PHOENIX COMMAND
AMATORIAL RULES
(Rated R for Adult Situations & Sexual Content)

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1 – INTRODUCTION

"Men fall in love with women they are attracted to.
Women become attracted to men they fall in love with."
--(unknown)

These rules seek to add back a common element back into fantasy fiction. They have worked very well in one of our current tabletop campaigns, used both in gently courteous and Robert E. Howard-esque situations. For the spectrum, think Braveheart and *Heavy Metal*, not "Deborah Does Wisconsin".

The key element to including eros and philios in a game, it turns out, is imagination. This precludes the chiefly fetishistic approach taken by some systems, akin here to the PCCS gun combat or high-speed driving systems. Amative situations are typically more desirable in real life, and so fetishising them obtrudes on the participant's more intimate "fantasy" turf, and creating a socially awkward impression in the players. Once the notion of "roleplaying romance" equates with pornography, the remaining players are forced into an embrace of it in either a spirit of lust or of jocularity.

Instead, herein is taken the traditional and largely authentic model of interaction between the sexes, rather than removing sex alone to the modern, atomised model of genderless, contractual relations. Further embellishment beyond the already less-than-modest details presented are left to the mutual trust and whim of the participants.

For those seeking comparative works, for and from widely different sensibilities, try:

Review of Wraith: Love Beyond Death (Rated AA for Mature Themes)
http://vampirerpg.free.fr/Books/6004.php3

Guide to Unlawful Carnal Knowledge (Rated R for Adult Situations & Sexual Content)
http://www.fortunecity.com/victorian/byzantium/55/index2.htm#bluetroll

GURPS Hot & Heavy (Rated X for Explicit Sexual Content)
http://geographic.net/gurps/hotheavy/

F.A.T.A.L. Games (Rated X for Explicit and Violent Sexual Content)
http://www.fatalgames.com/

2 – SKILLS

Con / Acting: Used to put on false pretences. Its game use is discussed later on.

Flirting / Seduction: This social skill addresses sexual relations, speaking to confidence around the opposite sex, psychological insight, and knowledge of both flirtation and sexual technique. Its specific uses and modifying characteristics are explained later. As a guide, think of the lower levels (1-4) as emphasising Flirting, and higher levels (5-13) as emphasising Seduction. World class levels (14+) are deemed to encompass more outré disciplines bordering on the mystical (e.g. Chiun from the Destroyer novels), and are better suited to more cinematic games. Herein the Flirting / Seduction skill will be termed "Flirting" for brevity. Its tradeoffs are:

/ 2 = Diplomacy
/ 2 = Con/Acting
/ 2 = Perception
/ 3 = Espionage
/ 3 = Carousing

Typical Flirting Actions

Base Odds	Action
10	Find a date, per week
9	Get a girlfriend, per month
5 – SL	Seduce a reluctant person, per evening; subtract the target's Perception SL (modified by INT, WIL, TS), and modify the odds by the seducer's INT, WIL, CHA, and TS).
12 – F	Steal a kiss, modified by both parties' AGI. "F" is explained in Courtship, below; Guardian approval applies only in public.

Perception: This is important for reading the opposite sex in situations of deception. Its game use is discussed later on.

3 – COURTSHIP

Love per se remains a principled decision made by the characters involved's players and/or GM respectively. If this "spark" exists, then, a courtship may begin. If it does not, then mating will only occur via mind control (see **4 – SEDUCTION**).

If the consent of a legal or physical Guardian of some kind is required, such as of a father or protective older brother, then the Suitor must make a **Diplomacy** roll with **Base Odds of 9** to gain permission to court her. Modify the Odds by the bonuses listed on the **Courting Table**, below, excluding the "**F**" value. If better-quality rivals are present (see **4 – HUSBAND HUNTING**), treat lesser suitors as being Disliked by the Guardian.

Courtship per se is handled akin to an **Infiltration** attempt, except using the **Flirting** skill, as the Suitor attempts to infiltrate his Inamorata's heart and convince her he is worthy of her hand. Doing so requires three successful **Flirting** rolls, with **Base Odds of 11**, also modified by the **Courting Table**.

