

Gingerwood TTRPG Preview

This is a Work In Progress Design!

What is Gingerwood?

Gingerwood is a realm of fun, lighthearted and erotic adventure. A world full to bursting with monsters and heroes engaging in the only thing more thrilling than combat. You know what we mean.

Gingerwood is an 18+ game intended to play with topics including sex, kink, and other shenanigans that are not appropriate for children. These topics can be sensitive and players should take EXTRA care when playing to communicate and establish clear goals, boundaries, and safety measures when playing the game.

It is recommended to ensure and prioritize enthusiastic consent when playing Gingerwood and to regularly check in and touch base regarding how players are feeling and enjoying the experience. This is a game and while the drama and storytelling opportunities within RPGs are awesome, they are fundamentally less important than the comfort, safety, and enjoyment of the real human friends that we play these games with.

[This section to be fleshed out further]



Resources:

- [TTRPG Safety Toolkit - A Quick Reference Guide](#)
- [RPG Consent checklist](#)
- [Another version of the RPG Consent Form \(Line/Veil/Ask First/Interested\)](#)
- [TTRPG Safety Tool Resources](#)
- [How to do D&D romance without making it weird](#)

Making a Character

A Gingerwood Character has the following elements as seen on their character sheet:

The character sheet form is divided into several sections:

- NAME:** A large text input field.
- ROLE:** A text input field.
- WEAKNESS:** A text input field.
- CURRENT FIXATION:** A text input field.
- FAVORED TAGS:** A section with five rounded rectangular boxes for tags.
- SPECIES:** A text input field.
- PRONOUNS:** A text input field.
- SEXUALITY:** A text input field.
- CHARM POINT:** A text input field.
- MAIN STATS:** A section with three rows: **BODY**, **CHARM**, and **KINK**. Each row has five heart icons for tracking.
- SUB STATS:** A section with three rows: **STAMINA**, **CONFIDENCE**, and **PASSION**. Each row has five heart icons for tracking.
- FATIGUE:** A vertical column on the right with three empty boxes for tracking.

Gingerwood Character Sheet by @Spicymancer

Name: (The character's name)

Pronouns: (How your character should be referred to in the third-person)

Species: (What sort of creature your character is)

Sexuality: (Your characters sexual preferences)

Charm Point: (A feature of your character's look that artists should always remember to include when drawing them)

Role: A character's Role gives a general sense of their skills and abilities. A character is presumed to have a general competency around tasks related to their role. Once during any skill test that is *relevant to your Role*, you may describe a different angle to approach the problem and reroll one or both of the challenge dice.

Current Fixation: At the start of each session you may identify a Current Fixation for your character. This is a personal goal or objective that you're pursuing during the game. Once per scene, during any roll where you are in pursuit of your fixation, you may perform a reroll without suffering any fatigue.

Weakness: A weakness is a trait or behavior in other people that compels your character against their better judgement. It can be as general as "a nice butt" or "a deep voice". Or as

specific as “A girl in uniform” or “Avid reader of a particular magical erotica publication”. Once per scene, when your weakness results in a narrative complication, you may recover 1 fatigue.

Favored Tags: kinks, fetishes, and situations that your character is drawn to. (whether consciously or not) A character begins the game with up to 5 favored tags. (You do not need to select your favored tags at creation! You can leave a few blank if your character discovers something exciting about themselves during their adventure)

During a Spicy scene, add +1 die to the action pool for each Favored Tag that is relevant to the current encounter.

Main and Sub Stats

Each character begins with 2 ranks in each Stat. The player may then assign up to 6 ranks to these stats as they choose. (Each stat has a maximum value of 5.)

Main Stats

- Body:** Your ability to use your body to get what you want.
- Charm:** Your ability to use your words to get what you want.
- Kink:** Your ability to use your weirdness to get what you want.

Main stats are what you use when actively doing stuff in-character. Whatever your character is trying to do, they are using their body, charm, or kink to do it. These numbers generally determine how many dice you roll when doing stuff.

