EROS ENGINE™
QUICKSTART GUIDE

Eros Engine™ Quickstart Guide
Powering Passion in Any World™

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Eros Engine™ Quickstart Guide

Powering Passion in Any World™

The *Eros Engine™* is a role-playing system that simulates **intimacy**, **desire**, and **emotional connection** with the same dramatic structure that other RPGs use for combat and adventure.

This guide is your fast way to the table — everything you need for a first session or demo play.

1. What You Need

Players: 2–5 (one acts as the Game Master, or GM).

Dice: one twenty-sided die (d20) per player.

Sheets: one character sheet per player, plus a few trackers for **Arousal**, **Energy**, and **Mood**.

Tone: mature, respectful, and consensual. The focus is on storytelling, not explicit detail.

Before you start, talk about boundaries. Use tools like the **X-Card**, **Lines & Veils,** or **Open Table Check-ins**. Everyone's comfort matters more than any dice roll.

2. The Core Idea

Eros Engine scenes unfold as *dramatic encounters of intimacy*.

Each action, touch, or word has tension, risk, and consequence.

There are no hit points or monsters — instead, you track:

◆ **Arousal (AR)** – how close to climax the character is.

◆ **Energy (EP)** – how long they can keep going.

◆ **Mood (MD)** – how confident, comfortable, or flustered they feel.

Encounters flow through **four cinematic phases:**

Initiation, **Escalation**, **Climax**, and **Aftercare** — a rhythm that feels like both story and dance.

3. Building a Character

You can make a playable character in ten minutes.

Step 1 – Concept

One sentence about who they are and what drives them.
 Example: *"A charming spy who turns seduction into strategy."*

Step 2 – Attributes (Natural Talent)

Distribute **15 points** among six traits (1–5 each):

◆ **Charm (CHA):** Magnetism and presence.

◆ **Appearance (APP):** Style and allure.

◆ **Sensitivity (SEN):** Awareness of touch and emotion.

◆ **Stamina (STA):** Physical endurance.

◆ **Arousal Control (ARC):** Control over timing and pace.

◆ **Willpower (WIL):** Mental strength and resistance.

Step 3 – Skills (Learned Technique)

Spend **6 points** (max 3 per skill).
Three categories:

◆ **Seduction & Social:** Flirting, Conversation, Roleplay, Wardrobe & Style, Reading Cues, Performance.

◆ **Physical & Erotic**: Kissing, Touch, Oral Technique, Thrust & Penetration, Positioning, Movement, Endurance, Control.

◆ **Resilience & Recovery:** Arousal Resistance, Persuasion Resistance, Recovery, Focus.

Step 4 – Perks & Kinks

Pick **two Perks** (advantages) and **one Kink** (personal quirk).
 Examples:

◆ *Iron Control* (+2 to hold climax)

◆ *Quick Recovery* (Energy returns faster)

◆ *Voyeur* (+1 if being watched, –1 if alone)

STEP 5 – FAVORITES & TURN-OFFS

Choose up to **3 Favorites** (acts, positions, or techniques that excite your character) and optionally **1–2 Turn-offs**.
 Favorites give +2 or advantage on rolls.
 Turn-offs give –2 or disadvantage.

STEP 6 – DERIVED VALUES

Calculated from your stats:

Value	Formula	Meaning
AR (Arousal)	Starts at 0	Builds each successful action
AT (Arousal Threshold)	10 + ARC mod	Climax trigger point
EP (Energy)	20 + (STAx2)	Stamina pool
RS (Resolve)	10 + WIL mod	Resistance to seduction or loss of control
MD (Mood)	10 ± context	Confidence and tone
RR (Recovery Rate)	(STA mod + Recovery skill) x 5 min	Cooldown speed

4. THE CORE MECHANIC

Every uncertain action uses the same formula:

d20 + Attribute Modifier + Skill Rank ± Modifiers

Compare to a **Difficulty Class (DC)**:

◆ 5–10 Easy (gentle or basic actions)

◆ 11–15 Moderate (sustained or precise)

◆ 16–20 Hard (demanding, risky, or complex)

Modifiers come from **Mood**, **Favorites**, **Perks**, **setting**, and **narration**.

