lesser medusa that are not awe inspiring but that replace lecherousness with an intolerance to humanity. She longs for a man that could withstand her Stone Visage and would be proud to take that person as her husband.

If the True Medusa was playable as a character, Stone Visage is Affliction (Permanent condition equivalent to Paralysis, +300%; Malediction 1, +100%) [50] Having a lover has convinced the gods to allow her some measure of control over her powers, though the lover must have Immunity (petrification) [15]. If an NPC the Medusa needs Ally, but if the lover is a PC Ally isn't required.

Sexual Magic

This section is included primarily for those that use the standard GURPS magic system, though it isn't the preferred system of the writer. GURPS Biotech served mainly to provide genetic based spells and GURPS Magic had some spells applicable to sex based games. Erotic Ceremonial magic might look somewhat like the picture below, which is an edited from its original iteration in F.A.T.A.L.



Accelerate Pregnancy

Regular

This spell speeds the safe development of an unborn baby.

Duration: Permanent (until baby is born).

Cost: 20 to double rate of development, plus 10 more for each additional doubling of speed.

Time to cast: 20 seconds.

Prerequisites: Ease Labor and Haste.

Charm

Regular; Resisted by Will

The subject becomes caster's faithful slave until the spell expires, following any orders,

no matter how dangerous. There is no mental link – the caster must give his orders to the subject verbally or in writing. However, the subject will protect the caster without orders. In all other respects the subject will be mentally normal and alert. He will be unable to explain (and unwilling to discuss or even think about) his loyalty to the caster.

Duration: 1 minute.

Cost: 6 to cast. 3 to maintain.

Time to cast: 3 seconds.

Prerequisites: Magery 1, Loyalty, and seven other Mind Control spells.

Create Chimera (VH)

Regular

This enchantment fuses together two or more very early embryos (no more than week-old if human) of different species into a single organism. The subject may be a live host or a growth tank (p. 20). If the subject was already pregnant with an early embryo, the other embryos must be implanted as part of the process using surgical means or a Transfer Pregnancy spell (p. 32). A nymph can be chimerized in this way if the bud of her garden is clipped before her full growth but doing so means that a mother without Elastic Vagina can only take 3 levels of Short Gestation (1/9 the time).

Otherwise, at least two embryos must be implanted via these means, and if using a live host, at least one of the embryos must also be the host's species. The resulting chimera will blend all species' traits, with appropriate advantages and disadvantages; the details are up to the GM.

Modifiers to skill roll: 0 if very close cross (e.g., wolf-dog), -3 if closely related (e.g., ape-human, sheep-goat or tiger-lion), -6 for distant hybrids (e.g., fox-human or alligator-viper), -8 for radical hybrids (e.g., crocodile-bat or human-hummingbird). Add +4 if trying

to duplicate a previous success using the same mix, -4 if mixing three species, -8 if mixing four, -12 if mixing five, etc.

Success means a viable chimera forms but (especially if the caster got very ambitious) it will not be perfect: the GM should give it 1d points in disadvantages for every 3 points in advantages gained. Critical success means only 1 point of disadvantages per full 15 of advantages.

Failure by 1 means the implanted embryos fail to fuse, but do not die unless the host could not reasonably sustain them; otherwise it's a multiple pregnancy (e.g., an attempt at an elf-dwarf fusion results in elf and dwarf fraternal twins).

On a critical failure, the creator gets something that appears to be viable enough to carry to term, but which proves to be either horribly deformed, life-threatening to the mother (if using a live host), or both.

If the spell works, it also ensures the embryo will be carried safely to term. The size of the fetus will usually be appropriate to the host mother, e.g., a whale-human carried by a human mother (or appropriately-sized growth tank) might be larger than her normal baby, but not by much.

Cost: 20 per embryo in the fusion.

Prerequisites: Analyze Heredity, Enchant, and Alter Body.

Ease Labor

Regular

Cast on a mother who has gone into labor, this spell eases the pains and ensures a relatively trouble-free birth. It gives a +2 on HT rolls to avoid problems if maintained for the duration of labor, or +1 if maintained only for the last half. This spell will prevent the vaginal tearing of a woman birthing a tentacle monster.

Duration: 1 hour.

Cost: 4 to cast; 2 to maintain.

Time to cast: 6 seconds.

Prerequisites: Lend Vitality.

Enslave (VH)

Regular; Resisted by Will

Like the Charm spell, but permanent. The subject will follow the caster's orders until the spell ends or is removed. At any time the caster concentrates, he can form a mental link with the subject to see through the subject's eyes, hear through his ears, and give orders.

Cost: 30.

Prerequisites: Charm and Telepathy

Ecstasy (VH)

Regular; Resisted by Will

The subject feels an incapacitating rush of pleasure; he can take no action for the duration, not even to move out of harm's way! High/Low Pain Threshold is irrelevant.

Repeated exposure can be dangerous to the subject. If any character has been the subject of an Ecstasy spell three times within 10 days, he must make a Will+2 roll after the third time, and after each subsequent time until five days pass without exposure to the spell. If any of these rolls are failed, the subject gains an Addiction (see p. B122) to the spell, and will beg anyone who is known to have the spell for more! Withdrawal from the Ecstasy spell follows the normal rules for a psychological dependency (see *Drug Withdrawal*, p. B440).

Duration: 10 seconds.

Cost: 6 to cast. Cannot be maintained.

Time to cast: 3 seconds.

Prerequisites: Magery 2 and Emotion Control.

Hellspawn

Regular; Resisted by mother's Will

This spell conjures a malign demonic spirit to replace the soul of an unborn child. The result will usually be born as a demonic familiar if conjured into a non-sapient animal, or a cursed

half-demon (give the character lots of supernatural disadvantages) if a sapient race.