Sub Stats

- Stamina:** Your physical resilience and endurance
- Confidence:** Your sense of pride and assuredness
- Passion:** Your emotional dedication and intensity

Sub stats represent your character’s staying power in various situations. Various events will cause your character to suffer Fatigue to one or more sub stats. If you ever suffer an amount of fatigue equal to the total value of that sub stat, your character is taken Out of Action (see below)

When a situation calls for a value for a sub stat, refer to the value of that stat minus any fatigue you’ve suffered in that stat. So a character with 3 hearts in Confidence who has suffered 2 confidence fatigue is treated as a character with only 1 heart confidence.

Skill Tests

When a character is confronted with a challenging situation, they must overcome it by succeeding on a skill test.

What does “Challenging” Mean?

Not all tasks are challenging enough to require a test. Simple and trivial tasks like performing menial labor, finding an ordinary book in a library, or getting advice from a friend, can be accomplished without a test or risk of a complication. Meanwhile some tasks are *beyond* challenging and cannot even be attempted under normal circumstances. Such as lifting a mountain, teaching a dog to talk, or using magic to force a character to fall in love.

Resolving a Test

At the start of a skill test, the GM rolls **two 6-sided dice** to produce 2 different die results. **These are the Challenge Dice.**

NOTE: In the case of a matched pair, reroll one of the dice until it rolls a different result.

The player then **describes** how their character attempts to overcome the test; **choosing a relevant main stat**, (Body/Charm/Kink) and **rolling that many dice** (plus any additional dice gained from abilities) to create their **dice pool**.

Success and Failure

If **none** of their dice match **any** of the challenge dice, the player **fails** to overcome the test and must try to progress the story and/or their goals some other way. Not only that, they must **ALSO** deal with some shenanigans (see below)

If any dice from their pool manages to **exactly match** only **one** of the challenge dice, the character **overcomes** that challenge die and accomplishes the task. The remaining die will result in shenanigans (see above where we tell you to see below.)

If the player's dice pool manages to contain a match for **both** of the challenge dice, the player succeeds with no shenanigans at all! Good job!

SHENANIGANS

If there are any **unmatched** challenge dice at the end of a test, this results in a complication, aka **shenanigans**. The nature of the shenanigans is determined by the value of the unmatched die:

1-2: An unknown or unforeseen consequence. You'll deal with it later. Don't worry about it. I'm absolutely 100% sure it'll be fine. [citation needed]. The GM gains a **Spice Point**.

3-4: An immediate personal complication. Oh dear, the character loses some resource, article of clothing, or becomes mildly injured/inconvenienced, in addition to these consequences, **suffer 1 appropriate fatigue** (determined by you or the GM).

5-6: A loud or chaotic situation. This is all your fault. Collateral damage, excessive noise, things get messy and it's definitely your fault. In addition to these consequences, **an ally who witnesses or is otherwise aware of your life choices suffers 1 fatigue of their choice**.

Note: While avoiding shenanigans is the responsible thing to do, it's important to embrace the narrative opportunities of things not quite going to plan. Feel free to collaborate with the GM and other players on what the most interesting, funny, or spicy shenanigan can occur.

A Nice Pair!

If a player rolls at least one **matched pair** of dice during a test, the character **discovers** something, regardless if the test succeeds or fails. Like rubbing two brain cells together and finding a spark of inspiration, this can take the form of noticing a useful feature in the environment, gaining a flash of insight into an NPC's motivation, or finding a helpful clue to solving an unrelated issue.

Rerolls

Once per test, a player may reroll any number of dice in their pool by taking 1 fatigue of their choice. This represents the character getting some help (Confidence), pushing themselves physically (Stamina), or spending excessive time (Passion).

Note that if your character is resolving a test in pursuit of their Current Fixation they may ignore the fatigue cost of rerolling a test once per scene.

If a test is relevant to a character's Role, they may describe a different angle to approach the problem and reroll one or both of the challenge dice. A player may do this to aid another player's test in addition to their own.

