

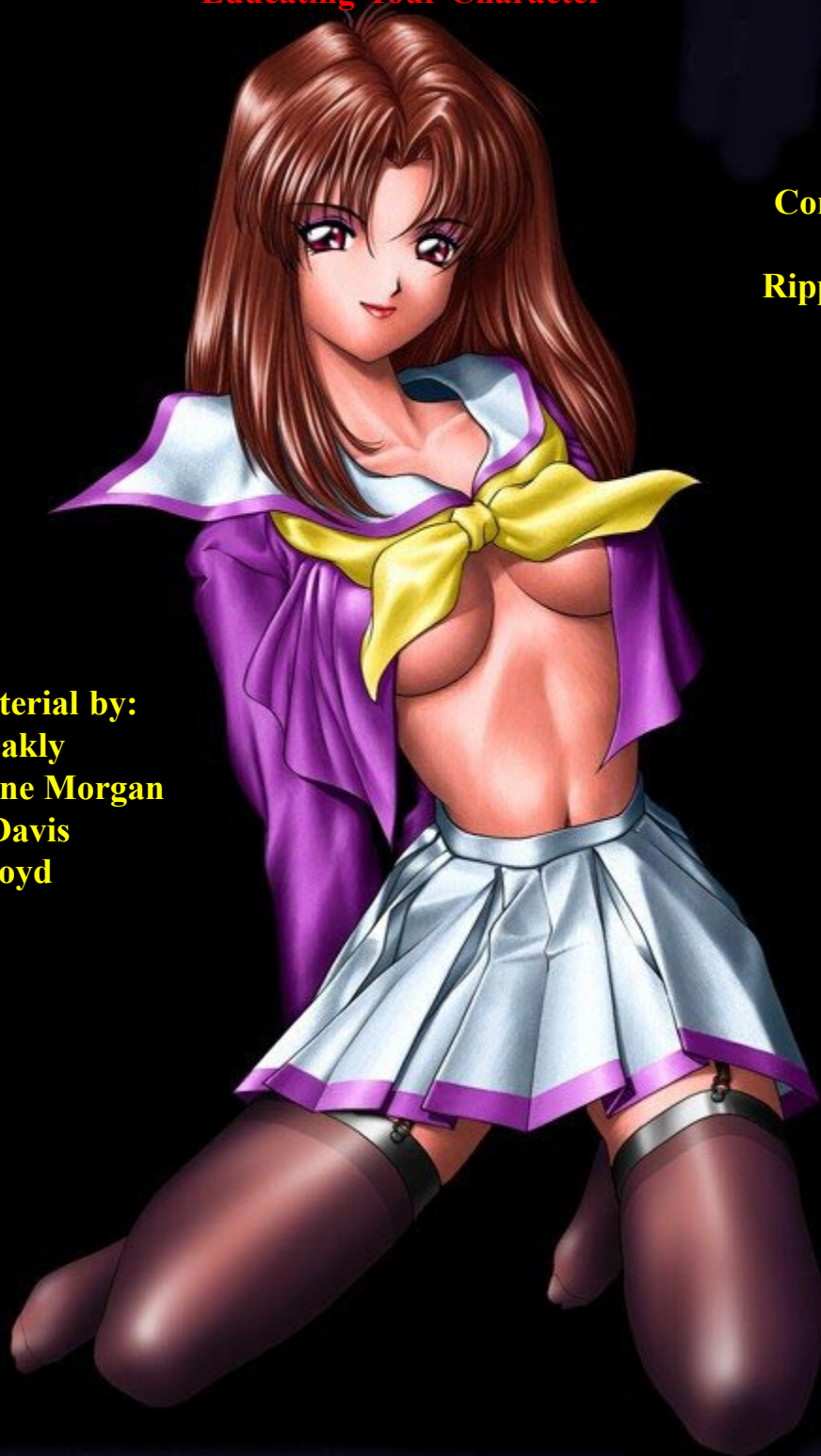
G U R P S

SEX

Educating Your Character

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by
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**For Use With GURPS from
STEVE JACKSON GAMES**

GURPS SEX

Educating Your Character

Version 0.01

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I am currently looking for more material to build this book. This is the first unfinished version. I'm leaving it up to you, the players, to finish this by sending me material that I can add.

Maybe a new Sex College; Sex Gadgets and their uses, TL, cost; Sex Drugs; Hentai Sex Battles (aka La Blue Girl)?!

With your help this book may make it over a hundred pages of quality material.

Any ideas on the next format? Original you've drawn that could be used here? Corrections? Opinions? Hate-mail?!

I hope you have fun with this.

It's pretty much just stuff I've found laying around on the web... not really anything original yet. - rippedsoul@hotmail.com



CREDITS

GURPS: Hot & Heavy by C. Lee Davis

Advantages: Appearance, Charisma, Empathy, High Pain Threshold, Lucky in Love, Voice, Descriptive Advantages, Jaded, No Sex Drive, Fit or Very Fit, Frigid, Immune to Disease, Psychic Love Wave, Trained by a Master (Erotic); **Quirks:** Descriptive Quirk, Mild Fetishes and Turn-Offs; **Disadvantages:** Compulsive Behavior (Hopeless Romantic), Compulsive Behavior (In love), Delusions, Dependents, Enemies, Lecherousness, Shyness, Wealth, Compulsive Behavior (Flirt), Hard Up, Impulsiveness, Intolerance, Obsession (person), Secret, Loner, Bisexual, Compulsive Behavior (Sex), Clumsy in Bed, Easily Aroused, Fetishist (specify), Obsession (Sex), Social Stigma, Turn-Off, Turn-On (specify), Top Heavy (women only), Erogenous Zone, Hair Trigger (women only), Kink, Poorly Endowed, Premature Ejaculation (men only), Sensitive, Uninhibited; **Skills:** Erotic Art, Bard, Cooking, Fast Talk, Massage, Savoir Faire, Body Language, Love Making, Sex Appeal, Sex Games, Fucking, Performance.; **Sidebars:** Knowing You (In the Biblical Sense), Getting Crowded, Modifiers to Maneuvers, Becoming Excited, Jobs; **Chapters:** 2 (complete), 3 (Job Table)

GURPS Sex by Tim and Christine Morgan

Advantages: Multiorgasmic, Responsive.; **Disadvantages:** Vow of Chastity (rewrite), Wedding Vows, Impotent, Premature Ejaculation (men only), Eunuch (rewrite), Phobias (Erotophobia; Homophobia, Sterile, Barren, Homosexuality, Hypersexuality); **Skills:** Kissing, Seduction, Intercourse, Erotic Art (from Advanced Sexual Techniques), Dominance, Foreplay, Undressing, Prostitute, Madame, Pimp, Stripping.; **Sidebars:** Sexual Variances, Virginity, Aphrodisiacs

Chances of Getting Pregnant (Table) by MA Lloyd

Cover Art:

Hanako-San ... Ghost in the Lavatory - Digitally Illustrated by Satoshi "Toy" Igarashi 1997/5/23

Chapter 1:

Advantages, Disadvantages, and Skills

G-Rated Advantages

Appearance 5, 15, 25 pts; B15
Looking good is essential to a proper Romance; see Descriptive Advantages below.

Charisma 5 pts/level; B19
Especially useful if you don't have any Descriptive Advantages to rely on. Buy enough Charisma and you might end up with a Psychic Luv Wave (below).

Empathy 15 pts; B20
Empathy will help you know where you stand with respect to your lover, and provides a +3 bonus to Love Making.

High Pain Threshold 10 pts; B20
Useful in Anal Sex, or if the character has the Kink (masochist).

Lucky in Love 8 pts/level
A special limitation on the Luck advantage, this makes the character lucky only while being seductive for 8pts/level.

Voice 10 pts; B23
Be sure to describe it as "husky" or "strong and reassuring" for male characters, "breathy" or "liquid" for female characters.

PG-Rated Advantages

Descriptive Advantages 3 pts/level
Each Descriptive Advantage confers a +1 Reaction with the target demographic (opposite or same sex, as defined by the player) in non-combat situations. The total reaction modifier from Descriptive Advantages and Appearance may not exceed +6 to the opposite sex and/or +2 to the same sex.

Examples: Alluring foreign accent (skill in the language itself not necessary); Hair (long, flowing, golden, fiery red, jet black); Eyes (deep, piercing, soulful, sad); Body Parts (heaving bosom, manly chest, long legs, tight butt); Demeanor (sultry, vivacious, mysterious, intense, radiant, rugged, sensitive, strong-but-silent, macho, bitchy)

Jaded 2 pts/level
Jaded is modeled on Fearlessness (p. CI25)

This Advantage is a limited form of Strong Will useable only in resisting Sex Appeal and Arousal.

No Sex Drive 10 or 15 points
Appropriate for robots, aliens, and weird supernatural creatures, this advantage means that the character has no normal sex drive. For 10 points the character character is immune to Sex Appeal, Sex Games, and Love Making (Fucking can still tire the character out). For 15 points, the reaction modifier for Beautiful and Very Beautiful characters is a maximum of +2, Descriptive Advantages have no effect, and the character is immune to all sexual skills.

R-Rated Advantages

Extra Fatigue 3 pts/level; CI24
In an R-rated or X-rated campaign, there will be a lot of Fatiguing sexual activity going on.