Critical failure may conjure a real demon outside the mother's body, or accidentally summon some other entity to possess the developing fetus – maybe an angel?

Cost: 20.

Time to cast: 5 minutes.

Prerequisites: Summon Demon.

Orgasm

Regular; Resisted by Will

The subject feels as if he is about to have the most majestic orgasm possible. If he does not resist, he is helpless with ecstasy jerking about in the throes of pleasure. This is a wondrous occasion; the victim is incapacitated as if by a seizure (see *Incapacitating Conditions*, p. B428) as they can do nothing but shake from the force of their reproductive juices flowing from their loins. The subject must make a second Will roll if he tries to keep silent. High/Low Pain Threshold has no effect on the spell's outcome. Killjoy has its usual bonuses.

Repeated (or particularly lengthy) exposure can be dangerous to the subject. If any character has been the subject of an Orgasm spell three times within 10 days (or for a length exceeding 3 minutes), he must make a Will+2 roll after the third time (or minute), and after each subsequent time until five days pass without exposure to the spell. If any of these rolls are failed, the subject gains an Addiction (see p. B122) to the spell, and will beg anyone who is known to have the spell for more! Withdrawal from the Orgasm spell follows the normal rules for a psychological dependency (see *Drug Withdrawal*, p. B440).

The GM may rule that having actual orgasm as a result of sexual interaction with others (masturbation won't do) may alleviate withdrawal for 1 day, but this amounts to an

addiction to sex. Use those guidelines in place of these.

Duration: 1 minute.

Cost: 6 to cast. 4 to maintain (requires concentration).

Prerequisite: Ecstasy.

Preserve Semen

Regular

This spell preserves sexual fluids, not for nourishment but to ensure that a man can still inseminate a woman.

Duration: 1 week

Cost: 2 per cup of semen half that to maintain.

Prerequisite: Either Preserve Food or Orgasm.

Item:

(a) Staff, wand, or jewelry. *Energy cost to create:* 200. (b) Container; the contents are preserved indefinitely. *Energy cost to create:* 20 times the quantity in cups.

Remove Fetus

Regular; Resisted by mother's HT

Cast on a pregnant mother, this spell allows the mage to reach through the mother's belly and into her womb and safely detach the fetus. If the fetus is old enough to survive (or can be rapidly transferred to a growth tank or incubator), this is effectively a painless alternative to Caesarean birth. Otherwise, it serves as a means of abortion.

Cost: 3

Time to cast: 3 seconds.

Prerequisites: Ease Labor, and either Minor Healing or Apportation.

Restore Hymen, Lesser

Regular; Resisted by HT

This spell restores the character's hymen to its virginal state. The character retains her memory of any sexual skills she learned after her hymen breach and for religious purposes she is considered a virgin. Additionally this spell requires the caster to masturbate her to the Excitement Phase (Advanced Sexual

Encounters). Her knowledge of sexual techniques renders her impure in the eyes of unicorns however and she cannot befriend them as a virgin would. Such characters are ineligible for the Social Regard associated with being a Virgin

Cost: 5

Time to Cast: 1 minute (until she achieves the Excitement Phase if using Advanced Sexual Encounters)

Prerequisites: Remove Fetus

Restore Hymen, Greater

Regular; Resisted by Will

This spell restores character to her virginal state. This includes mentality and results in the loss of sexual skills (which can be avoided with the Will Roll). In addition to being religiously recognized as a virgin, the character can't remember performing any sexual acts. Even if she retains her skill all such acts are wiped from her memory save the casting of this spell which like the lesser version requires the caster to masturbate her. This gives her the purity of mind required for befriendung unicorns

Cost: 10

Time to Cast: As Lesser Restore Hymen

Prerequisite: Lesser Restore Hymen.

Summon Sexual Partner

Regular; Resisted by mother's HT

This spell calls the closest willing sentient humanoid or sex-bot of the appropriate gender for the purposes of engaging in sex. Range does not matter for this spell. If the spell is cast successfully, the caster knows the location of the closest eligible person, or Sex-bot and that person if willing is teleported to the caster. The caster may ask the person if they are willing to have sex with anyone present. The person immediately makes a reaction roll to see how he or she feels about the wizard. On a good reaction, they cooperate for an hour – no longer – and then vanish. His or her opinion may be swayed with appropriate enticements.

Critical failure rolls on the Cleric Table (T. 257). If the spell affects the caster or a nearby friend or foe, (on a critical failure) that target becomes compelled to have sex with the client (or masturbate if the caster is the client) entering the Excitement Phase if using

Advanced Sexual Encounters. Critical Failures resulting in the attraction of supernatural beings (and their adverse reactions) are influenced by incubi and Succubae.

Cost: 3 to cast, 2 50 maintain

Time to cast: 3 seconds.

Prerequisites: Orgasm and Enthrall.

Optional Rule: Advanced Sexual Encounters

A retool of *GURPS Sex: Educating Your Characters*, by Rippedsoul et al. The intention of this retooling is to fit within the rules that I have provided, not as a slight on the writings of those that came before mine. Note some things declared cinematic in that book are not declared as such here due to their plausibility in terms of realism (i.e the difference in the definition of cinematic).

Position

Position determines who controls the posture and arrangement of the participants. Initially, the person initiating the sexual encounter has position; he can choose his Technique first, and his partner(s) have to work around that. To take Position requires a successful Leadership, Intimidation, Sex Appeal, Savoir-Faire, Judo, or Wrestling roll. Roll each turn until the contest is resolved. In group sex situations, it is possible to have Position on one person but not on another.

If you are involved in a Contest for Position, you get a -2 on sexual Techniques. Because of this, Position is determined before sexual activity.

