

As roleplaying as a medium has matured, there's been more and more games willing to tackle matters of intimacy and sexuality. Though there's been a few missteps, this has generally been a positive development and a sign of the increasing sophistication of both the roleplaying games and the community around them.

But there's one question everyone always wants to know and no GM wants to answer. *How Was The Sex?*

The purpose of this chart is basically to give you something to make in-jokes about in games where sexuality is a theme and *possibly* use it as a springboard for drama, as well as just to turn the inevitable question from awkward pause to awkward humour instead. It's immature and stupid, but you're the ones who keep asking!

To find out How The Sex Was, each participant rolls 2d6. Add a relevant stat; good candidates include Hot in Apocalypse World or Monsterhearts, History or Relationship stats, or, if your system really has nothing of the sort, Charisma-equivalent or straight-up physical modifiers. Try to pick modifiers that are generally less than 3.

If it's the first time these characters have gotten together, add -1. If it's a character's first time generally, add another -1.

Then, average the results (add them together, divide by the number of participants, and round up.) And hey, maybe add a flat bonus to the total result for fun circumstances?

2 or lower	Ooh boy. Ever hear somebody say that bad sex is better than no sex? They were wrong. You have concrete proof. If your game has a stress or harm mechanic, take 1 of whatever that is.
3	Failure to launch. Whoever rolled lowest had performances issues or cold feet, so nothing came of it. Pun intended.
4	It was over pretty much before it started thanks to the lowest rolling participant. They can go off and sulk.
5	Well, that was terrible. The lowest roller has no idea what they are doing. They had a good time, but nobody else did, and they'll be oblivious if you don't let them know. Good luck with that.
6	Just as you were getting to the good part, somebody interrupts. Lowest roller, who was it, and why was this something you could and should have prevented?
7	It got weird. Whoever rolled lowest made it weird, and the other participant(s) get to dictate how it got weird.
8	The lowest roller needs to learn a thing or two about foreplay, but otherwise this was an acceptable, if fumbling experience.
9	You did a sex, and it wasn't terrible!

10	You know that thing in stupid sex comedies where a couple makes an obnoxious amount of noise and people hear it from other rooms and it maybe gets people in trouble? That's you. That's you right now.
11	It got weird, but like, in a good way. Lowest roller, you didn't know you were into that, but you wouldn't mind doing it again. Highest roller, next time you get down with somebody, take a +1 on this chart for whatever this new embarrassing signature move is.
12	You had one of those magical moments where, when it's all over, all you can think is "What was <i>that</i> ? Can we do that again?" Both of you take a +1 next time you roll on this chart, having unlocked some kind of erotic magic spell.
13+	Congratulations. All of you just won at sex. There were choirs of angels and fireworks going off and other thinly veiled metaphors. If your game has experience points, hand out a few. If your game has narrative or fate points, give one to everyone involved. High fives are mandatory.