Fit or Very Fit 5 or 15 pts; CI25 or CI31
High levels of fitness are common in X-rated campaigns... there's a lot of Fatiguing physical activity going on! Remember, though, that the HT modifier for Fit and Very Fit does not modify HT-based skills.

Frigid (women only) 5 pts
You are unable to enjoy sex. You must make a Will roll to go through with any sexual act (roll every turn of an encounter), and even if you succeed you will remain tense and unable to climax; Frigid women cannot rise above Plateau, and no Reaction modifiers accrue. This is considered an advantage because it makes the character largely immune to sexual manipulation.

Immune to Disease 10 pts; B20
Specifically, social diseases, 'cause nobody wants a fella with a social disease.

Psychic Love Wave 25 pts
Psychic Love Wave is based on Pheromone Control (p.CI63).

Inexplicably, the opposite sex is sexually attracted to you. No matter how gross you may act & look, you never have a problem finding a partner. Ever. Anyone targeted by the Psychic Love Wave will find the character one level more attractive (add an extra +2 reaction bonus if already Very Beautiful). Targets must also roll IQ-3 or suffer from Lecherousness for the next ten minutes. Characters with this Advantage may not take Appearance as a Disadvantage.

Limitation: Always On (-5 pts.): you attract the female bus driver, the lady behind the doughnut counter, and so on. For women, constantly hit upon by priests, male relatives, bookish professors. Very inconvenient.

Responsive (1 pt/level)

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 skill at either Foreplay or Intercourse. But, your levels are subtracted from your resistance roll to any attempt to seduce you.

Trained by a Master (Erotic) 40 pts; CI31

The character has been trained in secret and advanced sexual techniques. Allows the use of cinematic Erotic Arts maneuvers. Also allows impressive bragging rights. The GM may wish to include this in the effects of the normal Trained by a Master.

X-Rated Advantages

Animal Empathy 5 pts; B19

Good advantage if your character has the Kink (Animals).

Full Coordination 50 pts/partner; CI56

Provides for multiple actions per turn, against single or partners. The character can take the limitation "Only in sexual situations," worth -30%.

Inhibited 5 points/level

The character is harder to arouse than normal. Each level of this advantage increases the character's total Inhibition by 1/3.

Multiorgasmic 1 pts/level (women) 5 pts/level (men)

You are able to climax more than once during a lovemaking session. This will make you a valued and sought-after partner. +1 on reaction rolls for women, +2 for men, once others learn of the advantage. As a drawback, some may find the knowledge intimidating and feel uncomfortable with you. You may also encounter jealousy

Naughty Tentacles 35 pts, +9 pts per reach tentacle, +15 pts per 2x

A staple of erotic anime, naughty tentacles are bought as Extra Arms with Stretching, and an extra Erogenous Zone covering the tentacles. They have a reach of 2. Remember, every limb above 2 gives +2 to an attempt to grapple or pin.

Sexual Feature (specify) Varies

This advantage gives the character some physical feature that enhances their sexual ability. Anything above two levels is highly cinematic, and three levels or more should be a racial advantage.

Big Dick 2 pts per level

The individual's penis is unusually large. Each level is a 50% increase in both length and girth; 6" in length is considered

"normal" for these purposes. One level is almost mandatory for cinematic campaigns. Each level gives +1 to the Stimulation Value of Intercourse and Anal Intercourse, and +1 to other's use of Deep Throat, Intercourse, and Anal Sex on the character. However, using Intercourse requires the character's partner manage a successful Stuffing attempt; if she fails, any failed Intercourse roll (by either partner) will result in her dropping one Arousal level, and a critical failure will also do one point of damage to her for each level of this advantage. Also, Double Play maneuvers targeting the character's penis are at +2 per level of this advantage.

This is also a good justification for a Well Endowed, Reputation, or (at extreme levels) Unnatural Feature. "Only When Aroused" is a -30% limitation.

Long Tongue 4 pts per level

The character's tongue is unusually long, giving +1 per level to Eat Pussy.

Mouth Like a Vacuum Cleaner 5 pts per level

This gives +1 per level to the Stimulation Value of Suck Cock, Suckling, and Deep Throat.

Tight Ass 3 pt per level

The character's anal passage is unusually tight. This gives +1 per level to the Stimulation Value of Anal Sex when used by the character and Anal Intercourse when used on the character, but -2 per level to Anal Sex rolls.

Tight Pussy 3 pts per level

The female analog of Big Dick, each level gives +1 Stimulation to uses of Intercourse either by the character or on her. However, any attempt at Intercourse requires a Stuffing attempt unless the man is Poorly Endowed; failure has the same effects as for Big Dick, above. This is often associated with the Youth disadvantage.

Well Endowed 1 pt/level

This represents a physical feature or features that is notable sexually attractive, typically male primary and female secondary sexual characteristics. Anything above two levels should qualify the character for an Unnatural Feature (p. CI85) as well. Each level gives a +1 bonus to Sex Appeal, to a maximum of +3.

Unusual Background (gender) Varies; typically 5 points

In some campaigns, the gender balance is highly shifted based on the sexual preferences of the GM. It is therefore useful to assign an unusual background cost to being of the same gender as the GM (or the opposite gender, if the GM is homosexual). This is based on the idea that most people are aroused by the idea of homosexual activity between members of the gender they are attracted to, and that therefore those characters will more often be the targets of attempts at sexual manipulation.

Quirks

Descriptive Quirk **-1 per quirk**
Anything not worth a measurable reaction bonus, but good to throw out during an interaction. Examples might include Luscious Red Lips, Always Wears Stiletto Heels With Fishnet Stockings, Pierced Nipple(s), Prominent Tan Lines, or Hair and Makeup Always Perfect. Shaved Pussy would be a quirk in realistic genres, while Doesn't Shave would be one in cinematic genres.

Mild Fetishes and Turn-Offs **-1 per quirk**
This disadvantages may be taken at their one-point level as quirks instead of disadvantages.

G-Rated Disadvantages

Compulsive Behavior (Hopeless Romantic) **-15 pts**
Constantly falling in love, and usually with the wrong people. Essentially a compulsive behavior. 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. 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.

Compulsive Behavior (In love) **-5, -10, or -15 pts; B32**
The value of being in love ranges from -5 to -15 points, depending on how prone your lover is to complicating your life. Unlike a Dependent, the complications a lover can cause are not limited to having to be bailed out or rescued; a character might have to resist this compulsion in order to undertake a long adventure that would take him away from his loved one. In general, resisting a request from a loved one should require a Will roll; if the character has a more sensible view of his love's well being, a Sense of Duty is more appropriate.

Delusions **-5 or -15 pts; B32**
Delusions are usually minor; among the most popular are "believes penis has a name and pursues independent motives" and "X loves me as much as I love him."

Dependents **varies; B38**
Good dependents for a romance game include children, sick/insane relatives (also possibly combined with Secret), or a beloved horse (see Equus or Catherine the Great).

Enemies **varies; B39**
Enemies for romance campaigns include jealous ex-lovers,

overprotective parents or siblings, conniving relatives, secret psychotic admirer.

Lecherousness **-15 points; B34**
Lecherous characters suffer a -5 to Will rolls when resisting Beautiful characters, and a -10 when resisting Very Beautiful ones. This penalty applies to attempts to resist Sex Appeal by those characters as well. Multiple Attractive people require a Will roll at the highest penalty among them, with an additional -1 for 5 people, -2 for 10, -3 for 20, -4 for 50, and -5 for 100 or more.

A lecherous character must attempt to seduce anyone who causes him to fail a Will roll. By default, the character must use his highest Interaction skill, even if it is inappropriate to the setting; if he wishes to try a different tactic, he must make an (unmodified) Will roll.

This disadvantage is a generalized version of Turn-on (Attractive people); see that disadvantage for more detail.

Shyness **-5, -10, or -15 pts; B37**
May attract interest from some suitors. In cinematic genres, shyness is also often associated with the Uninhibited disadvantage.

Vow of Chastity (rewrite) **-5 pts**
You have sworn a vow to refrain from sexual contact. You must always try to resist seduction. This vow may be traded for Wedding Vows (see below) if the character becomes married, with no point loss.

Wedding Vows **-5 pts**
You have sworn a vow of fidelity and faithfulness to your spouse. You are required to attempt to resist any seduction attempts. If you break this vow, you must either atone for it or acquire the disadvantage of a Reputation (Adulterer, -1 to reaction rolls, -5 points).

Wealth **B18**
Disinherited characters are often "Poor" but can buy off the disadvantage with character points.

PG-Rated Disadvantages

Barren (women only) **-5**
You are unable to conceive a child, though you have no problems with your sexuality. Depending on your culture, you will either be blamed, pitied, or envied. In modern and futuristic societies, technological alternatives will be available at a substantial cost. In a medieval society, any potential suitor aware of your condition will react to you at -2.

Compulsive Behavior (Flirt) -5 pts

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. Sex Appeal is almost mandatory.

Hard Up -10 pts

The character has limited sexual experience, and is easily manipulated through sex. Any penalties to resist Influence or Interrogation after sex are doubled (see the rules on sexual encounters and the X-rated sex rules). The character is at -4 Will to resist Sex Appeal.

