

A game of adventure and courtly romance between beautiful women
A post-apocalyptic fantasy world populated by beautiful flowers
Lipstick lesbians in the tradition of Revolutionary Girl Utena, Simoun, and The Rose of Versailles

CORE MECHANIC

Success is determined by $2d6 + \text{Stat}$ vs target number (TN) in most cases
Damage is determined by successes rolled from a d6 dice pool equal to Stat. Successes are a 5 or 6, subject to change

TARGET NUMBERS

throughout this document I tend to default toward 10 as a default TN. I think I initially started doing this assuming an average stat of 3-4 (when statgen was 1d6) plus an average/most common roll of 7 adding up to 10, but with statgen being 1d3 the average stat is 2. Add the average roll and you get 9. The odds of hitting a 10 with a stat of 2 as opposed to a 3 are about 13-14% less likely
maybe my default TN should be 9. Maybe I should keep in 10 because hard things should be hard. Maybe I need a chart of TNs based on difficulty of task

STATS

Grace: One's Agility and Dexterity, the Nimbleness of their Body.
Determines things like dodging and Aim, as well as finessed things like picking a lock or pleasing one with the hand.
Charm: One's Personal Aura of Social Grace, be it Beauty or Silver tongue.
Determines bonuses to affection, influence and the lust one can inflict on the enemy
Vigor: One's Strength and Endurance, force of blows and ability to take them
Determines damage from Melee, and ones Vitality, as well as a key part of gaining physical skills.
Resolve: One's Determination, the will to endure physical or mental strain.
Determines Checks against pain, fatigue and lust
Insight: How well one can see the world around them, from the sneaky assassin to the signs of a lie on ones lips.
Determines Attempts at being Charmed or misled, enables the finding of details.
Acuity: One's Mental Capacity and Reason, wisdom learned from life, teachers and instinct.
Determines lore checks, puzzles and boosts to gaining new skills

no detailed chargen just yet, for testing purposes roll 1d3 for each stat. Add a free +1 to any one stat to guarantee you aren't an all 1s zombie

notes: maybe combine Insight and Acuity. Intuition?
alternatively maybe roll up Resolve into Acuity as it's keeping your faculties

HIT POINTS

your HP = 2*Vigor

if your HP is reduced to 0, like it or not you are entirely at your opponents mercy. Consider your fight a loss and prepare to service them

if your HP is reduced to less than 0 you might be dead. I'd get that looked at

ARMOR SLOTS

Primary - The important stuff. If all 3 parts are absent or destroyed you are considered naked

Bust - a breastplate, bustier, or upper part of a shirt or dress

Waist - a plackart or corselet, corset, lower part of a shirt or central part of a dress

Hip - a tasset, specula, skirt or lower part of a dress, or shorts or upper part of pants

some armor may have single portions that comprise of multiple slots. You can think of these as being two slots with shared AP. When destroyed, both slots are exposed

Secondary - Less important, but it does protect you. Might be enchanted. Toying with a two slots idea, where each slot in secondary can equip multiple pieces of equipment, but some equipment may take multiple slots

Head - a hat, helmet, crown, or jewelry. Helmets are considered to obscure the face, other equipment may not. Slots: head/ear and neck

Left and Right Arms - bracers, bangles, and bracelets or rings. combined into a singular Arms slot. Slots: upper (like pauldrons) and lower (like gloves)

Shoes - whether boots or heels, may confer some kind of bonus. Might also include leggings and hosiery. Slots: Shoes, socks

notes: some slots may have room for more than one piece of equipment. Arms are a single slot but each arm is equipped separately and contribute to the total AP of the slot

EQUIPMENT

notes and ideas for now, nothing exhaustive

some armor may cover additional slots

Unarmed: DV 0, may attack twice per round, once with each hand (cannot use a free offhand with a weapon, sorry). May make two lust attacks per round, one with each hand or one hand and mouth. May make one regular attack and one lust attack per round

Dagger: Damage Value 1. Can equip one in each hand to make two attacks per round

Sword: DV 2

Great-axe: DV 4, two-handed

Dildo: DV 0, on hit inflicts Lust equal to damage

Wooden Shield: 2 AP

Silver Shield: 4 AP

Pretty Dress with Ruffles: 2 Bust AP, 2 Waist AP, 3 Hips AP
Elegant Dress and Corset: 2 Bust AP, 3 Waist AP, 2 Hips AP
Silver Plate (Armour) body: (5B/4W/4H) arms:(3L/3R)
Heavy-Armored Skirt (toying with this for now): add 2 to your armor's Hips armor points, -1 Grace. The Grace penalty is removed if Hip armor is destroyed

