

Resisting Seduction

A homebrew supplement for Lewd Attack

V0.2 “Now With Rules”

INTRODUCTION

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. In particular, it is of greatest value to those playing Heroines that attempt to maintain some form of sexual dignity, but struggle with their own urges.

OVERVIEW

When an NPC makes advances towards your Heroine, he rolls his Seduction skill vs the Heroine’s Mental Strength. If playing with Companions, this is a straightforward application. However, other NPCs do not have a listed Seduction skill, and so one must be generated. 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, though the scenario may call for additional skill checks to convince him to back off. However, if the NPC has *any* unmitigated successes, the Heroine gains Lust for each success, and another “round” of seduction begins. Once the Heroine reaches the Aroused or Horny states, she enters a slippery slope towards the bedroom as her better judgment slips away.

GENERATING SEDUCTION

In general, suitors fall into two categories: Civilized and Monstrous. Civilized suitors are of any race that is eligible for Heroine creation, while Monstrous suitors cover all else. Civilized suitors are typically Trained in Seduction, and roll 5 dice. Alternatively, you may create a suitor’s Seduction skill by generating his Dexterity and Charisma scores from the Companion creation rules.

For Monstrous suitors, utilize the NPC’s Grope or Rape score, whichever is lower. Additionally, most Monstrous creatures are unsuited to asking for permission, and are typically Untrained in Seduction. Demons and Vampires, however, deserve special mention. Due to their supernatural powers and extended lives of debauchery, these NPCs utilize the *higher* of their Grope or Rape skills, and count as Trained by default, with suitors bearing the Champion of Chaos trait counting as Masters in Seduction.

Once the suitor’s base Seduction skill has been determined, it may be modified by the following factors:

- Reduce skill rank to Untrained if suitor is a Virgin
- 2 Dice if suitor is Monstrous and Heroine does not have corresponding fetish
- 2 Dice if suitor is Female and Heroine does not have Bisexual fetish
- 2 Dice per additional suitor if Heroine does not have Gangbang fetish

- 2 Dice if taking The Direct Approach (see below)
- +1 Die per +2 Optional Bonus to Pleasure (the extra value added for bosses)
- +1 Die if Dominant and Heroine is Submissive

Regardless of modifiers, the suitor still rolls a minimum of 1 die.

MENTAL STRENGTH MODIFIERS

The Heroine's Mental Strength score may be adjusted by the following factors:

- 1 Die per rank of Lusty after the first
- 1 Die per rank of any applicable fetish
- 1 additional Die per rank of Submissive if suitor takes The Direct Approach
- 1 Die if drunk or drugged
- +2 Dice if Heroine is a Virgin
- +1 Die if Heroine is a Prude

As normal, the Aroused and Horny states apply their -1 and -2 maluses respectively, and the minimum die pool size is 1.

THE DIRECT APPROACH

The Direct Approach is a catch-all term for advances made without a hint of subtlety, from a Wolfman bluntly declaring the Heroine his next partner to a soldier suggesting alternative methods of paying her taxes. Such blatant commands reduce the size of the suitor's Seduction pool, but can prove utterly captivating to Submissive Heroines. This method should be employed whenever deemed appropriate by the player in conjunction with the scenario description.

MAKING THE ATTEMPT

As with combat, seduction is broken into rounds, in which the suitor rolls his Seduction against the Heroine's Mental Strength, with the Heroine's successes canceling out the suitor's one-to-one. If there are multiple suitors, then utilize the highest score available. If the suitor fails to score any unmitigated successes, then the moment has passed and the Heroine returns fully to the player's control. If, however, the suitor scores any unmitigated successes, each success increases the Heroine's Lust by 1d4, and another round commences.

Once the Heroine enters the Aroused state, she is in danger of falling for the suitor. Should the suitor score 2 unmitigated successes in the same round, he has successfully charmed the Heroine and she will accompany him to bed. Should she be in the Horny state, then only 1 unmitigated success is required. Most typically, this will result in passive sex utilizing the suitor's skills, but the player should feel free to interpret the tryst as desired and use any Sex Skills deemed appropriate.