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Version 1.0

"I'm trying to finish writing a script for a porno movie,
but there are just too many holes in the plot."

Intended For Mature Audiences

A large company said it didn't want involvement with products of this level. Can't blame them, so I will replace their product names with vegetables.

Game Terms

Character Points or CP - Points used to create your character. A normal (?) character starts with 12 of them.

The Pimp - The Game Master, Dungeon Master, Storyteller, whatever. The fella who controls the action. (uh huh, he said 'action')

d10 - What you'll be using in this game.

(X), (XX) and (XXX) - The levels for Advantages, Skills and Powers. (X) costs 1 CP. (XX) costs 2 CP and (XXX) costs, you guessed it, 3 CP.

(x) - Half a CP. (Xx) is worth 1 1/2 CPs, (XXx) is worth 2 1/2 CPs.

(-), (--) and **(---)** - The levels for Disadvantages. Each (-) gives you an extra CP to spend.

Character Creation

The creation method is pretty much like GURPS, because we are scrupulously realistic. The rules are pretty simple too, to ease up interaction in real action games. See, we thought of everything. Snack?

Normal characters start with 12 Character Points (CP) to distribute between Attributes, Advantages, Powers and Skills.

By the way, this game only uses d10.

Attributes

Body - Covers all, um, physical feats of strength and agility.

Looks - Covers your general comeliness.

Talk - Your ability to act socially.

Mind - Uh?

I said, **MIND** - Sorry, nothing like that here.

Each attribute goes from 1 to 10 (usually) with 5 being the human norm. A character starts with 5 in all attributes: Adding 1 to any attribute (up to 10) costs 1 CP, while subtracting 1 from an attribute gives you 1 CP. Attributes beyond 10 cost an extra CP (cumulative) for each point. The full cost is as seen:

Attribute 10: +5
Attribute 11: +7 (+5+2)
Attribute 12: +10 (+5+2+3)
Attribute 13: +14 (+5+2+3+4)
Attribute 14: +19 (+5+2+3+4+5)
Attribute 15: +25 (+5+2+3+4+5+6)
And so on.

HOWEVER, at the beginning, you can't spend more than +4 or less than -4 in an attribute. How do you get beyond that? With Attribute Alterators. More on that later.

Potency

Your life meter. How long you can go - literally and figuratively - before you fall to the floor.

Initial Potency equals your Body attribute. 2 Potency points cost 1 CP, up to 10 Potency: Beyond that, it's 1 CP per Potency point.

Potency is spent if the character takes damage or engages in intercourse, and is recovered at the rate of 1 point per hour of sleep. A pill of VIAGRA recovers all of the character's Potency.

Climax

How long you go before you, um, go. Only used in the Second Edition rules of the Wild Thing.

Initial Climax equals your Talk attribute. 2 Climax points cost 1 CP, up to 10 Climax: Beyond that, it's 1 CP per point.

Attribute Alterators

These are advantages and disadvantages that, basically, alter attributes. Neat, huh? You can be pretty specific with your char description and still end up with fast dice rolling. I'm so proud of myself now.

By themselves, Attribute Alterators cannot raise an attribute over 10 or below 1.

Physical Attributes

The size of your main material possessions is different from the norm. In hentai, this will significantly alter your Looks. Check the table:

PENIS

(-4) Ausent	-3 Looks
(-3) Useless	-3 Looks
(-2) Tiny (2-3 inches)	-2 Looks
(-1) Small (4-5 inches)	-1 Looks
(1) Big (8-9 inches)	+1 Looks
(2) Huge (10-12 inches)	+2 Looks
(3) Immense (13+ inches)	+3 Looks
(4) My God What Is That Thing	+4 Looks

BREASTS

(-3) Ausent	-3 Looks
(-2) Tiny (A cup: 32-34 in)	-2 Looks
(-1) Small (B cup: 34-36 in)	-1 Looks
(1) Big (D cup: 38-40 in)	+1 Looks
(2) Huge (DD cup: 40-42 in)	+2 Looks
(3) Immense (DDD cup: 42+ in)	+3 Looks
(4) My God What Is That Thing	+4 Looks

Teenager

You're underaged, silly. You're cuter, but you are weaker, and you don't have as much savoir faire as an older person. You're assumed to have entered or passed puberty already. Also, you are considered to already have a certain level in Physical Attributes, and you'll have to buy from there.

Age	Physical Attributes
(-3) 9-10	-4 Body, +4 Looks, -3 Talk Ausent/Useless
(-2) 11-12	-3 Body, +3 Looks, -2 Talk Tiny
(-1) 13-14	-2 Body, +2 Looks, -1 Talk Small
(0) 15-16	-1 Body, +1 Looks -

Cute

You have cute features (cat ears, fairy antennas), cute behavior, or both. This is not cumulative with Physical Attributes: only the largest modifier (or negative one) prevails. It is cumulative with other alterators, though.

- (2) Cute +1 Talk, +1 Looks
- (4) Very Cute +2 Talk, +2 Looks
- (6) Kawaii +3 Talk, +3 Looks

Strong

Your muscles are larger than normal people's. This gives an Body bonus. Note that, in anime, muscles give no Looks bonus.

- (1) Tarzan / Xena +1 Body
- (2) Superman / She-Ra +2 Body
- (3) Hulk / Giantess +3 Body

Age

You're getting old - old enough for the artists to draw you differently already. This will reduce your Body.

- (-1) Mature (35-50) -1 Body
- (-2) Aged (50-60) -2 Body
- (-3) Old Geezer (60+) -3 Body

Good Reputation

You are a famous singer, dancer, dancer and singer, or whatever it is that teenagers like nowadays. This gives you obvious bonuses at your smooth talk.

- (1) Blog Keeper / Webcam Goth Girl +1 Talk
- (2) Actor / Actress +2 Talk
- (3) Boy Band Member / Ex-Mousketeer +3 Talk

Bad Reputation

You are a supervillain, an evil owner of a megacorporation, etc. In addition to smooth talk penalties, you may be subject to rude words, silent treatment, stoning and others.

- (-1) Henchman / Mobster -1 Talk
- (-2) Godfather / Most Wanted -2 Talk
- (-3) Supervillain / Brook Shields -3 Talk

Innocence

You're too innocent for your own good. You might not be interested in sex (A rare breed indeed) or be interested in it, but unable to get it.

- (-1) Chaste. Only after marriage. (Shyeah, right.) -1 Talk.
- (-2) Pure. You're a nerd or a catholic schoolgirl. -2 Talk.
- (-3) Asexuated. The possibility of you engaging in intercourse is as low as the one of a meteorite hitting a toilet stall and flushing itself down. -3 Talk.