Impulsiveness -10 pts; B33

Impulsiveness in a romance campaign can look a lot like Compulsive Behavior (Hopeless romantic) or Lecherousness; the Impulsive lover must make a Will roll to consider the consequences of a romantic encounter before embarking on it.

Intolerance (gender) -10 pts; B34

A misogynist or misandryst has a specialized form of intolerance. In fiction, often combined with homosexuality.

Obsession (person) -5 to -10 pts; CI93

Obsession with seducing a particular person is worth -5 pts. Obsession with making them love you may be -10 pts or more, depending on the object of the affection. Obsessed characters react at -2 to any attempt by another person to seduce them. Often combined with Delusions of the love being reciprocated.

Secret -5, -10, -20, or -30; CI79

The staple of most Romances. The GM should carefully combine all players' secrets into a complex web. Ex. 1: Waitress leads a double life, going out on the town in her only beaded dress to meet her beau, a powerful oil magnate. Her Secret, of course, is her plain-Jane waitress life. What will happen should the man of her dreams find out? Ex. 2: Secret multiple relationships. What happens if Jane finds out about Matt's relationship to Mary, who's been seeing George, who is too busy most nights with his gay lover Randy to see her? Ex. 3: Past Life: a special, complex kind of Secret, involving old (but not forgotten) flames, crimes, unpaid debts, and so on.

Secrets are also common among sexual deviants. A masochist or cross-dresser might have a -5 point Secret, while a pedophile or incestuous parent would have a -20 point Secret.

Sterile (men only) -5

You are unable to father children, either due to an illness, accident, or by surgical choice. Note that if you have had a reversible vasectomy, this disadvantage may be bought off, but there will be a sizable medical bill. Some people (Jocks, Knights, malicious women, etc.) may react to you at -1 if they find out.

Loner -5 pts; CI91

The character is not comfortable with others, and will, under normal circumstances, forego outside relationships. Loners must attempt to resist all seduction attempts.

Lover's Distraction -15 pts; CI91

The quintessential cinematic romance disadvantage

R-Rated Disadvantages**Bisexual -5 or -15 points**

Ordinarily, characters are mentally Impotent with one gender (depending on sexual orientation), and attempts by that gender to use Sex Appeal are at -10. This disadvantage removes some of those penalties, making the character more vulnerable to sexual manipulation.

Bisexual (heterosexual or homosexual): The character is not impotent with either gender, but does have a preference, which shows up as ignoring Descriptive Advantages and the higher Reaction modifiers for Appearance for the other gender. The character is normally vulnerable to Sex Appeal, Erotic Art, Love Making, Sex Games, and Fucking from both genders; there is no penalty to use of Sex Appeal on this character, but if the character is of the wrong gender he uses the lower of his Appearance-based modifiers. -5 points

True Bisexual: The character is equally attracted to both genders. Use the higher of Reaction modifiers for Appearance and Descriptive Advantages, regardless of gender. The character can use Sex Appeal, Erotic Art, Sex Games, Love Making, and Fucking on either gender without restriction. -15 points

Compulsive Behavior (Sex) -5, -10, -15 pts

Sexual compulsion is both more and less limiting than Lecherousness. On the one hand, Sexual Compulsion can be satisfied by masturbation or other solitary activity. On the other hand, Sexual Compulsion must be satisfied, and takes a lot of the character's time and energy, where the Lecherous character can go on normally if he doesn't meet anyone who attracts him.

The point value of this disadvantage depends on the time each day the character must devote to sex. This can be masturbation or actual sex with a partner, but does not include the time to find and seduce a partner. Of course, the character can try to make a Will roll to avoid the Compulsion (p. B32), trying this very often is, of course, bad role playing.

One hour a day: Requires a monthly Fatigue roll in addition to the usual job success roll, with the same consequences. -5 points

Two to six hours a day: Requires monthly Sex Appeal and Fatigue rolls, at -2, on the job table. The Sex Appeal roll represents how much time the character has to spend seeking sources of gratification, not any involvement of Sex Appeal in the actual job itself. -10 points

More than six hours a day: Cannot keep a normal steady job – most likely works in the sex industry. -2 to PR for free-lance jobs other than ones that allow the character to have sex while working. -15 points

The limitations on keeping a steady job can be overcome, of course, if the character can turn it into a sex-related job – for example, by becoming the boss' mistress.

Sexual Compulsion is often associated with either a Secret or bad Reputation.

Clumsy in Bed -1/level

The character is especially awkward when having sex. He may not spend points on Fucking, Sex Games, Love Making, Erotic Arts, or any maneuver, and default use is at an additional -1 per level (maximum -4).

Easily Aroused -2/level, max 5 levels

You are very easy to arouse and take more pleasure in sex than the average person. If the X-rated sex rules are not being used, your levels of Easily Aroused are subtracted from your Will to resist Sex Appeal, Fucking, Sex Games, and Love Making.

Eunuch (rewrite) -5 pts

You have lost some or all of your genitalia, either accidentally or through deliberate action. This can mean two different things:

Prepubescent. You were castrated before reaching puberty. Due to the lack of hormones, your voice remains high and you have sparse facial and body hair. You have no interest in sex, and any attempt to seduce you automatically fails. Others who are aware of your lack react to you at a -1. Overweight and Fat are also common traits.

Post-pubescent. You were deprived of your masculinity sometime after reaching puberty, so your voice has already changed and you have the build and body hair of any adult male. You no longer have the ability to perform sexually, although you might remain very interested in sex. Any attempt to seduce you does not automatically fail, but will prove embarrassing and unsuccessful. Others who are aware of your lack react to you at -2.

Fetishist (specify) -1 to -15 points

A fetishist has trouble becoming aroused without some unusual stimulus. This can be a body part, a piece of clothing, or a material. Almost anything can be taken as a fetish - body parts, items of clothing, circumstances, or even times of day. (Technically, this Disadvantage covers all paraphilias, not just fetishism. The paraphilias include sadomasochism, pedophilia, and bestiality.) If the character is more aroused by a stimulus but does not have trouble without it, use a Turn-on instead.

Mild: The character finds his fetish extremely attractive. Treat any character with the fetish as one level more attractive; characters who are already Very Beautiful gain an additional +2 Reaction modifier. Characters who take the fetish as a Descriptive Advantage receive an additional +2 to Reaction (in addition

to the above). Example: Mark Nyne has Fetish (redheads) at the mild level. If he encounters Kat, who is Attractive and has red hair, he will react to her as though she were Beautiful. If he runs in to Sonja, who is Attractive and has the Descriptive Advantage (fiery red hair), he will react to her as though she were Beautiful (+4), +1 for her Descriptive advantage, and +2 for her having his fetish as a Descriptive Advantage for a total modifier of +7! -1 points.

Serious: In addition to the reaction bonus, the character must have the fetish present in order to become aroused. In addition to the effects above, the character must make a Will-2 roll every minute to engage in any sexual activity (including Sex Appeal) when his fetish is not present. -5 points.

Extreme: In addition to the above, the character can get sexual gratification from the fetish directly. Any Sexual Maneuver using the fetish gets +3 to the Stimulation Value. -10 points.

Dangerous: If the fetish is physically dangerous, such as being beaten with a barbed whip or having intercourse with a dangerous animal, the Fetish is a more valuable Disadvantage. The GM should feel free to have any character with this disadvantage start the adventure having taken 1d of damage. -5 points, in addition to the degree of Fetishist.

Homosexuality N/A

This in itself is neither an advantage nor a disadvantage, but it is a lifestyle that is different from the norm in many cultures. The character prefers the sexual contact of members of his or her own gender. Depending on the culture, a homosexual may need to take a Social Stigma (minority group, -2 reaction from others but +2 from your own kind) [-10] or a Secret [-5; see GURPS Cyberpunk page 25, where it states that if a Secret is revealed you acquire new disads equal to twice the value of the Secret).]

Hypersexuality -20

Also known as Nymphomania or Satyrisis.

You cannot get enough sex. This is a stronger version of Lecherousness. A Lecherous character must try to obtain the favors of another; a nymphomaniac (female) or a satyr (male) must have some form of sexual contact daily. Sexuality overshadows all other concerns and interests, to the point where it interferes with your job and home life. This behavior can lead to dangerous risk-taking and promiscuity.

If you fail to satisfy your urges, you will become physically ill, characterized by a -1 to DX and IQ, Insomnia, and persistent headaches. You must roll vs. Will -4 to avoid indulging yourself in a sexual situation, but there is no minus for Appearance of the other person as per Lecherousness, because a hypersexual individual will not be very discriminating about his/her affections.

Most people will react to you at a -2 or more if they know about your habits, depending on your culture.

Phobias

-5, -10 pts; B35

Erotophobia: You are afraid of sex. 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. You do not discuss sex and are uncomfortable in the presence of overtly sexual people. Erotophobes are reluctant to admit that they might have sex, so they are not likely to take precautions should it occur.

Homophobia: You have an irrational fear of homosexuals. Any reference to homosexuality makes you uncomfortable, and you will resist going to any place known to be frequented by homosexuals. If you are the object of a pass, you must make an immediate Fright Check at -2 for a mild phobia and -4 for a severe one. In a modern game, this may also be combined with rupophobia, the fear of infection, and the mistaken belief that all homosexuals are carriers of AIDS. Please note that this is different from an Intolerance. You do not necessarily hate homosexuals; you fear them.



