Savagely Lewd Worlds: An Erotic Savage Worlds Ruleset (SLW) - v.1

The following is a ruleset designed for use with the *Savage Worlds* TTRPG system. This ruleset contemplates the use of *Savage Worlds: Adventure Edition*, but can also be used with *Deluxe Edition*. This document aims to add races, hindrances, edges and mechanics that allow for solo or group play with an erotic twist. Please note that all characters referred to herein are 18+ years of age, and any animals or creatures are merely characters in costumes. Any and all encounters are consensual, with any references to non-consensual intercourse being a fiction agreed to between consenting parties.

For those who have never played *Savage Worlds* before, you should at least try a normal adventure path before utilizing this (or any other) additional ruleset. *Savage Worlds* is a very fast paced and gritty system, with heroes (wild cards) being able to gun down henchman (extras) by the dozens without breaking a sweat. There are optional and variant rules that can be used to generate a more traditional TTRPG experience, and some of those will be explored later on.

Table of Contents	
Foreword	
New Races	
New Hindrances	
New Edges	
New Items	
New Powers	
Setting Rules	
Optional/Variant Rules	

Foreword

Savage Worlds is an easy to pick up TTRPG that can be as simple or complex as you make it. That makes it an ideal candidate for modification, and in fact there are many books that do just that. This ruleset is designed to be as setting agnostic as possible - meaning that it works just as well in fantasy settings as it does in sci-fi settings (though some tropes and descriptions may be more in line with fantasy settings).

These rules rely heavily on *Savage Worlds* "Trappings" mechanic, so having a thorough understanding of how those work will improve your overall experience with these rules.

While these rules are designed to work with *Savage Worlds* out of the box, players or GM's may prefer a solo experience. While *Savage Worlds* is designed from the ground up to work with a party, there are many resources that can be used to create a worthwhile solo experience. Tools such as dungeon, NPC and loot generators online can all be used (free of charge!) with little mechanical knowledge to make a solo campaign that much easier. This ruleset also provides some tips and mechanics for converting *Savage Worlds* into a solo experience.

Keep in mind that this system is largely experimental and is subject to change as it is play-tested.

New Races [WIP]

Before getting into some examples of new races, I would direct you to look into the "custom race" rules contained within *Savage Worlds: Adventure Edition*. It is a straight forward system of building a race suited to your setting. If you can't find that one very specific race in any of the many *Savage World* supplement books, I highly recommend checking those rules out.

New Racial Abilities	
Value	Ability
4	**Life Drain (1)**: When engaging a character with Lewd Actions, whether as giver or receiver, this character is capable of restoring 1d4 power points whenever their partner climaxes.

New Hindrances

Hindrances are the "back bone" of *Savage Worlds*. They are what flesh out characters and make them more unique. These rules rely heavily on Hindrances as a means of determining a character's Likes and Fetishes. In *Savage Worlds*, hindrances fall under two categories: Minor and Major. Minor hindrances can be quirks your character has, or minor inconveniences or modifications to the character's style of play. Major hindrances however are often far more intrusive, dictating specific actions in specific situations and acting as "enhanced" versions of Minor hindrances. In that sense, Likes and Fetishes are like Minor and Major hindrances, respectively. In *Savage Worlds*, you can take as many or as few hindrances as you like (gaining benefits for taking more, up to a maximum, see *Savage Worlds)*. In *SLW* however, all characters must take at least two Likes and one Fetish (some races or hindrances require more). The inverse of Likes and Fetishes are Dislikes and Never-Evers. You may take as many Dislikes and Never-Evers as you like, however, for balancing purposes I would recommend taking no more than four Dislikes and two Never-Evers. Likes, Dislikes, Fetishes and Never-Evers are further explained in the "Setting Rules" section.

Taking more Likes and Fetishes also provides a benefit. For every Like you take over the minimum requirement, you gain +1 "Lewd Point" (name subject to change) and for every additional Fetish you gain +2 Lewd Points to a maximum of +4. Lewd Points can be used to increase *SLW* marked skills (1 point for 2 increases below attribute cap or 1 increase above) or to gain *SLW* marked edges (2 points per edge). These are explained in their relevant sections. These skills and edges can be increased and taken normally. Using Lewd Points is entirely optional, and is used primarily to allow characters flexibility in skillsets beyond *SLW*'s lewd mechanics.

