

Randy Encounters

Randy Encounters Erotic RPG, v1.6, October 2020.

An erotic roleplaying game (E-RPG) of secret trysts during a group gathering. Randy Encounters is designed to emulate the silly and taboo sex scenarios of porn movies, hentai manga and Japanese adult videos, where the characters engage in incredibly lewd romps in all kinds of improbable places, sometimes with weird special abilities like timestops and invisibility. Because these encounters are usually secretive and 1-on-1, this game is best played as a Play by Post game or with 1 GM and 1 player at a time.

Objective: Romance and/or have sex with partners to score points; avoid being exposed and getting in trouble.

Kink Tags: Secret Sex, Romance, Cheating, Impregnation, MILF/DILF, Dubcon, Noncon, Ageplay, Lolicon, Shotacon, Incest, Age Difference +lots of others.

Default Setting

Randy Encounters can be played in any modern-world setting, such as a house, hospital or school, but the default scenario takes place in Uncle Charlie's mansion with the following conditions:

You and several dozen other people have been invited to a 3-day "celebration of life" weekend at your dying Uncle Charlie's mansion just before the Old Barnacle finally kicks off. This would be the perfect opportunity to hook up with sexy friends & strangers, but since Uncle Charlie is filthy rich and something of a Puritanical hard-ass with a stick up his butt, you'll have to be on your best behaviour if you want to see a slice of that delicious billionaire pie. Meanwhile, you've had your eye on a couple of people (or maybe just 1 person) and will have to work hard to consummate your lusts with them without causing a scandal and getting kicked out! But if you find the right partner and end up married, maybe Uncle Charlie will give you a billion dollars as your wedding gift! But secretly Uncle Charlie is actually a massive pervert, and is recording all the liaisons on his property for his personal archives. If you show your superior sex skills and creativity with kinks he'll also eventually reward you!

You can generate a quick PC or NPC by visiting this URL:
<https://perchance.org/randyyencounters2>

Attributes

Charm, Looks, Cleverness and Control are rated 1 to 10. Roll 2d6-1 in order, treating a result of 11 as a 6.

Secondary Attributes

- **CHARM** – seduction ability, romancing, flirting, skill with sex, ability to attract someone else, skill at making your partner orgasm and enjoy sex as well as personal charisma and sheer animal magnetism.
- **LOOKS** – physical beauty and assets, whether large tits, a big dick, muscular body, firm ass, pretty face, nice curved hips, thin waist, etc. Determines point score for having sex and difficulty of seducing others. For detailed trait tables, see random tables in the appendix.
- **CLEVERNESS** – the ability to resist charm, to sneak around without getting caught, general cleverness and knowing how to have sex quietly. Also used to discover other people sneaking around, and to cock-block rivals and expose their trysts.



- **CONTROL** – libido and your control over it; horniness, lust, self-control over your primal urges, resistance to unwanted advances by others, propriety & discipline over others, how much you want or need sex or romance at the moment. Can fluctuate randomly in each Time Period.

Secondary Attributes

- **LEWDNESS** – how innocent or perverted a person is. Lewdness increases with experience but can drop as a result of exposure, shaming, guilt or other events and emotions. Less lewd people are harder to seduce and do kinky things with, while very lewd people are easier lays and more willing to try perverted kinks.
- **SCORE** – total accumulated points from romance and various sex acts. Your score increases for each sex act (and kinkier sex gets more points), but it drops if you get caught or get in trouble. The character with the highest Score after a set game time period ends (usually a week or 3-day weekend) wins the game. Trouble is simply the Score subtracted from your Score Total.
- **TYPES** – three 'types' of people you find incredibly attractive. They get a bonus to seducing you but you get extra score points for seducing them. See the Types Table for full list. Also pick a Type for PC, or describe it clearly so that a match can be made.
- **KINKS** – three sexual acts/Kinks that you find particularly arousing and stimulating, plus 3 Kinks for your PC (these may be different). See the Kinks Table on page 8 for a full list.
- **AGE** – Roll 1d20+17 or pick any age.
- **PROFESSION** – pick one or roll on the random professions table in the appendix.
- **OTHER TRAITS** – pick or roll on the Traits tables on page 7, or use the traits generated by the random generator.

Rules

To perform actions, roll a 10-sided die (1d10) plus two of your attributes. Total up the numbers to get a Total Result. Compare to an opponent's Total Result to determine how well you did.

$$\text{Total} = \text{Attribute} + \text{Attribute} + 1d10 + \text{modifiers}$$

If attempting a task with no opposition, the roll must simply hit a static target number as presented below:

STATIC SUCCESS TABLE	
Result	Satisfaction Effect
6 or less	Disaster! Terrible result with awful consequences.
7-12	Failure. A poor result.
13-20	Success. A good result.
21+	Brilliant Success! A fantastic result with bonuses.

When rolling against another person, take your Total and subtract your opponent's Total, then consult the chart below.

OPPOSED SUCCESS TABLE	
Remainder	Effect
6 or higher	Brilliant success
0 to 5	Success
-1 to -5	Failure
-6 or lower	Disaster!

Example: Evan (Charm 6, Looks 6) is trying to seduce Maria (Looks 6, Control 4). He rolls a d10 and gets 3. His Total for The Chase stage is: 6+6+3=15. Maria rolls a 7 on her d10 and gets: 7+6+4=17. This is an opposed test so Evan takes his 15 and subtracts Maria's 17 for a Remainder of -2. Evan gets shot down with a Failure.

RULES SUMMARY	
Test	Mechanics
First Impressions	Charm+Looks v Looks+Control
The Chase - Nice	Charm+Looks v Looks+Control
The Chase - Mean	Control+Cleverness v Looks+Control
Consumation	Charm+Lewdness (both)
Sneaking	Cleverness+Control v Cleverness+Control
Escape Trouble	Charms+Looks v Cleverness+Control
Commitment	Charm+Cleverness

SEQUENCE OF EVENTS

- GM sets time period, place and people present.
- Every PC makes a Libido Test to see how horny they get for the Time Period. See page 6.
- People can make introductions and first impressions (Charms+Looks v Looks+Control) between PCs and NPCs.
- People can do group activities to bond or wander off with a partner to hook up/pretend to do something else. Roll Charm+Looks vs Looks+Control to seduce other people (can be other players) via charisma & beauty. The better-looking and more self-controlled the target, the harder it gets to seduce them. At this point the GM should scatter NPCs around randomly or purposefully in every couple of rooms to thwart PC plans.
- NPCs can be tricked, intimidated or bribed into partnering up in various ways. PCs roll Control+Cleverness vs Looks+Control to cajole other people into sex against their will via intimidation, authority, status, blackmail or tricks.
- Nearby NPC rivals or prudes can cock-block, shoot down or expose PCs (or very successful NPCs at the GM's discretion) who are trying to impress, seduce or fuck a target. GM rolls Control+Cleverness vs PC Charm+Cleverness to cock-block a rival, assuming you are around them or can find them.

- PCs use their charm and cunning to find a secret rendezvous spot to make out. PCs roll Charm+Cleverness vs other people's Control+Cleverness to sneak around, evade detection and trouble while you're having fun. Prudes are everywhere and they can smell sex!
- If the sneaking is successful, GM calculates the Score points and PCs can proceed through the Seduction Stages as detailed below.
- If no protection was used, roll a d10. On a 1-3 conception has taken place.
- If a sex act results in a successful orgasm for you, your Control goes up by 1 temporarily for this Time Period.
- If sneaking is unsuccessful, the PC accumulates Trouble. Once exposed in flagrante delicto, the PC can choose to either accept the Score points as Trouble, subtracting the potential Score from their Total Score, or make a second Charm+Cleverness roll vs Control+Cleverness to sweet-talk, bribe or threaten their way out of the Trouble. However, if this second roll fails the accumulated Trouble is +10.
- Once every PC has had a chance to score, the Time Period ends and the sequence of events starts over again.