Sexual Activity

Every minute, a character may perform a technique. Each technique is rated for its Stimulation. Make a roll for the technique; if successful, the level of Stimulation is added to the total for the target character (which may be the character performing the technique). Performing a technique on a given minute requires a roll vs. HT, Erotic Arts, or Prostitute to avoid the loss of 1 FP. On a critical success, the Stimulation is doubled and FP is not lost. On a critical failure, the target drops one Arousal Level.

Some techniques have a second Stimulation Value listed in parenthesis. Even if the technique fails, as long as it was not a critical failure, that stimulation value is applied. Even when done "wrong" sex feels good! Note the GM may use the lesser stimulation values of techniques already tried last turn without checking for success, this is why they change it up.

Extra Effort

Extra Effort costs a point of Fatigue, whether it works or not, except on a critical success (where it costs nothing). Make an Erotic Art roll; if the roll fails, the result is as though it had not been attempted. A critical failure does a point of damage (pulled muscle, bruise, or the like). The amount by which the roll succeeds is added to the Stimulation value of the technique.

Laying Back

The character with Position can lay back, taking a -4 to any sexual techniques in exchange for a +4 to the HT or Erotic Art roll to resist Fatigue loss. Being able to resist fatigue loss for 10 straight minutes allows the recovery of 1 FP (plus regeneration). At the discretion of the character with Position, the other party may be allowed to lay back, but is not required to do so.

Inhibition

Each character is rated for Inhibition. By default Inhibition equals $\text{HT} + \text{Will} / 2$, Add or subtract your total modifiers for resisting seduction attempts including any situational (dis)advantages that may apply. Characters also subtract -1 per IQ penalty suffered for being intoxicated, under the influence of mind altering drugs.

When a character performs a sexual technique on another each receives Stimulation, it is subtracted from Inhibition. When Inhibition reaches zero, the character's Arousal Level may be increased. Characters may make a Will roll to resist but takes a penalty equal to his penalty to resist seduction attempts. On a successful Will roll, he remains at the current level of Arousal. When the character enters a new phase of arousal his inhibition resets, acting as a countdown to the next phase

Levels of Arousal

1. Excitement phase

Both sexes will flush, and there is a general increase in muscle tension. Men become erect; women begin to lubricate, and the clitoris and nipples become hard. A character can be brought to the Excitement phase with a successful use of Sex Appeal. Alternately, characters who fail their Will rolls to resist Lecherousness or a Turn-on will be Excited. Those with Trysexual automatically become Excited at suggestions to do things they've never done. An optional table will be included to determine sexual experience. A good reaction or better from anyone with an overall positive reaction modifier may be sufficient to excite someone.

2. Arousal Phase

Characters in this phase are Euphoric and take -3 to will rolls and self controls as normal but also to will rolls requiring you to break off sexual activity.

3. Plateau phase

The desire for stimulation becomes very strong; if no one is touching them, characters must make a Will roll to avoid beginning to masturbate at the usual -3 for Euphoria. Characters with Shyness or Inhibition use their usual penalties to Will rolls as a bonus on this roll.

4. Orgasmic phase

Orgasm is imminent. Characters in this phase are in Ecstasy, and suffer -4 on will rolls made to break off sexual activity. The clitoris is withdrawn and the vagina contracts. The penis increases slightly in circumference. Every minute at the Orgasmic phase costs the character a point of Fatigue in addition to the lost FP from a failed roll technique roll.

The character actually experiences orgasm when he leaves the Orgasmic phase. This is statistically equivalent to Seizure including the 1d FP loss

Multiorgasmic or Karezza: Multiorgasmic characters do not necessarily go to Resolution on leaving the Orgasmic phase. Roll 3d; if this result is equal to or less than the character's current Fatigue, she goes back to Plateau instead. Characters with Karezza need only to make a roll against that technique to return to plateau phase regardless of Fatigue (unless fatigue is otherwise hindering the roll. See Modifiers to Techniques below)

5. Resolution phase

The period immediately following orgasm. Afterglow lasts (FP loss) minutes. Characters will then return to the Excitement phase. Influence or Interrogation attempts on someone in the Resolution phase get a penalty to resistance equal to the number of turns spent at the Orgasmic phase (or -3 whichever is worse); make one skill roll per minute (Influence attempts are a Contest of Skill; see p. B93).

Modifiers to Techniques

- In a Contest of Position: -2
- 1/3 fatigue: -4
- Never used this technique before: -2 for this encounter
- Performance anxiety: up to -4
- Performing technique on yourself: +3
- Coaching from your partner: +2
- Coaching your partner: -1
- Characters with Professional Skill (Prostitute) can substitute that skill for Erotic Art defaults at an additional -2. For example Deep Throat (EA-5) is Prostitute -7 and can be bought up from that level instead of Erotic Arts -5. Characters using Professional Skill are not eligible for Trained By a Master and cannot take “Cinematic” techniques, marked with an asterisk(*).
- The GM may declare physiological modifiers apply to creatures who are not humanoid.
- +1 if you know all your partner’s Mental Disadvantages, +1 if you know all their Social Disadvantages, and +1 if you know all their quirks (This represents the inherent differences between “Fucking” and “Love Making” which need not be separate skills)
- If your partner is using Zen Sex and you are not, you suffer a penalty equal to his level of the technique.

Techniques

The various skills discussed previously have numerous valid techniques associated with them which may or may not merit specific mention. Those that do are included here as a primer. This is not a comprehensive list, the GM is free to include any techniques that differ from what is presented here. A Technique’s Modifier section may include notes for use with other attributes.

Anal

Hard

Defaults: Erotic Art -1, HT -3, or Holdout -3

Prerequisite: Erotic Art, can’t exceed +0

This is the ability to comfortably accommodate anal intrusion. In a realistic campaign, it should be accompanied by the use of lots of lubricant; in a cinematic campaign, this requirement can be ignored.