Name	
Type	
Description	

Goblin Layer	
Type	Novice, Agility d6+
Description	Your character has a penchant for seeking out partners that are physically smaller than them, and has become adept at engaging them in lewd actions. Characters with the Goblin Layer edge can treat their smaller partners as 1 scale size higher for the purposes of penetrative actions.

Giant Layer	
Type	Novice, Brave Edge
Description	Your character fears not the dangers of bedding larger characters and creatures. They face these challenges, head on! After substantial training, steeling both their mind and body, characters with the Giant Layer edge can treat their larger partners as 1 scale size lower for the purposes of penetrative actions.

Sensitive/Very Sensitive	
Type	Minor or Major
Description	Select an erogoneous zone on your character. That area is either sensitive (+1 to interactions with that zone) or very sensitive (+2).

Two-Pump Chump	
Type	Major
Description	Your character is just far too eager. Your Vigor die is considered one step lower for the purposes of calculating Stamina to a minimum of d4-1.

Corruptable Mind	
Type	Major
Description	Your character is particularly susceptible to being corrupted. Their Spirit die counts as one step lower for the purposes of calculating their Purity Stat. This hindrance cannot be taken with any edges that alter Purity. If a character gains this hindrance while they have Beacon of Purity, it is downgraded to Enhanced Purity. If this hindrance is gained while a character possesses Enhanced Purity, they cancel eachother out.

Lecherous/Very Lecherous	
Type	Minor or Major
Description	When your character gets going, they can't seem to help themselves. The minor version of this hindrance changes the amount of rounds your character loses themselves to lust from 5 to 6. The major version of this hindrances increases the amount of rounds from 5 to 7.

New Edges

The below edges all fall under their own category of "Lewd Edges". In standard *Savage Worlds* terms, these edges would count as "Weird" or "Background" Edges.

Name	
Requirements	
Description	

Harem Protagonist	
Requirements	Novice, Seduction d6+
Description	Your character, for whatever reason, is capable of making even the most prude character throw away all rationality for the sake of your affections. Your character suffers no penalties to Persuasion or Seduction for having multiple partners. In addition to this, your character is able to "recruit" other characters into their "party". See the "relationships" section for more information. While your character may have any number of "extras" in their harem, they can only have a number of "wild cards" equal to their rank in harem members. You cannot exceed this amount without first removing a character. The power of this edge requires your character to take either one major hindrance or one Fetish.

Improved Stamina	
Requirements	Novice, Vigor d6+
Description	Your character is simply insatiable. They suffer no penalty to performance, even when battered and bruised. Your character's Vigor counts as one step higher when calculating Stamina (this can exceed their natural capacity), and is never fatigued by lewd acts outside of combat.

Doom Dude/Dudette	
Requirements	Veteran, Spirit or Vigor d8+, Improved Stamina Edge
Description	Your character's stamina is on a whole other level. Whereas the rest of humanity must suffer to taste the forbidden fruit, your character is capable of gorging themselves with nary a year off their lifespan. When engaging in lewd acts with other characters that have the "Life Drain" ability, this character can make a Spirit or Vigor roll (your choice) at -2 to negate the effects. On a success, the Life Drain ability is negated. On a success with a raise, you become immune to that character's Life Drain permanently. *You may choose to fail this roll, or to convert a raise into a success.

Kink Size-Up	
Requirements	Novice, Notice d6+, Seduction d4+
Description	Your character has a keen eye for identifying a character's preferences. Instead of randomly learning a character's preference on a successful Notice check, your character can decide what information they want to learn prior to rolling. With every additional raise, they can learn an additional piece of information.

Irresistible Seduction	
Requirements	Novice, Spirit d6+, Seduction d6+, Attractive Edge or Kink Size-Up Edge
Description	Your character knows how to make the most out their sexual appeal. When seducing a character, you double any Fetish or Like bonuses to your roll. In addition, you ignore 1 point in penalties from Dislike or Never-Ever penalties.

Lady Killer/Man Eater	
Requirements	Seasoned, Irresistible Seduction Edge
Description	First select which variant of this Edge you wish to take - Lady Killer for bonuses against female characters and Man Eater for bonuses against male characters. When seducing those characters, you may make one free re-roll on any seduction check. If you have the "Harem Protagonist" edge, you also add +2 to any rolls involved in recruiting a new character into your harem.