When confronted with his Turn-on, the character will behave as though he has Lecherousness. This may lead a character to make unwelcome advances or distract him at critical times.

If more than one Turn-on applies, Will rolls are made at -5. This also applies if the Turn-on is associated with more Attractive people (-5 per level of Appearance), or if the Turn-on itself is leveled (someone turned on by Fat people would be at -5 to Will rolls against a Very Fat person).

Multiple people triggering the Turn-On cause a Will roll at the highest penalty among them, with an additional -1 for 5 people, -2 for 10, -3 for 20, -4 for 50, and -5 for 100 or more.

A Turn-on encountered only once every few adventures would be worth -5 points. One encountered in every adventure, such as combat, would be worth -10. One encountered fairly often in everyday life would be worth -15 points; Lecherousness, in this sense, is equivalent to Turn-on (Attractive members of the opposite sex). -5, -10, or -15 points.

Extreme: The character cannot make Will rolls to resist Sex Appeal, sexual skills, or Arousal while his Turn-on is present. -5 points.

Turn-ons and Fetishists: Having a Turn-on does not make one a Fetishist, though the same thing may be both a Turn-on and a fetish. A Turn-on makes the character irresistibly aroused. A fetish is something a character requires to become aroused.

Example: Dr. Lestwake the podiatrist has the Turn-on (High-heeled shoes). Any time he encounters a woman wearing high-heeled shoes, he must make a Will roll or make a pass at her. If she was Attractive, he would make his Will roll at -5. If he is also a mild Fetishist (High-heeled shoes), he would find any woman wearing high-heeled shoes one level more Attractive; if he as a serious Fetishist, he would be unable to become aroused without high-heeled shoes.

Obsession (Sex)

-10 pts; CI93

A Sexually Obsessed character thinks about nothing but sex. Every action must somehow relate to having sex; it requires a Will roll to do something that doesn't somehow further that goal. For example, the character probably wouldn't take a job where there was no one who attracted him. Taking a hiking trip through the woods would, on its own merits, require a Will roll.

Social Stigma

-5, -10, or -15 points; B27

Engaging in some forms of sexual activity may qualify as a Social Stigma. Homosexuals and bisexuals have gone from a -15 point Social Stigma in the middle ages to a -5 point Social Stigma in modern times. Pedophilia, bestiality, sadomasochism, or employment in the sex industry are also potential Social Stigmas.

Turn-Off

-1 per Turn-Off

The character's morals or tastes prohibit him from some behavior.

Mild: Any attempt at Sex Appeal, Sex Games, Fucking, or Love Making where the Turn-Off is involved is at -4. -1 point

Extreme: The character becomes unable to function sexually. In addition to the above penalty, the character must make a Will-2 roll each minute to engage in sexual activity. -5 points

Turn-on (specify)

-5 to -20 points

The character is unusually aroused by something. This can be an item, a behavior, a type of person, a body part, or virtually anything you care to think of (and your GM wishes to deal with).

Top Heavy (women only) -10 or -15 points

This cinematic disadvantage represents extreme endowment, in excess of DD. Top Heavy characters are -1 to Move (with a commensurate -1 to Dodge), -1 to all Athletic skills, and -1 to all unarmed combat, melee weapon, and muscle-powered ranged weapon skills. The second level of the Top Heavy reflects a bra size above F-cup, and includes the value of an Unnatural Feature; it gives another -1 to skills (not Move). Most people will find two levels of Top Heavy grotesque, though it may attract some Fetishists.

Wearing a sports bra will offset one level of this disadvantage. If sports bras are unavailable, increase the value by -10 points.

X-Rated Disadvantages

Erogenous Zone -1 or -5 pts

This disadvantage gives the character the ability to derive orgasmic pleasure from an area of the body other than the genitals. Any location is possible, but the mouth, breasts, and rectum are the most popular. Members of the appropriate sex may be treated as Lustful if they have an appropriate Fetish; if generally known, this may lead to a positive Reputation. However, any X-rated maneuver directed at your Erogenous Zone has increased Stimulation Value, +2 for -1 point and +3 for -5 points.

Normal human males have 5 point Erogenous Zones (penis) and (anus). Women have Erogenous Zone (clitoris) for five points, and (breasts), (anus) and (vagina) for one point each.

Impotent -10 pts

You have difficulty reaching or maintaining a state of necessary arousal to have sex. There are two different causes, and you must determine which one applies:

Physical problem. You have a physical or medical condition that inhibits erection. If you wish to attempt sexual behavior, you must make a roll at HT-2 to begin and another HT roll each minute of the session.

Mental block. You have some stress-related condition that interferes with your sexual performance. This stress can either come from the encounter itself, or can come from external causes such as job stress or threat of approaching doom (something common to adventurers). In a spontaneous sexual situation, roll vs. Will. But in any stressful situation, you must roll at Will -2 to begin and again each minute to continue. The GM may assess penalties for your partner's behavior. For example, an unsympathetic, laughing woman will give you a further -4 to continue. A stressful situation is defined as any in which you are trying to impress someone, have a time limit, or other event that can cause worry and concern. If you have the disadvantage Shyness as well, you must include your penalty for Shyness as well.



Impotence may (and should!) be added to the Fright Check Effect Table as a minor physical condition, which may be bought off once the character has been able to get over the fright (GM's decision).

Hair Trigger (women only) -5 pts

You have difficulty controlling your orgasm. When you are about to engage in sex, you must roll vs. HT or Fucking. The amount by which you make your roll determines how long in minutes you will be able to last after reaching Plateau. This may be grounds for a negative Reputation.

Kink -5 points

The character can derive sexual pleasure from something not normally considered arousing. The GM is the final arbiter of what constitutes a Kink and what is normal sexual behavior in his campaign. A Kink can work in one of two ways. Treat it either as a new sexual maneuver (for example, using Whip skill in lieu of Masturbation), or as an enhancement to an existing maneuver (such as giving +3 to the Stimulation Value of any touch with rubber). An Extreme Fetish is also a Kink; do not take both.

Poorly Endowed -5 points

The character has either a small penis or small breasts, as appropriate to gender. Women will take a -2 to Sex Appeal rolls, but may attract some fetishists. Men will give their partner one less point of Stimulation when using any maneuver involving penetration.

Premature Ejaculation (men only) -5 pts

You have difficulty controlling your orgasm. When you are about to engage in sex, you must roll vs. HT or Fucking. The amount by which you make your roll determines how long in minutes you will be able to last after reaching Plateau. This may be grounds for a negative Reputation. Some people (Jocks, Knights, malicious women, etc.) may react to you at -1 if they find out.

Sensitive -5 pts

The character is generally more responsive to erotic stimulation. Any maneuver directed at an area that is not an erogenous zone (for men, the penis, scrotum, and anus; for women, the clitoris, anus, and nipples) receives +1 to the Stimulation.

Uninhibited -15 pts

A true hedonist, the character will do ANYTHING at least once. This is the sexual version of On the Edge. Once the character reaches the Excitement phase, they must make a Will roll to break off sexual activity or refuse any sexual suggestion - roll at -5 if it's something they've never done before! If the GM feels the act qualifies as a Kink, roll Will at +2 - but if you fail, you have to go along. An Uninhibited character may not have Turn-Offs.



Knowing You (In the Biblical Sense)

Both the Sex Games and Love Making skills take modifiers based on how well you know your partner. Some quantification is presented below, for those GMs who need it.

- Know all your partner's Mental Disadvantages: +1
- Know all your partner's Social Disadvantages (including Secrets!): +1
- Know all your partner's Quirks: +1

These modifiers are cumulative, so if you know all of your partner's Mental Disadvantages and Quirks, but he's still holding out about his Secret (Married), there is only a +2.

Sexual Variances

Fetishes -- A fetish is any object or stimulus that is linked to sexual arousal. Media fetishes involve some sort of substance or material (silk, leather, lace, etc.), while form fetishes involve objects and shapes (shoes, boots, stockings, etc.)

If a character is merely turned on by the presence of something, this is only a Quirk, worth 1 point ("Likes women in high heels"). But if the fetish is so strong that arousal is not possible without the object present, it becomes a 2-point disadvantage ("Cannot have sex without silk sheets"). Fetishes may also be taken as Secrets, worth only a few points due to the embar-

G-Rated Skills

Bard (Mental/Average) Defaults to IQ-5 or Performance-2

This often overlooked skill governs speaking well; it is critical for delivering stirring balcony speeches or proclamations of love.

Cooking (Mental/Easy) Defaults to IQ-4

Food is very tied up with romance. Being a good cook can make for an impressive date, especially if it isn't expected.

Kissing (Mental/Average) Defaults to HT-3 or Sex Appeal-3

This is 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! Height differences should be taken into consideration if attempting a standing kiss. If the subject is eight inches taller or shorter than you, a DX roll may be required. Kissing requires a Quick Contest of Skills. If you win, the other person has a Very Good reaction; if you fail, they will react Badly. Modifiers: -1 or more if you have a cold or bad breath; Kissing is a Social skill.

