

Monster Girls In Love!

Kyawaii RPG #2

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For Adults (age 18+) Only!

Introduction

This game has sexual stuff, and is for mature adults with open minds. If you're not one of those, get the fuck out. Seriously. This stuff is not just for gratification.

Anyway. In this game you play a monster girl, which is to say a monster from a fantasy world (in more ways than one) who is improbably attractive to and physically compatible with human men. Over the course of the game your monster girl will have encounters (and not in the 4th Edition sense) in which she may eat, copulate with, get raped by, become pregnant from, or possibly even fall in love with human male adventurers.

This game is very threatening (on purpose), so much so that it will probably go unplayed. If you do actually play it, sit down and talk with the other players about what you are and aren't cool with. And check their IDs while you're at it.

Cautionary Notes For Idiots

Rape is always bad. Always. Consensual pretend rape is okay, especially if it helps you understand why the real thing is bad. Also, liking weird stuff is perfectly fine as long as no one is harmed. Your fetish *is* okay. Except futanari. That's just fucked up*.

What the Hell?

This is an RPG. (But about sex with monsters). I don't have room or patience to explain. You need some square dice and index cards and like three people, because it's kinkier that way.

Design Notes

I know more about fetishes than I probably should. Most people don't understand that they're actually hilarious. People are really uptight about stuff that really doesn't matter. This game is partly a tribute to Suichiro, because it's his fault.

There's a bunch of monster girl artwork that's been circulating on 4chan, and that's where I got the idea.

Maybe this should've been a card game. Maybe I shouldn't have done this at all.

I've been under a lot of stress lately.

Sorry.

* Sarcasm. Do I have to explain every fucking thing? Probably.

Characters

Each player makes one monster girl that he or she plays as throughout the game, and one adventurer that all of the monster girls may have to deal with.

Monster Girls

Monster girls are monsters that are improbably attractive to and sexually compatible with humans. They are mistrusted by normal monsters, and forced to live in isolation. Isolation that horny human adventurers take advantage of. Ironically, these guys are about the only ones who pay much attention to them.

Monster Type

What kind of monster are you? Think of a monster from whatever mythology or fantasy RPG you want (or make something up), and figure out make a fuckable girl version of it.

Stats

You have four stats that you decide by assigning numbers. These have both benefits and drawbacks. You get 9 points. Assign between 0 and 4 points to each. The number of points you spend on a stat is its Desire Value, and that plus one is its Action Value.

- **Charisma** is your overall attractiveness. *Lustful* adventurers want a beautiful girl, monstrous or otherwise.
- **Orifices** is your physical compatibility with humans, and ability to deliver physical pleasure. A human woman would have this at 2 (it's not a direct count*), while a slime maiden could have it at 4. Adventurers with a high *Prowess*, ever eager for new sensual experiences, are attracted to such partners.
- **Predator** is how dangerous you are. You can fend off unwanted advances, but you'll tend to attract adventurers who are skilled in *Battle*.
- **Weird** is how strange you are. Monsters with substantial human anatomy (like, say, a harpy) have ratings of 1 or so. *Kinky* adventurers are attracted to weird monster girls.

Tracks

You have four Tracks. At the end of the game you want to have one that's higher than anyone else's. They start at zero. These are Eros (your sex life), Freedom (how your life is going), Love, and Spawn (your kids).

* 4 points in Orifices could, for example, represent one staggeringly pleasurable opening if you were so inclined.

Adventurers

Adventurers are men who leave the safety of human civilization to seek glory. They are in some way dissatisfied with their ordinary lives and wives, and want to experience something exciting. Some want to kill dragons. Others look for MILFs, where the M doesn't mean what it usually means.

Write down your adventurers' details on index cards.

Class

Write in a class like one out of one of those non-kinky fantasy role-playing games. Fighter, Cleric*, Paladin, Monk, Wizard, etc. This is flavor text.

Stats

Adventurers have stats of their own, but you roll dice to figure out what they are.

- **Battle** is an adventurer's skill in battle (physical or magical), and his desire to engage in such.
- **Kink** is an adventurer's desire to experience things that are strange, and a source of great shame if revealed to the world.
- **Lust** is an adventurer's manly need for carnal pleasure. They think it's a must to be a proper man, but there is such a thing as too much.
- **Prowess** is an adventurer's skill as a lover and desire to seek out sensual experiences.

For each stat, roll 1d6 on the table below:

Roll	Action Value	Desire Value
1	1	-1
2	2	0
3-4	3	1
5	4	2
6	5	3

Once everyone's made an adventurer, put them in a pile in a random order in the middle of the table.

* Holy men can be the dirtiest of all. But no, I'm not making a "Monster Boys In Love" expansion.

Encounters

Gameplay takes the form of a series of “encounters.” Sexual encounters. Pick someone to go first however you want. You’ll go around the table until everyone has had three encounters.

If it’s your turn, you’ll play your monster girl, the next player is an adventurer, and the one after him will be the narrator. The player who will be an adventurer takes the one from the top of the pile.

1. Calculate Desire

First, calculate the adventurer’s Desire, based on your stats and his. The adventurer’s Desire determines the kind of Action he takes towards you, which in turn decides what kind of Reactions you can choose from.

Look at your stats, and the adventurer’s stats. Multiply the Desire Values together for the pairs listed below, and add them all together to get the adventurer’s total Desire:

- Charisma DV × Lust DV
- Orifices DV × Prowess DV
- Predator DV × Battle DV
- Weird DV × Kink DV

2. Adventurer Actions

The adventurer will react to you according to his level of Desire.