Cold	
Requirements	Novice, Must be Taken at Character Creation
Description	Your character is described as a prude, cold as ice to even the most warm and gentle touch. Your Spirit die counts as one step higher for the purposes of calculating Resilience. This can go above your race's natural capacity. (ex. D12->d12+1).

Total Prude	
Requirements	Seasoned, Cold Edge
Description	To go beyond, to become completely kissless, hugless, handholdless, is a path few tread. Your Spirit die is counted as two total steps higher for the purposes of calculating Resilience. This can go above your race's natural capacity (d12->d12+2). In addition, you may remove one Fetish or two Likes.

Arcane Background - Sexomancy (Name Pending)	
Requirements	Novice, Spirit d6+
Description	Your character has been blessed with arcane gifts! Whether to your glee or despair, they are limited to the erotic arts. You gain the Sexomancy skill at d4, gain 15 power points and gain 2 powers. These powers must use Sexomancy trappings - any damaging powers are altered to target Willpower instead of Wounds.

Sexlexia	
Requirements	Novice, <Smarts d6
Description	Despite coming across as a total idiot, it is somehow endearing. Gain +1 to Seduction and Persuasion rolls so long as your character has lower than Smarts d6 and has recently made a complete buffoon of themselves.

Improved Wiles	

Requirements	Seasoned, Seduction d8+
Description	Your character has become so capable at enticing others with a mere word or glimpse that they are capable of Seducing at range. Your character may now choose to, instead of making a target Vulnerable or Distracted with a ranged Seduction attempt, target a character's Resilience with Seduction damage.

Slippery Fingers	
Requirements	Seasoned, Thievery and Seduction d6+
Description	Your character is capable of using their pickpocketing skills in tandem with their seduction. They can seemingly get their hands in just about anywhere, granting their physical seduction rolls an "Armour Piercing" score equal to one half of their Thievery or Seduction die, whichever is lower.

Enhanced Purity	
Requirements	Novice, Must be Taken at Character Creation
Description	Your character has a particular resistance to Corruption. Their Purity Stat receives a permanent +4 increase. This edge cannot be taken with Beacon of Purity or any hindrances that alter Purity.

Beacon of Purity	
Requirements	Novice, Must be Taken at Character Creation
Description	Your character is a beacon of purity, with a particularly high tolerance to Corruption. Their Purity stat is considered as double your base Spirit die prior to modifications. This enhanced resistance must come from somewhere. Your character must take some major hindrance, like Vow (Major) that gives them the strength to resist the forces of corruption. This edge cannot be taken with Enhanced Purity or any hindrances that alter Purity.

New Items

The items listed here is a non-exhaustive list. Rather, it is a kind of reference and guide for you to add your own useful items. Prices are generally low, and are contemplated with fantasy settings in mind. If price is important and you are using setting rules that involve much larger amounts of money, consider adding a zero or two to the end of the listed prices.

This section also provides a list of item "modifiers" that can be applied to gear from other source books that give them a *SLW* twist.

Items		
Item	Description/Effect	Cost

Skimpy Clothing	Clothing that offers very little actual protection, instead accentuating the wearer's body. Skimpy clothing can come in a variety of styles and trappings, limited only to the purchaser's imagination. Skimpy Clothing provides no armour bonus, but gives a +1 to visual based Seduction checks.	50
Skimpy Gear Mod	Armour can be altered to both provide protection and accentuate a character's body, providing a +1 to visual based Seduction checks. This, naturally, compromises the armour's ability to protect a character by 1/4th of its total armour bonus rounded down. Cost is in addition to base price of item.	500
Whips and Riding Crops	Are they weapons, or toys? Depends on whoever's on the business end of these. Riding crop is Str+1d4 and Whips are Str+1d6 and have the "flail" quality. These allow characters to take advantage of likes and fetishes involving BDSM play.	
Sex Toys	A broad collection of items including restraints and dildos. These toys can be used to engage in bondage play and use penetrative toys, providing their respective Likes and Fetishes bonus to any rolls involving them.	100
Vial of Giant's Delight	A vial of some concoction that promotes elasticity, allowing characters to reduce size difference penalties by -2 when engaging in penetrative actions. This also removes the vigor roll needed for smaller recipients. However, smaller recipients that are two scale differences away from the giver must still make a vigor roll, but only to avoid becoming shaken.	200

New Powers [WIP]

Name	
Rank	
Power Points	
Range	
Duration	
Trappings	
Description	
Modifiers	

Setting Rules

While some of these rules and mechanics are obviously integral to the idea of a lewd *Savage Worlds* conversion, they are by no means absolutely necessary. The number one rule is to have fun, always. If less number crunching makes the experience more enjoyable for you, feel free to disregard as few or as many rules listed here as you like.