Courting Table

Modifier	Description
10	Inamorata keeps an accessible or predictable schedule
9	Inamorata keeps an unpredictable schedule
+2	Suitor has an advisor or has known her since their youth/childhood
+2	Suitor operating under falsely grand pretences (Con / Acting, Base Odds 9 minus her Perception SL)
-F	Inamorata's Filters
-4	Suitor non-facially crippled or disfigured, or non-contagiously diseased
-1	Different religion
-3	Different nationality
-1	Per child the Suitor reveals from a previous marriage
-SL	Flirting SL of Suitor's Best Rival

Adjust the odds by the **Suitor's TS Skill Modifier**, and either his **CHA or his LDR Skill Modifier**, depending on whether he attempts fatherly or a boyish charm.

"**F**" indicates the Inamorata's **Filters** thrown up as a resistance to courtship, to ensure than only higher quality and determined Suitors win her. Sum it from the modifiers below:

Filtration Table

Modifier	Description
+1	Fears Men
+2	Hates Men
+2	Previously Raped
+4	Previously Raped By Suitor's Acquaintance
+8	Previously Raped By Suitor or Suitor's Close Friend
+1	Virginal (also adjust F by her WIL bonus/penalty inverted. E.g. WIL 6, gives +1 to F.
+2	Emotional Baggage
+2	Dislikes the Suitor
+(6)	Menstruating
+6	Feared Father/Guardian disapproves (if consent required for marriage)
-4	Hated Father/Guardian disapproves (if consent required for marriage)
-1	Ovulating
-2	Love-starved
-4	Loves Suitor
-8	Marriage Arranged By Guardian (if the cultural norm).

Make the success roll normally. Each time the Suitor successfully makes this roll, he impresses her and moves one line down the **Courting Information Table**. If the suitor fails by **1 or 2**, he commits a faux pas, and may only try again in a month. If he fails by **3 or more**, he insults her and may only try again in a year or more; further disastrous details may be adjudicated by the GM.

If there are multiple rivals, apply the same dice roll to them all, substituting their respective skill levels in turn, to find which are disqualified and which remain. That is, any rivals which the Suitor trumps are disqualified, and any which trump him remain eligible.

Courtship Information Table

1st Success	Overt affection (e.g. a kiss, or equivalent)
2nd Success	Psychic intimacy (e.g. she divulges a secret, or a promise)
3rd Success	Wooed/Affianced (e.g. a betrothal/ring)

Finally, I have found it more dramatic to add non-mechanised conundrums or hurdles to progression, idiosyncratic to the Inamorata's circumstance, which exist to be solved by both her and/or his controlling participant. Die rolls or degrees of success can provide clues, but shouldn't serve up the answer on a plate. The details are left to the participant's imaginations.

Example: Revived from suspended animation into a military bunker society, the very British Julius Morgan, PhD, a 67-year-old weapons specialist who invented the Infantry Lase Rifle, meets a delightful younger Australian woman named Jill, who has led a sheltered life and desires adventure. He meets her in Botanical 1 one day among the ponds and Grampians Bauera flowers, and feeling lonely decides to court her in gentlemanly fashion. His odds are 11 (keeps an predictable schedule) - F + 0 (Julius' Flirting SL). F here is 3 (effectively different nationality) - 2 (love-starved) = 1. With odds of 10, the first month he rolls a 12, so a piece of toilet paper is stuck to his shoe (he fails his Perception roll and doesn't notice). The second month, he tries again, this time rolling a 7. By the Grampians pond, he wins a kiss from Jill.

4 – HUSBAND HUNTING

A woman's basic estimation of a potential husband's worth, can be gauged as the **sum of all of his Primary and Secondary characteristic Skill Modifiers**. The GM should **add 10** if he appears well off, and **subtract 10** if he appears financially insolvent. Each woman will have her own standards, to be arbitrated by the GM/player, as apropos.

Estimating a man's worth in this way requires a **Perception** roll, with **Base Odds of 12 minus the suitor´s Con / Acting SL** (if he is trying to puff himself up). Success by **0 to 2** means accurate estimation to within ± **100%**, success by **3 to 4** means accuracy to within ± **50%**, and success by **5+** means accurate estimation.