Nutcase

The wheel's spinning but the hamster's dead. This tends to spell trouble in relationships. This covers 'general' insanities: For the joy of Sexual Phobias and Sexual Insanities, go to the Disadvantages section.

- (-1) Ditzzy. Your phone is a bit off the hook. Pretty common. -1 Talk.
- (-2) Minor Derangement. You have an actual mental problem: Choose freely from the list below. -2 Talk.
- (-3) Major Derangement. Insane. Crazy. Looney. Both oars out of the water. Ding Dong nobody's home. Even worse than the previous. -3 Talk.

THE MARVELOUS INSANITY LIST

- Amnesia (what?)
- Compulsion (you just can't avoid it)
- Maniac Depressiveness (oscillation, living in a happy nation)
- Fantasy (can't sleep, clown will eat me)
- Schizophreny (voices in your head)
- Split Personality (well, duh)
- Autism (inability to communicate)
- Coprolallia (talking dirty compulsively)

Advantages

The advantages marked as Power Base can be used as an excuse to buy Powers.

The advantages marked as Plot are not recommended for short adventures and lazy GMs.

Ally (Plot)

You have a friend that helps you, more or less occasionally. He is built with 2 points, plus 2 for each point you spend in the advantage. A more powerful ally can be created if you decrease the help frequency roll (and vice versa): +1 CP for every -1 in the help roll (and vice versa) Alternatively, the ally can be another PC (and good luck convincing him to help you) A NPC Ally can never have more than half the CPs of the PC.

- (X) Contact. Helps you in a 3- roll.
- (XX) Ally. Helps you in a 6- roll.
- (XXX) Slave. Helps you in a 9- roll.

Babe Magnet / Boy Magnet

You attract the opposite sex like a magnet. There's always a handful of people behind you. While this is generally useful, it may become bothersome when you're trying to hit on someone else...

- (X) 'Gang Bang Me'. 1d/2 people.
- (XX) Rich guy/girl. 1d people.
- (XXX) Rock Star. 3d people.

Combative

You are more combat-oriented than most people. You are faster, stronger, blah blah blah.

- (X) Ninja Turtles. Other people have to roll vs. Body to hit you.
- (XX) Ranma. You can attack twice each turn.
- (XXX) Dragon Ball Z. You can attack thrice each turn.

Intelligence

You are among one of the very very rare hentai characters that can actually think. Besides being useful in making giant robots and deadly weaponry, this gives you an obvious edge in the 'Wanna screw?' world.

- (X) Smart. Seduction attempts against you are at -1.
- (XX) Brainy. Seduction attempts are at -2.
- (XXX) Genius. Seduction attempts are at -3.

Luck

You are simply lucky. Any rolls that involve your character can be rerolled (simulating a lucky streak).

- (X) Lucky. You can reroll once an hour.
- (XX) Very Lucky. You can reroll three times an hour.
- (XXX) Guardian Angel. You have an actual otherworld spirit protecting you.

Patron (Plot)

You have someone or something that provides you with plenty of food, money, equipment and sex. OK, maybe not sex. This can be combined with the Duty disadvantage.

- (X) Your Patron is a crazy old man that likes building gadgets. Or something like that.
- (XX) Your Patron is filthy rich, or a magical entity.
- (XXX) Your Patron is a megacorporation, or a powerful supernatural entity.

Shemale

You are in the blurred line between both sexes, in the limbo of the Third Hentai Sex. You look like a woman, but you have some male... implements.

- (X) Transvestite. You look a lot like a woman, but you are basically male. Big deal.
- (XX) Partial Hermaphroditism. You have both breasts and a penis, but no vagina.
- (XXX) Full Hermaphroditism. You have breasts, a penis, and a vagina.

Significant Other (Plot)

You have a person that likes you and bothers about you well-being. Oh, and you two hump like minks too.

- (X) You have a girlfriend/boyfriend, or a spouse.
- (XX) You have both. Maybe more than two.
- (XXX) You have MANY SOs, possibly a harem.

Hybrid (Power Base)

You are not fully human: You are a catgirl, a fairy, a triton, a succubus or whatever. This earns you a few helpful things, and can be used to justify Powers.

- (X) Claws. +1 damage.
- (XX) Tail. Acts as a Tentacle.
- (XXX) Wings. Fly like a bird!

Cyborg (Power Base)

You have been reconstructed with partially mechanical parts. Your senses are enhanced, and probably weaponry has been inserted in you (owie) as well.

- (X) Bionic Organ. (Yes, it can be THAT organ, you sicko)
- (XX) Bionic Limb. (Yes, that limb too.)
- (XXX) Full Cyborg Body.

Magical Affinity (Power Base)

You have an natural affinity with magical stuff.

- (X) Medium. 'Got your nose'.
- (XX) Magician. Fireball lobber.
- (XXX) Archmage. Cthulhian cultist.

Mystical Knowledge (Power Base)

You're initiated into the ancient art of the Ninja (or any other mystical group.)

- (X) Initiated. You can do the Backwards Jump.
- (XX) Veteran. You can do the Ridiculously Long Jump Kick.
- (XXX) Master. You have learned the fine art of Indivisibility.

Psychic (Power Base)

You have a natural psychic talent, or received special training. Owned by paranormals and psychic ducks.

- (X) Spoonbender. You can burn lamps if you concentrate.
- (XX) Sensitive. You can see the ghost of your long gone pet dog.
- (XXX) Earthbreaker. You say, 'Explode', they say, 'How hard?'

Disadvantages

Unlike Advantages, Disadvantages earn you extra points to spend on other stuff.

The disadvantages marked as Plot are not recommended for short adventures and lazy GMs. **Airhead**

You don't pay as much attention to the real world as you should. In other worlds: You are an airhead.

- (-) Unattentive. You tend to sleep during presentations
- (--) Distracted. You have a tendency to walk into posts, trip, etc.
- (---) Oblivious. You constantly forget where your house is.

Crybaby

You are a sissy. Females can get over this, but if you are male, prepare to be humiliated for the rest of your worthless life, you girly.

- (-) Pouty. You are offended easily at anything, and don't recover easily. Whenever something offends you, roll Talk to avoid crying like the little baby you are.
- (--) Depressed. You are always sad and uncheery. Very gothic.
- (---) Gushing Stream of Tears. Combines both!

Duty (Plot)

You have duties to someone and something. You can't neglect them in danger of losing money, life, or both.