Resilience: Resilience is a character's last line of defence against the lewd machinations of a world built using *SLW*. Resilience works much like toughness - it is calculated as one half of your Spirit die, +2. For example, if your Spirit die is 1d6, your total Resilience is 5 (6/2=3+2=5). Resilience can also benefit from clothing and armour bonuses, adding their toughness bonus to a character's Resilience for that part of their body. When Seducing a target with a method that deals Seduction damage (see

below), that damage is rolled against the target's Resilience. If the total Seduction damage meets or exceeds a character's Resilience by less than 4, that character is shaken. If the character was already shaken, then they lose 1 Willpower. If the total Seduction damage exceeds a character's Resilience by more than 4, they are shaken and also lose an amount of Willpower equal to the amount of raises the Seducer achieved (see "raises" in *Savage Worlds*).

This loss of Willpower can be negated, however. Characters that have access to bennys (see "bennys" in *Savage Worlds*) can spend one after losing Willpower. This works like a "soak" roll in *Savage Worlds*, but instead of rolling Vigor, the character rolls Spirit. For every success a character rolls on this attempt, they negate 1 loss of Willpower.

Willpower: Willpower is your character's ability to, despite their arousal, maintain coherent thought and resist sexual advances. Wild Card characters possess 2 Willpower and Extras posses 1. For Wild Cards, losing 1 Willpower causes them to become "Aroused", and losing 2 Willpower causes them to become "Horny". These status effects impose no penalties on their own, instead making A Wild Card vulnerable to more lewd Seduction attempts. If Extras lose 1 Willpower they are immediately overcome with lust. If a Wild Card is horny and loses additional Willpower, they lose any ability to resist offers, advances and invitations and give in to their desire. On their turn they will use all actions to perform lewd actions with the object of their desire, moving or even running toward their target to achieve this. If their target is unwilling, a character which has lost all willpower will attempt to force themselves on them, typically through grapples and pins. This status lasts 5 rounds or until a character's Willpower is restored. After 5 rounds, the character regains 1 Willpower.

Willpower can be regained through items, powers or an hour of rest.

Seduction: Character interactions in *SLW* are almost entirely governed by the "Seduction" trait. If you are using skill specializations, then specific fetishes and trappings would be included under the umbrella of the Seduction trait. Seduction itself is governed by your Spirit attribute, and reads as "Seduction (SP)". Seduction can be used inside and outside of combat. Outside of combat, it is treated as another means of persuasion. If you can't bribe or talk your way through, you can always offer a sexual favour or flirt your way through using Seduction. In Combat, Seduction can be used in three different ways:

1. To physically touch and tease specific parts of a character,

2. To verbally or visually tease a character from a distance,

3. Or to make an offer/invitation.

Physically seducing a character requires being in contact with them (on a grid, right next to eachother). If you are attempting to touch a character, you can make your Seduction roll as if it were a touch attack (+2 to your roll). This roll is made against the target's parry score as they physically attempt to keep you from touching them. You may make "called shots" with a physical touch, however you will suffer the associated penalties (see "Called Shots" in *Savage Worlds*). Touching specific parts as part of your Seduction action grants either a +2 or +4 bonus to Seduction damage (based on area touched and sensitivity). If your Seduction roll meets or exceeds the target's parry, you have successfully touched them and can then roll "Seduction damage" against their Resilience. Seduction damage is equal to your Spirit Die + Seduction Die. This works just like normal damage and

toughness in *Savage Worlds* - meeting or exceeding their Resilience score causes them to be shaken, with a raise reducing their Willpower by 1 for every 4 over their Resilience.