Kissing in combat: A character wishing to kiss his or her opponent (like Bugs Bunny, or Sorcha in Willow, or Arnold's character in Red Sonja) must enter close combat and treat the kiss as a Grapple with a total DX modifier of -2 for the called shot. 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.

PG-Rated Skills

Fast Talk (Mental/Average) Defaults to IQ-5 or Acting-2

Not all romance is honest, and sometimes all lovers must make excuses.

Massage (Physical/Average) Defaults to DX-5

This skill covers relaxing and pleasuring another person through touch. It can be a professional skill, but is more often practiced between lovers. Modifiers: +3 if you know your partner well; Massage is a Craft skill.

Savoir-Faire (Mental/Easy) Defaults to IQ-4

A lot of dating is culture-dependant ritual; Savoir-Faire can be used to make those rituals work for you. A successful roll can be the difference between being charming and being embarrassed; this becomes more important as Status increases.

Undressing (Physical/Easy) Defaults to DX-3

This is the ability to get out of your clothes smoothly and gracefully, and is also the ability to undress others. Modifiers: -1 to undress in the dark, -1 to undress in a hurry, -2 to remove unfamiliar or complicated garments.

rassment caused if a fetish is discovered.

The following are some other sexual variances that could be used as Quirks, Compulsions, Secrets, Social Stigmas, Odious Personal Habits, or other disadvantages. Some of them are of such a nature that most cultures consider the pursuit of them to be criminal acts.

It is strongly suggested that the GM forbid any of these that are inappropriate to the game, or offensive to the players on a personal level.

Transvestism -- the character is aroused by wearing clothes traditionally considered to belong to the opposite sex. Most often a Secret or a Social Stigma (minority) unless done for entertainment (e.g. female impersonators).

Sexual Sadism -- the character is aroused by inflicting pain on his/her partner.

Sexual Masochism -- the character is aroused by receiving pain.

Voyeurism -- the character is aroused by watching other people, either observing them nude or actually engaging in sex. Strip clubs and movie houses allow an opportunity to engage in this behavior, otherwise, it can lead to arrest.

Exhibitionism -- the character is aroused by exposing him/herself to others. This can be a criminal act (a flasher), or a source of income (a Playboy centerfold).

Bestiality -- the character is aroused by animals. Common in rural societies, or in fantasy worlds where human/animal hybrids are common (mermaids, for instance).

Gerontophilia -- the character is attracted to elderly people.

Necrophilia -- the character is aroused by corpses. This behavior is considered extremely deviant and psychotic by most cultures.

Pedophilia -- the character is attracted to children. This behavior is also considered extremely deviant and criminal in most cultures.

R-Rated Skills

Body Language (Mental/Hard) Defaults to Psychology-3 or Detect Lies-3

Useful for meaning-laden gestures and determining how your lover is feeling. Remember that uses to determine things other than the target's immediate next action are at -3 to the skill roll.

Dominance (Mental/Hard) Defaults to IQ-6, Acting -6, Interrogation -6 or Intimidation -3

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.

Note -- Characters with Sadism who are adept in this skill are likely to get carried away.

Erotic Art (Physical/Hard) Defaults to Acrobatics-5 Prerequisite: Sex Appeal 13+

Also known as Advanced Sexual Techniques, this skill covers the sophisticated techniques giving of sexual pleasure. It is not generally available to the average person, since books or instruction may be required to learn it properly. Modifiers: +3 if you know your partner well, +2 if your partner also has this skill, +1 if DX is 16 or above, +1 if you have the advantage Double-Jointed.

In the PG-13 and R rated systems, use 1/5 of Erotic Art as a penalty to a partner's skill rolls in a sexual encounter. When using the X-rated sex mechanics, add 1/5 of the character's Erotic Art skill to the Stimulation Value of all maneuvers as long as the character has position. Erotic Art is an Exotic skill.

Foreplay (Mental/Average) Defaults to Intercourse -3 or IQ-5

This is the ability to arouse and satisfy a partner without actual intercourse. It covers everything between kissing and penetration, including the varieties of oral sex. Modifiers: +3 if you know your partner well, +1 for DX of 12 or higher, +2 if DX is 16 or above. There are no bonuses for Appearance or Charisma at this point, because the partner is obviously attracted to you enough to get this far. The DX modifiers assume that a graceful person will have better control of his/her body and be able to use it more efficiently.

Virginit

Depending on the time, the culture, the character's gender, and numerous other factors, virginity can be either 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 (as in *Much Ado About Nothing*). To a teenage boy in modern-day America, virginity is often considered an embarrassment to be gotten rid of as soon as possible. In a fantasy world, a virgin may befriend unicorns (good), 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.

Virginit

When it comes to resisting a seduction attempt, a virgin may be either better or worse off, depending on the rest of the components of his/her character. A strong-willed virgin who is determined to keep his/her virginity is at a +1 to resist, while a virgin who is naive and unprepared is at a -1.

The GM might wish to rule that a virgin cannot learn certain sexual skills or even make a default roll. 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.

Default use -- the IQ default assumes that you have seen/read/heard enough about the topic to have a general idea of what to do. This may vary for characters depending on their background. A 20th century American will have a lot more available information than someone in Victorian England, for instance.

Love Making (Mental/Average) Defaults to IQ-4, Body Language-3, or Psychology-3

The skill of stimulating your lover or yourself through deep emotional bonding, or of establishing such a bond through physical intimacy. It is most concerned with who you are with, instead of what you do or how you do it. It doesn't really get much use at the X-rated level, because what it concerns is emotion rather than thought or action; Love Making is soft, tender, and ultimately aimed at a lasting relationship.

Insincere Protestations of Love: If the character does not have sincere affection for the target, the character will have to fake it. This requires the character use *Fast-Talk* as well as *Love Making* on the target if he does not have a Good or better reaction to start with. If the character loses the *Fast-Talk* contest, the target will have a Bad reaction, and *Love Making* will have no effect.

Modifiers: +1 if Sensitive, +3 for Empathy, +3 if you know your partner well. *Love Making* is a Social skill.

Madam Defaults to IQ-5 or Administration-4

This professional skill covers the management of a house of prostitution. It covers the necessary aspects of supply (both the household goods and the prostitutes), dealing with local laws, scheduling, and building clientele. Many madams are former prostitutes themselves.

Pimp (Mental/Average) Defaults to Streetwise-2, or Intimidation-3

This is the skill of recruiting, managing, and protecting a stable of prostitutes.

Prostitute (Mental/Average) Defaults to IQ-6, Streetwise-3, or Merchant-3 Prerequisite: Sex Appeal-10+, Sex Games or Fucking 10+

This is the professional skill of having sex for pay. It is common to streetwalkers and call girls, and can be quite lucrative - and dangerous.

Sex Appeal (Mental/Average) Defaults to HT-3

Sex Appeal represents flirtation and teasing. This skill cannot be used accidentally or unconsciously; according to the *GURPS Basic Set*, if the character is not willing to deliberately "vamp" someone, he neither has nor wants this skill.

Seduction (Mental/Hard)

This is the 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 IQ plus or minus Will. The subject also gets a +1 for each 5 points of disadvantages that would go against being seduced. 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. Modifiers: The seducer gets all bonuses for Appearance, Voice, and Charisma., a +1 if the seducer has the Psychology skill at 12 or better, a +2 for Psychology at 20 or better, and a +3 if the seducer has the Empathy advantage.

Wearing down resistance -- Over a period of time, a determined seducer can win even the most reluctant lover. Treat this as a +1 to the seducer's skill for each attempt (one attempt per day in which at least one hour of contact occurs) or a -1 to the subject's resistance roll. This may be

viewed in two ways, either that the seducer is learning what tactics are most effective and tailoring the seduction to fit, or that the victim is tiring of resisting.

One of the best film examples of this skill is in *Dangerous Liaisons*, in which the sly Comte pursues Michelle Pfeiffer's character relentlessly until he has overcome not only her Strong Will and good Christian piety but also her marriage vows. Of course, along the way he also falls in love with her, so this skill can be dangerous to the user as well.

Sex Games (Mental/Hard)

Defaults to IQ-4, Erotic Art-2, or Sex Appeal-2

The brain is the biggest sex organ in the body; this is the skill used to stimulate it. This can be dominance games, role-playing, erotic talk, or anything else your mind cares to conjure. A character with this skill gets a bonus of 1/8 of his skill to Will rolls for resisting Sex Appeal, Love Making, and Sex Games effects. Modifiers: +1 if Acting 12+, +2 if Acting 15+, +3 if you know your partner well. Sex Games is a Social skill.

Stripping (Physical/Average) Defaults to DX-5 or Dancing -2

This is the ability to remove your clothes sensually to music and evoke an erotic response in an audience. Modifiers: +1 if you have Double-Jointed.



Aphrodisiacs

Any substance believed to increase sexual desire or ability is an aphrodisiac. Many of these have gained the reputation by suggestive forms and shapes (rhinoceros horn, banana, oyster). Other substances, such as cantharides (commonly known as Spanish fly), have the reputation of being aphrodisiacs but are in reality dangerous or poisonous.

