

Party and Romance Process:

The method described is used to adjudicate parties or individual romance opportunities.

Individual Opportunities (For example, when a party / romance check is rolled) Four steps:

- 1. The pairing is established.** For a party romance event, one participant is randomly rolled. (Usually with a uniform distribution is used but which may use ½ or lower chance for characters already in a continuing relationship. The second potential participant is selected from within the party or associated characters using a distribution weighted by relationship scores or, if external, randomly. Among a large pool of potential choices, mutual relationship scores are often used in priority order (highest total both ways wins).
- 2. Enticement:** The female of the pair makes an “Enticement” roll, or possibly the player’s choice, if the female character is a player character. The die roll is 3d6 for Lawful, d20 for Chaotic, and dn (d8+d10+dround) for Neutral alignment characters. (All three rolls have the same average but differ in distribution spread). The enticement roll is modified:
Roll + Ch(m) -W(f) +al(f) +circ. +history(f->m)+ round(?) = adjusted enticement roll.
Ch(m) male character Charisma mod; W(f) female character Wisdom mod;
al(f) alignment mod: Lawful -1; Chaotic +2; Good -1; Evil +1;
circ: circumstances for the check – usually 0-3 for miserable to encouraging;
history: relationship score female toward male – (“friendly” range is 2-4) or Charisma, if no continuing history exists. In some cases continuing contact might give +1 over charisma.)
round: If male has “odd” charisma, a 50% rounding roll is added for possible +1.
Miscellaneous: gift, favor, antagonism, -1 most clerics, maybe +1 align. match

The possible results are:

DC16 – Enticement – the process continues with the male character’s response.

DC21 – Enticement with enthusiasm – later responses +1, female agreement stage #3 has “advantage.”

<16 – No Enticement; the romance check ends with no aftereffects.

If the female character is a player character, the player can choose between these three options. If the player wishes to let the dice express themselves, that is allowable, but can be overridden by a player’s choice after consideration and a DC10 Wisdom check. (I have also allowed player characters (either) to demand a special rounding d6 roll: 1-3 +0; 4,5 +1; 6: +2.)

- 3. Proposition:** After a “successful” Enticement (above DC16), the male character responds. The roll dice and modifiers are mostly the same:
Roll + Ch(f) -W(m) +al(m) +circ. +history(m->f)+ round(?) + ent = adj. proposition roll.
Ch(f) female character Charisma mod; W(m) male character Wisdom mod;
al(m) alignment mod: Lawful -1; Chaotic +2; Good -1; Evil +1;
circ: circumstances for the check – usually 0-3 for miserable to encouraging;
history: relationship score male toward female – (“friendly” range is 2-4) or Ch.
ent: Enticement gives +2, Enthusiastic enticement +3.
round: If female has “odd” charisma, a 50% rounding for a possible +1.

Miscellaneous: gift, favor, antagonism, -2 most clerics, maybe +1 align. match

The possible results are:

DC18 – Proposition – the process continues with the female character’s response.

DC23 – Proposition with enthusiasm – female response +1.

DC14 – Continue talking into next round. At end, mutual +1 scores for both.

DC10 – No Proposition; the romance check ends with no aftereffects.

DC6 – No Proposition; the romance check ends with prejudice: female->male -1.

If the male character is a player character, the player can choose between these five options. If the player wishes to let the dice express themselves, that is allowable, but can be overridden by a player’s choice after consideration and a DC10 Wisdom check. (I have also allowed player characters (either) to demand a special rounding d6 roll: 1-3 +0; 4,5 +1; 6: +2.)

Note: In some circumstance, a male character can move directly to Proposition bypassing the Enticement stage. In that case there is no +2 or +3 for enticement. If the female did make an enticement check and failed with an adjusted roll of 11 or lower, the proposition automatically fails. At adjusted 7 or lower, with prejudice.