Earrings (Head): 1 AP

Jeweled Circlet (Head): 1 AP

Vambrace (arms): 2 AP

High Heels (Shoes): 2 AP. +1 Grace, +1 Charm. On an attack, before the attack resolves roll 1d6. On a 1 a heel breaks, negating the bonuses and further inflicting a -1 penalty to Grace until you change shoes or have them repaired. You may spend a turn kicking them off

Hosiery (Shoes): 1 AP. +1 Charm to seduction attempts. +1 to enemy heat if Hips exposed. Can be worn under most standard shoes, adding to the slot's armor

Elegant Greaves (Shoes): 3 AP. No special effects but looks nice

HONOR

we're working on it. Honor determines your social standing, will determine what knightly ranks you're eligible for, and ultimately who you're worthy of romancing

Storing notes from thread here in the meantime:

WtA uses 3 trackers for renown (Glory. Honor and Wisdom by default, different flavors of furry having different selections), if we were to run with that, what would a Valkadian Knights Renowns be for their Honor Ranking?

Valor, Mercy, Wisdom?

Beauty, Might, Love?

Things that might raise your honor

winning a duel: 1

sullyng a defeated opponent: 1 (this bonus to honor is why corruption is really a threat)

capturing an enemy knight

completing a quest

things that will lower your honor

refusing to service the victor of a formal duel

exceedingly disgraceful behavior toward those of a lower station, such as rape or murder

killing an opponent after they've surrendered (exceptions may apply)

AFFECTION

also working on it

you should track values in each direction--how you feel about someone and how they feel about you--as both may affect your romances (you the player want to pursue the duchess but your character is in love with their magical traveling partner? Drama!)

Affection may rise from successful social interactions, from consensual intercourse, and from servicing and being serviced after a duel (both parties)

your Affection for your allies may rise over time simply from spending time adventuring together

your relationship with someone is tiered. To romance an NPC, at the height of each tier she may ask of you a task or quest to prove your love. This is especially true of noblewomen, whose higher tiers of romance may be locked behind your honor

numbers and system subject to change:

0-10: Amicable

11-30: Courting (romantic sex might occur at this tier)

31-50: Passionate (romantic sex is expected to occur at this tier)

51+: Prove Your Love (didn't have a better name because it's 2 in the morning. You might get married at this tier without hassle, though higher nobility and royalty may require yet more of you)

CORRUPTION/PURITY

no math yet

Corruption will affect how close your soul is to the abyss. Purity is the pull in the other direction. Every human has a bit of corruption in them but rarely enough to damn them, that takes effort as a mechanic, corruption is supposed to be invisible to in-game characters. They aren't aware of when they gain it nor are they even necessarily aware of what might cause it

gain corruption when:

you take advantage of a defeated opponent - even if it was a practice duel between two friends who were going to do it anyway, the lust that builds in combat is demonic in origin and indulging in it raises corruption

you are taken advantage of after a defeat - still demonic lust, it's not like you don't want it coercing sex outside of a contest (big no-no)

you torture or sexy train a prisoner

you receive sexy training as a prisoner

if you are tortured to your breaking point, future tortures may raise your corruption

casting certain ritual spells may raise your corruption

use of or interaction with demonic artifacts or places with demonic taint

note: great, now I need rules for training/torture

corruption may become temporarily visible when casting a spell or in tense situations
common signs of it are a deathly palor and black sclera (the whites of the eyes)

effects of corruption:

at lower levels it may affect lust gain and augment your personality

at higher levels it may inflict lasting physical mutations or mental conditions

at the highest levels it eats at your sould, converting you into a demon

COMBAT

At the start of each round:

roll initiative

On your turn:

Check Heat. Are you over your threshold?

Take action (Attack, Magic, Parry, Grapple, Lewd, etc)

after all characters have acted:

Apply Heat/Lust gain (see below)

Initiative

at the start of each round all combatants roll 1d6 and add their Insight. Winner goes first
this represents your moment-to-moment ability to see an opening and go for it

Attacking

The attack roll is $2d6 + \text{either Grace or Vigor}$ vs defender's $1d6 + \text{Grace}$, ties go to the attacker.
Situational modifiers may apply to either. (this ensures that 1 Grace vs a 6 Grace still has a chance)

note: Whether to use Grace or Vigor is dependent on which weapon you're using. There is no choosing to use Vigor with a Grace weapon or vice versa as D&D might; consider using Grace for 1h and Vigor for 2h weapons. Alternatively Grace for most swords and Vigor for clubs, axes, and maces

variant rule, Static Defense: instead of rolling, defender adds $\text{Grace} + \text{Insight}$ or $\text{Grace} + 3$ for a static value. This can be used for those who feel it's too swingy or don't want to roll so often per round. Decide this when you start playing

On hit:

roll Damage Location (below)

optional rule: if tied, defender may choose where they got hit

note: need critical hit rule. On 6,6 of course. Guaranteed hit even if they're parrying, treat all damage dice as success? Maybe just adjust the target number for a success?

