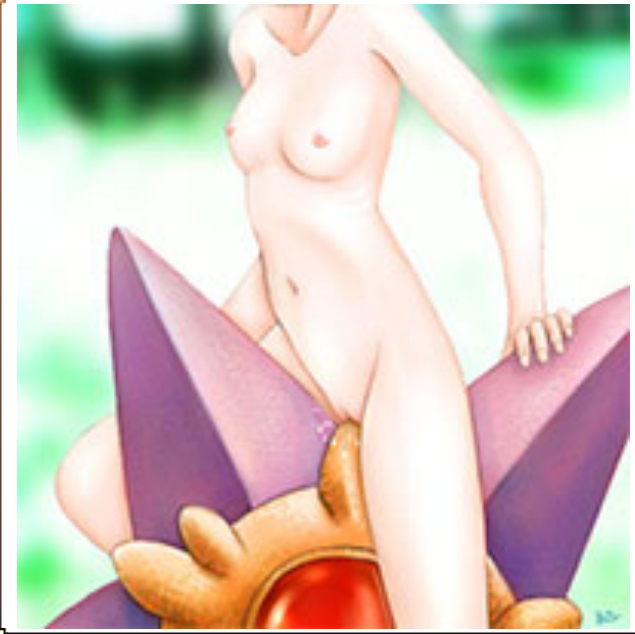


## Something Obvious



Let's be honest, nobody *ever* waits until they're 18 before becoming interested in sex, so naturally there was a time when I looked for drawings of girls my own age. Of course there were still some pictures that looked too young to me even back then, but there were other pictures that where crafted so well that I simply could not overlook their quality.

... And now I know why.

## Loli's Are Different From Kids

They are short characters in "child" roles, who tend to look and act more like short women.

They're often not shaped like kids



They definitely don't act like kids





... And this is intentional.

**So what is this... thing??**

**It's convenient.**

**A "loli" is a contrived character design for a sexual story. It fills a "child" role in ways that a realistic kid definitely wouldn't. Unrealistic characters create unrealistic situations in order to portray inherently unrealistic fantasies. Simulating reality is obviously not the goal.**

**Convenient for sex stories**



**Not convenient**



**Sprites are particularly weird. Their apparent "age" mostly seems to be relative to other nearby sprites and dependent on the story. It's a side-effect of their minimal details.**

**Is she a teenager?**

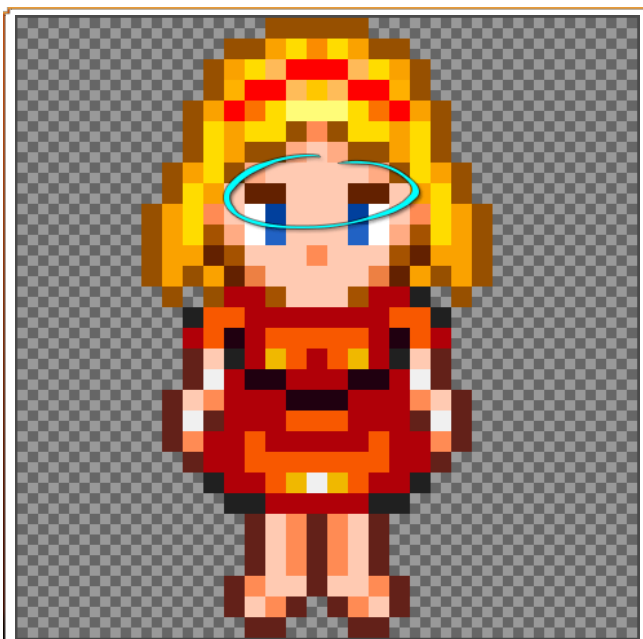


**...or is she a kid?**





How minimal? Well by changing only 4 pixels, this character suddenly looks older in comparison, and I didn't even change her body.



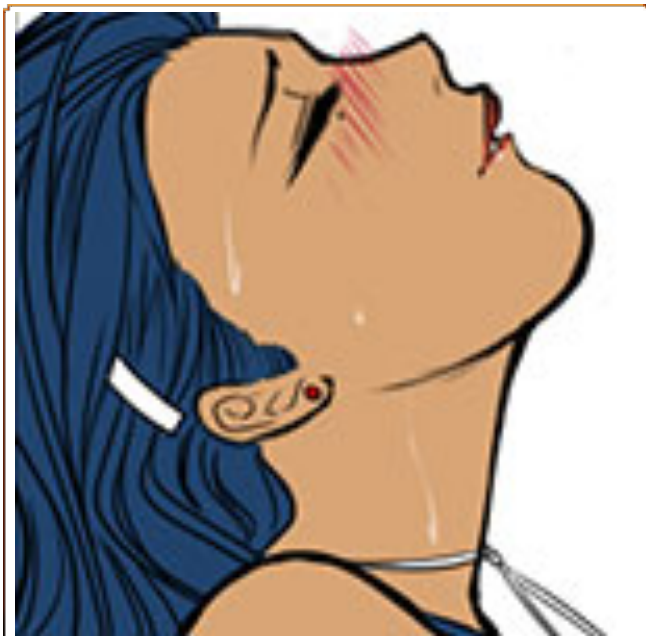
Okay but... why?