- (-) Job. You have to work, man. 40 hours a week.
- (--) High Risk Job. You have to constantly fight dangerous things. This tends to be bad for your health.
- (---) Slave. You are either in the salt mines or in Venus Domina's dungeons. This can be even worse for your health.

Unlucky

Some people just don't have the right star and you are one of those.

- (-) Unlucky. The Pimp can skew a roll once every hour.
- (--) Very unlucky. The Pimp can skew a roll thrice every hour.
- (---) Cursed. Something chases you. The Pimp determines what it is and what will happen.
You can also be the object of a...

Curse

Something bad happens to you (change sex, change to a tiny cute animal, etc.) in a certain circumstance.

- (-) The curse is weak (or doesn't affect you much), and the circumstances are uncommon.
A power of yours could be activated by the curse. (Goku from DB)
- (--) The curse is strong or the circumstances are common. (Ranma)
- (---) The curse is strong and the circumstances are common. (Ryoga from Ranma)

Unwanted Love Interest (Plot)

Someone wants you, and wants you badly. You don't want them, but that's not stopping them.

- (-) You have at least one person behind you.
- (--) You have at least four people behind you.
- (---) Either a dozen people behind you, or someone has slaved you and has you at their beck and call...

Evil Nemesis (Plot)

You have an evil twin, long-gone twin sister or whatever.

- (-) Your nemesis isn't very powerful, or doesn't have much interest in you.
- (--) Your nemesis is reasonably powerful, and is out for your head.
- (---) You have an obscenely powerful nemesis, or maybe lots of nemesis...

Nymphomaniac

You need more sex than the normal for a balanced, well-adjusted person like most of us Internet types.

- (-) Slut. You need sex at least once a day.
- (--) Obsessed. You need sex every six hours.
- (---) Crazy. You need sex every hour.

Sexual Phobia

You're afraid of sex. Maybe you were raped by your parents, maybe your parents gave you a strict upbringing. Maybe both. If forced to have sex, you'll go angry or run away. Maybe both.

- (-) You're uncomfortable with the idea of sex. You need to make an Body roll to enter it. (Get it? ENTER IT? Ha! I kill myself.)
- (--) You're afraid of sex generally. The Body roll is at -3.

For an extra CP, you can have a specific fear beside sex: Feel free to rant and rave and tell about it to everyone that attempts intercourse with you. Yay.

Agaraphobia	Sexual Abuse
Algophobia	Sexual Pain
Androphobia	Men
Anuptophobia	Being single
Aphenophobia	Physical Contact
Coitus Ferarum	Doggy-style sex
Coitus Oralis	Oral sex

Cyprianophobia	Prostitutes
Cypridophobia	Venereal Disease
Dyspareunia	Painful vaginal sex
Ejacuphobia	Ejaculation
Esodophobia	Virginity
Eurotophobia	Female Genetalia
Gamophobia	Marriage
Gymnophobia	Naked Bodies
Gynophobia	Women
Hedonophobia	Pleasure
Heterophobia	Heterosexuals
Homophobia	Homosexuals
Ithyphallophobia	Erect penises
Maieusiophobia	Childbirth
Malaxophobia	Flirting
Medectophobia	Contour of a penis which is visible through clothing
Medomalacophobia	Losing an erection
Menophobia	Menstruation
Merinthophobia	Being bound
Necrophobia	Sex with the dead
Oneirogmophobia	Wet dreams
Paraphobia	Sexual Perversions
Parthenophobia	Young girls, usually virgins
Penis Captivas	Having one's penis held tightly by vaginal muscles
Phallophobia	Male genitalia
Primeisodophobia	Losing one's virginity
Proctophobia	Rectal intercourse
Sarmassophobia	Foreplay
Sexophobia	Opposite Sex
Spermophobia	Semen
Teratophobia	Bearing a monster
Venustaphobia	Beautiful women
Virgivitiphobia	Rape

Sexual Insanity

You have a strange sexual fetish or compulsion, called IT. IT is usually perverted and illegal, which doesn't stop anyone from wanting IT. Variations include:

- Coprophilia (Eating body waste)
- Exhibitionism (Showing yourself)
- Fetishism (Particular objects/situations)
- Geroniophilia (Older people)
- Masochism (Being hurt)
- Mirusmania (Weird sex)
- Necrophilia (Dead people)
- Pedophilia (Younger people)
- Periculophilia (Dangerous situations)
- Pigmalionism (Rocks and statues)
- Sadism (Hurting people)
- Uridpsomania (Drink urine)
- Voyeurism (Watching other people do IT)
- Zoophilia (Animals)

(-) You engage on IT occasionally. It makes people afraid.

(--) You engage on IT regularly. It makes people scared...

(---) You only talk about IT. All you think of is IT. People don't want to be seen with you.

Skills

Every point in Skills implies in a +1 bonus for any attribute roll under a particular situation, or +2 for a specific attribute roll under a particular situation. A 1/2 point in Skills gives a +1 for a specific attribute roll under a particular situation.

Examples:

(X) +2 for Body rolls involving Police Work
(XXX) +3 for all Combat rolls
(XX) +2 for all Sex rolls
(XXX) +6 for Talk rolls involving Politics
(Xx) +3 for Talk rolls involving Seduction

Powers

First, you have to buy a base advantage that justifies your powers, like Magical Affinity, Psychic, Cyborg or such.

Then, you buy the Powers. None of them can have a higher level than your justifying power.

Powers with (Half Point) on their title can be bought at 'half' levels, with the use of 1/2 CP.

Activating a Power docks off one Potency point, except for those marked as (Always On).

Body of _____

You can turn your body into a strange substance. Each CP in this earns one of these powers while in altered body: Flight, Desolidification, Invisibility, Partial Solidify.

Armor (Half Point)

You have natural or unnatural armor, and as such, you take less damage from attacks.

(X) -2 damage from attacks
(XX) -4 damage from attacks
(XXX) -6 damage from attacks

Call for Item

When you're with empty hands, you can call an item from nowhere, which lasts until the scene ends. This power costs one Potency per level.

(X) Level 1 Item
(XX) Level 2 Item
(XXX) Level 3 Item

Energy Blast

You can unleash a long distance blast of energy, matter, poop or whatever.

(X) 1d damage
(XX) 2d damage
(XXX) 3d damage

Enhanced Attack (Half Point) (Always On)

One of your attacks does more damage than the usual, due to claws, big hands, etc.

(X) +2 damage
(XX) +4 damage
(XXX) +6 damage

Extradimensional Travel

You can travel to the shadow world, the Umbra, the astral plane, you know it.