- 4. Acceptance:** After a “successful” Proposition (above DC18), the female character responds to accept or not. The roll dice and modifiers are, again, mostly the same:
Roll + Ch(m) -W(f) +al(f) +circ. +history(f->m)+ round(?) + ent = adj. acceptance roll.

(This roll is “with advantage” if the female character enthusiastically enticed.)

Ch(m) male character Charisma mod; W(f) female character Wisdom mod;

al(f) alignment mod: Lawful -1; Chaotic +2; Good -1; Evil +1;

circ: circumstances for the check – usually 0-3 for miserable to encouraging;

history: relationship score female toward male – (“friendly” range is 2-4) or Ch.

round: If male has “odd” charisma, a 50% rounding for a possible +1.

Miscellaneous: gift, favor, antagonism, -2 most clerics, maybe +1 for align. match

The results are:

DC20 – Acceptance – the couple are committed to a romantic evening together.

DC25 – Acceptance with enthusiasm – same, but degree of enthusiasm higher.

DC16 – Continue talking into next round. At end, mutual +1 scores for both.

DC12 – No Proposition; the romance check ends with no aftereffects.

DC8 – No Proposition; the romance check ends with prejudice: male->female -1.

If the female character is a player character, the player can choose between these five options. If the player wishes to let the dice express themselves, that is allowable, but can be overridden by a player’s choice after consideration and a DC10 Wisdom check. (I have also allowed player characters (either) to demand a special rounding d6 roll: 1-3 +0; 4,5 +1; 6: +2.)

Note that under normal, singular romance checks, the “keeps talking” outcome at either proposition or acceptance stages ends the romance check, but the two characters retain enhanced regard for each other, a +1 on the relationship score of each for the other. Also, such relationship scores are entirely optional for player characters. In the absence of a score I will use “take 10” relationship score numbers if needed. Similarly, being turned down “with prejudice” inspires a -1 change in the relationship score of the party refused toward the other.

5. The Morning After: After the completion of events following the romance resolution, a die roll is made for each participant regarding whether the romance should continue in some form or another. These are d6 rolls with the following modifications and outcomes:

Lawful character: +1 Chaotic character: -1

For 0-2: One time event. No continuing romance, but “interest” in each other (+1 effect).

For 3-4: Continuing romance desired. +2 effect, and romance check made when an opportunity to continue the romance presents itself.

For 5-7: Continuing romance with interest in marriage.

The overall effect for the romance partners is typically the lowest of the two rolls for the partners. It’s possible for one of the other to try “persuasion” to alter the outcome of the other (no more than one step though, normally).

Miscellaneous: Miscellaneous modifiers to the three basic romance rolls that occasionally come up include a modifier for an already existing relationship. Let’s suppose Abel is married to Delta, and has currently a +4 (friendly +) attitude toward her, as well as the +4 for married partner, for a total of +8. Delta’s sister Epsilon comes calling, and finds Abel irresistible, and entices him. Delta is there in the house, and has reason to be aware of what is happening. In this case, Abel adds a -8 modifier to any romance checks. He’s unlikely to succumb to Epsilon’s charms, needing DC18 to fall into her clutches. (Epsilon might instead use other means, such as a love potion or a Suggestion spell, that falls outside these rules for ordinary romance activities.)

On the other hand, if Abel happens upon Epsilon at the King’s Solstice celebration, but Delta is home taking care of the children, the modifier is only half, so -4. That could be dangerous, depending on whether Abel is Lawful or Chaotic, Wisdom, and how happy his marriage is. Similarly, when Bard Baker visits Abel and Delta’s hold to bring news of happenings at the king’s court, Delta’s score toward Abel (plus +4 for married) gets halved should the bard decide to try and add her to his list of conquests.

Occasionally a party may rescue captives from slavery, or from a fate worse than death, etc. This results in a bonus in relationship score over the default charisma value for “history” of party members, should there be an opportunity for romance. There may be other favors or good deeds that would merit a bonus, though usually these are limited to a +1 for some individual action or specific benefit.