MODIFIERS

Maximum of stacked modifiers is +6. Rolls can get bonuses or penalties based on these factors:

- +2 Type matches.
- +2 Kink matches sexual act being performed.
- +2 Great lines or circumstances for flirting (roleplayed).
- +2 Wearing rich clothing, makeup, sexy lingerie, etc.
- 2 No foreplay. Bad dog!
- 2 Quickie sex or time limit (less than 5 minutes).
- 2 Bad locale (smelly closet, dirty tunnel, etc.)
- 2 Bad circumstances (eg, being woken up from sleep).
- 2 Inappropriate event/ceremony/meal (eg, funeral).
- Difference between Seducer's proposed Lewdness and target's Lewdness.

Drunkness and drugs vary in effect.

Roll d10: 1-2 is +2 Charm, 3-8 No effect, 9-10 is -2 Charm.

Roll another d10. That is how much Trouble you cause.



Lewdness

Lewdness levels indicate how perverted, debauched, experienced a person or activity may be. It may act as a bonus to foreplay and sex acts, but if the differential between one partner's lewdness and the other's is too large, it can also act as a penalty. It also acts as a limit for what kinks can be attempted: you cannot attempt a kinky act that has a lewdness level higher than yours or your partner's.

LEWDNESS	
Level	Description
1	Virgin. Pure as the drive snow. 100% innocent.
2	Kissed and petted before.
3	Gave a blowjob/handjob/pussylicking/titsucking.
4	Had actual basic sex in the missionary position.
5	Regularly has sex, done a few risque things.
6	More unusual positions and several partners.
7	Very experienced, many partners, dozens of kinks.
8	Perverted sexpert of numerous esoteric kinks.
9	Masterclass on taboos such as necro, gore, rape, etc.
10	The most depraved and cosmic sex acts imaginable.

Character Creation

All attributes are 1 to 10. For PCs and important NPCs, roll 2d6-1 for Charm, Looks, Cleverness, and Control, in that order, treating a result of 11 as a 6. For starting Lewdness, roll 1d6, or the GM can assign any die to this roll depending on how experienced he wants the PCs to be. Score starts at 0. For unimportant NPCs roll 1d8 for all their attributes.

Pick Age, Gender and roll on the Traits tables if desired, or simply describe your character as you wish. Pick or roll 3 Types and 3 Kinks. Optionally if the GM allows it, roll on the Special Abilities table (see page 6). Players can create other companions/spouses/family members for their character but the GM should create all other NPCs.

SAMPLE CHARACTER				
NAME:	Evan "Tester" Dickinson			
Charm	7		Age	25
Looks	6		Gender	Male
Cleverness	5		Profession	Trucker
Control	6		Race	White
Lewdness	5		Score	35
Kinks	Anal, Deepthroat, Tifucks			
Types	Blondes, Thicc, Sporty			
Specials	Invisibility			
Partner	Type	Stage	Kinks	Trouble
Rebecca	G	0	Vanilla	1
Jessica*	O	3	Anal	3
Stacy	R	1	Outdoors	0

Score

Score Total is a count of how much you've scored in romance & sex during the adventure, while Score is the sum you get for a successful sexual encounter. It is a sum of your sexual satisfaction and pleasure over the course of the game period. At the end of the adventure the person (or NPC) with the highest Score wins the game. Score is reduced by being exposed in a secret tryst, doing something shameful, having your most perverted kinks revealed, getting into trouble with the law or angry relatives, etc.

Score Points	Sexual Activity
1	Flirtation
2	French Kiss
3	Foreplay/Making out/touching genitals
3	Romantic activity, game, sport or meal
4	Handjob/fingering
5	Oral sex (blowjob/cunnilingus)
8	Anal sex
10	Vaginal sex
15	Conception (pregnancy)
20	Group sex
30	Marriage proposal/elopement agreement

+5	Matches one of your Types
+5	Matches one of your Kinks
+20	Love of your Life (see below)

Score = Target's Looks + Activity + Kink Lewdness

If the activity is interrupted or found out, **lose** the same amount of score points rather than gain them! With the exception of a marriage proposal or elopement, which is a win condition. If you are two-timing or three-timing, lose Score Points for each extra person you've got on the burner!

The one person you've been chasing for a long time is called the Love Of Your Life (LOYL). This must be pre-selected at the beginning of the game and marked with that person's name with a Star *. LOYLS are much harder to seduce and usually have 1-3 other rival love interests who compete against you, but if you get them they're worth 2x the Score Points.



Trouble

This is how much trouble you've caused and gotten yourself into, socially speaking and is subtracted from your Score. It is equivalent to the Score Points you would have received if you hadn't been caught. So for example, if you were caught have a threesome in the back kitchen, that would be 20 points of Trouble subtracted from your Score.

If your Score hits 0 or lower, you get expelled from the locale (or even arrested) and it's game over for this character. Most Trouble will be collected for getting caught while having sexual adventures but the GM can also hand out Trouble for any crimes & misdemeanors that are non-sex-related, from fighting to property damage to grave public insults. The table below is a rough but not comprehensive guide and the GM should use his discretion.

Trouble	Crime
1-2	Foul habits and bad etiquette, getting very drunk, screaming arguments.
1d6	Property damage, vandalism, stealing.
2d6	Brawling, arson, serious accident resulting in injury, embezzlement of large funds.
3d6	Serious assault with a deadly weapon, arson.
4d6	Any major trouble involving a child (14 years or less). Murder ends the game.

Seduction Stages (SS)

This is the core of the game. Meeting & interacting with other people that you want to romance/fuck takes place in Stages for each person. You proceed through the stages one by one for each person, sometimes skipping stages if you get an exceptional roll. Getting caught drops you back down to Stage 1. All NPCs have a default of Stage 0 (don't know you).

SS	Stage	Description
0	Unknown	Haven't met or person hates you so much they ignore you/pretend you don't exist.
1	Impressions	Introductions, light chatting.
2	Chasing	Romancing, dedication, heavy wooing.
3	Fucking	Sex and other fun pastimes.
4	Loving	Deep passion, commitment and love?



Stage 1 – First Impressions

Meetings, introductions, making a good impression, triggering interest. Make small talk and roleplay this out. At the end of one Time Period (usually 4 hours but could be shorter), make a roll of Charm+Looks versus your target's Looks+Control. If you roll higher you make a good impression and proceed to Stage 2 OR stay at Stage 1 and learn one detail about your target: attribute rating, kink, type or anything else. This can be done up to 3 times.

If in a group setting, the NPC with the highest Control also gets to roll & compare against the player's Control roll to shut you down. If Types match, add +2 to seducer's Charm roll. A rival may use their Control+Cleverness vs your Charm+Cleverness to try and cock-block you. If they roll higher than you they succeed and your first impression is a Failure.

FIRST IMPRESSIONS TABLE	
Charm+Looks v Looks+Control	
Result	Effect
Disaster	Target is repulsed by you or shoo'd away by someone else. -2 on all subsequent Charm rolls against them. Remains at Stage 0.
Failure	Not interested. Cold reception. Remains at Stage 0.
Success	Intrigued but not willing to do anything just yet. Mark target as Stage 1 and attempt Stage 2 if desired in next Time Period.
Brilliant	Passion inflamed, they're hot-to-trot! Can attempt Stage 2 or 3 in next Time Period. Also reveals a person's Kink(s) or other information.

Stage 2 – The Chase

Flirting, gifts, compliments, romancing, mood, ardor & longing. Tokens of affection can be exchanged and depending on their appropriateness, value, circumstances and roleplaying this may result in another Charm vs Control roll if you can talk to that person in private. Instead of using Charm, you can attempt to use Control+Cleverness vs Looks+ Control to intimidate, threaten, cajole, blackmail, bribe or use authority over a person, such as that of a butler over a maid, a rich person over a poor one or an older person over a younger one. A success here gets the person very interested (or intimidated) and willing to take risks. Mark them as Stage 2. If you know the target's kinks/fetishes, you can hint at them to your target to get a +1d6 bonus to your Charm roll. Any failure at this Stage nets 1d6 Trouble.