Alcohol, in small quantities, has been found to decrease inhibitions and subsequently increase sexual desire or activity. But alcohol in large amounts has an adverse effect on sexual ability. Users of marijuana claim that it acts as a sexual stimulant, though there is no documented proof of this. Thus far, with a few exceptions in the science of pheromone research, no true aphrodisiacs have been found. The power of an aphrodisiac is therefore purely psychological. If the user believes that it will work, it most likely will.

In a game, it is the GM's decision if true aphrodisiacs exist. The following are some examples of possible aphrodisiacs:

Jasmine Oil -- Perfume or scented oil, gives wearer a +1 on all reaction rolls by a member of the opposite sex and a +1 to Seduction or Sex Appeal. Cost: a bottle with ten applications is \$20.

Caraway Seeds -- When ground into a powder and mixed with water or wine, caraway seeds can give the user a +1 to any roll to overcome Impotence, Frigidity, or Premature Ejaculation. Cost: one dose is \$10.

Dried Ninta Berry -- This innocuous purplish-blue berry grows in temperate coastal regions. Ninta berries are sweet and juicy, and can be eaten fresh, made into jam, cobbles, and even wine. But dried ninta berries are a potent aphrodisiac, temporarily giving the user the advantage of Responsiveness at one level per berry

with a maximum of three. The effect of dried ninta berries lasts 1d6x10 minutes per berry. Cost: \$50 apiece for dried berries.

Priapus (Elixir of Lecherousness) -- From GURPS Magic, page 90. Subject suffers the disadvantage Lecherousness for 1d6 hours. Any form. \$200 in materials; 10 days. Cost: \$500/\$700.

Venus (Elixir of Desire) -- Subject becomes irresistible to members of the opposite sex. Gives a bonus of +4 to Seduction and Sex Appeal rolls. Removes all negative reaction modifiers for Appearance and Odious Personal Habits. Effect lasts for 1d6 hours. Any form. \$500 in materials; 3 weeks; -1 to skill to create. Cost: \$750/\$1000.

Eroto (Elixir of Lust) -- Subject temporarily acquires the disadvantage Hypersexuality, overriding any Shyness or other disadvantages that would normally curtail licentious behavior. Effect lasts 1d6 hours. Any form. \$400 in materials; 3 weeks; -2 to skill. Cost: \$1000/\$1500.

X-Rated Skills

Fucking (Physical/Easy)

Defaults to Erotic Art or HT-3

This skill focuses on the purely physical aspects of sex. A Fucking roll can be substituted for the HT roll to avoid Fatigue loss during sex in an X-rated campaign. In a PG-13 or R-rated campaign, its major use is to tire one's partner out. Modifiers: +3 if used on yourself, +1 if HT 12 or higher, +2 if HT 16 or higher, +1 if Fit, +2 if Very Fit; Fucking is an Athletic skill.

Intercourse (Mental/Average)

Defaults to Foreplay -3 or IQ-5

This is the ability to satisfy a partner and yourself in the complete act of sexual intercourse. It includes knowledge of basic sexual positions and techniques. Modifiers are the same as for Foreplay: +3 if you know your partner well, +1 for DX of 12 or higher, +2 if DX is 16 or above.

If you wish to prolong the experience, the GM may require a roll of HT + Strong Will in addition to a skill roll. The explanation of the default use is the same as for Foreplay.

Performance (Erotic) (Mental/Average)

Replaced with the Sex Show maneuver.



Chapter 2: The Mechanics of Sex

Erotic Maneuvers

Erotic maneuvers are intended for use only in an X-rated campaign; they have no meaning without the X-rated sex rules.

Realistic Maneuvers

Anal Sex (Hard) defaults to Erotic Art+3, Fucking, Sex Games, HT-3, or IQ-4

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 Big Dick or Tight Ass involved. If this roll fails, or is not made (it does require an action), any failed sexual maneuver will cause you to drop an Arousal Level, and a critical failure will cause you to take 1 point of damage (+1 per level of Big Dick or Tight Ass).

Once penetration has been achieved, stimulation uses (most commonly) Rear Entry, "Female" Superior, Male Superior, Riding her Man, or Reverse Lap Dance. In gay situations, the "female" is the person being penetrated. Stimulation is reduced by two for women, due to the absence of a prostate, and increased by one for the man performing the penetration due to the tightness of the anal passage.

Modifiers: +2 for High Pain Threshold, +1 if Will 12+. In realistic campaigns, -2 to -4 for skimping on lubricant.

Eat Pussy (Average) defaults to Erotic Art+1, Fucking+1, Licking-3, Love Making-4, Sex Games-2, HT-2, or IQ-6

Oral sex as it applies to the female genitals. Modifiers: +1 if Breath Control 12+, +1 if she shaves her pussy, +2 for beard or stubble (depends on recipient). Stimulation Value: 6(3)

Face Fuck (Average) defaults to Erotic Art+1, Fucking, Love Making-1, Sex Games+1, IQ-4, or HT-2

This maneuver is used by a man to pleasure himself using a his partner's mouth; as such, it is the complement to Suck Cock 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. Stimulation Value: 5(2)

Getting Crowded

The area between a character's legs can get crowded very quickly in an x-rated situation. It is not normally possible for more than one maneuver to be performed on any of the following areas: penis, anus, clitoris, vagina, or scrotum. Each additional maneuver attempted adds a cumulative -4 to all maneuvers, in addition to any penalties for Double Plays.

Each level of Big Dick allows one additional maneuver be attempted, as does Gigantism or a level of Growth. If everyone performing the maneuvers has Shrinking, add one potential maneuver for each level possessed by the largest character.

Modifiers to Maneuvers

- In a Contest of Position: -2
- Fatigue 3 or less: -4
- Never used this maneuver before: -2 for this encounter
- Performance anxiety: up to -4
- Performing maneuver on yourself: +3
- Coaching from your partner: +2
- Coaching your partner: -1

Becoming Excited

If a character is seduced through Sex Appeal or due to Lecherousness or a Turn-On, he will already be Excited. Otherwise, it is necessary to excite him.

A person's appearance may be enough to excite someone. If circumstances are titillating, make a Reaction roll; a Very Good reaction will result in the character becoming Excited. Modifiers for Appearance, Charisma, and Voice are applicable (double penalties for Appearance), as are any other Advantages or Disadvantages the GM deems applicable. At this stage, a Turn-Off will automatically negate Excitement, and each level of Jaded gives -1. Nudity may range from +0 (nudity is an everyday experience) to +4 or more; in modern settings, topless women get a +1 and nudity gives a +3.

A character can fantasize himself to Excitement with a successful Sex Games+3 or IQ-1 roll. Apply bonuses for his partner's Appearance.

Erotic maneuvers can be used to Excite a target. Conduct a usual contest of Sex Appeal (or HT-3) vs. Will, with the Stimulation of the maneuver being a penalty to Will that turn. Regardless, if the target passes through his Arousal threshold and does not resist, he will become Excited. The target may choose not to resist (unless he has an applicable Turn-Off), in which case a simple Sex Appeal roll is all that is necessary.

Female Superior (Average)

defaults to Erotic Art+1, Fucking+1, Love Making+1, Sex Games, IQ-4, or HT-2

This is sexual intercourse with the man on his back and the woman astride his hips facing him. 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 Pussy or Big Dick.

Go Slow (Hard)

defaults to Erotic Art-2 or Sex Games

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)

defaults to other maneuver-4

This maneuver presses the man's pelvic bone against the clitoris, imparting extra stimulation on the woman. Modifiers: +1 for DX of 12 or higher, +2 if DX is 16 or above. Stimulation Value: +2 to the maneuver for the woman.

Lap Dance (Average)

defaults to Erotic Art-5, Fucking-5, Love Making-3, Sex Games-4, IQ-7, or HT-8

This maneuver covers sexual intercourse with the partners seated and facing one another. It gives +2 to the Go Slow maneuver or Will rolls to resist Arousal, without sacrificing Stimulation. It can be combined with the Grid or Pile Driver. Stimulation Value: 5(2) on one partner, 3(1) on the other. +1 per level of Tight Pussy or Big Dick.

Licking (Hard)

defaults to Erotic Art-2, Kissing+1, Love Making-1, Sex Games-2, IQ-5, or HT-2

This is the ability to use one's mouth to pleasure one's partner. Modifiers: +1 if HT 10+, +2 if HT 12+. Stimulation Value: 3(1)

Male Superior (Average)

defaults to Erotic Art+1, Fucking+1, Love Making+1, Sex Games, IQ-3, or HT-2

This is sexual intercourse with the woman on her back and the man on top, what most people consider "conventional" sex. 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 Pussy or Big Dick.

Masturbation (specialize by gender) (Average)

**defaults to Erotic Art-2, Fucking-2,
Love Making, Sex Games-2,
Touching-2, IQ-4, or HT-5**

This is the ability to arouse a someone manually, that is, using the hands. Characters with Yin-Yang Healing 12+ get a +1 to this skill. Stimulation Value: 5(3)

Rear Entry (Average)

**defaults to Erotic Art-2, Fucking-2,
Love Making-2, Mal Superior-3,
Sex Games-3, IQ-3, or HT-2**

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. Stimulation Value: 5(2) on one partner, 3(1) on the other; the woman gets +1 Stimulation. +1 per level of Tight Pussy or Big Dick.