- (X) Home Dimension. You have a personal dimension.
- (XX) Plane Walk. You can travel to other near planes.
- (XXX) Time Travel.

Pheromones (Half Point)

Your body can generate chemicals that make you more attractive to the opposite sex, as well as to dogs, squirrels, moose, etc. Doesn't work to attract people: You need the Moose Magnet, I mean, Boy/Babe Magnet advantage for that.

- (X) +2 Looks.
- (XX) +4 Looks.
- (XXX) +6 Looks.

Shapeshifting

You can morph into something else. You keep the same mass, but you can change your body as you see fit. In addition, as long as you are morphed you can add some CP to your form, and float some CP from your sheet to other places. Shapeshifting docks 1 Potency point for every 10 minutes of use.

- (X) Add 1 CP, float 1 CP
- (XX) Add 2 CP, float 2 CP
- (XXX) Add 3 CP, float 3 CP

Speed

You can move somewhere else really really fast, due to teleportation, speed, or whatever. Owned by every other anime villain. A normal char speed is 5 m/s, or about 18 km/h.

- (X) 15 m/s - 50 km/h - 30 mph
- (XX) 60 m/s - 200 km/h - 120 mph
- (XXX) 300 m/s - 1000 km/h - 600 mph

Summoning

You can summon creatures from Beyond. A sucessful summoning docks as many Potency points as the ones used to create the creature as a char.

- (X) Summon a small and cute creature (up to 3 CP, attributes 2)
- (XX) Summon an human sized creature, or lots of small creatures (up to 6 CP total, attributes 3)
- (XXX) Summon a big creature, or lots of human sized creatures (up to 12 CP total, attributes 4)

Tentacles

An all-time favorite. Sprout tentacles from your body. Wherever they are positioned is up to you.

- (X) 1 tentacle
- (XX) 2-4 tentacles
- (XXX) 5-12 tentacles

Weaponry (Half Point)

All your attacks do extra damage, due to your ability to produce weapons of all sizes from Lord-knows-where. Better than Enhanced Attack, specially since you're not bound to a single attack form. Each weapon created costs 1 Potency point.

- (X) +2 damage
- (XX) +4 damage
- (XXX) +6 damage

Example Character Creation

Tarkuss has an obsession for preteen catgirls, and wants to make one. He chooses the name 'Neko-chan' (You don't have to LIKE this name, it's just an example). He asks the Pimp if he can play a preteen character. The Pimp says no. Tarkuss complains. After two hours of this, the Pimp gives up. So, to start off, Tarkuss picks the Attribute Alterators so the character frame is formed:

```
Attribute Alterators
-----
(Pre-)Teenager (9 years old)  (-3)
Cute (KAWAII!! =^_ ^=)      (6)
-----
3
```

These alterators lower Neko-chan's Body to 1 (OWIE), but raise her Looks to the maximum 10! Talk raises with Cute and lowers with Teenager, so it keeps even.

Now, Tarkuss raises the Looks even more, spending 2 points to raise her Looks to 11!

```
Attributes
-----
Body 2      (+1)
Looks 11    (+2)
Talk 3      (-2)
-----
1
```

Which imply Neko-chan has Potency at 2 and Climax at 3. Ew.

Now, for advantages and disadvantages. Tarkuss buys Hybrid (Catgirl) and Very Lucky to reflect the, um, catgirl's nature. Yeah. He also picks one point of Airhead disad, cause catgirls are naturally spaced out. Besides, he needs more points.

```
Advantages/Disadvantages
-----
Hybrid (Catgirl, has cat tail)  (XX )
Very Lucky      (XX )
Airhead (Unattentive)  (- )
-----
3
```

Tarkuss still has 5 points left, so he gets some skills. He buys a +2 in ALL rolls involving both acrobatics and stealth, for 4 points. Let's hope this compensates the Body of 2.

```
Skills
-----
+2 to acrobatic rolls  (XX )
+2 to stealth rolls    (XX )
-----
4
```

One point left! What to do, what to do. Wait a minute, Hybrid can be used as an base advantage for Powers! Tarkuss picks a point of Summoning (cats) with the special effect being 'feline pheromones secretion' or something like that. The Pimp buys it. Yay!

```
Powers
-----
Summoning (Kittycats!)  (X )
-----
1
```

```
+-----+
| Name:   Neko-Chan          |
| Concept: Preteen Catgirl   |
| Player: Tarkuss           |
+-----+
```

```

+-----+-----+
|      Point Cost:  ( 12 ) |Potency:      | | |
| Body:      | 2 |      (+1) |00000000000000000000 |
|      Looks:  |11 |      (+2) |Climax:      |
| Talk:      | 3 |      (-1) |00000000000000000000 |
+-----+-----+
| Attribute Alterators      | Sexperience:      | | |
|      Preteen (9 yo)      | (-3) |      |
|      Cute: Kawaii        | (+6) |      |
|      Advantages/Disads    |      |      |
| Hybrid: Catgirl (XX )| Total Score:      |
|      Very Lucky          | (XX )|      |
|      Airhead             | (- ) |      |
|      Powers              | Equipment, Etc:    |
|      Summon Kittycats    | (X ) |      |
|      Skills              | Studded Choker     |
|      +2 Acrobatics        | (XX )| Toy mouse      |
|      +2 Stealth          | (XX )| Yarn ball        |
|      |                   |      |      |
+-----+-----+

```

Rules

Rolls

You know, those rolls you make whenever you have a problem, like a chasm in the ground or the girl's bra won't come out. Roll d10. If it's equal or less than your attribute (plus eventual bonuses and penalties), you succeed. Else, you lose.

Contest

When two characters challenge each other in a contest of willpowers. "Use the Schwartz".

Both characters roll d10 and add their attribute. Who gets the largest final score wins.

Example: Seducing a person: Talk vs. Body

Offering yourself up to a person: Looks vs. Body

Combat

There is combat. There is ALWAYS combat. Uuuuuurrrrrrk. All right, let's make it quick.

* You usually hit automatically, unless the other side has the Combative advantage. In that case, roll vs. Body.

* You do damage equal to Body + 1d10. Subtract the victim's Body from the roll.

* The remaining is docked from the victim's Potency.

* When anyone's Potency falls below 0, he or she falls unconscious.

CRITICAL HIT: If you roll a 1 on the hit roll, you have hit critically! Roll on the Critical Hit Table and apply the result.