Ex: *Guard 1 has a Parry of 5 and a Resilience of 5. Succubus 1 decides to seduce Guard 1 by groping their groin. This is a called shot at -4, and a touch attack at +2, ultimately modifying Succubus 1's attempt by -2. Succubus 1 rolls an 11 before subtracting 2, resulting in 9. As 9 is more than 4 above Guard 1's Parry, Succubus 1 gets a raise against the Guard and gets bonus damage. Succubus 1 rolls her Spirit+Seduction+4 as part of the called shot against the groin, as well as an additional 1d6 because she got a raise on her attempt to seduce. Succubus 1 ultimately rolls a ridiculously high 30. Against Guard 1's meager 5 Resilience, this results in a total of 6 raises, which would cause Guard 1 to lose 6 Willpower. Guard 1 attempts to Resist further by spending a benny to "resist", rolling their Spirit die. They achieve an 8, which is 2 successes, allowing Guard 1 to only lose 4 Willpower instead of 6. Unfortunately, Guard 1 only has 2 Willpower to spare, and is overcome with lust.*

Verbally or visually seducing a character is an alternative to physical touch. So long as you have line of sight and are within 10", you can roll Seduction as a test against their Spirit (see tests in *Savage Worlds*). In some circumstances, you can bypass the line of sight and range rule (such as using a phone or some other long-range communication). Success means a character is distracted or vulnerable, with a raise resulting in the character being shaken as well. While this is an effective means of weakening a character and making them susceptible to being wounded or seduced, it is impossible to reduce a target's Willpower through sight and sound alone. However, through the use of powers or the "Improved Wiles" edge, Seduction damage can be inflicted through verbal or visual Seduction attempts.

Finally, as a full round action, a character can roll Seduction to make an offer or offer an invitation to a target. This action is typically used once a target has lost all Willpower and is vulnerable to such invitations. However, this action can still be made even if a target still has Willpower. If the target has all of their Willpower, this roll is made at -6. If a character is aroused, the roll is made at -4, and if the character is horny, it is made at -2. This check is made against a target's Resilience, and can be made so long as the target has line of sight and is within a range of 10". Using invites and offers allows a character to dictate what lewd actions will be taken during an encounter. Without them, a target that has lost all Willpower will default to their Fetish and Likes. More information on this can be found in the "Lewd Acts" section. Successful invites made against a target that has not yet lost all of its Willpower determines what lewd actions it will seek when it loses all Willpower.

Stamina: Stamina is equal to your Vigor die (d6 Vigor = 6 Stamina). It represents a character's ability to engage in lewd actions without climaxing. Stamina is lost whenever a character engages in lewd actions or is the recipient of lewd actions. Outside of combat, if it is important to know who finishes first, roll an opposed Seduction roll for every participant. The losing party loses 1 Stamina, and loses an additional 1 Stamina for every raise the winning party achieved. The winning party loses 1 Stamina for every 2 Stamina the losing party loses to a max of 1+Likes or Fetish modifier. (ex: character with fetish for oral sex performs oral sex on a character and wins the opposed roll, causing the target to lose 4 Stamina - because it is their fetish, the winning character also loses 2 Stamina that round). You can also simply compare total Stamina against all parties to determine who finishes first, and consenting individuals can make Seduction checks if they so choose to try and match Stamina so everyone finishes together.

During combat, Stamina is an important statistic. It is important to know who loses all of their Stamina, and when. If a character loses all of their Stamina and climaxes during combat they become fatigued and they regain an amount of Stamina equal to their Vigor die. If a character is made to climax while they have no Willpower, they become fatigued and do not regain any Willpower for an additional 5 rounds. These additional rounds are in addition to however many rounds they had remaining prior to climaxing. For extras, climaxing in combat results in them being Incapacitated. For Wild Cards, they must climax while they are already Exhausted (2 levels of fatigue) before they are incapacitated.

Stamina is regained in combat at a rate of 1 Stamina per round, so long as they are not engaging in any Lewd Actions.

Removing Armour and Clothing in Combat: For a character relying on physical touch for their Seduction attempts, armour and clothing can be a significant hurdle. They make it so that a target can not even realize they're being touched. To that end, a character may wish to remove or displace a target's clothing prior to making physical seduction attempts. Alternatively, they may wish to simply gain access during a lewd encounter.

Displacing armour or clothing only requires one action and is made as a test, using a character's Agility or Strength against a target's Agility or Strength. Success means the clothing is displaced in one area as selected by the character when making the attempt. A success with a raise means the character may displace an additional area of clothing or armour. Displaced clothing and armour and be replaced with an action on that character's turn.