Reverse Lap Dance (Average)

**defaults to Erotic Art-5, Fucking-5,
Love Making-3, Sex games-4,
IQ-7, or HT-8**

This is like the Lap Dance maneuver, but with the woman facing away from the man. It can be combined with the Pile Driver maneuver, but not the Grind, and gives the same +2 to Will and Go Slow as Lap Dance. Stimulation Value: 5(2) on one partner, 3(1) on the other. +1 for the woman. +1 per level of Tight Pussy or Big Dick.

Riding Her Man (Average)

**defaults to Erotic Art-2,
Female Superior-3, Fucking-2,
Love Making-2, Sex Games-3,
IQ-6, or HT-5**

This is a female superior position, but with the woman's back to the man to allow greater stimulation of her G-spot. 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; the woman gets +1 Stimulation. +1 per level of Tight Pussy or Big Dick.

Sex Show (Average)

**defaults Acting-2, Erotic Art-5,
Fucking-5, Performance,
Sex Appeal-2, IQ-10, or HT-8**

This is the ability to arouse someone through actual or suggested sexual acts. It includes erotic dance and performing sex acts for an audience. Use of the skill is a Contest of Skills against the audience's Will; anyone who can see the performance may be affected, but the skill takes range penalties (p. B201) for large audiences. Each turn of the Contest takes 1 minute, just like any other maneuver. If the performer wins, the audience member is

Aroused; if he fails, the audience drops an Arousal level. Optionally, the performer may focus on a single member of the audience; this gives +4 to his skill roll for the duration of the contest with that individual, but costs him a point of fatigue. Modifiers: Charisma and Appearance modifiers apply; double penalties for low Appearance.

Stuffing (Average)

defaults to Erotic Art, Fucking, HT-3, or ST

This is a woman's ability to adjust her vagina to accommodate unusually large objects. Using Stuffing does require a turn's action, but success allows the woman to ignore the painful effects of the Big Dick or Tight Pussy features or Fisting. Modifiers: -2 per level of Big Dick or Tight Pussy after the first. +2 if he's Poorly Endowed. -2 for Dwarfism, +2 for Gigantism. +6 per level of Growth, -6 per level of Shrinking.

ST here is used as an abstraction of size, not actual physical strength.

Stripping (Average)

defaults to Erotic Art-8, Dancing-2, Sex Show, Sex Games-6

Prerequisite: Dancing; cannot exceed prerequisite

This is the skill of taking off your clothes for erotic effect. This is conducted as a Contest of Skill vs. Will; success brings the target to the Arousal phase, while failure drops the target an Arousal level. The stripper normally targets one individual, giving him a -2 penalty on his Will rolls; alternately, the stripper can just strip, getting +4 on the HT or Fucking roll to resist Fatigue.

Suck Cock (Average)

defaults to Erotic Art+1, Fucking+1, Licking-3, Love Making-4, Sex Games-2, IQ-6, or HT-2

The art of the blow job, or oral sex as it applies to the male sex organ. Modifiers: +1 if Breath Control 12+. Stimulation Value: 5(3).

Suckling (Average)

defaults to Erotic Art-2, Fucking-2, Kissing-1, Love Making-1, IQ-5, or HT-5

This is the art of pleasuring a woman by suckling her breasts. Modifiers: +1 if HT 10+, +2 if HT 12+. Stimulation Value: 4(2).

Talk Dirty (Average)

defaults to Bard, Erotic Art-5, Language-2, Sex Games-2, or IQ-8

Language can be a powerfully erotic tool; this maneuver uses that power to arouse one's partner. Modifiers: +2 for Voice. Stimulation Value: adds 1 to the stimulation the character took this turn; if he takes none from other sources, there is none.

Tit Fucking (Average)**defaults to Erotic Art-1, Fucking-1, Sex Games-2, IQ-6, or HT-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 (Touching should be used on the woman). Stimulation Value: 4(2).

Touching (Hard) defaults to Erotic Art-2, Love Making, Sex Games, or IQ-4

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 Yin-Yang Healing 12+. Stimulation Value: 2(1).

Undressing (Average)**defaults to Acrobatics-2, Stripping, or DX-2**

This is the ability to get out of your clothes smoothly and gracefully, and is also the ability to undress others. Ordinarily, getting undressed takes one turn; an Undressing roll reduces this to effectively no time. Modifiers: -1 to undress in the dark, -1 to undress in a hurry, -2 to remove unfamiliar or complicated garments.

Cinematic Maneuvers**Deep Throat (Hard)****defaults to Love Making, Fucking, Sex Games-2, Suck Cock-5, or Erotic Arts**

Prerequisites: Suck Cock 12+, and one of Love Making 12+, Sex Games 12+, or ½ point in Erotic Art; cannot exceed Suck Cock

Advanced oral techniques applied to the male member, especially the suppression of the gag reflex. A failed roll costs the character 1d Fatigue due to choking. Modifiers: -2 per level of Big Dick. Stimulation Value: 6, +1 per level of applicable Sexual Features.

Double Play (specialty) (Hard)**defaults lower of two maneuvers-4**

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

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

■ *L ick Cock*: Simultaneous oral and manual attention to a man's genitals. Defaults to the lower of Suck Cock-4 and Masturbation (male)-4; requires Suck Cock 12+ and Masturbation (male) 10+. Stimulation Value: 11

■ *Fingers & Tongue*: Simultaneous oral stimulation of a woman's genitals. Defaults to the lower of Eat Pussy-4 and Masturbation (female)-4; requires Eat Pussy 12+ and Masturbation (female) 10+. Stimulation Value: 11

Fisting (Average)**defaults to Masturbation (Female)-4, Love Making, Fucking-3, or Sex Games-2**

Prerequisite: Love Making 12+, Fucking 12+, Sex Games 12+, or ½ point in Erotic Art

This is an extreme version of Masturbation (Female), involving penetrating a woman with an entire hand. It cannot be used on yourself unless you have one of Double Jointed, Flexible, or Extremely Flexible. If the recipient is not able to accommodate the entire hand (see Stuffing), she may be hurt; on a failed Fisting roll, she will drop an Arousal level, and on a failed roll, she will also take 2 points of damage. Stimulation Value: 6.

Karezza (Average)**defaults to Erotic Art**

Prerequisite: ½ point in Erotic Art

This maneuver, 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 maneuver to put them instead back at Plateau. Men will experience full orgasmic pleasure, but will not actually ejaculate. Karezza can be used on yourself.

Multiple Partners (Hard)**defaults to lowest maneuver used-4**

Must specialize; cannot exceed lowest maneuver used

This is the rather gymnastic ability to engage two or more partners at once. The character must select how this is done at the time the maneuver is purchased; some examples include:

- Suck Cock and Intercourse
- Intercourse and Anal Sex (double penetration)
- Eat Pussy and Intercourse
- Anal Sex, Intercourse, and Suck Cock

The Stimulation Value will be as appropriate for the component maneuvers, but the success roll is the Multiple Partners maneuver.

Pile Driver (Average)**defaults to other maneuver-5**

Going on the cinematic assumption that harder is better, this maneuver sees the man driving into the woman with brutal force. It can be combined with any maneuver involving male penetration (male superior, female superior, anal sex, 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 maneuver. Modifiers: +1 if ST 12+, +2 if ST 16+. Stimulation value: +2 to base maneuver.

Snapper (Hard)

defaults to Fucking-5 or Erotic Art

Prerequisite: Fucking 12+ or

½ point in Erotic Art

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. It may be combined with Intercourse in a Double Play, or attempted on its own. Stimulation Value: 7, plus modifiers for Big Dick and Tight Pussy.

Risque Action

One Night Stands

Within the context of a single adventure, characters may have brief romantic contacts with one another. Sometimes, these are simply for the characters' mutual enjoyment; this can be simply role-played without mechanics involved. Sometimes, however, the results of the liaison can be important to the adventure. In those cases, these rules are called for.

The Date

Need to add effects of Savoir-Faire (Streetwise for low Status characters). Should be the governing skill.

Carousing: Carousing can be used for partying, having a good time, and general recreation. A successful Carousing roll gives +2 to general reaction; a failed roll gives a -2.

Status: Normally, there is some expense involved in a date. This is based on the Status of the person paying; 10% of the monthly cost of living is usual. If the character spends less or more, modify his Status for purposes of Reaction rolls accordingly. Characters with the Extravagance disadvantage will always spend as if at least one level of Status higher than they actually are.

Other Skills: If the GM (or the character's player, if a PC) feels that the character might be impressed by some other skill, it can be treated as Carousing - giving a +2 bonus to Reaction if successful, a -2 penalty if failed. If the character does not have a net reaction penalty (i.e. total bonuses and penalties to Reaction are +0 or better), a critical success on any skill used to impress someone will always net a +2 Reaction.

Seduction

Seduction is a form of a request for aid (p. B204-205). A Very Good reaction is required to get most people into a sexual situation. Impulsive or Uninhibited characters, or those with Compulsive Behavior (Sex), will give in on a Good reaction. If the target is for some reason Impotent (due to that

disadvantage, a serious Fetish, or sexual orientation), an Excellent reaction is required. Jaded modifies Will rolls to resist seduction.