Note: The circumstances of a challenge may limit a character's ability to reroll their dice. For example being alone (Confidence), a challenge being non-physical (Stamina) or a situation being time-sensitive (Passion). Alternatively, favorable circumstances may allow them to reroll more than once, choosing the same or a different stat for fatigue!

Getting Spicy

This is probably what you're here for.

A *Spicy Scene* is used to describe special encounters where multiple characters are involved in resolving a single emotionally heightened situation. This can be anything from cooking an elaborate feast, performing a daring heist, or, most usually, **super hot sex**.

This is the meat of an encounter and should be the centerpiece of most sessions. Unlike most types of encounters, Spicy Scenes should generally be a collaborative, enjoyable experience for all parties with mutual and enthusiastic consent. Ideally everyone should be able to get what they want and walk away satisfied. For emphasis: Sex is NOT a competition.

(That is, unless you're specifically into that, and if so, there's a section for you down below).

At any rate: when one or more players engage each other, or an NPC, in an intimate encounter resolve the following Steps in Order:

A Little Foreplay

During the Foreplay step, players state how their character begins their encounter, taking turns describing actions leading up to the sex. (Kissing, hand-holding etc.) They choose one of their **Main Stats (Body/Charm/Kink)** as relevant to the action and roll that number of dice. They may keep any dice that rolls equal to or lower than their current **Confidence**. If more than half of their dice roll above their current confidence, they immediately suffer 1 **Confidence** Fatigue.

Get Some Action

During the Action step, the players each describe how their character ~~Fucks~~ engages in that action. They may choose a **Main Stat** that was **not** chosen during Foreplay and roll that many dice into a shared pool. They then add any additional dice gained during Foreplay. Then, each participant may suffer 1 **Stamina** fatigue to describe a sexual maneuver and reroll either all unmatched dice, OR all dice corresponding to a single number (for example, rerolling all 1 results). Continue taking turns until all players are satisfied with the results, (or they have no stamina remaining) then proceed to the Climax step.

The Big Climax

At the Climax the players collectively choose **one** set to score, checking the **force** (dice value) and **length** (number of dice). The maximum length that can be scored is equal to the participants total combined **Passion** (excess dice are ignored).

The length of the final set (pair, 3 of a kind etc.) determines the Quality of the Sex

1-2 of a kind (Disappointing results, suffer 2 Passion Fatigue)

3-4 of a kind (Satisfying results, suffer 1 Passion Fatigue)

5-6 of a kind (Good results! Suffer NO Passion Fatigue)

7+ of a kind (GREAT results. Fantastic. Everyone claps RECOVER 1 Fatigue of any kind)

(These values are for an intimate encounter with 2 participants. For each additional participant increase the required set values by 2.)

The force of the final set determines the amount of disruption the event causes to their environment.

1-2 (Quiet and Gentle, You'll remember this for a while, even if no one else does.)

3-4 (Someone probably heard something. You had better clean up after yourselves.)

5-6 (Loud, chaotic, some collateral damage. How did you even manage this?)

...And They Were Both Tops Variant

Sometimes the participants of an intimate encounter may have conflicting goals. This could manifest as a heated argument, raucous intercourse where participants compete for dominance, or, if the situation is *particularly erotic*, a sword fight.

Resolve the **Foreplay Step** as normal, (This is the two participants sizing each other up, making exploratory jabs, and otherwise building up to the main meat of the conflict.)

Then, during the **Action Step**, each player keeps all the dice they roll in their own personal pool the character who kept the most dice during Foreplay takes the first turn, resolving clockwise from there. Players keep their dice in their own personal pools, (still visible to everyone) only scoring dice from within that pool during the Climax Step. When a player rerolls all unmatched dice, they only reroll their own. When a player rerolls all dice of a given value, reroll every participant's dice of that value.