Upon penetration, make a skill roll, -2 per level of Large Penis or Tight Anus (use the same value as Tight Vagina) involved. If this roll fails, or is not made (it does require an action), any failed sexual technique will cause you to drop an arousal level, and a critical failure will cause you to take half your partner's thrust damage to your anus and FP damage by a like amount.

Once penetration has been achieved, stimulation is usually determined by the following techniques: Cowgirl/Reverse, Doggy Style/Rear Entry, Mish, Lapdance/Reverse.

Stimulation is reduced by two for women (or women automatically take the lesser of variable stimulation), due to the absence of a prostate. Modifiers: +2 for High Pain Threshold, +1 if Will 12+. In realistic campaigns, -2 to -4 for skimping on lubricant.

Breast Sex

Average

Defaults: Erotic Art -1, DX-3, or IQ -5

Prerequisite: Erotic Art, cannot exceed skill +4

This is the skill of pleasuring a man by masturbating him with a woman's breasts. Either gender can have the skill, but it is used only for the man's pleasure. In all fairness the man should fondle the woman.

Stimulation Value: 4(2).

Cowgirl/Reverse Cowgirl

Average

Defaults: Erotic Arts, or HT -2

Prerequisite: Erotic Art, can't exceed skill +4

This is sexual intercourse with the man on his back and the woman astride his hips. It can be used with the Pile Driver. Modifiers: +1 for DX of 12 or higher, +2 if DX is 16 or above.

Stimulation Value: 5(2) on one partner, 3(1) on the other. +1 per level of Tight Vagina or Large Penis.

Deep Throat

Hard

Defaults: Erotic Art -5 or Oral -2

Prerequisites: Oral 12+; cannot exceed Oral

Advanced oral techniques applied to the male member, especially the suppression of the gag reflex. A failed roll costs the character 1 FP due to suffocation.

Modifiers: -2 per level of Large Penis.

Stimulation Value: 6, +1 per level of applicable Sexual Features.

Dominance

Hard

Defaults: Acting -6; Intimidation or Interrogation -3, cannot exceed base skill +4.

Prerequisites: One of the above skills and Sexual Sadism.

This is the ability to be the dominant partner in a bondage relationship. It includes knowledge of ties and gags, familiarity with various equipment, and the ability to inflict slight pain without causing injury.

Modifiers: +3 if you know your partner well and he/she is willing to go along with it, any bonuses for Strong Will.

This technique only provides stimulation if the GM wants it to. The dominant party receives 3 points of stimulation (for sexual sadism) plus one per 5 points of other disadvantages related to being in control (Megalomania, Overconfidence, Obsession, Stubbornness, etc). The slave gets 3 stimulation if they have Sexual Masochism plus 1 per 5 points in “meekness” related disadvantages (Cowardice, Fearfulness, Low Self Image, Obsession, Selfless, Shyness, Slave Mentality, etc).

Double Play (Two Techniques)

Hard

Default: The lower value of the two techniques -4

Prerequisites: Two techniques, higher stimulation value 12+, lower stimulation value 10+, cannot exceed lower of two techniques.

This is a combination of two techniques, performed simultaneously on a single person. If the roll is successful, apply the total of the two stimulation values.

Face Sex

Average

Defaults: Erotic Arts, or HT-3

Prerequisite: Erotic Art, can't exceed skill +3

This technique is used by a man to pleasure himself using his partner's mouth; as such, it is the complement to Oral and Deep Throat. On a failed roll, the partner will drop one Arousal level, and on a critical failure lose 1d Fatigue, unless the partner can make a successful Deep Throat roll. Modifiers: -2 if you don't have Position. Those with Trained by a Master can deal damage as if they initiated a choke hold replacing ST with Erotic Arts in the contest.

Stimulation Value: 5(2)

Fisting

Hard

Defaults: Masturbation (Female)-4, Anal (Male)-4, Erotic Art -6

Prerequisites: Any default at 12+

This is an extreme version of Masturbation or Anal, involving penetrating a partner with an entire hand. If the recipient is not able to accommodate the entire hand (see Stuffing), he or she may be hurt; on a failed Fisting roll she will drop an Arousal level, and on a failed roll, he or she will also take 1/2 thrust points of damage (unless a stuffing roll is made).

Stimulation Value: 6.

Fondling

Hard

Defaults: Erotic Arts -2, Masturbation-2 (if higher),

This is the skill of giving pleasure through stroking, cuddling, petting, and so forth.

Modifiers: +3 if you know your partner well, +1 for DX of 12 or higher, +2 if DX is 16 or above, +1 if Esoteric Medicine (Massage) is at 12+, +2 if it is at 20+

Stimulation Value: 2(1).

Go Slow

Hard

Defaults: Erotic Art -2, or Will -4, can't exceed Will +4

A character attempting to go slow tries to maintain his partner at the current phase of arousal. When the character's partner runs out of Inhibition and might move to another Arousal level, the character can make a Go Slow roll in addition to his partner's Will roll to remain at the current level of Arousal.

Grind

Average

Default: Vaginal Technique -2, Lapdance-2, or Masturbation (female)-2 Cannot exceed Erotic Art

For normal male/female sex this technique presses the man's pelvic bone against the clitoris, imparting extra stimulation on the woman. A female version of this technique (Scissoring) may also be purchased separately

Modifiers: +1 for DX of 12 or higher, +2 if DX is 16 or above.

Stimulation Value: +2 to the technique for the woman.

Karezza*

Average

Default: Erotic Art-5

Prerequisite: Erotic Art, Trained By a Master (Erotic) cannot exceed skill +4

This technique, part of the practice of Tantric sex, is used to prolong sexual activity. When the target moves out of the Orgasmic phase and into Resolution, the character may use this technique to put them instead back at Plateau. Men will experience full orgasmic pleasure, but will not actually ejaculate. Karezza can be used on yourself. The GM may dispense with this technique if he allows Karezza to be a basic function of the Body Control skill, or allow a default at a lesser penalty.