CRITICAL MISS: If you roll a 0 on the hit roll, you have missed badly. Roll on the Critical Miss Table and apply the result. (hee hee)

The Wild Thing

First Edition Rules

Each intercourse drains 1 Potency point per person involved, +1 per style beyond the first. Extra drains can be applied if heavy S&M is involved.

As long as a person has Potency, they can keep going for extra round. When a partner runs out of Potency, he's exhausted and falls asleep until Potency is positive again.

Second Edition Rules

Every turn, subtract 1d10 from each sex partner that's being, um, sexually excited's Climax. There are some bonuses and penalties to that roll:

Manual Excitation -4
Oral Excitation -2
Deep Impact Excitation +2 (depending on person)
Objects See 'Equipment'

The partners can also take the following actions:

Hold Up: Roll against the current Climax score or Body, whichever's lower. If succeeded, lose no Climax points on this round. If failed, lose double.

Scream Out: Roll against Talk. If succeeded, lose no Climax points on this round. If failed, lose double.

Rest: Roll against the current Climax score to leave the fray for a turn and recover 1d10 points.

Mimic: Hey, this is not Final Fantasy! Go do something useful.

CRITICAL HIT: If you roll a 1 on the action roll, you have hit critically! Roll on the Critical Hit Table and apply the result.

CRITICAL MISS: If you roll a 0 on the action roll, you have missed badly. Roll on the Critical Miss Table and apply the result. (hee hee)

Every time a partner's Climax reaches 0, he or she loses Potency as in 1st Edition rules.

Botch (Optional Rule): Whenever the roll results in a negative score, subtract that from **your** Potency. If your Potency reaches 0, you will have botched the intercourse attempt. Don't worry, it happens to everyone. (hee hee)

Likes and Dislikes (Optional Rule): Not all people like all kinds of stimulus. Roll Talk whenever you're using something unusual: failure means the partner dislikes that particular form of approach, and all apparented items will inflict a reductor to Climax instead of a bonus. Use this with the 'Botch' rule.

Sexperience

So THIS is why there's so much sex in hentai comics! (Well, what did you think?) Sexperience is the only way to advance your character. Various things can earn you SEXP, among them:

	Score
Winning a Hard Combat	200-500
Not Getting Hurt In It(Perfect)	500
Brilliant Idea	300-700
Brilliant Pickup Line	500
Saving Your Friends' Butt	500
Worst Excuse for Sex So Far	700
Best Excuse for Sex So Far	1000
Good Roleplaying (very rare!)	500-1500

The main way to earn SEXP, through, is, well, um, sex. Every time you are involved in intercourse with at least ONE other person, you gain a prize in SEXP. The exact prize is complicated to figure out, but that's what good RPGs are about. So, pull out your calculator, and for each partner in each intercourse session, go to the following table:

	Score (Multiply by Looks of partner)
Foreplay	100-200
Afterplay	100-200
Masturbation (with partner)	100
High Impact Masturbation	200
Oral	200
Vaginal, Coitus interruptus	300
Anal	400

Vaginal, normal 500
Unusual (hey, you think it up) 600+

Modifier
Regular lover /2 (sorry, pals)
Fetishism +50%
Semi-public place +50%
Public place +100%
Sadomasochism +100%
Anything involving tentacles +100%
Animals involved +100%
Second Round +100%
Next rounds +100%, cumulative (!)
For each virgin participant x2, cumulative (!!)
Incest involved x2 (woo hoo!)

How to Spend Sexperience

CP to spend in Advantages/Powers 20000
CP to spend in Attributes 15000
CP to spend in Attributes over 10 15000 + 10000 for each point above 10
CP to spend in Skills 10000
Automatic success in any roll 1000
Recover all Potency points 3000
One-shot Power 2000 x Power level

Example 1: A teacher performs oral sex with six of her students. She loses 7 Potency points in all this - fun fun fun. All of them have Looks 5, so Oral sex is worth 1000 points. The class room is a semi-public place (+50%). Four of them are virgins to oral sex (x2). $1000+50\%=1500$, $1500 \times 2=3000$. Therefore, the teacher gets $1500 \times 2+3000 \times 4=15000$.

The teacher has Looks 8. Therefore, each student gets 2400 points, and the virgin ones get 4800 points. Then she wakes up.
Example 2: Three men gangbang a virgin catholic schoolgirl. (stereotypical hentai adventure) No foreplay involved, of course. One of them is a virgin too. Let's go straight for the chart.

Virgin Catholic Schoolgirl
Type Looks Score Final
Oral Sex 7 1400
Public (+100%) 2800
Virgin (x2) 5600 5600
Vaginal Sex,CI 4 1600
Public (+100%) 3200
2 Virgins (x4) 12800 12800
Anal Sex 5 2000
Public (+100%) 4000
Virgin (x2) 8000 8000

26400

Number One
Type Looks Score Final
Oral Sex 9 1800
Public (+100%) 3600
Virgin (x2) 7200 --> 7200

Number Two
Type Looks Score Final
Vaginal Sex,CI 9 2700
Public (+100%) 5400
2 Virgins (x4) 21600 --> 21600

Number Three
Type Looks Score Final
Anal Sex 9 3600
Public (+100%) 7200
Virgin (x2) 14400 --> 14400

Equipment

Let's face it, we all love equipment tables. That's why we all bought AD&D, because we could get all those nifty stuff we didn't know what it was like Guisarme-voulges and Guisarme-avec-courbin-avec-canard-a-l'orange. So, here is the equipment list for BBSW. Ask the Pimp whatever is allowed on your state.

Level	Concealment	Use
1 - Kinky	0 - Envelope	V - Vaginal
2 - Perverted	1 - Pocket	A - Anal
3 - Sick	2 - Purse	O - Oral
3 - Suitcase	P - Penis	
4 - Trenchcoat	U - Urethra	
	C - Clothing	

Climax

Add to the 1d10 Climax roll of whoever is being 'targeted' by device.