Removing armour or clothing is a significantly more difficult proposition. It requires a full round action and follows the same rules as displacing armour or clothing. However, the roll is made at -4 if the target is actively resisting, and -6 if their armour is particularly complicated to get into (such as full plate). Success however means that the armour or clothing piece is removed entirely and is dropped on the ground. Success with a raise means the armour or clothing piece is removed and tossed 1d6 inches away in any direction.

If a character is helpless or otherwise unable to resist, these actions automatically succeed with a raise.

Likes, Dislikes, Fetishes and Never-Evers: A character's preferences are integral to *SLW*. They act as a tool of interaction between characters in lewd and even regular interactions throughout the game. Knowing a character's preferences can make or break an encounter.

Preferences use "trappings" much like powers do to generate a list of likes, dislikes, fetishes and never-evers. Likes and dislikes are lewd activities and concepts that characters have an interest in or would rather not engage with. Likewise, fetishes and never-evers are things characters actively love or will never engage with if they can help it respectively.

Mechanically speaking, these preferences result in modifiers to any rolls involving them (including Seduction attempts, Lewd Actions in Combat, persuasion, trade, etc). See below:

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Likes: +1   Dislikes: -2   Fetishes: +2   Never-Evers: -4

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These modifiers apply to Seduction rolls, but also to other rolls such as persuasion attempts or even powers depending on their trappings.

As aforementioned, these preferences are generated using "trappings". Trappings are a non-exhaustive list of elements and concepts that allow a character to be as creative as they like with the "fluff" of their spells and powers. When it comes to preferences, it operates much the same - it allows characters to dictate their preferences rather than simply picking from a list. These trappings can be as specific as "Black Low-Cut French Maid Uniform" to as general as "Attire and Clothing". They can be concepts, specific body parts or specific acts, and anything else you can conceive of. Naturally, knowing a character's preferences makes Seducing them or getting them to do what you want that much easier as you can gain a positive modifier in those attempts. Conversely, engaging a character's dislikes and never-evers makes it that much more difficult.

It can be a bit bothersome to account for every NPCs preferences however. To that end, it is recommended that you assign certain preferences to a broad swath of NPC types (ex: bandits like big boobs) and only generate specific preferences for Wild Cards or other important characters. Alternatively, you can randomly generate a list of preferences using a series of rolls (table to follow).

A character's preferences can be discerned by using an action to a make a Notice check. Doing so allows your character to focus on their target, seeing what they react positively and negatively to. On a successful notice check, your character learns one random preference (usually by rolling a die equal to the amount of preferences both positive and negative that a character has). With every raise on the roll, the character can learn an additional preference. If they would learn the same preference again, simply reroll.

Lewd Actions in Combat: While reducing a target to 0 Willpower is almost guaranteed to initiate a lewd encounter, lewd actions can still be made even while in combat against a target with Willpower. This is similar to rolls made to seduce targets, with some caveats.

Lewd Actions require more "force" than simple Seductive touches, and thus are not made as touch attacks. If a target still has Willpower, this roll is made as a Seduction roll against their parry. On success, the target's Stamina is reduced by 1, whether or not they are shaken. For every raise, the target loses an additional point of Stamina. As usual, these rolls are modified by a character's preferences. Lewd Actions require access to certain body parts to perform. If a specific body part is covered, the roll is made at -2 and the target can never lose more than 1 Stamina. Lewd Actions can be done multiple times, with a different trapping attached to each one (ex: kiss, grope, hold hands) with regular multi-action penalty applied.

Lewd Actions can also be made as full-round actions (consume all 3 actions) instead of single actions. When doing so, you can reduce a target's Stamina as normal but also roll Seduction damage against a target's Resilience to lower their Willpower. If a target already has 0 willpower, this full round-action instead gains a +3 to the Seduction roll. See the Stamina section for more information regarding Lewd Actions in combat.

Gang-Up Bonus: In *Savage Worlds*, when multiple characters engage one target in melee, they receive a gang-up bonus to each of their attacks equal to +1 for every additional ally present. This concept also applies in *SLW*.

Gang-Up Bonus provides a +1 bonus to physical Seduction rolls, removing clothing and armour and Lewd Actions. Gang-Up bonus does not apply to powers or verbal or visual Seduction rolls made at range.

So, not only is one character against many the subject of many individual attempts against them, each attempt is bolstered. Be careful when adventuring alone.

