

Begin by determining the number of captives in the scenario.

| 1D6 | Number of Girls |
|-----|-----------------|
| 1-2 | 1 Girl          |
| 3-4 | 2 Girls         |
| 5-6 | 3 Girls         |

Then, for each girl, roll on the following charts to determine her age, hair and eye color and the clothes she's currently wearing. (Or not, as the case may be...)

| 2D6  | Age   |
|------|-------|
| 2-3  | <16   |
| 4-6  | 16-20 |
| 7-8  | 21-25 |
| 9-10 | 26-30 |
| 11   | 31-35 |
| 12   | >35   |

| 2D6   | Eye color  |
|-------|------------|
| 2     | Light blue |
| 3     | Dark blue  |
| 4-5   | Green      |
| 6     | Dark green |
| 7-9   | Brown      |
| 10-11 | Hazel      |
| 12    | Grey       |

| 1D6 | Glasses |
|-----|---------|
| 1-2 | Yes     |
| 3-6 | No      |

| 2D6   | Hair color        |
|-------|-------------------|
| 2-3   | Blonde            |
| 4     | Dirty blonde      |
| 5-6   | Light brown       |
| 7     | Dark brown        |
| 8-9   | Red, Ginger       |
| 10-11 | Black             |
| 12    | Other:            |
|       | 1 Blue            |
|       | 2 Purple          |
|       | 3 Green           |
|       | 4 Pink            |
|       | 5 Grey/White      |
|       | 6 Multiple/Choose |

| 2D6  | Hair style             |
|------|------------------------|
| 2-3  | Long                   |
| 4-5  | Shoulder Length        |
| 6-7  | Short                  |
| 8    | bun                    |
| 9-10 | Pigtails or pony tails |
| 11   | Curls                  |
| 12   | Other                  |

| 2D6   | Clothing       |
|-------|----------------|
| 2-3   | Street Clothes |
| 4     | Formal Clothes |
| 5     | Swimsuit       |
| 6     | Uniform        |
| 7     | Costume        |
| 8-9   | Underwear      |
| 10    | Topless        |
| 11-12 | Naked          |

Captors: Do the same thing for the captors. You can use the Eye color, glasses, hair color and hair style (for female captors) in the previous section.

| 1D6 | Number of Captors |
|-----|-------------------|
| 1   | 0 Captors Present |
| 2-3 | 1 Captor          |
| 4-5 | 2 Captors         |
| 6   | 3+ Captors        |

| 1D6 | Captor Gender |
|-----|---------------|
| 1-3 | Male          |
| 4-6 | Female        |

| 2D6  | Age   |
|------|-------|
| 2    | <20   |
| 3-5  | 21-25 |
| 6-7  | 26-30 |
| 8-10 | 31-35 |
| 11   | 36-40 |
| 12   | >40   |

| 2D6   | Male Hair Styles |
|-------|------------------|
| 2-4   | Bald/Buzz Cut    |
| 5-7   | Short            |
| 8-9   | Long             |
| 10-11 | Ponytail         |
| 12    | Other            |

| 2D6 | Facial hair      |
|-----|------------------|
| 2-5 | Clean Shaven     |
| 6   | Full Beard       |
| 7-8 | 9 o'clock shadow |
| 9   | Full Mustache    |
| 10  | Thin mustache    |
| 11  | goatee           |
| 12  | other            |

| 2D6   | Clothes        |
|-------|----------------|
| 2-4   | Street Clothes |
| 5-6   | Formal Clothes |
| 7-9   | Uniform/Camo   |
| 10-11 | Jumpsuit       |
| 12    | Costume        |

| 1D6 | Mask |
|-----|------|
| 1-3 | Yes  |
| 4-6 | No   |

| 2D6   | Accessories                |
|-------|----------------------------|
| 2-3   | Paddle                     |
| 4-5   | Whip, Flog, Cane, etc.     |
| 6-7   | Feather                    |
| 8     | Weapon, pistol, knife etc. |
| 9     | Cattle Prod                |
| 10-11 | Camera, Video Camera, etc. |
| 12    | Other                      |