Level	Conceal	Use	Climax	Description
Balls, Ben Wa	1 0	V +1		You put them in, and they shake in there.
Beads, Anal	1 1	A +1		
Bullets, Double	2 1	VP +2		Use with penis ring
Cage	1 -	-		Available in several sizes
Catheter	1 2	AU +1		
Catheter, Electrode	2 2	AU +2		No, not the blueberry.
Chair, Bondage	1 -	+1		Huh huh, he said 'Bondage'.
Chair, Comfy	0 -	-		The comfy chair!
Choker	1 1	C +1		Around neck, stupid.
Choker, Chain	2 2	C +2		Plus nice chain to attach anywhere.
Choker, Studded	2 2	C +1		Spiky.
Clamp, Nipple	2 1	- +1		
Clamp, Nipple, Tweezer	1 2	- +1		Larger and doesn't draw as much blood.
Clamp, Nipple, Saw Jaw	2 2	- +2		Regulate them with a screw!
Clamp, Nipple, Vibrating	3 2	- +2		
Dildo	1 2	VAO +1		
Dildo, Long	2 3	VAO +2		
Dildo, 2-Headed	2 3	VAO +2		For two!
Dildo, Vibrating	2 2	VAO +2		Shaky.
Dildo, Flexible	2 2	VAO +2		Shakier.
Dildo, Ice Mold	2 2	VAO +2		Requires water and a refrigerator.
Dildo, Venus Butterfly Mount	3 3	VAO +3		Excites clitoris and anal region.
Dildo, Adonis' Hand	3 3	VA +3		The Mother of All Dildos. 18 inches, fist shaped.
Egg, Vibrating	2 2	VA +2		I bet Faberget never heard of this.
Gag, Ball	1 1	O +1		
Grope Box	1 -	+1		A box with openings. You lock someone in.
Handcuffs	1 2	- +1		Kinky.
Handcuffs, Fuzzy	1 2	- +1		Hang them from your windshield.
Strap-on Harness	1 2	C -		A cheap alternative to Shemale advantage.
Oil, Lubricant	1 ?	A +1		Oil of Slipperiness, 2.0.
Oil, Massage	1 ?	- +1		Use in foreplay, or substitute by fruit jelly.
Paddle, Leather	1 3	- +1		Please, Mommy, I'll behave!
Paddle, Wood	2 3	- +2		Just like in school.
Plug, Anal	1 1	A +1		Hey, that reminds me of a joke...
Probe, Anal	1 2	A +1		No South Park jokes, please.
Probe, Anal, Vibrating	2 2	A +2		Now you know why your chair is trembling.
Probe, Anal, Guided	3 2	A +3		What's next? Warhead Anal Probe?
Ring, Penis	1 0	P -1		to user's Climax losses.
Ring, Penis, Ribbed	1 1	P +1		-1 to user's Climax losses.
Ring, Penis, Spiked	2 1	P +2		-1 to user's Climax losses.
Ring, Penis, Electro	3 2	P +1		-2 to user's Climax losses. PEEKA!
Restrainer, Ankle	1 1	C +1		Restrains leg movements.
Restrainer, Wrist	1 1	C +1		Restrains arm movements.
Restrainer, Neck to Wrist/Ankle	1 2	C +1		Restrains neck and arm/leg movements.
Restrainer, Wrist to Thigh	1 2	C +1		Restrains arm and leg movements.

Restrainer, Behind Back 2 2 C +2 All the above.
Slapper 1 3 - +1 THAT'S NOT HOW YOU PHONE HOME
Slapper, Large 2 4 - +2
Slapper, Triple 2 3 - +2
Table, Bondage 1 - - +1
Table, Stretching 2 - - +2 I saw those on a Medieval show once.
Whip, Feather 1 3 - +1 Cut it out, that tickles!
Whip, Leather 2 4 - +2 Jockey-style whip.
Whip, Bullwhip 3 3 - +3 Standard Indiana Jones whip.
Whip, Bamboo Cane 2 4 - +2 Sharp stick. Some people like it.

Unusual Equipment

For you who isn't contented with the Triple Slapper and the Venus Butterfly Mount, some scenarios might have more... unusual choices. Whether magical or high tech, you can find all sorts of nasty things that could make Cicciolina blush. Here are some modest examples: (The Pimp is free to create magical or technologic versions of these items)

Automatic Underwear: (Lv. 3) These are panties or shorts capable to 'perform' on their own. They automatically activate when worn, sexually stimulating the user until his or her Potency is reduced to 0 and he/she falls unconscious. The underwear has Body 10, Potency 10 + 2d at start (batteries or magical charges), and deactivates if it runs out of Potency.

Boo Hag Potion: (Lv. 1) A sipping of this potion (or chemical in high tech scenarios) makes everyone seem much more attractive than they really are. Effectively add 1 to the Looks of all people the drinker interacts with. Repeated sippings are less and less effective (2 sippings for another increase, then 4, etc.) The potion lasts until the drinker sleeps (And boy, is he/she in for a surprise when he/she wakes up)

Girdle of Masculinity: (Lv. 2) When a female wears this item, she appears to be a male for all purposes except the Main Weapon, if you know what I mean. *wink* *wink* *nudge* *nudge*. All males can automatically see through the illusion, but females will only see through if the user fails in a Talk roll. A male using this item receives a +1 bonus to Body.

Girdle of Masculinity, Mark II: (Lv. 3) When a female wears this item, she effectively is a male as long as it's on: Neither males or females can see through the disguise. Males using this item gain +2 in Body.

Girdle of Feminility: (Lv. 2) As Girdle of Masculinity, but with sexes changed.

Girdle of Feminility, Mark II: (Lv. 3) You get the idea.

X-Ray Specs: (Lv. 3) When wearing these weird glasses, the user sees everyone as naked. The specs will do their magic even on TV or cinema projections (because IT'S FUNNY).

Scenarios

The Hentai Earth

The Hentai Earth is an alternate universe - actually, an alternate Japan surrounded by a probability bubble. Everything seems normal at a glance... but it isn't. All the girls have big breasts and thin waists, and every other woman is actually a man. Gangs of school boys stalk and attack cute girls. Crossdressing is so common it's not even considered odd. 'Date rape' is an oxymoron. Secret cults of ninja, magicians, psychics, and lord knows what else lurk in every alley. And everybody thinks about sex 24 hours of the day. Some say it's heaven.

Character Stereotypes

Catholic Schoolgirl/boy

They have been grown in nice homes, went to nice schools, and have morals that would make the Pope envious. They're generally the first ones to be gangbanged.
Recommended: Innocent, Sexual Phobia
School Bimbo/Bloke

They may be prima donnas (pffffff), or they may drop themselves in everyone's arms. One thing is certain, though: They have no shortage of sex.

Recommended: Physical Attributes, Boy/Babe Magnet

Scientific Experiment

Lots of these around. They have cat ears. Or tails. They don't understand the normal world, and the world doesn't understand them. Don't let them go near the Bimbo.

Recommended: Cute, Innocent, Shemale, Hybrid

Mythical Being

Trolls, fairies, succubi and whatever. Hentai Earth seems to have a knack for getting beings from other planes. Just let your imagination fly.