CHASE TABLE	
The Chase - Nice	Charm+Looks v Looks+Control
The Chase - Mean	Control+Cleverness v Control+Cleverness
Result	Effect
Disaster	Target repels or hates you, may report to authorities if illegal actions shown. Drop to Stage 0.
Failure	Loses interest or afraid or someone else grabs their attention. Can try again later.
Success	Intrigued or cajoled into a rendezvous. Willing to meet and attempt Stage 3.
Brilliant	Burning flame! Go to Stage 3. Willing to do more than usual: +2 to all rolls with that person for this Time Period.

Stage 3 – The Liaison

This is it: SEX! Probably. Or something close to it. Passion and sex, physical intimacy, carnal fulfilment.

First, find a good hiding spot to have your secret liaison. Then select the sexual activity you'd like to engage in with your partner (kinks, positions, accessories, furniture, etc.).



Both partners roll Charm+Lewdness to start indulging. If you can fulfil the target's Kink, you can add +2 to your roll. If your partner matches your Type, you can add +2. The GM may add other modifiers to your roll based on which room you're in, how busy the adjacent area is, if you took any precautions and anything else at their discretion. The rolls determine how well each person pleases the other. Compare the rolled Totals on the Satisfaction table below:

SATISFACTION TABLE	
Charm+Cleverness vs Cleverness+Control	
Result	Satisfaction Effect
6 or less	One or both unable to perform. No score for this encounter.
7-12	Unsatisfied (0 orgasms, poor performance).
13-20	Satisfied (1 orgasm, good work).
21+	Mind-blowing multi-orgasm experience!

While the liaison is taking place, the Seducer must also roll their Charm+Cleverness vs Cleverness+Control of any people nearby (or stalking rivals) who might walk in on you, then consult the Sneaking Table. If you used the "Mean" option in Stage 2 instead of "Nice" option – meaning you probably forced, threatened or blackmailed your partner – and you are revealed, the Trouble is doubled!

SNEAKING TABLE	
Cleverness+Control v Cleverness+Control	
Result	Effect
Disaster	Several people walk in on you and now everyone knows! Target drops to Stage 0 and doesn't want to talk to you ever again. All other people in your roster drop 1 stage. Take double Trouble!
Failure	Someone discovers you. Score drops but target stays at Stage 2. Maybe you can talk your way out.
Success	No-one discovered you and you manage to finish quietly and happily. Target remains at Stage 3.
Brilliant	You've got the room to yourself for 2 Time Periods and can continue canoodling in whatever manner you please!

Control Goes Up?

If a sex act results in a successful orgasm for you, your Control goes up by 1 temporarily for this Time Period.

Lewdness Increase?

After the liaison is complete each partner's Lewdness rating goes up by 1 if they attempted a sex act new to them or one that had a Lewdness level higher than their own current Lewdness.

Conception?

A simple d10 roll to see if someone gets pregnant after unprotected sex. On a roll of 1-3 you'll be a daddy/mommy! PCs and NPCs should note if they use protection beforehand. If they forgot to mention it... well, you take your chances!



Stage 4 – Commitment

True love, vows & promises, marriage or elopement. Your partner may become very devoted to you and pliable to your demands if offers of suitably expensive gifts, promises and inducements are made. Or it all falls apart.

After 3 successful liaisons have occurred, expensive gifts (like cars, houses, jewelry, exotic vacations, etc.) have been offered and you start to feel a deep bond with your partner, you can roll on the Commitment Table to see if Love Can Bloom.

On a normal or Brilliant Success you can still get caught and accumulate Trouble, but the target doesn't care about getting in trouble any more. You've Scored the Big Time!

COMMITMENT TABLE	
Charm+Cleverness v Looks+Cleverness	
Result	Effect
Disaster	Big mistake. Partner backs out for some reason. Drop to Stage 1 and can only try again if roll a Brilliant success on First Impressions again.
Failure	Doesn't Work Out. Partner doesn't want a long-term relationship or differences are too big. Will still meet occasionally but at -2 to all rolls.
Success	True Love! Your partner wants a long-term commitment and will consider marriage at a future date. +2 to any future liaisons.
Brilliant	Hearts Aglow! Partner wants marriage or elopement immediately, on the spot! Big Score!

Activities & Time

Each day's activities are broken down into Time Periods. Each Time Period starts with a meal followed by an Activity. The GM selects or rolls for random Activities during each period except Night, when everyone is assumed to be sleeping. Guests can roam most areas of the mansion but may be restricted by locked doors, secret areas, etc. at the GM's whim. The GM should have a map of the mansion grounds with keyed areas that accessible or not accessible to PCs. As Activities take place the players and NPCs can engage in conversations and sneak off for some hanky-panky.

At the beginning of each Time Period, each PC rolls 1d6 to determine what happens to their Control attribute: 1 = goes down by 1; 2-5 = nothing happens; 6 = goes up by 1. Goes up by 2 after a successful orgasm. Goes down by 1 for each day without sex.

TIME PERIODS		
TP	Result	Clock Hours
1	Breakfast	6:00am – 10:00am
2	Lunch	10:00am – 2:00pm
3	Afternoon	2:00pm – 5:00pm
4	Dinner	5:00pm – 8:00pm
5	Drinks	8:00pm – 11:00pm
6	Night	11:00pm – 6:00am

At the start of each Time Period, roll Control+Control - Lewdness to see how well you control your libido. The more degenerate you get, the more sex you have to have more often, even if it's just a quick masturbation session in the toilet.

LIBIDO TEST TABLE	
Control+Control - Lewdness	
Result	Effect
Disaster	Volcano in Your Pants. You've gotta get off immediately.
Failure	Feeling Frisky. You've got to make an attempt at flirting or picking up.
Success	Feeling Fine. You've got your libido under control and can do what you want.
Brilliant	Cool as Ice. You get a +2 Control bonus for the whole Time Period.

Finishing the Game

Once you've successfully scored you can keep scoring with your new partner in new positions, new places or with new kinks, or try your hand at being a cheating asshole with more partners. The GM has a time limit for when the game comes to an end, which is usually a 3-day weekend or a whole week. At the end of this time everyone, including NPCs, tally up their Scores and the person with the highest Score wins!

This may result in an NPC winning the game if the PCs were utter failures, and if the GM chooses to have competing NPCs in the first place.

In the default scenario Uncle Charlie leaves you an inheritance of \$100,000 for every point you scored... after reviewing all the fascinating footage of your escapades in his private viewing theatre. A negative score nets you social ostracism and/or jail. If you got pregnant, that's a windfall of \$1 million bucks for you! You might be set for life!

Special Abilities

For those people who want to add pseudo-science or magic to their romps, the following optional special abilities can be assigned to PCs with a random roll, or have a 20% chance to get to choose what they want. Important NPCs may also have one of these abilities but these should be decided by the GM as part of the plot. Roll Control+Cleverness to see how well you can apply your superpower. Special abilities can only be used once per day and cannot be pitted against each other. This is not a game about superpowers, nor should there be any superpower showdowns. Special abilities exist solely to facilitate sex and humorous situations.