The Turn-On, Lecherousness, Obsession (Sex), and Compulsive Behavior (In love) make a character easier to seduce. If the target fails his Will roll to resist any of these disadvantages, the seduction automatically succeeds. Otherwise, the penalties to Will rolls to resist the disadvantage are also applied to the target's Will rolls to resist seduction.

Other modifiers: An applicable Inhibition gives -2 Reaction, as does the appearance of one of the seducer's Kinks.

A successful Seduction does not automatically mean the characters will end up having sex! Depending on the culture, it may mean much less or much more; a seduction in GURPS Arabian Nights might win a suitor a glimpse of a woman's face, for example, or success in a GURPS Steampunk setting might gain a few moments alone together to walk in the garden. Each additional successful seduction should win the character greater intimacy, until an attempt fails or the character has achieved his desire. The GM should set the standards, based on the cultural context of the campaign; individual characters should then be tailored using advantages and disadvantages.

Sexual Encounters

Note: In an X-rated campaign, use the x-rated rules instead of this section.

An Encounter is a Quick Contest of Skills in a PG-13 campaign, or a Contest of Skills in an R-rated campaign (the extra time involved adds to the titillation). In an R-rated encounter, if the character wins he should make a final skill roll to determine his margin of success; this is at -1 per turn the encounter took after the first, and +2 if the target is Multiorgasmic. (This doesn't reflect any particular real-world mechanic, but gives a lower margin of success if the target is more resistant.) PG-13 or R rated Encounters take a minimum of 5 minutes per turn.

There may be more than one Encounter contest going on at one time, with both partners trying to use a skill on the other; resolution is simultaneous.

Fucking: The use of Fucking is a purely physical act. Roll an Encounter using Fucking vs. Fucking or HT-3. The loser loses Fatigue equal to the winner's margin of success.

Sex Games: Sex Games is most commonly used as an adjunct to other Influence skills, usually Diplomacy, Fast-Talk, or Interrogation. Conduct a Contest of Sex Games vs. Will (remember that Sex Games gives +1/8 to Will rolls in this situation). If the character wins, the margin of success is applied as a penalty to resist an immediate use of one of the other Influence skills. In an X-rated campaign, the Influence contest must take place while

the target is still in the resolution phase. Each round of the Contest of Skills takes 1 minute.

Love Making: Love making is used to modify general Reaction (p. B204-205). Roll a encounter with Love Making vs. Will (remember to add in the Sex Games-based Will bonus). If the character wins, re-roll general Reaction with a bonus equal to the margin of success; unless the character critically failed, this will not result in a worse Reaction.

Explicit Action

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 Maneuver 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. If the other party does not want to give up position, this is a normal Influence attempt (oppose Judo or Wrestling with DX, Judo, or Wrestling); 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 Maneuvers. Because of this, Position is determined before sexual activity.

Sexual Activity

Every minute, a character may perform an Erotic Maneuver. Each maneuver is rated for its Stimulation. Make a roll for the maneuver; if successful, the level of Stimulation is added to the total for the target character (which may be the character performing the maneuver). On a critical success, the Stimulation is doubled. On a critical failure, the target drops one Arousal Level.

Some maneuvers have a second Stimulation Value listed in parenthesis. Even if the maneuver fails, as long as it was not a critical failure, that stimulation value is applied. Even when done "wrong," sex feels good!

Fatigue

Sex is intense physical activity; it can tire you out. Every minute that you perform any sexual activity, make a HT or Fucking roll; if you fail, you lose a point of Fatigue. Also, any time a character enters the Resolution level of

arousal (experiencing orgasm) he loses a point of Fatigue.

Extra Effort

Extra Effort costs a point of Fatigue, whether it works or not, except on a critical success (where it costs nothing). Make a Fucking 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 maneuver.

Laying Back

The character with Position can lay back, taking a -4 to any sexual maneuvers in exchange for a +4 to the HT or Fucking roll to resist Fatigue loss. 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. For men, this is equal to 20-HT; for women, it is 25-HT. Subtract any levels of Easily Aroused or Youth from Inhibition, and add levels of Jaded.

When a character receives Stimulation, it is subtracted from Inhibition. When Inhibition reaches zero, the character's Arousal Level may be increased. He has the option to make a Will roll to resist this; on a successful Will roll, he remains at the current level of Arousal. A character will always attempt the Will roll if:

- One of his Inhibition Quirks came up since the last time he rolled to become more aroused
- The character has any level of Shyness.

The will roll cannot be attempted if the character has an applicable Serious Turn-on.

If the Will roll is waved or failed, the character goes up an Arousal Level. If it succeeds, he remains at the current Arousal Level, but subsequent rolls will be at a cumulative -2.

After making the Will roll (successful or not), give the character additional Inhibition; 20-HT for men, 25-HT for women, plus the amount of Fatigue the character has spent.

As long as one continues to be involved in sex, either stimulating others or being stimulated, one's Arousal Level can only go up (barring a Critical Failure of stimulation).

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.

2. Arousal Phase

From this point on, any attempt to break off sexual activity will require a Will roll. This is the result of a successful Sex Show or Stripping contest.

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. Characters with Shyness or Inhibition use their usual penalties to Will rolls as a bonus on this roll.

4. Orgasmic phase

Orgasm is immanent. The clitoris is withdrawn and the vagina contracts. The penis increases slightly in circumference. Any attempt to break off sexual activity requires a Will roll at -4; every turn at the Orgasmic phase costs the character a point of Fatigue. The character actually experiences orgasm when he leaves the Orgasmic phase.

Multiorgasmic: 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. A Will roll can override this and move to Resolution instead.

5. Resolution phase

The period immediately following orgasm. Afterglow lasts Age/2 minutes after orgasm (modify for shorter or longer life spans). 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; make one skill roll per minute (Influence attempts are a Contest of Skill; see p. B93ff). Alternately, the character may make a Love Making roll; if successful, re-roll general Reaction with the number of turns the target was in the Orgasmic phase as a bonus; the result cannot get worse.

Chapter 2: Tables

Prostitutes

Streetwalkers put themselves on display in public; for game purposes, the same job entry can be used for girls who work bars or out of cars. They spend a good bit of time doing their own marketing. Typically, they charge \$30-\$50 per fuck.

"*Hens*" work in brothels, topless clubs, "massage parlors," or other establishments where someone else handles bringing in the clients and arranging the business end of sex. Rates run from \$100-\$150 per hour.

Call Girls work by appointment, coming to the client. They charge \$200-\$250 per hour.

Pimps

Pimps usually have a "stable" of 1-6 prostitutes; more than 10 moves the job up to the next Wealth class.

Porn Stars

Porn stars are generally paid by the scene, between \$350 and \$1,000 per scene, plus a bonus for appearing on the video's box cover. Most of the time, they work as magazine models or exotic dancers, the income for which is included in this figure. A Porn "star" with Average income would reflect a less well-known player. Unknowns would be Struggling.

Job Table

This job table applies to sex workers in modern America. Income and consequences of critical failure will need to be adjusted for other times, or if used in an area where prostitution is legal.

Job (Prerequisites); Income	Success Roll	Critical Failure
Struggling Jobs		
Streetwalker** (Prostitute 10+, Sex Appeal 10+), \$75 x PR	PR	-1i, 3d/-1i, arrested
Average Jobs		
Call Girl (Appearance: Attractive+; Fucking or Sex Games 12+, Prostitute 12+, Savoir-Faire 10+); \$210 x PR	PR	-1i / -1i, arrested
Exotic Dancer* (Dancing 12+, Stripping 12+); \$1,500	PR	-1i/-2i, LJ
"Hen" (Fucking or Sex Games 12+, Sex Appeal 12+, +1 or better Reaction modifier); \$1,400	PR	-1i, arrested/ -2i, LJ
Comfortable Jobs		
Madam (Madam 12+, Savoir-Faire 10+); \$2,000	Madam	-1i/-1i, LJ, arrested
Porn Star* (Dancing 12+, Performance 12+, Sex Appeal 12+); \$2,100	PR -1i / -2i, LJ	
* indicates a freelance job		
** indicates a job that may be freelance, or the character may work for a manager of some sort.		

Chances of Getting Pregnant

Roll monthly (say with other housekeeping like collecting time use sheets). Base chance of becoming pregnant is 6 or less, 3 is critical success.

Modifiers:

16-25 age group	+1	
35+ age group	-1	
Good health	+1	(HT12+, or HT10+ and good diet)
Poor health	-1	(HT8 - , or suffering an infectious illness that month)
Nursing	-2	
Sex activity that month confined to:		
<i>a single week</i>	-2	(assumed to be random, use +0 instead if you know ovulation happens then, e.g. ignoring a rhythm method abstinence requirement)
<i>two weeks</i>	-1	
Using contraceptive method		
<i>rhythm</i>	-3	(requires abstinence one specific week in 4)
<i>pill</i>	-4	(typical adherence to schedule)
<i>simple barrier</i>	-5	(condoms and diaphragms, critical success still bypasses)

Reliable contraceptive (implant, IUD or careful adherence to oral schedule) requires a verified critical success (roll again on a 3, with no modifier for contraceptive method). Abstinence always works barring the activities of a god with deviant sexual practices.



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