Kissing

Average

Default: Erotic Arts +0 or HT -2 or DX -2

Prerequisite: Erotic Arts, can't exceed skill +4

This is the ability to kiss your partner.

Modifiers: +1 if DX 10+, +2 if DX 12+, -2 if the target is more than 6" different in height (only if standing the entire minute and only kissing the mouth). Typically as a sexual maneuver this reflects a series of kisses rather than an individual one and possibly on different body parts.

Stimulation Value: 3(1)

Lap Dance/Reverse Lap Dance

Average

Default: Erotic Art -3, Sex Appeal -5 can't exceed base skill.

This technique covers sexual intercourse or stripping with the partners seated. Typically the woman rubs her breasts or vagina on a clothed male but the technique can be used for sex as well. It includes erotic dance and performing sex acts for an audience. The dancer may focus on 1 target on stage per point of total appearance and charisma modifier. This move comes with 2 sets of stimulation values because members of the audience off stage do not receive the same stimulation that those on stage receive.

On any success, the dancer and any stage mates gain Stimulation 5 whether or not vaginal penetration occurred. The audience gains Stimulation 3. On a failure, the dancer and any stage mates gain Stimulation 2 whether or not any vaginal penetration occurred. The audience gains 1. The dancer doesn't need a literal stage, and may instead incorporate walking through the audience and stopping for individual members into her routine.

Stimulation Value: 5(2), or 3(1). See text.

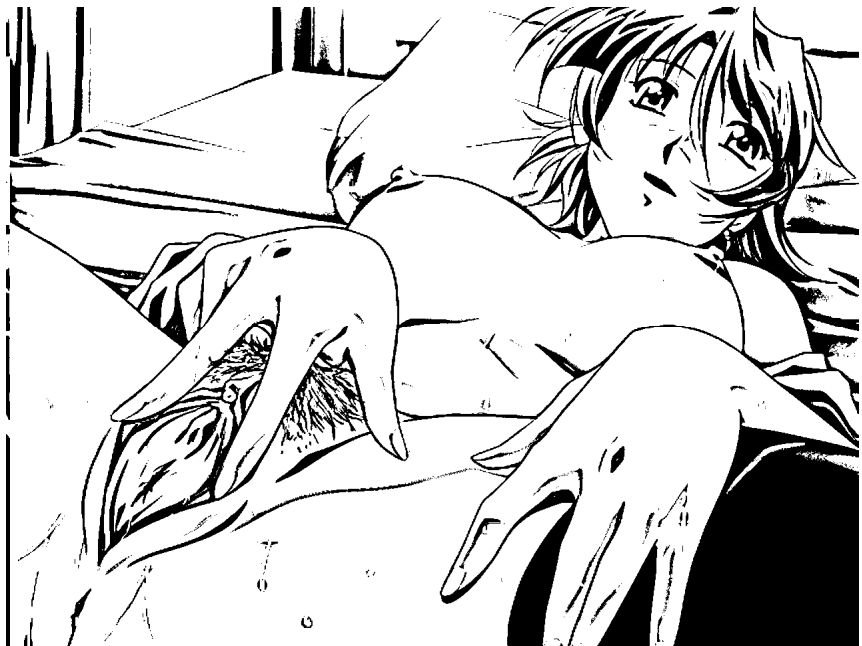
Masturbation (specialize by gender, or optionally by physiology)¹

Average

Defaults: Erotic Art-2, Esoteric Medicine-2, IQ-4, or DX-4

Prerequisite: Either Erotic Arts or Esoteric Medicine (Massage), cannot exceed skill +4

This is the ability to arouse someone using the hands.



Modifiers: In furry games it might also take physiological modifiers, due to an inherent lack of human ability to masturbate a Catgirl (Particularly in games where Cat Boys have barbed penises) or tentacle monster. These restrictions may of course be ignored games where a particular creature is ubiquitous to the setting.

¹ Mamiko from *Amorous Professor Cherry*.

Stimulation Value: 5(3)

Missionary

This is sexual intercourse with the woman on her back and the man on top. The default position of Erotic Arts and doesn't warrant a separate technique. To improve Mish, improve the base skill. It can be used with Grind or Pile Driver techniques.

Modifiers: +1 for DX of 12 or higher, +2 if DX is 16 or above.

Stimulation Value: 5(2) on one partner, 3(1) on the other. +1 per level of Tight Vagina or Large Penis.

Motorboat Choke*¹



Hard

Default: Lapdance -2, Erotic Art -5 or Sex Appeal -7

Prerequisite: Breast Strikers

This technique represents making a show of allowing the target to motorboat your breasts then wrapping them around the head and holding it between your arms until your target passes out or dies. If you roll successfully you wrap your target's head tightly enough that they can't breathe in through their nose or mouth dealing 1 point of damage per margin of victory as if you made a successful Choke

Hold... Once the hold is established, roll a quick contest each second to inflict 1FP damage. You're at +5 in the Quick Contest for using two hands. Your opponent may also attempt to break free on their turn. He *can* attack you at the usual -4 for being grappled.

Stimulation Value: 3 if performed on someone with an asphyxia fetish during a sexual encounter. The maneuver deals 6d6 FP damage (representing several successful saves vs. FP loss) if used as a one minute sexual maneuver though you may stop damage when your partner becomes unconscious.

¹ Maria from *The Sagara Family* may be just a little too small for the choke, good thing for the MC that's not what she's going for.

Multiple Partners

Hard

Default: lowest technique used-4

Must specialize; cannot exceed lowest technique used. This is the rather gymnastic ability to engage two or more partners at once. The character must select two specific techniques at the time this technique is purchased.