SPECIALS	
#	Description
1	Time Stop: up to 5 min., all living beings semi-frozen.
2	Invisibility: does not include clothes.
3	Heater: all Control in room is -2. Always in heat.
4	Freezer: increases all Control in room by +2. Frigid.
5	Hypnosis: dominate and comes with amnesia.
6	Sex Change: you can switch sides, or go both!
7	Size Change: tiny, smaller, bigger, gargantuan.
8	You're a Monster: werewolf, vampire, alien, ghost.
9	Costume: instantly appears and covers you.
10	Knockout: make people unconscious.
11	Super-Fertile: extra sperm or a big egg.
12	Tentacle summoning, 2d6, fills the room.
13	Darkness falls in a 100' radius.
14	Gremlins: technology fails in 1 mile radius.
15	Demonic possession: by succubus, incubus, imp, devil.
16	Mind Control: one person, must concentrate.
17	Superspeed: cum before they blink.
18	Mutation: extra hand, eye, dick, appendage, head.
19	Null: completely unnoticed by others on command.
20	Mind Reader: can see private kinks and memories.

GM Responsibilities

The Grand Masturbator is responsible for creating the following game elements:

1. About 5 NPCs per player character;
2. A location map with keyed rooms;
3. A relationship diagram detailing the relationships (spouse, child, grandparent, coworker, stalker, etc.) between all the NPCs, PCs and each other;
4. A Schedule of Activities for the game duration;
5. A code of conduct for players including Favorite Kinks for each player, which may be different from PC kinks, and Nopelists for kinks or other topics that are banned from the game.
6. A Roster of People and their Current Known Locations;
7. A Scorecard for all PCs and NPCs, if the GM allows NPCs to win the game.

Why is Everyone Having Sex Constantly?

Do you need a reason? If yes, roll on the table below to complicate the PCs' lives with extra-spicy mysteries and obstacles:

WHY IS EVERYONE HAVING SEX CONSTANTLY?		
#	Reason	Long Description
1	Water	Chemical added to water by accident or plan. Love potions. Drink alcohol to avoid.
2	Food	Chemicals added to food by accident or plan. Special love snacks.
3	Air/Gas	Invisible chemicals added to the air. Go outside to reduce effects.
4	Law	Government passes new law to increase birth rate; free use or rape now legal.
5	Aliens	Aliens in disguise want to examine human mating habits.
6	Experiment	Government black ops or evil megacorp experimenting with love chemicals.
7	Demon	Possession or infernal presence in building.
8	Gate	To the dimension of pure lust; can be closed.
9	Genetics	No incest complications and higher pheromone production by humans.
10	Sex Rays	Local lab or mad scientist rays you down with his orgasmatronic machine.



Random Trait Tables

RACE		FACE	
1	South European	1	Cute
2	North European	2	Sharp
3	East Asian	3	Elegant
4	Middle Eastern	4	Long
5	African	5	Round
6	South Asian	6	Mature
7	South American	7	Square
8	Mixed (reroll twice)	8	Wrinkled

FEMALE BODY TYPE		MALE BODY TYPE	
1	Petite	1	Skinny
2	Hourglass	2	Bear
3	Busty	3	Fat
4	Average	4	Average
5	Chubby (Apple)	5	Otter
6	Pear-shaped	6	Athletic
7	Toned	7	Body Builder
8	Skeletal	8	Dwarf

BREAST TYPES		DICK TYPES	
1	Round	1	Mushroom
2	Plump	2	Bent
3	Pancake	3	Thick
4	Perky	4	Long
5	Athletic	5	Squat
6	Torpedo	6	Hooded
7	Saggy	7	Veiny
8	Peach	8	Wrinkled

BREAST SIZE		DICK SIZE	
1	Flatchest	1	Tiny
2	Bumps	2	Small
3	Small (A)	3	Normal
4	Medium (B)	4	Normal
5	Big (C)	5	Normal
6	Large (D)	6	Big
7	Huge (DD)	7	Huge
8	Enormous (E+)	8	Uncomfortably Big

BUTT		VOICE	
1	Thicc	1	Breathy
2	Round	2	Gentle
3	Toned	3	Husky
4	Compact	4	Mellifluous
5	Perky	5	Calm
6	Flat	6	Excited
7	Saggy	7	Tinny
8	Obese	8	Loud

VAGINA SHAPE		VAGINA EXTRAS	
1	Lily	1	Pierced
2	Tulip	2	Cavernous
3	Butterfly	3	Small & Tight
4	Daffodil	4	Hairless
5	Snowdrop	5	Big Clitoris
6	Rose	6	Very Hairy
7	Wrinkled	7	Puffy
8	Slit	8	Large Labia

HAIR COLOR		ACCESSORIES	
1	Brown	1	Earrings
2	Black	2	Necklaces
3	Sandy	3	Headband
4	Blonde	4	Hair brooch
5	Greying	5	Piercings
6	White	6	Tattoos
7	Exotic	7	Collar
8	Mixed (roll twice)	8	Watch

WOMEN HAIRSTYLE		MEN HAIRSTYLE	
1	Bob	1	Undercut
2	Long Wavy	2	Tousled
3	Braid/bun	3	Quiff
4	Pony-tail	4	Crew-cut
5	Curly	5	Long Wavy
6	Perm	6	Side part
7	Pixie/punk	7	Bald/shaved
8	Up-do	8	Spiky/punk

TYPES (1-20 female; 1-20 male)

1	Blondes	11	Office Lady	1	Tall	11	Body Builder
2	Brunettes	12	Milf Mommy	2	Strong	12	Preppy
3	Redheads	13	Chubby	3	Rich	13	Goth
4	Thicc-Ass	14	Skinny	4	Athletic	14	Techy
5	Petite	15	Shortstack	5	Military	15	Urban
6	Big-Titty	16	Young	6	DILF Daddy	16	Sophisticated
7	Goth	17	Tomboy	7	Young	17	Femboy
8	Elegant	18	Traditional	8	Sporty	18	Criminal/Gangsta
9	Schoolgirl	19	Slutty	9	Nerdy	19	Biker
10	Sporty	20	Exotic	10	Businessman	20	Exotic

KINKS & FETISHES TABLE

#	Kink/Sex Act	Lewdness	#	Kink/Sex Act	Lewdness
1	Big Tits	1	51	Masochism	8
2	Anal	5	52	Sadism/pain	8
3	Bondage	4	53	Hairiness	2
4	Voyeurism	3	54	Muscle/hardbody	4
5	Group Sex	7	55	Handholding	1
6	Harem	7	56	Punishment/Humiliation	7
7	Creampie	4	57	Mindbreak/Ahegao	9
8	Double Penetration	6	58	Romance/True Love	1
9	Furry	5	59	Titfuck	5
10	Cosplay	3	60	Spanking	5
11	Lingerie	3	61	Diapers/infantilism	7
12	Foot fetish	2	62	Fat/BBW	5
13	Dirty Talk	2	63	Panty hose	2
14	Spanking	5	64	Yuri	5
15	Interracial	6	65	Yaoi	5
16	Rape fantasy	7	66	Futa/dickgirls	8
17	Cuckolding	7	67	Sluts/corruption	7
18	Sex Toys	2	68	Purity/virginity/chastity	1
19	Outdoors	5	69	Faceless	6
20	MILF/DILF	5	70	Inflation	8
21	Ageplay	6	71	Hypnosis	7
22	Sleeping/unconscious	6	72	Choking	7
23	Food	6	73	Facesitting	6
24	Incest	8	74	Tall/height	2
25	Exhibitionism	7	75	Intercrural	3
26	Domination	7	76	Schoolgirl	3
27	Submission	7	77	Pegging	7
28	Fisting/large insertions	7	78	Sweat	2
29	Bestiality	9	79	Licking	3
30	Monsters	9	80	Crying	3
31	Bloodplay	9	81	Phone Sex/long distance	3
32	Polyamory	6	82	Hotdogging	3
33	Latex	7	83	Masturbation	2
34	Glasses	1	84	Tanlines	2
35	Tattoos	5	85	Collars/leashes	6
36	Size Difference	6	86	Cripples	9
37	Giantess	9	87	Wet & Messy	8
38	Pregnancy	4	88	Transvestism	5
39	Lolicon	8	89	Ball/clit-stretching	8
40	Shotacon	8	90	Pissing	8
41	Smoking	3	91	Farting	9
42	Panties	2	92	Scat	10
43	Torture	10	93	Snot	9
44	Tentacles	10	94	Piercing	3
45	Inflation	9	95	Vore	10
46	Deep-throating	4	96	Amputation	10
47	Femdom	6	97	Necrophilia	10
48	Bukkake	7	98	Guro	10
49	Lactation	6	99	Cannibalism	10
50	Sensation/stimulation play (d4: tickling, pinching, hot wax, cold ice)	7	00	Uniforms (d8: soldier, nurse, nun, police, fire, doc, maid, secretary)	3

Lewdness Level (LL) indicates the minimum Lewdness score one of the partners must have to initiate this kinky activity. If neither (none) of the partners has a sufficient Lewdness then it can't be done at the moment. Try again when you get more degenerate.