During the **Climax Step** each participant scores their climaxes independently, each choosing a set from their personal pool with a length up to their Passion. The player with the longest scored set "wins". In case of a tie, the set with the highest value wins. If they are still tied, the encounter ends in a draw and they'll have to argue/fuck/fight again. (Or maybe play rock paper scissors like mature adults).

Instead of determining a Quality of Sex, the winner recovers 1 fatigue of each kind. The defeated character suffers X fatigue of each kind, where X is the difference between the winning and the losing set lengths.

Additional Rules

Spice Points

Spice Points can be used by the GM to create a problem for the players, introducing a complication or extra wrinkle to a situation. Having an antagonist or NPC show up at the worst possible time, or even just to mark a dramatic change in the weather.

Generally speaking, a GM should be doing this sort of thing to create interesting situations and narrative momentum all the time without needing a resource system like this. Spice Points are more intended as a sort of reminder that you owe the players a little bit of Extra Excitement, Drama, and Challenge.

Out of Action

When the fatigue value for any given substat equals or exceeds that substat, the character is out of action and is forced to rest. For every 2 hours of rest a character recovers 1 fatigue. Rest does not always mean sleeping, it can include relaxing activities such as meditation, reading, eating snacks, or otherwise reinvigorating the body and soul.

Rewards and Progression

- At the end of every session, each player gains 1 XP. Gain 1 additional XP if that player took notes regarding the characters, events, or situations the party encountered.
- Once per session, after a character uses their Role to reroll one or more challenge dice, if they (or the relevant ally) still fails to overcome that challenge, gain 1 XP You learned something new!
- When a character fulfills their current fixation (either by achieving it, or failing to do so in a narratively satisfying manner.) gain 1 XP.
- When a character's Weakness causes them to act against their own interest, produce a complication, or otherwise make the story more interesting, gain 1 XP. Gain 2XP instead if it happened a lot or was particularly funny
- If a player creates art, writes fanfiction, or otherwise does something creative with regards to their character, other characters, or an NPC, they gain 2XP.

In between adventures players may spend XP to increase their stats or abilities:

Gain 1 Favored Tag: 3XP

Improve a stat: An amount of XP equal to double the current value of the stat.

Gain a Trait: [Trait mechanics to be added]

EXAMPLE CHARACTERS

Eclair

Pronouns: She/Her
Species: Human
Sexuality: Pansexual
Charm Point: Hip Freckles
Role: Monster Researcher
Current Fixation: Which kind of monster tastes best?
Weakness: Nonhuman Anatomy
Favored Tags: Size Difference, Overstimulation, Breeding

Body:	♥♥	Stamina:	♥♥
Charm:	♥♥♥♥	Confidence:	♥♥♥
Kink:	♥♥♥	Passion:	♥♥♥♥

Andie

Pronouns: She/They
Species: Half-Elf
Sexuality: Bisexual
Charm Point: Two-Tone Hair and eye bags
Role: Lab Manager
Current Fixation: The Lab is a fucking mess.
Weakness: Being Ordered Around
Favored Tags: Bondage, Voyeurism, Embarrassment

Physicality:	♥	Stamina:	♥♥♥
Charm:	♥♥♥	Confidence:	♥♥
Kink:	♥♥♥♥♥	Passion:	♥♥

Mochabelle

Pronouns: She/Her
Species: Pixie
Role: Bratty Coffee Fairy
Current Fixation: How big a mess can I make in the Lab
Weakness: Idiots, like, absolute buffoons, god help her.
Favored Tags: Bullying, Olfactophilia, Size Difference

Physicality:	♥♥♥♥	Stamina:	♥♥
Charm:	♥♥♥♥	Confidence:	♥♥♥♥
Kink:	♥♥	Passion:	♥♥

Praline

Pronouns: She/Her

Species: Human

Role: Monster Fighter

Current Fixation: I want to fuck a dragon!

Weakness: Cool Battle Scars

Favored Tags: Ranked Competitive Sex, Size Difference, Exhibitionism

Physicality:  **Stamina:** 

Charm:  **Confidence:** 

Kink:  **Passion:** 