Modifiers: A “Spit Roast” is where two men suspend a woman at their waist each making a ST based Multiple Partners roll, while the woman makes a Double Play (one mouth based maneuver and one vaginal or anal maneuver)

Oral

Average

Defaults: Erotic Arts -1, IQ -5,

The art of oral sex as it applies to the penis or vagina, or the art of pleasuring a woman by suckling her breasts.

Modifiers: +1 if Breath Control 12+.

Stimulation Value: 5(3) for penis or vagina play, or 4(2) if applied to a woman’s breasts.

Penis Choke*

Hard

Defaults: Erotic Art -5, or Face Sex-2

Prerequisites: Large Penis or Trained By a Master (Erotic). Females require perk “usable with strap-on” or TBaM.

You have monstrous manhood or you’re so good at Erotic Arts that you can force someone to choke on your penis. If you roll successfully you shove your penis so far down the target’s throat that they cannot close their jaw or breathe in through their nose dealing 1 point of damage per MoS as if you made a successful Choke Hold... Once the hold is established, roll a quick contest each second to inflict 1FP damage. You’re at +5 in the Quick Contest for using two hands. Your opponent may also attempt to break free on their turn. He or she *can* attack you at the usual -4 for being grappled.

Stimulation Value: 6 +1 for every five points in violent disadvantages to the user, 3 to targets with an asphyxia fetish. +3 if you make them pass out without killing them

Pile Driver (specialize by other position, missionary included)

Average

Default: other technique-5 Defaults to Erotic Arts imply Missionary,

Going on the cinematic assumption that harder is better, this technique sees the man driving into the woman with brutal force (or vice versa). It can be combined with any technique involving male penetration (Mish, Cowgirl, Anal, etc.), but can only be attempted by the person on top. A simple failure costs 1d Fatigue, and a critical failure will inflict one point of damage on the target of the technique.

Modifiers: +1 if ST 12+, +2 if ST 16+, or the GM may make this an outright ST based technique.

Stimulation value: +2 to base technique

Rear Entry¹

Average

Defaults: Erotic Arts-2, or HT -2

Prerequisite: Erotic Art

In this position, the man approaches the woman from the rear; she may be standing and bent over, on all fours ("doggie style") or on her knees with her head down. This is still vaginal sex, but with the woman's torso perpendicular to the man's; this affords greater stimulation of the G-spot. It can be combined with the Pile Driver.



Modifiers: +1 for DX of 12 or higher, +2 if DX is 16 or above.

"The Superman" is a St based maneuver wherein the woman's legs wrap around the man's hips as he holds her arms in place and she looks like she's flying.

Stimulation Value: 5(2) on one partner, 3(1) on the other; the woman gets +1 Stimulation. +1 per level of Tight Vagina or Large Penis.

Snapper (or Advanced Kegel Exercises)*

Hard

Default: Erotic Art -5

Prerequisite: Erotic Art 12+ and Tight Vagina or Elastic Vagina, Can't exceed skill+0

Described in the Kama Sutra as "the Mare's Trick" (Vadavaka) this is a woman's ability to hold and milk a man's penis with her vaginal muscles. This is a more advanced form of Kegel Exercises than described in Tight Vagina. It may be used in any Double Play that doesn't require another vaginal move (for example you can't combine it with Piledriver), or attempted on its own.

Stimulation Value: 7, plus modifiers for Large Penis or Tight Vagina.

¹ One of the more pragmatic of porn stars who has been quoted as saying "Do I have a problem with porn being sold here? No, not per se. I have no problem with porn at all. Trust me, they don't exploit women, and watching porn has never been scientifically shown to lead to any increase in crime rates, be it rape, pedophilia, or any other sexual crimes."

Stuffing

Average

Defaults: Erotic Art-3, Holdout-3 HT -3, or ST

Prerequisites: Erotic Art, cannot exceed skill +3

This is a woman's ability to adjust her vagina (or a man his anus) to accommodate unusually large objects. Using Stuffing does require a turn's action, but success allows the woman (or man) to ignore the painful effects and damage of rolls against failed techniques. Stuffing itself doesn't provide Stimulation either. Critical failure on a stuffing roll indicates you've dealt your partner's thrust damage to your orifice. Use your thrust if you were using a masturbatory aid.

Modifiers: -2 per level of Large Penis or Tight Vagina after the first. +2 per level of Unfavorable Genitals. -2 for Dwarfism, +2 for Gigantism. +6 per level of Growth, -6 per level of Shrinking if they're allowed in the campaign.

Zen Sex

Hard

Defaults: Erotic Arts -5, may be increased to skill+4

Prerequisites: Erotic Arts, either Trained by a Master

This is the technique of getting your partner off more quickly than should be naturally possible. It is used to mitigate the penalty associated with taking sexual maneuvers that last less than 1 minute. Without this technique all sexual maneuvers take a minute, but with it, the length of sexual maneuvers may be decreased as shown below:

30 seconds -1

15 seconds -2

8 seconds -3

4 seconds -4

2 seconds -5

Instant Use -10 (The monster takes on Madison Mason)

In cinematic games the Unusual Training perk allows characters with Large Penis or Tight Vagina instead of the normal requirement. For those using vaginal or anal techniques, this technique includes the effects of Stuffing and replaces it. No need to penalize further.