Bagging a husband requires a **Flirting** roll, with **Base Odds of 5 minus the suitor´s Perception SL** (modified by his **INT** and **TS**), and modified by the woman's **INT**, **CHA**, **TCH**, and **TS**. If unattached female rivals are present, **subtract 1 per rival**.

Estimating a woman's **Flirting SL** is a **Perception roll with Base Odds of 9 minus her Con / Acting SL**.

5 – MATING

Male sexuality often depends on the concept of *accomplishment*. Men think in terms of technique, of mechanics, and of problems to be solved. The concept of "relationships" per se is relatively alien, to be dealt with in terms of crisis-management. In the context of a heterosexual relationship, then, the most natural concerns are virility, potency, and service. That is, the ability to perform as a man, to sire children, and to please his mate.

Virility & Potency

Whether a man is physically capable of copulating depends largely on his health and age. Determine the **Virility Chance** by **3(6)**, and the **Potency Chance** by **00 - 99**, using the table below.

Age	Description	Virility Chance	Potency Chance
12-14	Pubescent	HLT	No
15-17	Adolescent	HLT + 6	Yes
18-44	Adult	HLT + 4	Yes
45-60	Old	HLT + 2	97
61-75	Older	HLT	89
75+	Oldest	HLT - 2	69

Service

The first concern is the simple physical possibility of the act. Mating normally requires a **Flirting** roll, with **Base Odds of 12**, modified by both lovers' **AGI**, **MOT**, **TCH**, and **TS**. Making love in a confined area (e.g. mountain ledge, bucket-seats while trying to get out of NBC gear, etc.), is instead **Base Odds of 4**, modified normally. Whoever has the higher **Flirting SL** makes the roll. If the **other person's SL is greater than half of the roller's**, **add 1**. If the woman is the one rolling, then the man gains no **Servicing Experience** for the act.

Bringing a woman to orgasm without her Qualified assistance requires a **Flirting** roll, with **Base Odds of 6 - F**, F being her **Filtration** rating determined earlier. In this case, disregard the modifiers regarding Fearing/Hating the father, and Arranged Marriages. Modify the Base Odds by the man's **WIL**, **HLT**, **TS** and either is **CHA** or **LDR** modifiers, and modified further likewise by the woman's **HLT**. If she made the initial **Mating** roll, the Base Odds increase to **10**, but the man gains no experience for his service (see **6 – EXPERIENCE**). As a rule of thumb, **(Success / 3) + 1** equals the number of orgasms induced, under ideal circumstances.

Example: Drake the Sword, the shaven-pated, muscular savage hero of the Battle Circle beds his bitch Mina, whom he won by dueling rights and who assents freely to his will after he saved her from the mutated hairless wildcats. Her Filtration value is 2 (raped by Sal, her former master) + 1 (she fears men, strangely enough) - 3 (HLT 18) = 0. His odds of making her cum are 6 - F + 3 (SL) + 2 (WIL 17) + 5 (HLT 20) + 3 (TS 18) = 19. He rolls a 9, succeeding by 10, and therefore brining her to glory (10 / 3) + 1 = 4.33 times, or 4 times plus a % roll needing 32 or less. He rolls a 36, but cares not, having performed admirably, largely through his sheer animal virility.

A woman who wants to please a man or put him off-balance, may attempt to fake an orgasm. Sensing whether a woman is faking orgasm requires the man to make a **Perception** roll with **Base Odds of 8**, modified by his **INT** and **TS**, minus his lover's **Con / Acting SL** (modified by her **INT** and **TS**). For multiple orgasms, apply the single roll and odds to the **Crunching Table** to determine how many fakes he spots, if any. If she forsakes guile, then still roll to see if the man has a clue, but do not account for her **Con / Acting SL**.

Experience

Treat dating, courting and mating as On-the-Job Training, granting **INT / 4** worth of **Learning Rolls** per month.

Seduction gains experience equaling the woman's **Flirting Skill Accuracy Level** (**SAL**), **divided by ten** and retaining the fraction. Husband-hunting gains experience likewise, except derive **SAL** from the man's **Perception SL**.

Servicing a woman successfully while your **Base Odds are 11 or less** grants **1 Learning Point**.

All other skill feats accrue experience normally, whenever they succeed in a crisis important to the character's social or personal sense of self.