Recommended: Cute, Hybrid, Magical Affinity

Fairy Land / Arcadia / Avalon / Fairy Land

Everyone is three apples tall here. The land is full of small houses in trees, magic mushrooms and all that Alice in Wonderland stuff. Fairies hump each other a lot. Lots of sex with small woodland animals. Fun.

Character Stereotypes

Fairy

Cute little fairy things with butterfly wings that fly around shouting 'Hey! Wissen!' No, I kid. They're the 'heroes' of this universe. Recommended: Cute, Hybrid, Magical Affinity

Bug

Round shiny carapace, maybe claws or fangs or piercers or something like that. They are the 'normal people' of the fairy world, workers, slaves, you know.

Recommended: Hybrid

Slug

Icky, slow, gooey things that drag themselves on the ground and are occasionally attacked by a perverted fairie. Often used as sex toys. Some people, I swear.

Recommended: Um. Eh. Next?

Rodent

The big guys in the fairy land. Rats, moles, you choose it. These usually attack other things instead.

Recommended: Strong, Physical Attributes

Hell

Yeah, hell. Figures. Lots of pain, fire, S&M, great demon lords, smaller demon lords, succubi and incubi. And it even smells like sulphur.

Character Stereotypes

Demon

Big wings, big body, big... well, everything. They're big. And sort of draconic. Recommended: Hybrid, Physical Attributes, Strong

Succubus

They're, well, big too, but much more shapely than the ugly demons. Succubi's main duty seems to be to seduce people and drag them to the underworld, where they'll be love slaves for eternity. What's so bad about it, beats me.

Recommended: Hybrid, Physical Attributes

Netherworld Monster

Icky, slow, gooey things that drag themselves on the ground and are occasionally attacked by a perverted fairy... wait, that was Slugs. Cut the fairy part, and you are OK.

Recommended: Strong, Tentacles, whatever your perverted mind can think of.

Anime Scenarios

Just any anime scenario can be adapted to the amazingly flexible BBSW System. (Except maybe G-Force. Even I am unable to picture them having sex.) Evangelion, Dragon Ball, Ranma, Rayearth, Sailor Moon, Cute'n'Fuzzy Cockfighting Seizure Monsters, anything your sick little mind can think of.

Example Characters

Rei Ayanami (Neon Genesis Evangelion) (12 points)

(-1) Age 14: -2 Body, -1 Talk, +2 Looks
(2) Cute: +1 Talk, +1 Looks
(-2) Pure: -2 Talk

Attributes:

Body: 6 (+3)

Talk: 3 (0)

Looks: 8 (0)

Disadvantages:

(-) Airhead: Unattentive

Powers:

(XXX) E.V.A. Pilot

(XXX) Energy Blast, 3d

(XX) Weaponry, +4 damage

(XXX) Armor, -6 damage

Asuka Langley (Neon Genesis Evangelion) (12 points)

(-1) Age 14: -2 Body, -1 Talk, +2 Looks

Attributes:

Body: 6 (+3)

Talk: 4 (0)

Looks: 8 (+1)

Disadvantages:

(-) Sexual Phobia

Powers:

(XXX) E.V.A. Pilot

(XX) Energy Blast, 2d

(XXX) Weaponry, +6 damage

(XX) Armor, -4 damage

Shinji Ikari (Neon Genesis Evangelion) (12 points)

(-1) Age 14: -2 Body, -1 Talk, +2 Looks

Attributes:

Body: 6 (+3)

Talk: 4 (-1)

Looks: 7 (0)

Advantages:

(X) Babe Magnet

Disadvantages:
(--) Crybaby: Depressed

Powers:
(XXX) E.V.A. Pilot
(XXX) Energy Blast, 3d
(XXX) Weaponry, +6 damage
(XXX) Armor, -6 damage

Misato Kasuragi (Neon Genesis Evangelion) (12 points)

Attributes:
Body: 6 (+1)
Talk: 9 (+4)
Looks: 9 (+4)

Advantages:
(XX) Intelligence: Brainy
(X) Ally: Pen Pen, 5- (Pen Pen: Body 6, Talk 2, Looks 5)

Lara Croft (Tomb Raider) (12 points)

(+3) Immense Breasts: +3 Looks

Attributes:
Body: 9 (+4)
Talk: 6 (+1)
Looks: 10 (+2)

Advantages:

Disadvantages:
(-) Unlucky
(-) Unwanted Love Interest
(--) Evil Nemesis (lots of gangsters and stuff)

Powers:
(XX) Immense Resources
(XX) Energy Blast, 2d (guns)

Ranma Saotome (Ranma 1/2) (12 points)

Attributes:
Body: 8 (+3)
Talk: 5 (0)
Looks: 8 (+3)

Advantages:
(XX) Combative (2 attacks per turn)
(XX) Babe Magnet
(X) Patron: Genma Saotome

Disadvantages:
(--) Curse (Changes sex when wet: gains Boy Magnet)
(-) Evil Nemesis (Ryoga, Shampoo (only when female))
(-) Unwanted Love Interest (Kodachi, Shampoo, Ukyo, Kuno (only when female))

Powers:
(XX) Martial Arts Knowledge
(XX) +4 damage with punches

Akane Tendo (Ranma 1/2) (12 points)

Attributes:
Body: 7 (+2)
Talk: 5 (0)
Looks: 9 (+4)

Advantages:

(XX) Combative (2 attacks per turn)
(XX) Boy Magnet
(X) S.O.: Ranma
(X) Patron: Soun Tendo

Disadvantages:

(-) Unwanted Love Interest (Kuno, Ryoga)
(-) Evil Nemesis (Kodachu)

Powers:

(X) Martial Arts Knowledge
(X) +2 damage with punches

Ryoga Hibiki (Ranma 1/2) (12 points)

Attributes:

Body: 9 (+4)
Talk: 5 (0)
Looks: 7 (+2)

Advantages:

(XX) Combative

Disadvantages:

(---) Curse (Turns into pig when wet: Body and Talk fall to 1)
(--) Airhead: Distracted

Skills:

(XX) +4 Body when Enraged

Powers:

(XXX) Martial Arts Knowledge
(XXX) +6 damage with umbrella
(X) Energy Blast: Thrown cloth, 1d

Sharon Apple (Macross Plus) (12 points)
(As requested by Tarkuss)

Attributes:

Body: 4 (-1)
Talk: 8 (+3)
Looks: 8 (+3)

Disadvantages:

(-) Nymphomaniac

Skills:

(XXX) +6 Talk (!!!) when singing

Powers:

(XX) Computer Generated Holograph
(XX) Body of Light (Desolidification, Invisibility)
(X) Shapeshift (Change Looks)

Thunderdick (12 points)

(+4) Absolutely Humongous Penis: +4 Looks

Body: 9 (+4)
Looks: 8 (-1)
Talk: 5 (0)

Advantages:

(XX) Patron: Doctor Goldin

Disadvantages:

(--) Duty: Doctor Goldin

Powers:

(XX) Cyborg

(X) 1 Tentacle (Penis), 8 yard reach

(XX) +4 damage with Penis

The D-Team (12 points)

(+2) Huge Breasts: +2 Looks

Body: 7 (+2)

Looks: 9 (+2)

Talk: 6 (+1)

Advantages:

(XX) Patron: Doctor Goldin

Disadvantages:

(--) Duty: Doctor Goldin

Powers:

(XX) Cyborg

(XX) Weaponry: +4 damage

(X) Shapeshifting

Venus Domina (24 points)

(+3) Immense Breasts: +3 Looks

Body: 11! (+7)

Looks: 10 (+2)

Talk: 7 (+2)

Skills:

(XX) +4 Talk when involving S&M

Powers:

(XXX) Hybrid (Succubus)

(XX) 4 Tentacles

(XXX) Weaponry: +6 Damage

Tables

Cheat Sheet for Character Creation

Potency from Body, Climax from Talk

Attribute Alterators:

(+/-X) Physical Attributes +/-X to Looks

(-X) Teenager -X-1 Body, -X Talk, +X+1 Looks

(+X*2) Cute +X Talk, +X Looks

(+X) Strong +X Body

(-X) Age -X Body

(+X) Good Reputation +X Talk

(-X) Bad Reputation -X Talk

(-X) Innocence -X Talk

(-X) Nutcase -X Talk

Advantages: Disadvantages:

X Babe/Boy Magnet - Airhead

X Combative - Crybaby

X Shemale - Duty (Plot)

X Luck - Unlucky
X Significant Other (Plot) - Curse
X Ally (Plot) - Unwanted Love Interest (Plot)
X Intelligence - Evil Nemesis (Plot)
X Patron (Plot) - Nymphomaniac
X Hybrid (Power) - Sexual Phobia
X Cyborg (Power) - Sexual Insanity
X Magical Affinity (Power)
X Mystical Knowledge (Power)
X Psychic (Power)

Skills: 1 point for +1 to any attribute under a certain situation
1/2 point for +1 to a single attribute under a certain situation

Powers:

- * Body of _____
- * Armor (1/2)
- * Call For Item
- * Energy Blast
- * Enhanced Attack (1/2) (Always On)
- * Extradimensional Travel
- * Pheromones (1/2)
- * Shapeshifting
- * Speed
- * Summoning
- * Tentacles
- * Weaponry (1/2)

Critical Hits and Failures

Combat: Critical Hit

- 1 - Normal damage.
- 2 - 2x damage.
- 3 - 3x damage.
- 4 - Normal damage, disarms victim.
- 5 - Normal damage, tears victim's clothes off.
- 6 - Normal damage, victim's pants fall.
- 7 - Lasting damage: -1 Body for the duration of the adventure.
- 8 - Scar: -1 Looks for the duration of the adventure.
- 9 - Victim falls unconscious.
- 10 - Hits groin area: 2x damage, male victims are unable to act for 1d rounds.

Combat: Critical Failure

- 1 - Nothing happens.
- 2 - Does damage to self.
- 3 - Trips and falls to the floor.
- 4 - Weapon flies off. Whoops.
- 5 - Attacker's clothes are torn off.
- 6 - Attacker's pants fall.
- 7 - Falls on own weapon! 2x damage.
- 8 - Hits random ally. If none available, hits self.
- 9 - Hits wall/floor, weapon breaks.
- 10 - Weapon shatters, does damage to self.

The Wild Thing: Critical Hit

- 1 - Partner climaxes instantly.
- 2 - Simultaneous orgasm.
- 3 - Let's Go For Another: Regain 1d Climax points!
- 4 - Gains +1 Body for the remaining of the interaction.

- 5 - Gains +1 Looks for the remaining of the interaction.
- 6 - Gains +1 Talk for the remaining of the interaction.
- 7 - Regain all Climax points!
- 8 - Bed (or whatever partners are on) breaks.
- 9 - Both partners regain 1d Climax points!
- 10 - Both partners regain 1d Potency points!

The Wild Thing: Critical Failure

- 1 - Lose extra 1d on Climax.
- 2 - You climax instantly.
- 3 - -1 Looks for the remaining of the interaction.
- 4 - -1 Talk for the remaining of the interaction.
- 5 - Neighbors (or relatives) are listening.
- 6 - Neighbors (or relatives, or SO) walk in.
- 7 - Bed (or whatever partners are on) breaks.
- 8 - Suffer 1d damage from hitting your head against the wall, bumping the wrong thing, etc.
- 9 - Botch. Lose 1d Potency.
- 10 - Groin hit! 2d damage. Better go to the hospital.

Other RPGs Conversion Table

GURPS to BBSW

Body = ST+HT+DX/6
Talk = IQ+reaction bonuses/4

Appearance Looks

Hideous 1-2
Ugly 3
Unpleasant 4
Normal 5
Attractive 6-7
Pretty 8-9
Very Pretty 10

D20 to BBSW

Body = Str+Con+Dex/6
Talk = Int+Wis/4
Looks = Cha/2

FATAL to BBSW

Body = Physical Fitness + Strength + Health / 60 - 15
Talk = All four Charismas added / 80 - 20
Looks = Bodily Attractiveness / 20 - 5

Stick the other attributes wherever you want.

CoC to BBSW

Body = STR+DEX+CON/6 Talk = INT+EDU/4 Looks = APP/2

Template Character Sheet

+-----+	
Name: _____	
Concept: _____	

Player: _____	
+-----+-----+	
Point Cost: ()	Potency:
Body: ____ ()	0000000000000000
Looks: ____ ()	Climax:
Talk: ____ ()	0000000000000000
+-----+-----+	
Attribute Alterators	Sexperience:
()	
()	
Advantages/Disads	
()	Total Score:
()	
()	
()	
Powers	Equipment, Etc:
()	
()	
()	
()	
Skills	
()	
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()	
+-----+-----+	

Bibliography and Links

This page uses images from the hentai comics God of Sex, Super Taboo, Secret Plot and Venus Domina.
[The Complete Guide to Unlawful Carnal Knowledge.](#)

[Solidsharkey Cartoonophilia - BBSW Sheets](#)