Sexual Experience Table

For those who would like to determine what they have or have not done before take their age and the absolute value of sexual disadvantages and consult the following chart:

Age + Sexual Disadvantages	Activity
≤34	Masturbate, participated in voyeurism
35	Give/receive a hand job/fingering
36	Given/taken oral
37	Swallowed oral
38	Thigh sex
39	Gave/received vaginal sex, Permitted Voyeurism
40	Titfucked
45	Anal
50	Multiple partners
55	Sadism
60	Accept bondage
65	Masochism
70	Public
80	Golden shower
90	Scat
100+	Consume waste

Characters not of the appropriate sexuality will likely not perform some lower tier acts (such as a straight male not giving blow jobs). The table assumes is primarily intended to assess whether or not Trysexuals have done something and assumes that disadvantage. Optionally you may halve the numbers for each level of Early Maturation or Double them for levels of Extended Lifespan. Certain disadvantages require a minimum of depravity (sexual sadism or masochism skips past all that other tame stuff, while OPH Scat Eater makes all bets off). If a character does have a disadvantage that specifies a given activity they are assumed to have done any lesser activities appropriate to their sexuality unless the GM deems otherwise.

Randomized Sexuality

In games where sexuality is stigmatized it isn't generally fair to have it rolled randomly. However in games where no such stigma exists and/or the other players find it acceptable it can be randomly determined according to the chart below:

Sexuality	Roll on 3d6	Prejudice	Open
Heterosexuality	12 or less (74.1%)	14 or less (90.7)	11 or less (62.5%)
Bisexuality	13-14 (16.6%)	15-16 (7.5%)	12-13 (21.3%)
Homosexuality	15+ (9.3%)	17-18 (1.8%)	14+ (16.2%)

All percentages are approximate.

Sexually Transmitted Diseases

Vector: Most STDs are Blood borne or mucosal and use Blood Agent, though the GM may invent some that differ. Such as those that are brought about merely by contact with the infected.

Natural Diseases

Burning Release

Resistance Roll: HT-2

Delay: 1d+1 days (Chronic)

Damage: 1point per day for 3d6 days

Cycles: 3d6

Symptoms: Burning urination which may lead to varying degrees of Chronic Pain. If it's just the burning urination, treat it as a perk level of Chronic Pain (because players rarely specify when they piss).

Enlarged Scrotum Syndrome

Resistance Roll: HT

Delay: 1d-2 days (Chronic)

Damage: 1d (No Wounding; Feature: Scrotum increases in diameter 1 inch per 2 "points of non-wounding damage")

Cycles: 1d+1 but

Symptoms: At "2/3 HP" Testicles are large enough to warrant Social Disease and -1 to BM, and at "1/3 HP" BM is -2

Crimson Welts

Resistance Roll: HT-1

Delay: 1d weeks (Chronic)

Damage: N/A

Cycles: Special

Symptoms: Treated as Recurring Social Disease. Sores occur on the genitals and mouth that remain for the same period as the delay. Fortunately "flare ups" won't come back for a number of weeks equal to the duration of the last flare up times 6. Herpes can be cured by magic in such campaigns but may or may not be curable by normal means.

Crotch Plague

Resistance Roll: HT-2

Delay: 1d-2 days

Damage: Special

Cycles: Per Daily Maintenance

Symptoms: Boils that can ooze if left untreated are all over the genitalia.

Notes: This disease can be treated as a form of Resistable Daily Maintenance (you can roll vs HT-2 instead of requiring a doctor) where the damage from failed resistance rolls goes directly to the Groin hit location and any damage also adds Social Disease. These boils are not flare ups, they are constant

Optional Rule: Modified Social Disease

Diseases like Herpes (after vaccination) or ESS described above don't fit Social Disease perfectly. As a result you may choose to grant them a resistance roll with the appropriate flare up period as a result of failure and modify per the Resistible limitation. You may also add this social disease variant that you want to give flare ups such as Burning Release. This means that when you catch Gonorrhea (or another "flare up" disease) you wait (delay) days, then wait out the cycles, then after (delay) days roll HT daily to avoid Flare Ups. Such diseases here are marked Chronic

Kisser's Curse

Resistance Roll

Delay: 1d-2

Damage: 1d-3 FP

Cycles: 2d

Symptoms: at 2/3 FP the victim temporarily gains Chronic Pain from fever and swollen glands.

Syphilis

Resistance Roll: HT-2

Delay: 24 hours

Damage: Various Afflictions, See Text

Cycles: Several Linked Afflictions with varied delays.

Symptoms: Special See below:

Mechanically it is best to treat Syphilis as a series of afflictions. Within 24, hours harmless swelling of the genitals and reddening of the genitals will occur, which will go away after 1d+1weeks. This is treated as Social Disease.

9 to 10 weeks after the infection, red round spots appear all over the body. These spots do not hurt or itch. These will stay for 9 to 11 weeks, but will reappear after one to two weeks at genitals and after. This is Mechanically equivalent to Reduced Appearance.

28-32 weeks after the infection, hair at the eyebrows and the back of the head will start to fall out. This may be either Distinguishing Features or another reduced level of appearance at GM/Player option

After 2 to 5 years, syphilis will attack bones and organs. Years later, this damage will cause the character to bleed to death. This may be treated as any level of Terminal Illness *or* Maintenance if the setting is one in which Syphilis can be either cured or maintained.

GMs who've done research on syphilis can throw in more symptoms like Chronic Pain as they see fit.

The Itch

Resistance Roll: HT-1

Delay: 1d-2 days

Damage: Affliction (Itching)

Cycles: Roll daily to resist itching for 4d6 days

Symptoms: You itch. This may result from many things such as lice, bacterial infection, etc. The GM may allow his players to roleplay the specifics but the game effects are the same (-2 to DX unless the target scratches for a full second... harsher GMs would be justified making them scratch 1d seconds)

Magical Diseases

Black Withering

Resistance Roll: HT -4

Delay: 1d days

Damage: 1 point (to the groin location specifically)

Cycles: 2d daily

Symptoms: the victim gains Magic Resistance 3 (Cosmic, against all non-cosmic magic) until his penis falls off. Some especially well endowed men have had their penises survive the 2d cycles, and became sterile but still able to become erect gaining the MR 3 in the process. Note the Cosmic modifier exists for campaigns that have multiple sources of magic.