Roll 1d20 for the most common ones and 1d100 for the full list.

MODERN PROFESSIONS TABLE

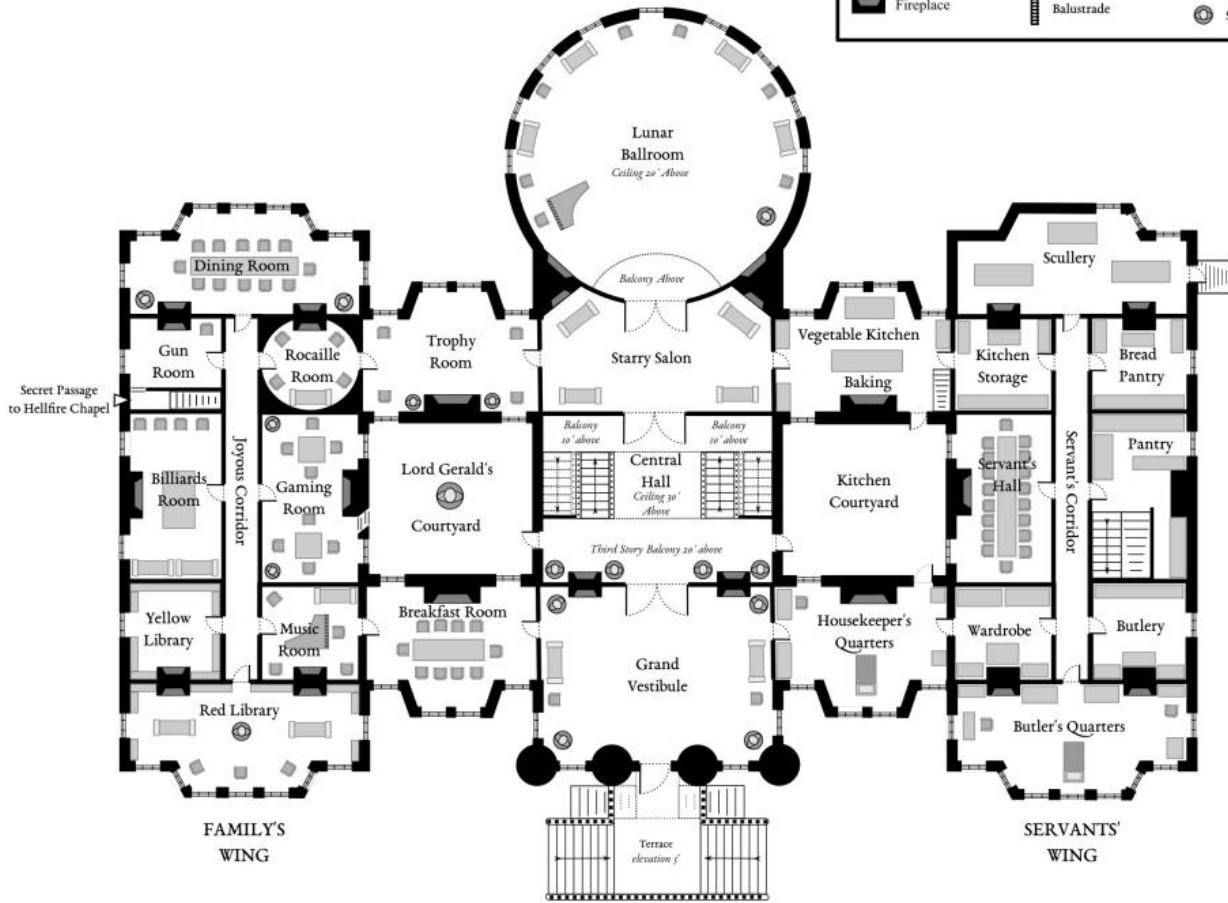
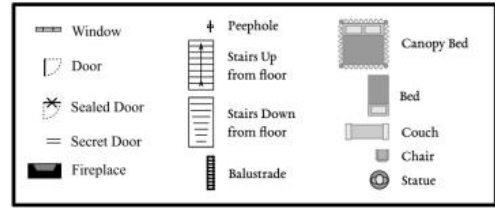
	1	2	3	4	5	6
1	Actor	Archimime	Circus Barker	Beatboxer	Baseball Player	Bouffon
2	Juggler	Clown	Comedian	Dancer	Drag Queen	Drag King
3	Professional Drunk	Filmmaker	Bartender	Flatulist	Geisha	Harlequin
4	Illusionist	Poet	Animal Handler	Dog Trainer	Magician	MC or DJ
5	Mime	Minstrel	Monologist	Musician	Painter	Party princess
6	Performing artist	Photographer	Poet	Porn actor	Promo model	Rhapsode
7	Ring girl	Ringmaster (circus)	Showgirl	Showman	Showrunner	Singer
8	Stunt Performer	Theatre Practitioner	Vedette (cabaret)	Writer	Chaplain	Behavior Analyst
9	Scientist	Mental Health Professional	Data Analyst	Psychiatric Nurse	Psychiatrist	Scrum Master
10	Psychologist	Psychotherapist	School Counselor	Sex therapist	Social Worker	Ballet Dancer
11	Ballet Historian	Ballet Master	Choreographer	Dance Critic	Dance Historian	Dance Scholar
12	Dance Therapist	Commissioning Editor	Author	Blogger	Book coach	Dancer
13	Copy editor	Creative Consultant	Dog writer	Freelancer	Ghostwriter	Hack writer
14	Infopreneur	Journalist	Literary Editor	Porn Star	Medical Writer	Novelist
15	Poet	Polygraphist	Reviewer	Screenwriter	Blacksmith	Script Coordinator
16	Script Doctor	Scrivener	Songwriter	Speechwriter	Staff Writer	Technical Writer
17	Website Writer	Writer	Auto mechanic	Beader	Arborist	Feller
18	Station attendant	Maintenance Engineer	Foreman	Mechanic	Miller	Moldmaker
19	Panel Beater	Patternmaker	Plant Operator	Plumber	Welder	Sawfiler
20	Shop foreman	Soaper	Station engineer	Wheelwright	Woodworkers	Bartender
21	Waiter	Construction Worker	Cashier	Factory worker	Bookbinder	Cordwainer
22	Corsetier	Draper	Dressmaker	Embroiderer	Glover	Hatter
23	Leatherworker	Milliner	Parachute rigger	Quilter	Sailmaker	Seamstress
24	Shoemaker	Tailor	Taxidermist	Upholsterer	Data Designer	Business Analyst
25	Computer Operator	Computer Repair Technician	Computer Scientist	Computer Analyst	Data Entry Clerk	Network Analyst
26	Occupational Therapist	Database Administrator	Government Scientist	Accessibility Technologist	Hardware Engineer	Information systems technician
27	IT assistant	Application Analyst	Software Engineer	Programmer	Product Manager	Project Manager
28	Rapid Prototyper	Experimental Psychologist	Security Engineer	Software Analyst	Software Architect	Software Designer
29	Network Administrator	Software Project manager	Software Quality Analyst	Software Test engineer	Solution Architect	Support Technician
30	Professional Counselor	School Science Technician	Test Engineer	User Experience Designer	User Interaction Designer	User Researcher
31	Video Game Developer	Aeronautical Engineer	Biomedical Engineer	Website Administrator	Scam Artist	Educational Technologist
32	Porn Fluffer	Manuscript Formatter	Visual Designer	Web Developer	Chemical Engineer	Pet Walker
33	Electrical Engineer	Engineering Technician	Engineering Technologist	Petrochemical Engineer	Mechanical Engineer	Computational Scientist
34	Mathematician	Demographic Marketer	Statistician	Forensic Scientist	Gentleman Scientist	Researcher
35	Healthcare Science	Assistant Scientist	Data Scientist	Psychologist	Inventor	Systems Analyst
36	Science Attaché	System Administrator	Biologist	Geologist	Botanist	Herpetologist
37	Medical Lab Scientist	Clinical Pharmacist	Neuroscientist	Microbiologist	Zoologist	Archaeologist
38	Astronaut	Insurance Investigator	Biochemist	Chemist	Ecologist	Geographer
39	Naturalist	Oceanographer	Paleontologist	Pathologist	Chemist	Physicist
40	Geographer	Biomedical Scientist	Officer	Urban Planner	Anthropologist	Economist
41	Political Scientist	Sociologist	Historian	Football Coach	Hockey Coach	Basketball Coach
42	Soccer Coach	Fencing Coach	Missileer	Detective	Astronomer	Dilettante
43	Professional Rapist	Serial Killer	Security Guard	Police Officer	Firefighter	Crossing Guard
44	Soldier	Petroleum Geologist	Intelligence Officer	Military Officer	Army Lieutenant	Air Force Pilot
45	Army Major	Army Colonel	Navy Captain	Navy Seaman	Submarine Captain	Submarine Seaman
46	Submarine Engineer	Martial Arts Instructor	Retail Salesman	Car Salesman	Real Estate Agent	Financial Advisor
47	Banker	Insurance Agent	Insurance Seller	Plasterer	Gravedigger	Financial Auditor
48	Background Checker	Fast Food Franchisee	Welder	Call Girl/Escort	Actuary	Train Driver
49	RPG Designer	Marketing Manager	Car Assembler	Director	HR Manager	Race Car Driver
50	Currency Arbitrager	Transoceanic Cable Hauler	Day Trader	Stock Analyst	Safety Lead	Professor of ()