Success adds Arousal or Mood and costs Energy; failure drains Energy and may lower Mood.
A natural 20 is a dazzling success; a 1 is a memorable fumble.

5. DERIVED VALUES IN PLAY

Arousal (AR): Increases when Erotic Skills succeed.

Arousal Threshold (AT): When AR ≥ AT, roll to Delay (ARC + Control vs DC 16–20) or Climax.

Energy (EP): Each action costs 1–4 EP; low EP means exhaustion.

Mood (MD): Affects every roll: positive = bonus, negative = penalty.

Resolve (RS): Used to resist seduction or emotional manipulation.

Recovery Rate (RR): How quickly you restore EP and Mood after the scene.

6. THE FOUR PHASES OF INTIMACY

PHASE 1: INITIATION – THE SPARK

Social or emotional connection.

Common Rolls: *Flirting, Conversation, Wardrobe & Style.*
DC 8–14. Success builds Mood + 1–2 and AR + 1–2.
Keep this short — 1-2 rolls at most.

PHASE 2: ESCALATION – THE DANCE

The core of play: a sequence of actions over rounds.
Each round:

1. Declare a **Position** or **Technique** (Missionary, Oral, Cowgirl, etc.).

2. Choose an **Action Skill** (Kissing, Touch, Thrust, etc.).

3. Roll and resolve effects.

4. Update **AR, EP, Mood**.

5. If **AR ≥ AT** → move to Climax.

Typical DC 11–17.
Use variety — repeating the same Skill adds +1 DC each time.
Switch Positions for fresh bonuses.

PHASE 3: CLIMAX – THE RELEASE

When AR ≥ AT:

◆ **Surrender:** roll Erotic Skill vs DC 12–16; reset AR to 0, lose 3–6 EP, gain Mood +1–3.

◆ Delay: roll ARC + Control vs DC 16–20; success holds for one more round.

◆ Simultaneous Climax: both roll ARC + Movement vs DC 16; both must succeed.

PHASE 4: AFTERCARE – THE COOLDOWN

Tenderness, calm, or reflection.

Roll Conversation, Gentle Touch, or Recovery (DC 8–14).

Recover EP and restore Mood.

Narratively, Aftercare decides what lingers — affection, guilt, rivalry, or peace.

7. The GM's Role

You are not just a referee — you are the director of desire.

Describe the world, guide the rhythm, and keep play safe.

Mark phase changes aloud: "We're entering Escalation." "That's the Aftercare phase."

Use numbers only to support tension, never to replace emotion.

Encourage creative narration, reward consent, and let awkwardness be funny, not shameful.

8. Safety & Comfort

Always start with a **Session Zero**:

◆ Define Lines (hard limits) and Veils (fade-to-black areas).

◆ Use the **X-Card** or **Pause signal** to stop immediately.

◆ Anyone can skip, fade, or reframe a scene.

◆ Trust is the foundation; respect is non-negotiable.

9. First Session Setup

◆ Create 2–3 characters.

◆ The GM introduces a setting (fantasy tavern, cyberpunk safehouse, college campus).

◆. Play through one short scene:

  ◇   Quick Initiation (2 rolls)

  ◇   Escalation (3–4 rounds)

  ◇   Climax & Aftercare

◆. Discuss what worked — tone, pacing, comfort — before
   the next session.

10. Key Reference Table

| Phase	Typical DC	Sample Skills	AR Gain	EP Cost	Mood Effect
Initiation	8-14	Flirting, Conversation	+1-2	0	+1
Escalation	11-17	Kissing, Touch, Thrust, Oral	+2-5	-1to-4	**±1–2**
Climax	12-20	Control, Rythm	Reset AR	-3 to -6	+1-3
Aftercare	8-14	Conversation, Touch, Recovery	-	+RR	Mood Resets

11. Ending the Scene

At the end of Aftercare:

◆ Reset AR = 0.

