

## CODA Sex Rules

### New Specialities

Appraise (Sexual Prowess) (INT)

Allows the user to appraise and commodify the prowess or attractiveness of a particular person; especially handy for pimps, slavers, etc.

Craft / Sex Items; Body Alteration (INT)

This two new skills allow the craftsman to make objects and clothing/gear of a sexual nature. Body Alteration includes tattooing, scarification, or body jewelry (a la the wierd metal stuff Orions wear (as seen in Enterprise.)

Entertain / Sexual Techniques (PRS)

This skill allows the user to provide a sexual performance with nuance. The skill can be used untrained. Base time: 10 minutes.

### Target numbers for performance

Routine performance: 5

Enjoyable Performance: 10

Great Performance: 15

Memorable Performance: 20

Legendary Performance: 25 (Success gives a +1 renown)

### Performance Modifiers

Hated: -5

Disliked/Ambivalent: -3

Liked: +2

Loved: +4

Take 10 (requires a sustain test [below] for 40 minutes): +10

Take 20 (requires a sustain test for 2 hours): +20

### Sustain tests

Stamina test as per fatigue:

20 minutes: 5

30 minutes: 10

40 minutes: 15

50 minutes: 20

1 hour: 25

Sting-like: 30

### Pregnancy Rules

#### Pregnancy Check

Roll once/period of fertility that the character is sexually active on 3d6. Base chance for impregnation:

Human, Betazoid, Trill, other 'standard' humanoids: 3 each month  
Vulcan, Romulan: 3-4 during Pon Far; for Romulans check for 3 months each seven years.  
Regulan, Caitian: 3-5 for three months of 'heat' per year.  
Orion: 3-4 per month  
Multiple partners: +1 to chances due to sperm competition.

Crossbreeding: for races that can breed without genetic manipulation, assume a 3 as the base chance on 3d6 during the period of fertility.

Contraception: it's Star Trek ...contraception just works. Or, roll 3d6: on a 3, contraception fails.

Pregnant characters are effected by the physical changes in their bodies:

1st trimester: no modifications

2nd trimester: 1/4 movement rates, -2 agility

3rd trimester: 1/2 movement rates, -4 agility, -2 vitality (does not effect health rates for damage.)

Multiple gestation

The rate of gestation has risen due to fertility treatments and overall health of Federation races. The rate of multiple births is about 5% -- roll 2d6; double sixes cause an other 1d6. If a third six occurs, twins or more are gestating. Roll another 2d6: a 2 is triplets (or more if the GM wants to be REALLY cruel.)

## New Traits

Attractive:

The character is physically attractive to similarly formed races (i.e. a Betazoid to humanoids in general). The character gains a +1 to influence tests, and a +2 to seduction tests.

Celibate:

The character is sworn to a celibate lifestyle. They gain a +2 willpower vs. Seduction. This trait disappears if the character has sex and must be rebought, (Why bother with this one..? Dunno...)

Exotic:

While not particularly attractive to your ow race, you have a *je ne said quoi* for alien races. +1 influence, +2 seduction tests versus a category of aliens (i.e. Andorian, Cardassian, etc.)

UPGRADE 1: The bonus applies to all alien races (within reason...)

Tantric:

The character is a master of controlling his/her sexual energies. They gain a +1 stamina for 24 hours with a successful willpower test TN10. Must be performed during sex.

UPGRADE 1: With a successful sex acts test TN15, the character can regain 1 courage point

immediately.

## New Flaws

### Fertile:

Double the chances of pregnancy (but not the rate of multiple pregnancy); 3-4 on a 3d6 for a standard humanoid; 3-5 for a Vulcan or Romulan, etc.

UPGRADE 1: Also half the chances of contraception success (so in the Trek universe, assume that the character gets pregnant on a 3...period.) Of course a sterile character can't be fertile.

### Poxed:

The character has a sexually-transmitted disease that affects his ability to find partners, and creates discomfort, but not impairment in their daily life.

UPGRADE 1: Their disease is of a debilitating or life-threatening nature. Once per session the character will have pain associated with their disease which will lower their vitality by one.

### Sterile:

The character cannot have children. This might be due to radiation, a genetic flaw, or standing too close to that lathe... It can be bought off with 24th Century medicine. If chosen, this should be an important part of the character's personality.

### Unseductive:

The character is unattractive as a partner, either due to personality, hygiene, or physical characteristics. He/she receives a +5TN to seduction and sexual performance tests

### Virile:

The male version of fertile -- the guy's at fault for the increased pregnancy chances this time. Of course a sterile partner is unaffected by this.