MANSION ACTIVITIES				MANSION ROOMS			
1	Garden Party	51	Stargazing	1	Grand Foyer	51	Sun Room
2	Ballroom Dancing	52	Sauna	2	Dining Room	52	Spa/hot tub
3	Tennis	53	Reading	3	Main Kitchen	53	Brewery
4	Swimming	54	Nap Time	4	Master Bedroom	54	Tap Room
5	Cocktails	55	Jet-skiing	5	Sitting Room	55	Kid's Playground
6	Card Games	56	Silver-polishing	6	Study	56	Outdoor Playground
7	Dance Party	57	Spring Cleaning	7	Great Hall	57	Tool Shed
8	Movie	58	Politics Discussion	8	Library	58	Waterfront
9	Music Recital	59	Prayers/Bible-Reading	9	Office	59	Jetty/Dock
10	Stroll in the Gardens	60	Kids Playtime	10	Gym	60	Boat Garage
11	Round of Golf	61	Canning	11	Guest Bed Chambers	61	Observatory Tower
12	Fox Hunting	62	Fruit-Picking	12	Bathroom	62	Clinic
13	Duck Shooting	63	Hike in the Park	13	Pantry	63	Games Room
14	Pool Party	64	Cycling	14	Attic	64	Tanning Parlor
15	Billiards	65	Gunsmithing	15	Drawing Room	65	Workshop
16	Whiskey & Cigars	66	Video Games	16	Garage	66	Tennis Courts
17	High tea	67	Programming	17	Ballroom	67	Massage Parlor
18	Horse Riding	68	Roleplaying Games	18	Servants' Quarters	68	Teleconference Room
19	Gallery tour	69	Quilting/Knitting	19	Gardens	69	Laboratory
20	Sunbathing	70	Photo Albums	20	Stables	70	Panic Room
21	Shop Tinkering	71	Birthday Party	21	Cloak Room	71	Vault
22	Kitchen Inspection	72	Baking	22	Parlor	72	Pharmacy Cabinet
23	Wine Tasting	73	Model-building	23	Pool, Indoor	73	Walk-in Closet
24	Beer Sampling	74	Treasure Hunt	24	Pool, Outdoor	74	Powder Room
25	Watching the Game	75	Animal Petting	25	Conservatory	75	Airfield
26	Gym Workout	76	Egg Hunt	26	Orangerie	76	Recording Studio
27	Jacuzzi & drinks	77	Tobagganing	27	Silver Room	77	Hunting Trophy Room
28	Gardening	78	Animal Training	28	Portrait Room	78	Animal Zoo
29	Herb Trimming	79	Staff Inspection	29	Wine Cellar	79	Dungeon
30	Origami Folding	80	Psychic Reading	30	Root Cellar	80	Tack Room
31	Going over Albums	81	Costume Party	31	Larder	81	Storage
32	Fishing	82	Supervising Repairs	32	Garden Maze	82	Fire pit
33	Barbequing	83	Charity Event	33	Armory	83	Balcony
34	Flower Arrangement	84	Lawn Bowling	34	Shooting Range	84	Boudoir
35	Skating	85	Flea Market	35	Cabana	85	Nursery
36	Bowling	86	Art Appraisal	36	Gazebo	86	Skating Rink
37	Jogging	87	Clowns & Candy	37	Billiard Room	87	Secret Passage
38	Weightlifting	88	Science Experiment	38	Recital Hall	88	Electrical/Server Room
39	Yoga Exercise	89	Board Games	39	Game Lodge	89	Chapel
40	Serenades	90	Medical Checkups	40	Movie Theatre	90	Crypt
41	Car Racing	91	Boating	41	Bowling Alley	91	Carriage House
42	Dress Fitting	92	Art Show	42	Dressing Room	92	Saloon
43	Fencing Practice	93	Meditation	43	Breezeway	93	Fencing Room
44	Dojo Training	94	Aviation	44	Kitchenette	94	Change Rooms
45	Falconing	95	High-Brow Lecture	45	Scullery	95	Virtual Reality Chamber
46	Team Cooking	96	Calligraphy	46	Gallery	96	Crafts Room
47	Mushroom Picking	97	Recording Session	47	Scriptorium	97	Martial Arts Dojo
48	Business Calls	98	Hide-and-Seek	48	Music Studio	98	Eclectic Collection room
49	Stock trading	99	Dress/Lingerie Show	49	Sun Deck	99	Furnace Room
50	Painting	00	Charades/Quizzes	50	Herbarium	00	Laundry

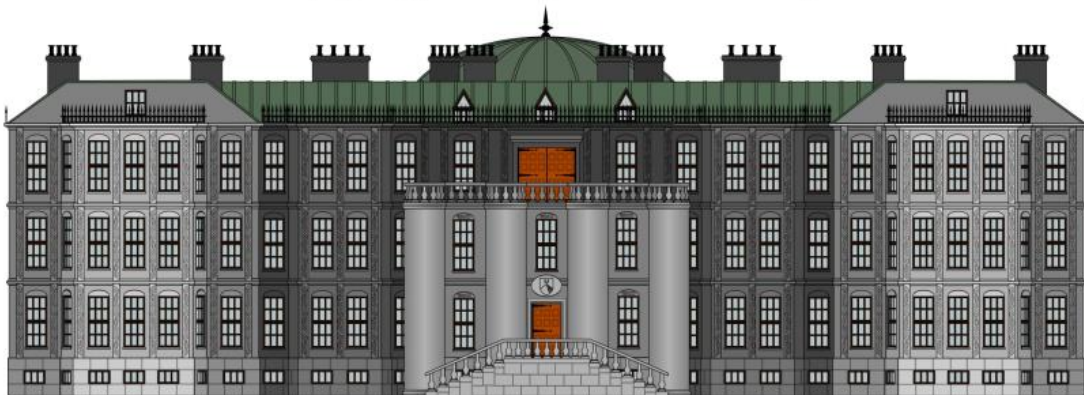
Sample Mansion Floorplan

HIGHDARK HALL



GROUND FLOOR - PUBLIC ROOMS

SCALE IN FEET



ELEVATION OF THE FRONT FACADE

Sample Intro

It is late summer, in the waning days of August, when the days are still hot but the nights are starting to cool off, and the birds & bees are still flitting about from flower to flower. Your arrival from the airport is uneventful and after a long 2-hour drive into the pine-covered hills see you the wrought-iron gate leading into Uncle Charlie's estate in the hills of Colorado.