◆ Recover EP (half + Recovery roll).

◆ Adjust relationships and story consequences.

What happened matters — not as a tally of points, but as emotional development.
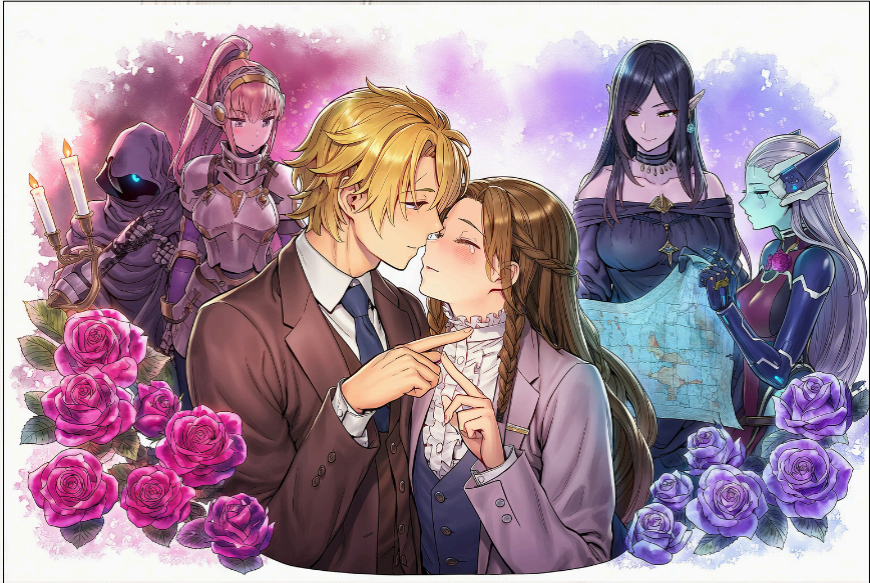
12. Example of Play - Whisper Between Shelves

Scene type: Seduction and moral conflict
Setting: The Royal Library
Participants: Seraphine (NPC) and Lord Aurel (NPC)
Tone: Intimate, restrained, emotionally charged
Phases Demonstrated: Initiation → Escalation → Climax → Aftercare

Scene Setup

The great hall has thinned to a murmur. Music fades behind closed doors as nobles drift toward their intrigues. Seraphine guides Lord Aurel through the archway into the west library — a place of velvet hush, where only candlelight and the scent of ink remain.

He hesitates near the door, the glow from the corridor cutting across his polished collar. *"Someone will notice,"* he murmurs.

Seraphine smiles. *"Then they'll have a story to whisper about."*

Phase One: Initiation

GM: The air between them is taut. Aurel tries to maintain formality, but Seraphine closes the space between words.

Seraphine: *"I thought you might need a reprieve from diplomacy. All those careful sentences…"*

She brushes his sleeve lightly.

"…so many things never said."

> **Action**: Flirting (Charm + Flirting)
>
> CHA 4 (+1 mod), Flirting 3
>
> **Roll:** d20 + 4 → 17 vs DC 14 — **Success**.
>
> **Result**: Aurel's Arousal +2, Mood +1 (Warm).

GM: He laughs softly, uncertain. *"You play dangerous games, Seraphine."*

Seraphine: *"Only with those who want to lose."*

GM Tip: Initiation sets tone and consent. Even hesitation is part of the rhythm; it gives weight to what follows.

PHASE TWO: ESCALATION

Aurel takes a slow breath and looks toward the door — then away. The candle nearest them gutters as if caught in his indecision.

Seraphine steps closer. Her perfume mixes with the musk of paper and old wood.