Entangled and Bound: The Entangled and Bound conditions apply to physical Seduction rolls, attempts to remove clothing and armour and lewd actions as normal. They may be even more effective if anyone present has a bondage fetish.

Grappling: In addition to the normal Grappling rules in *Savage Worlds*, characters that have another character entangled or bound by a grapple can perform Seduction or Lewd Actions as normal without breaking the grapple.

Size Differences: *Savage Worlds* categorizes characters and monsters by 2 metrics - size and scale. Their size indicates where they sit on the scale - Characters between size -3 and +3 are considered "medium" sized, with anything smaller or bigger being Small and Large respectively. These scales determie the bonuses or penalties made to rolls based on size difference. A medium character gains a +2 to hit a large character, whereas they suffer a -2 to hit a smaller character. This system is altered slightly in *SLW*, with differences in scale applying a bonus or penalty to Lewd Action rolls.

Scale mechanics work normally for everything outside of Seduction and Lewd Actions. For Seduction rolls, Size and Scale apply no modifier (unless a character has a preference for size differences). For Lewd Actions, non-penetrative lewd actions are not modified. For Lewd Actions involving penetration, the actions are modified. Characters within 1 scale difference of each other can engage in penetrative actions with a bonus +2 to the receiver if smaller and a -2 penalty if the giver is smaller. The receiver, if smaller, must make a vigor check to avoid being shaken. Characters within 2 scale differences can also engage in penetrative actions, albeit at significant penalty. If the receiver is smaller, they must make vigor check to avoid being shaken and fatigued every round in which they engage in penetrative action. Characters can be incapacitated this way. If the receiver is smaller, they receive a +4 bonus to their Lewd Action rolls whereas if the giver is smaller they receive a -4 penalty. Characters within 3 or more scale differences cannot engage in penetrative actions.

Optional/Variant Rules

When it comes to *Savage Worlds*, one of its distinct advantages is how modular it is. You can add or remove many mechanics without completely destroying the core gameplay. This section includes additional rules that you may wish to use, or variants to the above rules.

Corruption: The concept of "Corruption" is a fairly popular trope in lewd rpg games. While not strictly accounted for in *SLW*, if you wish to add in corruption mechanics to your game, consider using these rules.

Every character has a "Purity" stat equal to their Spirit die. This stat can be higher or lower depending on edges and hindrances, respectively. Corruption is gained whenever the character:

- Performs a Lewd Act in any context other than with a lover, such as as a favour to a guard to let them pass (+1 base, +2 for Lewd Acts involving Likes, +3 for Lewd Acts involving Fetish)

- Performs an "evil" act (look to hindrances, acts that align with a minor hindrance are +1, acts that align with a major is +1d4 ie. Taking no prisoners aligns with major hindrance Bloodthirsty)

- Is forced to climax (+1d4 Corruption, + 1d6 if by a demon type character)

- Engages with some trap or magical source in the world (variable).

Corruption can only be regained with holy magic or scientific intervention depending on your setting. When a character's current Corruption is equal to their Purity stat, the following occurs:

- Purity is reset to 0 and is permanently reduced by 2

- The character gains a new Fetish related to whatever act caused their Corruption to meet or exceed their Purity, or gains a curse/hindrance related to the magical source or evil act

If a Character's Purity stat is every reduced to 0, they are completely and hopelessly corrupted. You can either consider that character "lost", or perhaps send them on a quest to achieve the natural end of being completely corrupted (ie become a demon etc).

Heroes Never Die! and Extended Combat: *Savage Worlds* can be very gritty and gruesome. On a lucky roll, a junkie in a back alley can cut down your heroic knight character with a rusty pipe they found. This is in stark contrast to other TTRPG systems where certain characters and creatures are simply too powerful for anything to realistically have a chance against. While higher rank characters are far less likely to not be killed by a junkie's rusty pipe, the possibility is nowhere near zero.

To that end, especially for beginners, it is recommended to try two rules: Heroes Never Die and Wound Caps. Heroes Never Die is a setting rule that can be used in any campaign, and is particularly at home in *SLW*. If a character is ever incapacitated, they run the risk of "bleeding out" and dying. With Heroes Never Die, your character instead suffers some kind of set back, such as being captured or left to die in a ditch devoid of items. The result is contextual and based on the circumstances surrounding your character's would-be demise.