The handsome footmen in dark blue livery open the intricate, wrought iron gates of the parkland, and you pass through. You are traveling on a straight avenue lined with tall yew trees that obscure your view to the left and right, creating a deep, confining canyon of green. As you travel on, the gray smudge ahead resolves itself into the stone facade of Highdark Hall, looming ever larger as you approach. After several minutes the trees give way to a broad green lawn, perfectly manicured.

Highdark Hall stands three stories high, built of deeply weather-stained gray rock. The Ground Floor is elevated 5 feet on a base of rusticated stone. Small windows squint out from the Basement, while those that stare from the Ground Floor, Second Story and Third Story are nearly 8 feet high and 4 feet wide. The roof is tarnished copper, green with age, and with a cornice surmounted by a line of spear-headed, vertical iron spikes. The architecture asserts contradictory medieval, baroque, and neoclassical elements without resolution.

The front facade is about 160 feet wide in all. The overall impression is of three halls oriented with their ends towards the viewer, connected by a hall running perpendicular. There are thus two obvious wings, plus a central portion. The facades of the right and left hand wings feature slightly projecting bays filled with tall windows, and trapezoidal gables. The sections between each wing and the central portion also feature projecting window bays, similar to those of the wings.

The 40 foot facade of the central portion is dominated by four, tower-like, engaged columns. Two stories above, a balustraded fat roof creates a balcony. The top of each pillar forms a semi-circular projection of the balcony, the whole effect evoking the gatehouse of a medieval castle. The massive front entrance door is five feet wide, and seven feet high, of wood painted black and bound in iron.

The front entrance is reached by a five-foot high terrace that projects about 20 feet forward onto the lawn. Low, broad staircases run perpendicular at the front, giving access to the terrace on either side. A thick stone balustrade edges the platform and stairs. Behind both of the broad front stairs are narrower, steeper ones that run down under the front terrace, giving access to the basement.

A coachman opens doors for you and a valet summons a porter to carry your luggage inside. You enter the Grand Vestibule and admire the magnificent glass and ormolu chandelier that dominates the 30' ceiling. The walls are done in intricately-carved wooden panelling with blue accents and reliefs, the floors are of slate, and the ceilings are white sculptured plasterwork featuring acanthus leaves, with egg & dart molding.

Four marble statues depict the Seasons – "Spring" is a maiden clothed in flowers, "Summer" is a nude woman among foliage,

"Autumn" is a clothed matron standing in fallen leaves, and "Winter" is an old crone in the snow. Each holds a plate, on which are calling cards left by visitors. The double-doors are intricately carved wood.

One of the valets – Duncan – takes your coats and says that he will take you up the stairs to the Starry Salon momentarily, where Uncle Charlie is entertaining new arrivals.

There are a few people arriving here at the same time as you, taking off their coats and admiring the Regency and baroque architecture.

Mansion Servants

Margaret Biddle – Housekeeper
Jasper Hill – Butler
Elijah Davies – Valet to Uncle Charlie
Duncan Barry – Valet
Jonas Taylor – Porter
Oliver Andrews – Hallboy
Quinton Blood – Footman
Isaac Parson – Footman
Russel White – Men's Coachman
Sean McGinty – Handyman



Josephine Latour – Cook
Rebecca Forest – Nursery maid
Abigail Acosta – Lady's maid
Susanna Douglas – Upper house maid
Jane Williamson – Under house maid
Frances Azora – Under house maid
Rosemary Garcia – Kitchen maid
Blythe Love – Kitchen maid
Virtue Proctor – Dairy maid
Judy Rodriguez – Scullery maid
Patience Weaver – Hall maid

Outdoor Staff

Oliver Evans – Gardener
Zachariah Summers – Huntsman
Sian Evans – Head Maid, Gardener's wife
Megan Evans – Maidservant, daughter of Sian
Ezekiel Summers – Horse Groom
Jeremy Rowan – Gardener's assistant
Benjamin Hart – Kennel Keeper
Rev. Joseph Nash – Parson
Kaspar Budd – Stable boy
George Ridley – Stable boy
Lazarus York – Woodsman

Scenarios

As an alternative to Uncle Charlie's Weekend Soiree, the following can be used to run fresh sessions of Randy Encounters:

Sex Pandemic

It's the Year 2020 and a terrible virus is raging across the planet. Highly contagious, difficult to contain, its spread is airborne and there is no vaccine in sight: CUNTBONA-19 ravages the virgin populations of the world! The virus engorges dicks to fatal proportions, requiring trained nurse interventions to bring down the swelling! It especially affects older populations, with hoards of DILFS needing armies of MILFS and teen girls to save their lives!

GUESTS

These NPCs were generated using a variety of methods and are not directly comparable to PCs, but are a good starting point for GMs needing some people to quickly start a game. There should be 3-5 people per PC to interact with. The GM should also keep track of NPC Scores to determine if one of them beats the PCs, and the Stages they have reached for any PCs (or important NPCs).

NPCs can be written using the following shorthand notation, or elaborated upon with the listed long notation.

Age in years. **Sex** = (F)emale, (M)ale, (B)oth, (T)ranssexual.

Race = (W)hite, (B)lack, (A)sian, (H)ispanic, (I)ndian, etc.

Sexuality = (S)traight, (G)ay, (L)esbian, (B)isexual, (P)ansexual.

Example: Sandy Short

Ch5 Lk 5 Cl 4 Cn 6, 22/F/W/S, Student

Shortstack, bigtitty goblin with daddy issues, party animal.

Kinks: Mating press, ageplay, impregnation.

Types: DILFs, Jocks, Sportsmen.



Moses Franklin

Hunky Black DILF Lawyer

Charm: 6 **Age:** 44

Looks: 8 **Gender:** M

Cleverness: 5 **Race:** African

Control: 2 **Profession:** Defense Attorney

Lewdness: 5 **Sexuality:** Straight

Kinks: Romance/True Love, Dirty Talk, Incest

Types: Schoolgirl, Chubby, Elegant

Features: Sharp face, Otter body, Thick huge dick, Toned butt, Husky voice, Black (graying) side-parted, hair, Expensive watch.

The current top dog at Uncle Charlie's firm, Moses Franklin has worked for everything he has and more. Tall, still-in-shape, and strongly motivated by the pursuit of truth and justice, he's a model attorney by day... and an unquenchably thirsty horndog by night. His wife Brianna has entertained many of his most lurid fantasies, to the point that it's a wonder that Frankie doesn't have any siblings. But can he control himself around the lewd masses at Uncle Charlie's celebration of life?



Brianna Franklin

Curvaceous Black MILF Lawyer

Charm: 5 **Age:** 38

Looks: 6 **Gender:** F

Cleverness: 5 **Race:** African

Control: 8 **Profession:** Defense Attorney

Lewdness: 8 **Sexuality:** Straight

Kinks: Pregnancy, Ageplay, Incest

Types: Sophisticated, Businessman, Urban

Features: Round face, Hourglass body, Round big breasts, Round butt, Snowdrop puffy vagina, Gentle voice, Black dreadlock hair, watch accessory.