> **Action**: Touch (Sensitivity + Touch)
>
> SEN 3 (+1 mod), Touch 3
>
> **Roll**: d20 + 4 → 15 vs DC 15 — **Success**.
>
> **Result**: Aurel's AR +3, Seraphine's Mood +1, EP –1.

GM: He doesn't step back this time. His hand rises, half in apology, half in surrender, and touches hers.

Seraphine: *"You tremble like someone about to tell the truth."*

She draws closer — their voices now only breath apart. Aurel's resolve falters.

> **Action**: Kissing (Sensitivity + Kissing)
>
> SEN 3 (+1), Kissing 2
>
> **Roll**: d20 + 3 → 18 vs DC 14 — **Success**.
>
> **Result**: Both AR +3, Mood +1, EP –2 each.

GM: What began as curiosity becomes rhythm. The candles sway with the movement, the library breathing with them — the distance between them gone.

Player Note: Escalation is about tempo — what changes, not what's described. Focus on emotion, hesitation, and the signals of consent.

> **Aurel (internal roll):** Resolve (Willpower + Resolve)
>
> WIL 2 (+0), Resolve 2 → d20 + 2 = 13 vs DC 15 — Fail.

GM: His control slips; the world outside the library ceases to

matter. The scent of parchment, the sound of her breath, the warmth between them — all fuse into a single, undeniable moment.

> **Result:** Both characters' Arousal increases steadily (Aurel 11 / Seraphine 9) — nearing threshold.

PHASE THREE: CLIMAX

GM: Time thins to a heartbeat. The soft sound of movement, a sigh, then stillness.

> **Check**: Aurel's AR reaches 12 (meets AT).
>
> He attempts Delay (Arousal Control + Control).
>
> ARC 2 (+0), Control 2
>
> **Roll:** d20 + 2 → 10 vs DC 17 — Fail.
>
> **Result:** Climax triggered for Aurel.
>
> Seraphine rolls to maintain control.
>
> ARC 3 (+1), Control 3 → d20 + 4 = 16 vs DC 15 — **Success**.

Outcome: The intensity breaks; Aurel surrenders to the moment, breath unsteady.Seraphine steadies him, her expression soft — neither triumph nor pity, only quiet understanding.

> Values:
>
> Aurel: AR resets to 0, EP –5, Mood +2 (Ecstatic).
>
> Seraphine: AR 10 → 11 (near threshold), EP –2, Mood +1 (Tender).

GM Tip: Climax marks resolution, not depiction. Let sensory fragments — breathing, stillness, the way they look at each other — carry the scene's emotional weight.

PHASE FOUR: AFTERCARE

The silence afterward feels heavier than any touch. Outside, faint music returns — life continuing as if nothing has happened.

Aurel: *"I will be married by spring."*

Seraphine: *"Then let this be your winter."*

She smooths his collar, straightens her own sleeve. Neither looks directly at the other for several seconds.

Action: Conversation (Charm + Conversation)

CHA 4 (+1), Conversation 2

Roll: d20 + 3 → 15 vs DC 12 — Success.

Result: Mood +1, EP +2 recovered.

They part at the threshold of the library. The door closes between them like a final word unspoken.

GM Tip: Aftercare can be gentle or painful, but it always brings truth. Let it reshape the relationship — guilt, tenderness, or longing are all valid forms of recovery.

GM Commentary

This example shows how Eros Engine™ uses mechanics to create pacing without needing explicit description.

◆ Initiation sets the emotional stakes.

◆ Escalation grows naturally through trust and tension.

◆ Climax resolves the built-up energy.

◆ Aftercare closes the loop, leaving room for consequence.

The story breathes like a conversation — full of restraint, choice, and aftermath.

In Eros Engine™, that rhythm is the adventure.

13. Final Thought

Eros Engine™ is not a game of conquest, but of connection.
Play with empathy, curiosity, and humor.
Every roll is a heartbeat; every choice is consent.
Let the story breathe — and power passion in any world.

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