Roll to determine how each captive is tied up and any extra “toys” used on her:

| 2D6 | Position                       |
|-----|--------------------------------|
| 2   | Straightjacket                 |
| 3   | Hogtie/Frog tie                |
| 4   | Spread Eagle                   |
| 5   | Hanging                        |
| 6   | Hands and Feet Bound           |
| 7   | Hands Only                     |
| 8   | Ball tie                       |
| 9   | Device (i.e. cage, cross etc.) |
| 10  | Chair Tie                      |
| 11  | Cocoon                         |
| 12  | Choose                         |

| 2D6 | Material |
|-----|----------|
| 2-4 | Rope     |
| 5-6 | Tape     |
| 7   | Metal    |
| 8-9 | Leather  |
| 10  | Rubber   |
| 11  | Cloth    |
| 12  | Mixture  |

| 1D6 | Blindfold |
|-----|-----------|
| 1-3 | Yes       |
| 4-6 | No        |

| 2D6 | Gag        |
|-----|------------|
| 2-3 | Tape Gag   |
| 4   | Ball gag   |
| 5   | Ring gag   |
| 6   | Bit gag    |
| 7   | Cleave Gag |
| 8   | OTM Gag    |
| 9   | Hood       |
| 10  | Panel Gag  |
| 11  | Hand gag   |
| 12  | No Gag     |

| 2D6   | Extras        |
|-------|---------------|
| 2-4   | Collar        |
| 5     | Nipple Clamps |
| 6-7   | Crotch Rope   |
| 8     | Harness       |
| 9     | Body Suit     |
| 10-11 | Vibrator      |
| 12    | Choose        |

And lastly, roll to determine the scenario and location.

| 1D6 | Motivation                                                                                     |
|-----|------------------------------------------------------------------------------------------------|
| 1   | Kidnapping: The girls are taken to a distant location by their captors.                        |
| 2   | Robbery: The captors want to keep the girls out of the way while they carry out their robbery. |
| 3   | Captivity: The girls are being held in a location to keep them out of the way.                 |
| 4   | Game: A consensual bondage game between friends.                                               |
| 5   | Self-Bondage: There is no captor. The captives tie themselves up for fun.                      |
| 6   | Other: Pick one of the above or come up with your own.                                         |

| D6  | Category  | Location                                                                     |
|-----|-----------|------------------------------------------------------------------------------|
| 1-2 | Home      | 1-2 Suburban Neighborhood<br>3 Apartment<br>4 Hotel<br>5 Mansion<br>6 Cabin  |
| 3   | Outdoors  | 1-2 Beach<br>3-4 Woods<br>5 Desert<br>6 Mountains                            |
| 4   | Workplace | 1-2 Office Building<br>3 School<br>4-5 Shops<br>6 Hospital                   |
| 5   | Urban     | 1 Construction Site<br>2 Abandoned Building<br>3-4 Alleyway<br>5-6 Nightclub |
| 6   | Special   | 1-2 Science Fiction Setting<br>3-4 Fantasy Setting<br>5-6 Historical Setting |

If you like, you can roll one or more times on this chart to extend the scene.

| 2D6   | Continuation                                                                               |
|-------|--------------------------------------------------------------------------------------------|
| 2-3   | Add 1D3 more captives to the scene                                                         |
| 4     | Add 1D3 more captors to the scene                                                          |
| 5     | Remove 1D3 captives from the scene (to a minimum of 1) (Reroll if there is only 1 captive) |
| 6     | Remove 1D3 captors from the scene                                                          |
| 7-8   | Change the captive's positions                                                             |
| 9     | Change the captive's outfits                                                               |
| 10-11 | Change the location                                                                        |
| 12    | Roll 3 times on the chart and apply all of them.                                           |