

ROLL TO SEDUCE

a super simple role playing game
for however many friends you have

"I attempt to seduce the guard!"

"I attempt to seduce the villain!"

"I attempt to seduce the cave!"

"I attempt to seduce the GM!"

"I ATTEMPT TO SEDUCE GRAVITY!"

Seduction is a robust skill. In many games, it can be used for almost anything: getting NPCs on your side, getting PCs on your side, getting stuff for free, acquiring favours from godlike beings, or bending the very fabric of space and time to your will. It's useful for anything.

**Thus, characters only really need one skill:
SEDUCTION.**

Every roll in this game is a seduction roll.

CHARACTER CREATION

In this game, each player has a d20. You also need a character sheet with your name and your stats on it.

Besides your name, you must also assign up to 5 Seduction specialisations. These are things you are especially good at seducing. Once you think of 5 of them, run the list past your GM. The GM will decide how much of a bonus each specialisation can give you, depending on how specific or useful your specialisation is. They should be probably be between +1 and +5. Overly broad or powerful specialisations are potentially gamebreaking, but if your GM doesn't care, then whatever.

Example Specialisations

Seduce Animate Object: +1 to attempts to seduce objects in motion. Like bullets.

Seduce Self: +2 to attempts to seduce yourself into superhuman feats.

Seduce Wall: +2 to attempts to seduce walls.

Seduce Bullet: +3 to attempts to seduce objects in motion which ARE bullets.

Seduce Feet: +3 to attempt to seduce other people's feet into stopping or starting.

Seduce Trains: +4 to seduce trains, unless you're probably going to see a lot of trains, in which case probably just +1.

Seduce Cacti: Hey, +5, if that's your thing.

Seduce Gravity: +5 to seducing gravity into changing, balanced by a huge GM difficulty for tasks actually attempting to do so.

GAMEPLAY

To perform any action, a player declares what they are attempting to seduce, and the action they want to cause as a result of their seduction. The GM tells you the number you need to roll higher than; it can be even higher than 20. Especially if attempting to seduce gravity.

The player describes their method of seduction. If specialisations apply, add them to your roll, and the GM can give bonus points if your described method amuses them, probably from 1 to 3. Then roll.

If your roll succeeds, you immediately seduce your target. If your roll fails, you are immediately seduced by your target instead.

Example Actions

A bullet's speeding towards Jack. He wants to seduce the bullet's trajectory away from him; the GM says it's a difficulty 15 task. Jack winks at the bullet and mentions it looks better out of the full metal jacket; the GM likes that and gives a free +2. He's also got Seduce Bullet and Animate Object, so +3 and +1 respectively, so +6 of bonuses in total. Jack rolls a 10, which with his +6 gives him 16; the bullet flies over his shoulder and misses.

Jack wants to return fire. He seduces his arms into aiming; the GM sets difficulty 12. He has Seduce Self (+2) and targets his arms, +1 from GM from a "look at these Guns" quip, then rolls an 11, so 14 total, beating difficulty. The bullet leaves the barrel towards the enemy, who then tries to seduce the bullet out of the way with a tap dance. Jack tries to stop this: the GM sets a difficulty 16 to the roll. Jack has Seduce Feet (+3), but only rolls a 3, giving him a 6. Thus, the feet seduce him instead. The enemy then makes his roll for tap-dancing (the GM does this privately) but fails, is shot, and dies. Jack later marries the feet.

SETTING IDEAS

It's probably funniest if the setting you're in has nothing to do with the other game mechanics. You could all be:

- CIA operatives tracking a rogue agent.
- Detectives investigating a crime scene.
- Astronauts who found life on Mars.
- Robots. Vampires. Robo-vampires.