

Resisting Seduction

A homebrew supplement for Lewd Attack

V0.1 “>playtesting”

On occasion when playing Lewd Attack, NPCs may attempt to talk their way into your Heroine’s pants. This homebrew derives from the combat and rape mechanics to provide a system for those who wish to leave their Heroine’s willingness to turn down such advances outside of their direct control.

When an NPC makes advances towards your Heroine, he rolls his Seduction skill vs the Heroine’s Mental Strength. If the NPC does not have a listed Seduction skill, substitute the NPC’s Grope or Rape dice to achieve an appropriately appropriate value. For each fetish that applies to the suitor, add one die to his pool. If the NPC is unusual (female, monstrous, etc) and the Heroine does not have the appropriate fetish, you may add one or more dice to the Mental Strength test, or even discard this system entirely, depending on how willing to experiment the Heroine is in her sex life. As normal, being in the Aroused state reduces the number of dice the Heroine rolls by one. The NPC’s successes are then negated by the Heroine’s successes as with defending in combat. If all successes are negated, the Heroine has resisted his wiles and may turn him down. However, if the NPC has *any* unmitigated successes, the Heroine gains 1d4 lust for each success, and another “round” of seduction begins. If the Heroine is in the Horny state at the *beginning* of a round, not only does she roll two less dice as per normal, but if the NPC achieves one or more unmitigated successes, she has fallen for her suitor and will allow herself to be taken to bed by him.