- **Flee (Desire 2 or Less):** The adventurer gets scared or disgusted, and tries to run away. You can ignore him (in which the player playing him returns his card to the bottom of the pile and tries again with the next one), or attempt to *Seduce* or *Devour* him. If an adventurer Flees from too many monster girls, just throw the coward away and roll up a new one to put in his place.
- **Entreaty (Desire 3-6):** With lust in his eyes, the adventurer actually asks you to get intimate. He might be unhappy if you refuse, but he won’t press the matter. If you accept, you can *Seduce*, *Devour*, or *Enjoy*.
- **Aggressive (Desire 7-10):** He’s very forceful about how he asks. You can *Resist* (with a +1 bonus to your die roll), *Devour*, *Seduce*, or *Enjoy*.
- **Rape (Desire 10-13):** His desire consumes him so that he won’t take no for an answer, the bastard. You can *Resist* or *Devour*. You may also attempt to *Seduce*, and if successful his action becomes *Love* instead. If he succeeds, lose 2 Freedom.
- **Violent Rape (Desire 14+):** He loses all reason in his desire to have you. You can *Resist* (-1 penalty) or *Devour* (+1 bonus to the die roll). You may also attempt to *Seduce* (-1 penalty to the die roll), and if successful his action becomes *Obsession* instead. If he succeeds, lose 3 Freedom.

- **Love (Special; Desire 10-13):** The adventurer falls in love with you. He will only do this action if you successfully seduce him, or he is coming to see you after you already got Love or Obsession once before. He will do what you ask, and you can ignore him, or you can *Devour* or *Enjoy*. Whenever your turn or his comes up, roll a die; if it's 4 or less, he will go to you on your next turn (gain 3 Love subsequent times).
- **Obsession (Special; Desire 14+):** The adventurer becomes absolutely obsessed with you, such that he is your plaything and he becomes intensely jealous of anyone else who tries to have contact with you. He will only do this action if you successfully seduce him, or he is coming to see you after you already got Love or Obsession once before. He will only be interested in you. On your turn or his he will always come to you. If another adventurer is about to go to you, he will fight the other adventurer (have them make opposed Battle rolls; the loser dies). Once he reaches you, you can *Enjoy* or *Devour*, but you cannot ignore him. (Gain 2 Love subsequent times).

3. Set the Scene

The narrator sets up the circumstances where you and the adventurer find each other. You and the player portraying the adventurer role-play them meeting.

4. Monster Girl Reactions

Depending on the adventurer's actions, you can pick one of the following four reactions. For each one you'll be making rolls with the Action Value of one of your Stats; roll one die and multiply it by the AV. Usually you'll do the same with one of the adventurer's stats, and succeed if you get higher.

If your reaction fails you can try another one, but with a -1 penalty to the die roll. If that fails, you're fucked.

- **Devour:** For this action you use violence against the adventurer. Whether you make this sexual as well is up to you, but the point is, you take total control. Roll your Predator vs. his Battle. If you win, you take control. You can abuse him, or you can eat him, in which case you gain 1 Satiety for every 6 points of your Predator roll. If you do eat him, make a new adventurer and put him at the bottom of the pile.
- **Enjoy:** You enjoy this encounter, and make it enjoyable for your partner. You can make a roll with Orifices (or Weird if his Kink AV is 3+), and he makes a roll with Prowess. Add the two together; gain 1 Eros for every 12 points, and 1 Freedom for every 16 points.
- **Resist:** You try to stop him from doing what he wants to do. Roll your Weird vs. his Lust. If you succeed, you prevent him from screwing you. Gain 1 Freedom for every 6 points of your result.
- **Seduce:** You try to bring the adventurer under your emotional sway. Roll your Charisma vs. his Prowess. If you succeed, you can add half your result to his Desire, but if it's Rape or Violent Rape, it becomes Love or Obsession instead. Gain 1 Love for every 6 points of your Charisma result.

5. The Act

Role-play the meat of the encounter. Describe how the adventurer has sex with your monster girl, or doesn't, depending on how the Actions and Reactions work out.

6. Spawning

After each encounter where you have sex, make a Spawning Check. Roll a die; if it's a 1 or 2, you give birth. Add 1d6 to your Spawn track. This affects you in the following ways:

- **Help Mommy:** If you want, you can have your spawn help you fend off an adventurer, but this puts them at risk. Pick how many points from your Spawn track you want to risk. Add that to your result, but lose that amount from your Spawn if you lose.
- **Mother's Burden:** For every 6 Spawn you give birth to, lose 1 Freedom.
- **Mood Problems:** For every 6 Spawn you currently have, take a -1 penalty to the die roll for Seduce and Enjoy.
- **Ball and Chain:** Subtract your Spawn track from the total desire of adventurers who fathered some of your children.

Endgame

Once everyone has had three encounters, role-play a scene where your monster girls meet and compare notes. Just because. Whoever has the single highest track is the winner, whatever that means. Maybe reward them in some way. Maybe not.

Afterword

Did you think that sucked? Want something you might actually play? My other Kyawaii RPGs won't be like this, so check them out. If you want something that's still sexy and weird, check out *Tales of the Fisherman's Wife**. Or maybe you should just go to your FLGS or Indie Press Revolution and look around.

Did that offend you? Good. You were fucking warned.

* From Stone Baby Games. See <http://stone-baby.com/?p=70>.