Moses Franklin's wife, a successful attorney in her own right. Brianna fell for Moses while they were both in law school. He was a charming, good-looking guy who could barely control his horny impulses, and she was a lonely young woman who filled the void

with sex and impossible fantasy. While the both of them have settled down significantly, Brianna can't help but wonder if this visit to Uncle Charlie's is going to lead to a relapse into improbable horniness between the both of them.



Irene Wilson

Slutty Redhead Bimbo MILF Designer

Charm: 3 **Age:** 30

Looks: 7 **Gender:** Female

Cleverness: 2 **Profession:** Designer

Control: 1 **Race:** White

Lewdness: 7 **Sexuality:** Straight

Kinks: Incest, Deep-Throating, Size Differences

Types: Young, Exotic, Military

Genitals: small, daffodil-shaped, hairless pussy.

Interests: Dogs, Skiing and Gardening.

Fave Foods: Club sandwiches and Texas BBQ.

Irene Hendriks is Uncle Charlie's grand-niece, and an almost archetypal Redheaded Bimbo. She has spent most of her life lusting after someone or the other, born a twin to Eric Wilson, Alex's Father, she spent much of her youth lusting after her brother, though that didn't stop her from banging half of her school, and getting pregnant from another boy at the ripe old age of 14, though her brother always remained out of her reach, and she's always been bitter towards Alex's mother for stealing Eric away from her.

Visually she is a veritable Boudicca, nearly six and a half feet tall, and with a monstrous (DD) Bosom, she is an experienced fashion designer, and is not conscious about wearing her own designs. She has also been able to stop time for short periods since she was a teenager, an ability that she has put to lewd use before. She cares deeply for her family, and looks forward to seeing them at Uncle Charlie's.



Isabella Wilson

Bigtitty Teenage Big Sister Slut

Charm: 7 **Age:** 16

Looks: 8 **Gender:** Female

Cleverness: 1 **Profession:** High School Dropout

Control: 2 **Race:** Latina

Lewdness: 9 **Sexuality:** Straight

Kinks: Rape, Femdom, Shotacon

Types: Femboy, Nerdy, Young

Special: Knockout

Isabella is the daughter of Irene Wilson, and the Cousin of Alex, and perhaps the most depraved of the three. While she has only recently realized her ability to render other's unconscious with a pinch on their shoulder, she has gotten to using it almost immediately, and developed a particular taste for boys younger than her. Though unlike her mother she typically uses protection, and has avoided becoming a teenager mother as a result.

Unfortunately, she is not particularly discreet with her actions, and it is only luck that she has not already been caught out. Not that this will stop her from using this "Life Celebration" to get some quality time with her cute cousin. She has inherited her mother's looks and more, and fills up a D-cup in spite of her youth, and the latin genes she inherited from her (Unknown) father have given her raven hair and a hell of an ass.



Jason Chadwick

Charm: 8	Age: 18
Looks: 8	Gender: M
Cleverness: 1	Profession: College Student (PhysEd)
Control: 4	Race: White
Lewdness: 1	Score: 0

Kinks: Romance/True Love, Handholding, Muscle/Hardbody

Types: Thick Ass, Tomboy, Sporty

Sexuality: Pansexual?

Features: Square face, Body builder, Toned butt, Excited voice, Bleached high fade hair, big hooded dick, sports watch.

One of Frankie's classmates, Jason is like a golden retriever stuck in a human's body. He's loyal to a fault, bigger and stronger than basically anybody he knows, and about as smart as a bag of hammers if that wasn't an insult to the hammers. You'd think a big hunky guy with charm to spare would have at least kissed a girl before, but Jason has been shockingly chaste all his life - mostly because of that aforementioned stupidity, making it difficult for him to pick up what others are putting down.

Mary Anne Chadwick

Charm: 6	Age: 36
Looks: 5	Gender: F
Cleverness: 7	Race: White
Control: 8	Profession: Therapist
Lewdness: 5	Sexuality: Pan

Kinks: Sadism/Pain, Punishment/Humiliation, Bondage

Types: Young, Elegant, Femboy

Power: Hypnosis

Features: Sharp face, hourglass body, small athletic breasts, round butt, Mellifluous voice, Chestnut brown long straight hair, brooch accessory, rose-like puffy vagina.

Jason's mother, a therapist with a sadistic streak a mile wide. In therapy, she's the kindest, sweetest lady you've ever met... and out of it, she's a literally cruel mistress, and will never turn down an opportunity to whip, cane, or restrain. Rumors is that she can hypnotize anyone at anytime into being a lovesick thrall... but perhaps she simply knows how to get inside somebody's head. In any case, she's a very dangerous woman, and she knows it.



Aurora Jones

Looks: 7, (Handsome)	Age: 20
Charm: 8, (Suave)	Gender: Female
Control: 6, (Assertive)	Profession: Writer/Occult magazine
Cleverness: 4, (Ditzy)	Race: White
Lewdness: 4, (Average)	Score: 0

Kinks: Dirty Talk, Anal, Titfuck

Types: Biker, DILF/MILF, Goth

Sexuality: Bisexual (Male leaning)

Features: E-cup breasts and an unshaved, wrinkly pussy.

To say that Aurora is obsessed with the occult would be an understatement. Ghosts, black magic, cryptids - anything that modern science fails to explain, Aurora loves. It's always been this way since she was gifted a small informational book on urban legends for her sixth birthday, and it's gotten her into plenty of

trouble through the years, not least leading to her dropping out of high school barely a month after starting.

It was an amicable split, considering she was always too busy off on little field trips to "real" haunted houses or gathering and performing black magic rituals in her basement to actually show up to class. But, her drive scored her a job writing for a popular occult newspaper, which is how she met Uncle Charlie, having come across him during research into a few local cases.

The epitome of goth, Aurora only owns black clothes, has skin whiter than white, and even draws little upside down crosses on her cheeks black eyeliner as form of accessories. While far from a depressing nihilist, even when talking about what she's most passionate about, there's something subdued about Aurora, who never quite found anyone as passionate about the supernatural as herself. Still, she's ultimately an optimist, and generally brightens the days of those she talks with, though her lack of education does tend to show when discussing more high brow topics or grappling with complicated ideas and theories.



Miles Christensen

Looks: 8 (Beautiful)	Age: 18
Charm: 7 (Exciting)	Gender: Male
Control: 2 (Weak)	Profession: Tailor
Cleverness: 6 (Quick-Witted)	Race: White
Lewdness: 2 (Childish)	Score: 0

Kinks: Pegging, Submission, Creampie

Types: Sophisticated, Businessy, Elegant

Sexuality: Pansexual

It might be cruel to call Miles a sheep, but it would not be inaccurate. His weak will is one of the first things even strangers notice about him, and he's all too happy to drop whatever he may be doing to tend to someone else's needs first. It's only natural then, that Miles ended up in the service industry, working dutifully as a tailor's apprentice for his youth rather than heading to college like many of those around him, eventually even graduating to become a tailor of his own right. One of his clients? Uncle Charlie.

It's a mystery exactly why Miles is so timid, but his feminine appearance can't help his confidence. Androgynous to a fault, it's only though his efforts to appear more masculine that people realise he's a boy. Even his voice is high pitched and soft, as though it'd never dropped. The only time Miles would ever dare stand up to someone is if they repeatedly mistook him for a woman. As a tailor, he pays a lot of attention to the fashion industry, and is always atop the trends and dresses well, which is the only real aspect of his appearance that he pays explicit care towards.

It's only with people that Miles knows well that he relaxes and can be open with. Otherwise, he acts like a deer in the headlights, obsessing over every word spoken on either side for hidden meanings and implications. It'd take someone patient and caring to draw him out of his shell, or someone confident and honest enough to take the pressure off. Miles has an average sized, shaved penis.



Fin.