Damage Locations

roll 2d6 to determine location (notes: make a d10 or d6-nested list (1-5 hits a primary, 6 switches to secondary))

2 - Head

3 - Head

4 - Bust

5 - Waist

6 - Hips

7 - Arms

8 - Bust

9 - Waist

10 - Hips

11 - Shoes

12 - Shoes

Targeted Attack

target a specific damage location at a penalty, final value tbd

Bust, Waist, or Hips: -1

Arms: -1

Head, Shoes: -2

Damage

two options: Vigor dice pool successes + weapon damage value or (Vigor + weapon damage value) dice pool success. The former guarantees damage on a hit, the latter allows more flexible damage values

the target soaks by rolling their own Vigor pool, -1 damage per success (considering whether to nix this)

damage to an armored location reduces that location's AP by the total damage value; armor that is reduced to 0 AP is destroyed or otherwise rendered unfunctional and the location is exposed. Damage to an exposed location deals damage to HP directly. If damage destroys a piece of armor and there is some damage leftover, that extra damage is inflicted to the defender's HP

note: should resisting damage only be done for HP damage?

Holding Back

declare before you make your attack roll. Roll 1 fewer damage dice to guarantee you won't kill your opponent (subject to change)

Shields

If the defender has a shield, instead of a defense roll, they may choose to raise their shield and bear the brunt of an attack. All damage inflicted goes to the shield with no excess damage affecting other armor or HP

Parry

Reduce your lust by the gain at the start of the turn and roll a Resolve pool, each success further lowers your lust (don't know if I want this mechanic here)

On an opponent's attack, your defense roll is $2d6 + \text{Grace}$ instead of $1d6$

If hit, you choose damage location unless opponent made a targeted attack

If your Parry defense is 7 or more than your opponent's attack roll, you may riposte (make a free attack)

Grappling

yes, it's that most dreaded of all mechanics, the grappling rules. I'll do my best to keep it simple and sensical

you need at least one free hand to grapple an opponent

roll $2d6 + \text{Vigor}$ vs defender's $1d6 + \text{Vigor}$

variant defense rule: $\text{Vigor} + \text{Insight}$ or $\text{Vigor} + 3$

if you meet or beat the defense roll, you are grappling the target

notes: I have not yet decided whether to give you a free action on the round you grapple an opponent

While Grappling

Lust gain +1 for all participants in a grapple, whether attacker or defender

you may make a free Lust Attack on your turn if your opponent is still grappled. Your target location can be anywhere you can conceivably reach

While Grappled

you may not take any action except to break free or to make a special distracting Lust Attack against your grappler

Special: Distracting Lust Attack

make a Lust Attack as normal, limited to actions you could conceivably do (no going for cunnilingus if you could only go for a kiss on the lips)

if your Lust Attack succeeds:

if your opponent climax, you break free. Otherwise, your opponent rolls a Resolve pool. If your inflicted lust successes exceed their Resolve successes, they are surprised and you break free

Breaking Free

to break free of a grapple, you must overcome your attacker's strength

roll $1d6 + \text{Vigor}$ vs attacker's $2d6 + \text{Vigor}$ (variant $2 * \text{Vigor} + \text{Insight}$ or $\text{Vigor} + 6$)

meet or beat and you're free

Lust Attack

Safely making a lust attack can only be done if your opponent missed on their previous turn.

Otherwise they get a free attack on you (just an idea)

If making a lust attack with the hand, that hand must be empty. You can freely drop anything you're carrying as part of this action

Decide what kind of lewd action you're taking and its target. Make a Grace attack roll

On hit:

If target is exposed:

 If making a grope, caress or similar attack with your hand, roll Grace pool

 If kissing, licking, or sucking, roll Charm pool

 If making a rape attack with a phallus or attempting to trib, roll Vigor pool (note this may need special mechanics for difficulty and mutual pleasure)

Multiply successes (minimum 1) by value of target location:

Head (Lips)	1
Bust	2
Waist (Navel)	1
Hips (Dick or Pussy (or ass))	3

If target was unexposed, treat as though 1 success

Add to opponent's Lust. Add the base value of the target location (+1 if favorite body part) to your own Lust

 note: the vagaries of this mechanic warrant further details on how certain things work

 note: these can be used as a makeshift sex system outside of combat. For that matter, it can be used to determine how well the defeated is pleasuring the victor

Relieve Self/Erotic Display

in short, spend a turn soaking Lust and giving your opponent a boost to their Lust. Mechanics tbd