Elemental Secretion

Resistance Roll: HT-4

Delay: 1d days

Damage: 1 point per sexual encounter to the diseased and 1d points to the target

Cycles: N/A

Symptoms: upon contracting the disease your pubic area becomes devoid of hair and gains coloration appropriate to the element in question. When you transition from Excitement Phase to Arousal Phase the element takes over and your genitals are enveloped in the magical nature of the disease.

Notes: This disease is commonly encountered elementals or those “infused” by the elements however Fiery Secretions and Acidic Secretions typically can also come from Incubi and Succubae. Build the disease as an *advantage* with Aura, Aspected (sexual) and Backlash.

Hairy Brute

Resistance Roll: HT-1

Delay: 1d-2 days

Damage: The target has random patches of coarse thick hair sprout up at random spots on their body resulting in -1 level of appearance.

Cycles: N/A

Notes: This disease results from Goblins, Orcs, Ogres or Trolls.

Mummy Rot

Resistance Roll: HT -1

Delay: 1d days

Damage: 1d points

Cycles: 18 weekly

Symptoms: Reduced Appearance at 2/3 and 1/3 HP.

Notes: This disease will turn those it kills into intact undead. If the corpse is retained by the mummy they will instead transform it into Mummified Undead (see GURPS Fantasy 4th Edition).

The Pale

Resistance Roll: pregnancy failure

Delay: 1 day

Damage: 1d-2

Cycles: 40 weekly

Symptoms: a woman impregnated by this disease (or a man if the GM is using the succubus impregnation option) gradually gets paler and paler over the weekly cycles until upon birthing she gains Albinism (B. 165). If the disease kills her, the baby is born (but doesn't itself die) and she self resurrects as a succubus (or he, an incubus as appropriate). The baby is also a succubus or incubus as appropriate. Succubae and Incubi do not retain Albinism but have perfectly white skin (still a distinctive feature) and optionally crimson or black hair. The progeny from this pairing retain their own free will (except those disadvantages required by the Succubus template). This may be simulated with innate attack (with contact agent, and aura) linked to Infectious Attack.

Afflictions or Innate Attacks?

The GM is free to allow players to learn these disadvantages as afflictions (or multiple linked ones in the case of Syphilis) or innate attacks. This works especially if they are the disciples or cultists of the God of Disease appropriate for the campaign.

Aphrodisiacs

Any substance believed to increase sexual desire or ability is an aphrodisiac. It is the GM's decision if true aphrodisiacs exist. Aphrodisiacs may grant any one of the following benefits at GM discretion:

- Perfume or scented oil, gives wearer a +1 on all reaction rolls by a member of the attracted sex and a +1 to Sex Appeal. These effects don't stack with each other but up to 3 doses are cumulative (+3 on reaction or Sex Appeal, but not both) apply. A 4th negates the effects and gives Bad Smell.
- Pills or foods grant +1 to any roll to overcome Impotence, Frigidity, or Premature Ejaculation. An unlimited number of doses can apply but after 4, roll vs. Heart Attack at HT+4 but -1 per dose. "Horse Pills" count as 8 doses (HT-4 to avoid heart attack but at -8 per extra pill).
- Alcoholic beverages may be alchemically brewed to produce lecherousness while making Berserk a Taboo trait. This doesn't compensate for the inherent DX penalty associated with intoxication.
- Creams or other topical agents grant Easily Aroused at 1 level per dose. The fifth dose requires the user to make a Will roll with a cap of 14 to avoid gaining a Sex Addiction at the 15 or less value.
- Some creams or topical agents may grant Multiorgasmic in place or in addition to the benefits described above for creams or topical agents

All of the following items are or have at one time been considered aphrodisiacs:

- Banana
- Basil
- Cantharides (actually poisonous)
- Caraway (Used in Love Potions)
- Chicory (Grants Charisma)
- Chocolate (Some have suggested that it produces the same enzymes as sex in the brain)
- Coriander (Controls Libido)
- Garlic
- Ginger (Prevents aging; used in love potions)
- Oyster
- Rhinoceros Horn
- Saffron

Thanks, Notes, Credit etc...

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The skills section includes edits and expansions I made to the Erotic Arts skill, the Esoteric Medicine skill and the Professional Skill. It may or may not also include advice from the forums

Several skills from C. Lee Davis and Rippedsoul's works were turned into techniques and expanded on in an Advanced Sexual Encounters section which is in part based on Rippedsoul's document, edited for clarity and compatibility with my own document with minor tweaks to rolls made. Compliance with the requested use of less vulgar language changed some of the terminology he used. Any vulgarity that remains is intended to convey differing psychological outlook (such as the F-Bombs in the Orc and Ogre sections.)

Both the advantage and disadvantage sections contain material based on the abovementioned works, but also material that is original to me and based on discussions in the forums. For that I'd like to throw out a general thanks to <http://sjgames.com/>.

The pregnancy rules are a mishmash of Biotech, Low Tech, Previous works on sex and discussions on the forums (this brought about the meta-traits nearly verbatim).

There are 3 Martial Arts styles, hit locations, etc are all derived from forum discussion.

There are some works by Senseibushido, and a few I don't know. The Slave Knight is based on a picture from the Guidebook to Unlawful Carnal Knowledge. Other than that, credits are given in footnotes where possible. The intention is not to distribute your work for free to avoid paying the owner for it, If you own some work in this document and don't want it freely distributed please email steelsmiter@gmail.com.

Races are primarily a Mish-mash of Fantasy, Banestorm, and DF converted.

Breast formulas

http://www.onlineconversion.com/object_volume_ellipsoid.htm

<http://en.wikipedia.org/wiki/Spheroid>