

Begin by determining the number of captors and captives. You may choose the gender of each, or roll to randomly determine it.

1D6	Number of Captives
1-2	1 Captive
3-4	2 Captives
5-6	3+ Captives

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

1D6	Gender
1-3	Male
4-6	Female

Now, roll to determine each character's physical characteristics.

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 White/Grey 6 Choose

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

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	Captive's Clothing
2	Costume
3	Formal Clothes
4	Swimsuit
5	Uniform
6-7	Street Clothes
8-9	Naked
10	Topless
11	Underwear
12	Fetish Outfit

2D6	Captor's Clothes
2-4	Formal Clothes
5-6	Street Clothes
7-8	Uniform/Camo
9-10	Jumpsuit
11	Fetish Outfit
12	Costume

2D6	Height
2	Very Short
3-5	Short
6-9	Average
10-11	Tall
12	Very Tall

1D6	Body Type
1-2	Thin
3-4	Average
5	Athletic
6	Stocky

1D6	Mask
1-3	Yes
4-6	No

Now roll to determine the captive's resistance to their bondage and the captor's cruelty. This is a rough approximation. Exactly how this manifests in the story depends on the scenario. For example, a captive with low resistance in a kidnapping scenario is likely to be too frightened to try and escape, whereas the same girl, in a bondage game scenario probably enjoys being tied up and doesn't want to escape.

1D6	Captive's Resistance
1	High Submission
2-3	Low Submission
4-5	Low Resistance
6	High Resistance

1D6	Captor's Cruelty
1	Very kind
2	Somewhat kind
3-4	Average
5	Slightly Cruel
6	Very Cruel

Now, roll to determine what sort of bondage each of the captives find themselves in.

2D6	Bondage Device
2	Vac-Bed
3	Bondage Frame
4	Sleep Sack
5	Cross
6	Chair
7	Cage
8	Rack
9	Monoglove
10	Straightjacket
11	Stocks
12	Spreader Bar

2D6	Bondage Ties
2-3	Hands Tied
4	Hands and Feet Bound
5-6	Hogtie
7	Frogtie
8	Balltie
9-10	Spread Eagle
11	Mummified/wrapped up
12	Suspension 1 Upside Down 2-3 Arms Over the Head 4 Suspended Hogtie 5 Suspended Spread Eagle 6 Suspended Balltie

1D6	Bondage Chart
1-3	Device
4-6	Position

2D6	Material of Ties
2	Plastic Wrap
3	Metal
4	Latex
5	Tape
6-7	Rope
8	Leather
9	Rubber
10	Cloth
11	Zip-ties
12	Mixture

1D6	Blindfold
1-3	Yes
4-6	No

3D6	Gag
3	Pump Gag
4	Plug Gag/Penis Gag
5-6	Tape Gag
7-8	Cleave Gag
9	Ring gag
10	Bit gag
11-12	Ball Gag
13	OTM Gag
14	Hood
15	Panel Gag
16	Panty Gag
17	Hand gag
18	No Gag

2D6	Extras
2	Bondage Mittens
3-4	Crotch Rope
5	Nipple Clamps
6-7	Collar 1-2: Steel Collar 3-4: Leather Collar 5: Shock Collar 6: Posture Collar
8	Harness
9	Body Suit
10-11	Vibrator
12	Butt Plug

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

Now, to determine why the captives have been tied up. First, roll to determine if their bondage is consensual or non-consensual, then roll for the scenario.

1D6	
1-3	Consensual
4-6	Non-Consensual

2D6	Scenario
2-3	Robbery: The captives have something valuable their captor's wants.
4	Rape: The captors want something...and it's the captives!
5-6	Captivity: The captors are being held somewhere for an extended period of time.
7-8	Kidnapping: The captives are captured and taken somewhere far away...
9	Game: Someone wants to have fun with the captives, whether they want to or not.
10	Party: There's a gathering and the captives are invited, but are they guests or the entertainment?
11	Revenge: The captors are out to get even with their captives one way or another...
12	Peril: The captives are in danger! Roll on the Peril Location Chart.

2D6	Peril Chart
2-3	Conveyor Belt of Doom! The captives are on a moving belt, heading for something nasty!
4	Bomb Threat! They've only got a little while left before it goes BOOM!
5	Tied to the Railroad Tracks! Is that the train whistle? Something is about to run the captives over.
6	Water Trap: The room is slowly filling with water, sand, concrete, etc.
7	Piranha Tank: The captives are above a pit or tank of something dangerous, about to be dropped in!
8-9	Shooting Gallery: The captives are facing down a gun, crossbow, laser death ray...
10	Runaway Vehicle: Roll on the 'Transport' Location Chart for what type of vehicle.
11	Animal Peril: The captives are locked in with a deadly animal and it's getting closer...
12	Sealed Away: Trapped underground somewhere... buried alive...buried alive...

You may represent whether a scenario is consensual or not in various ways. For example, if you roll the 'Burglary' scenario and it is consensual, that could mean it's merely a bondage-game where the participants are play-acting a robbery. Or, the robbery could be real, but one or more of the captives is on the side of the crooks and is pretending to be captured.

D6	Category	Location
2-3	School	1 Classroom 2 Gym 3 Library 4 Science Lab 5 Cafeteria 6 Hallway
4-5	Outdoors	1-2 Beach 3-4 Woods 5 Desert 6 Mountains
6-7	Home	1-2 Suburban Neighborhood 3 Apartment 4 Hotel 5 Mansion 6 Cabin
8	Workplace	1-2 Office Building 3 School 4-5 Shops 6 Hospital
9	Urban	1 Construction Site 2 Abandoned Building 3-4 Alleyway 5-6 Nightclub
10-11	Transport	1-2 Automobile 3 Train 4 Plane 5-6 Boat
12	Special	Roll on the Special Settings Chart

Now, roll to determine where the scenario is taking place.
You roll twice: first for the category, then for the location.

D6	Special Locations Chart
1-2	Fantasy 1-2 Arabian Nights 3-4 Tolkien-esque 5 Fairy Tale 6 Gothic Horror
3-4	Science Fiction 1-2 Space Opera 3 Cyberpunk 4-5 Superhero 6 B-Movie
5-6	Historical 1 Ancient World 2 Middle Ages 3 Enlightenment 4 Industrial Revolution 5-6 Early 20 th century

Finally, if you want a direction to take the story in, you can roll one or more times on the chart below and figure out how to work the changes to the scene into the story.

2D6	Continuation
2-3	Plot Twist! Roll a new Scenario. The scene may or may not stay consensual or non-consensual.
4	Betrayed! One of the captors is double-crossed and added to the captives. Roll position, gag, resistance, etc. for the new captive.
5	New Captor Arrives: Roll for a new captor and add him/her to the scene.
6	Change of Scenery: Roll a new location for the scene and write how the captors and captives get there.
7-8	New Plaything! Roll for a new captive and add him/her to the scene.
9-10	Let's make you less comfortable...Roll a new bondage position for one or more of the captives.
11	She's escaped! One of the captives manages to get free. Do they run for it? Turn the tables on the captors and tie them up? Or join the captors...
12	Choose one of the above or roll for 3 and apply all of them.