HEAT/LUST

The trace demonic taint that flows through all humans transforms the tension of battle into a desperate lust, yearning to be fulfilled

a tense situation before the start of combat, be it a formal duel or an all-out combat encounter, builds your starting lust: Factor what you can see of your opponent, others nearby, and the situation to determine your starting lust--Can you see your opponent's face? That's 1 point. Is she topless? That's another point. Are you escorting a group of rescued slaves, all naked? That's a total of 4 points

a relaxed situation, such as training or play-fighting does not build a starting lust except for the case of being endowed

being endowed, while not contributing to your per turn lust gain, still adds +1 to your starting lust in any combat, serious or not

0: at 30+ Lust you climax. If you are climaxing on your turn, make a resolve roll (TN 10) or surrender. On success, Lust drops by 5 (?) and you can act in the turn, on failure you are effectively paralyzed for the turn. You can go way above 30, sky's the limit, and the climax keeps going as long as you're above 30

1: you gain 1 Lust at the start of your turn

2: any active runes increase your Lust gain by a value

3: each of your opponent's fully exposed primary armor sections, as well as an exposed head (pretty face, see 2a) increases your own Lust gain by 1

3a: I'm thinking jewelry should grant 1 AP, but anything above that is obscured

3b: each exposed slot only counts once. If multiple characters have exposed breasts, that's still only 1. If multiple characters are completely naked, that's still only 4

4: working this one out: your character has a favorite body part, which raises Lust gain by an additional 1 if your opponent has it fully exposed. You can declare a preference for penis or vagoo for this

5: if your opponent destroys one of your primary armor sections, you gain a one time increase of Lust, value tbd (how about 4 for the Bust, 2 for the Waist, and 6 for the Hips?)

6: making a lust attack (groping or even kissing (and where)), raises your lust by value tbd and target's lust based on location (lips 1, breasts 2, genitals 3) times your relevant attribute (grace for hands, charm for kiss)

the intent is that lust will build faster for you as your opponent gets closer to naked, equalizing a duel

working out additional rules for gain based on seeing lewd acts

NAKED

has all your primary armor been destroyed? Are you completely exposed? Tradition dictates your opponent give you a chance to surrender. Of course, if you do surrender they have the right to have their way with you.

you could always fight on, but be aware your health is at risk

THE REWARDS OF VICTORY, THE DUTY OF THE DEFEATED

the intense lust of combat has been known to spiral out of control and leave lasting damage. To avoid potentially disastrous aftermaths, it is a generally accepted part of any duel that the defeated party will service the victor's lustful needs in a manner of their choosing. Refusing to

do so is considered dishonorable, and in a formal setting might lead to enforcement the duty is considered complete with the first climax, though the defeated's lust may build during the event and they may wish to continue

in a less formal setting such as a field of battle, the victor may capture the defeated for the purposes of ransom or reward. This is permissible even if they have already serviced the victor it is generally considered dishonorable to coerce a prisoner into sexual acts beyond the initial service. Nothing really stopping you though, and you might gain honor instead depending on circumstances

choosing not to sully your opponent after a duel is usually fine however if your Lust is 20 or more (tentative number), roll Resolve + 2d6 vs TN 10. If you fail you are driven to use your opponent to relieve yourself after all

SOCIAL INTERACTION

I don't want social interactions to become a dicefest all their own but we do need some amount of resolution or this spot'll be nothing but freeform RP. This is very off the cuff and based largely on the combat mechanics, I don't know how well it will translate

Sweettalking

2d6 + Charm vs 1d6 + Insight

on success, roll Grace pool. Raise your target's Affection for you by the amount of successes, minimum 1

Deception

2d6 + Charm vs 1d6 + Acuity

notes: dammit the description of Insight already allocates itself as defense for this. Acuity needs some mechanical impact. Open to suggestions

Intimidation

2d6 + Charm vs 1d6 + Resolve

if the aggressor wins, roll Charm pool. Defender suffers a penalty to their Charm equal to the aggressor's Charm successes for all interactions until the end of the scene

Staredown

2d6 + Charm vs 2d6 + Charm

loser suffers the above penalties

Dancing

Roll 2d6 + Grace vs TN 10

on success, roll Grace pool. Raise your dancing partner's Affection for you by the amount of successes, minimum 1

notes: should I lose the skill roll? Just make it a Grace pool? Leaning toward keeping it

LEVELING UP

no classes and no levels per se, but every significant enemy (not the 10 bandits you just killed but their boss) you defeat (and sully) gives you an experience point

temp stat growth mechanic: raising a stat costs 2 XP per current value of the stat. The maximum value for any stat is 6