Nobility enjoy a +1 bonus over Charisma (Or History) on romance checks with commoners (in this context, non-nobles). Important merchants and palace ministers, guildmasters, etc. are lumped in with nobles for this purpose.

The -1 and -2 modifiers for clerics apply to most “Way of the Cross” clerics. Some other clerics follow this or other modifiers, depending on the practice of the particular religion.

Parties conducted among the nobility and comparable status commoners have standards for clothing and jewelry and such that must be fulfilled or the participant receives a significant decrement to Charisma and to “history.” This mostly applies in Selleze and in Aahfundit.

Someone pursuing a deliberate attempt to get pregnant or having unusual motivations for some other reason (perhaps paid to seduce a particular NPC) would not necessarily follow this same procedure, but his intended victim might. The DM may have to fake the rolls of an NPC in such cases.

Parties: A party is an intense period of romance checks inspired by a celebration.

1. Party preliminaries include determining who will go with whom. This is step #1 of the romance process for the first “round” of the party. A character may go alone, so prior to the first round of romance checks for all participants (PC’s and relevant NPC’s), the pairings need to be established. For each pair, as long as they are together, they will enjoy a +1 “interest” effect added to “history” for the first round romance checks. Partners already in a romance relationship similarly add +2’s, engaged couples +3, and married couples +4. Someone going without being “with” someone still gets a +1 bonus for interest if that already was present in the relationship matrix, or larger bonuses for romance, etc. Generally men ask the women, but that’s not always necessarily true. (By tradition, the summer solstice celebration is “Ladies’ Choice.”)

Another party preliminary is a check on performances and tavern ambiance to determine the party “Circumstance Modifier” used for romance checks during the party. That won’t be detailed here. The result is that the party is +1 (not really a party – 1 round), +2 (2 rounds), +3 (3 rounds), or possibly as high as +4 (but the number of rounds capped at 3 usually).

A character who is alone at the start of a round gets a die roll to see if he or she attracts a partner. (A Player Character may choose a partner from among those in the tavern.) This is a d6 die roll that depends on Charisma modifier: On d6=5,6 for Ch < 0; d6=4,5,6 for Ch =0; d6=3-6 for Ch=1 or 2, d6=2-6 for Ch=3,4. On success, a random roll is made against a list of characters appropriate, or a roll is made on an existing table to determine the class and level of the partner who shows up. W and Ch rolls are made, as well as rolls for alignment. Often such characters are not detailed out unless they “stick.”

If a player character chooses a partner who is already “with” someone, competitive “entice” rolls are made, with the larger roll winning. The would-be NPC partner gets a +2 advantage since he was “there first” with “interest,” or more if the two of them already have a romance going, are engaged, or are married.

2. One to Three rounds of romance checks: With pairings established, each pair makes romance checks from entice to proposition to acceptance, stopping when one of the pair either says “no” or “continues talking.” Saying “no” stops the process. Both of that pair are free to seek other partners in the following round. They do NOT partner with each other again, except possibly in the third round after splitting in the second. If “talking” is rolled, the romance check is continued into the next round, with another roll for the “proposition” or “acceptance” roll, whichever it was that produced the “talking” result. If a romance check gets to “acceptance,” that pair is considered committed to each other and leaves the party process, though likely staying for the rest of the entertainment before taking a room to pursue their relationship more deeply elsewhere. (Some of the local men and women have “a place” for those further activities; others don’t. Usually it’s up to the man to rent a room in the tavern for those purposes.)

3. Last round: An extra +1 “last chance!” addition to the adjusted die roll is included on final checks in the second or third round, depending on whether it is a +2 or higher party. A “talking” result results in the pair going their separate ways, but with a final +1 toward each other.

4. Romance, Engagement, Marriage failures: If such couples fail to reach a romance in the first round of a party (2+ rounds total), the relationship is considered over for party purposes. If it was a marriage, things get messy, and will necessarily be handled ad-hoc.