Wound caps give new *Savage Worlds* players and Gms some "wiggle" room when it comes to learning *Savage Worlds* balancing. Wild Cards have 3 wounds, and if they receive a 4th, they are incapacitated. It is not uncommon for lucky rolls to result in 4, 5 or even 6 wounds against a single target. While this can be mitigated with soak rolls, it can take some time to get used to the economy associated with receiving and spending bennies. Wound caps place a hard limit to how many wounds a character can receive from any one attack. The recommended cap is 2, but you could use 3 or even 1 as a cap.

If you feel combat in *SLW* is far too fast and would like to slow things down, you can consider Extending combat by giving additional Wounds, Fatigue and Will Power to characters. Keep in mind however that *Savage Worlds* is built upon its fast paced combat system, and adding to these stats can seriously drag things out. It is recommended you try normal amounts as prescribed by *Savage Worlds* and *SLW* before using additional wounds, fatigue, willpower, stamina etc.

NPC Behaviour: In a typical TTRPG campaign, the DM or GM is responsible for determining what course of action NPCs and monsters take both in and out of combat. When playing solo however, you act as both player and GM. While you can simply dictate yourself what each NPC would do, perhaps you prefer to have a element of randomness or some set parameters for NPC behaviours.

For those who prefer the latter, there are many resources available for solo TTRPG play that can assist here. This section also contains some helpful tips that may or may not be specific to *Savage Worlds* and *SLW*.

For determining NPC behaviour in *SLW*, it is recommended you start with stat blocks from either the core *Savage Worlds* books or accompanying supplements. You will need 3 variables to determine a basic pattern of behaviour: the NPC or Monsters highest skill, their Smarts Die, and their "trapping". Their trapping is perhaps their most important variable as it influences the previous two entries.

An NPC or Monsters highest skill is usually what they will attempt to rely on in combat or social scenarios. If there are skills tied for the top spot, look to the edges - if that stat blocks edge's seem to favour one style of combat over another, consider prioritizing that behaviour. Next, their Smarts die. For NPCs that have a particularly low or high Smarts die, consider altering how complex their behaviours can be. A bandit with very low Smarts and high fighting will likely prioritze running into melee against the nearest or perhaps smallest target if they're particularly cruel or cowardly. However, if they are in the presence of an NPC with a higher Smarts die, perhaps that character is able to organize them into more complex tactics, such as ganging up or using maneuvers to limit a target. For monsters and animals, their Smarts are typically capped at d6(A), meaning they have animal intelligence. Their behaviour should follow that parameter, operating on base instincts. Trapping can influence all of the previous entries to an extent. For example, a bandit or peasant with a d6 Smarts is considered of "average intelligence" for that walk of life, whereas a noble or scholar with d6 Smarts could be considered of "average intelligence" for their stations. While not particularly bright, they could have access to different behaviour parameters reflecting their experiences, such as using specific maneuvers, tactics or directing others to do so in their place.

Don't forget that most creatures and NPCs value their own lives, and will typically try to end or escape combat if they feel their life is on the line and they're going to be on the losing end. You can determine what kind of behaviour they would do based on their Spirit die and trapping, or roll for it. Recommended actions for *SLW* include Surrender, Flee, Offer Item, Offer Favour, Offer Information. This is non-exhaustive of course, and you could include any number of options for your style of play.

Bennies: Bennies are a resource provided to characters by their GMs. During solo play however, there is no GM to provide bennies for player characters and enemies to use. *Savage Worlds* contemplates the use of bennies in its core gameplay mechanics, and is one of the few things that if absent will seriously compromise enjoyability. This section contains possible suggestions for the use of bennies in solo play.

For the player character, start with 3 bennies at the start of every session as normal (less or more depending on character edges). Give every enemy extra 1 benny that they can spend on themselves only, and every enemy Wild Card 2 bennies that they can either spend on themselves or their allied extras. If playing with allied wild cards for the player character, give the player character 1 additional benny for every allied wild card present that they can spend on themselves or others.

Whenever the player character is successful in some endeavour (succeeding in a quest, defeating a powerful enemy, getting lucky with that busty barmaid at the inn) consider giving yourself a benny. Bennies do not persist between sessions normally, so it is wise to spend them.

If you find that situations where you receive bennies are too far and few between, consider giving your character a maximum amount of bennies that can persist between sessions equal to their Spirit die. This will likely result in having a lot of bennies, but for first time players and especially in a solo context that isn't the worse thing.