Arousal is arousing. An inexperienced character will likely be surprised and overwhelmed by something as new as a first-time sexual encounter so their arousal will be intense and therefore it will be very fun to watch.



On top of this, small characters automatically have a size-difference with almost any male encounter, which means that sex will almost always feel physically intense for the loli.



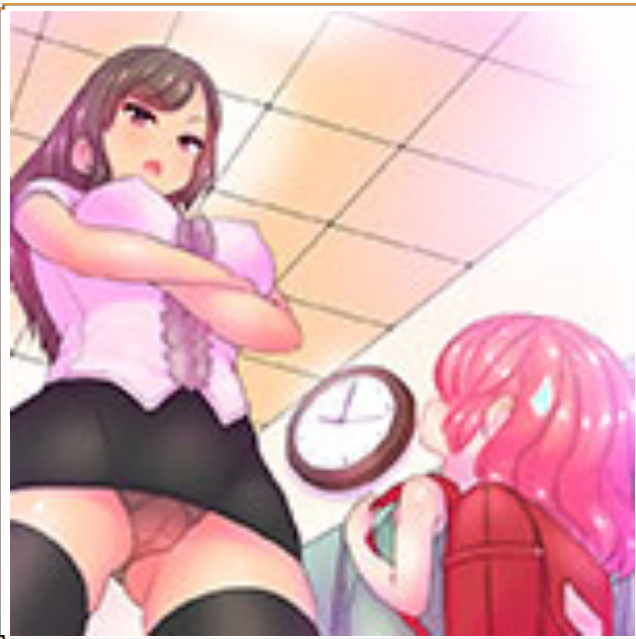
Empathy is a human instinct. First-time arousal and size-differences take advantage of this. The audience feels what the character feels. If a story's goal is to make the audience horny, the most effective way is to show a character becoming horny.



Naive characters also create a lot of sexual suspense. They'll walk straight into sexy situations while missing all the obvious clues being presented for the audience. This allows the story to clearly promise a sexual outcome for the audience to anticipate, and build sexy tension from the start. It's perfect for



**creating suspense.**



**Loli characters also tend to have an authority imbalance with other characters which makes it easy for a story to put them into situations, often repeatedly.**



**Or you can reverse traditional roles to create unexpected and surprising situations. A loli could be precocious and unexpectedly naughty; Or she could be naive and unwittingly direct other people into compromising situations; Or perhaps she is aggressively curious.**

**Design Example :**

### **"Little" Red Riding Hood**

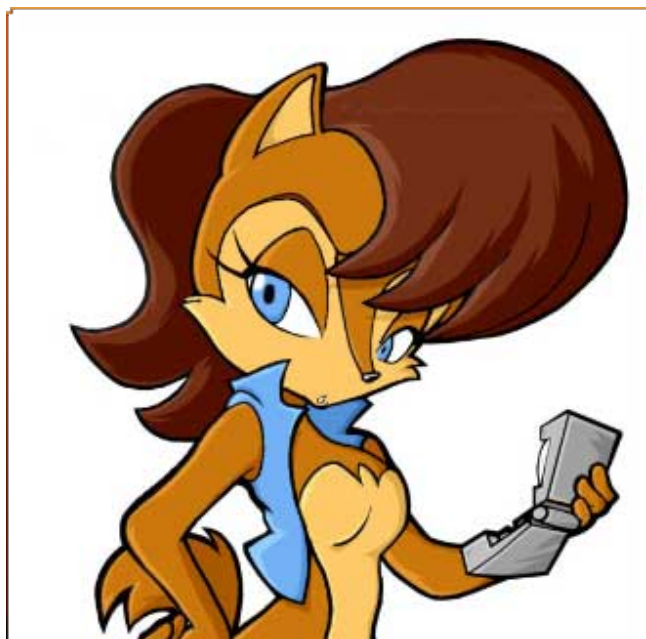
**Goal:** A sexy girl who's always walking right into sexy situations.

- Sexy (big boobs)
- Endlessly curious and naive
- Exaggerated gullibility



Real kids learn. This one doesn't.

### **How can you draw loli without being attracted to kids?**



The same way I can draw Princess Sally without being attracted to squirrels. I'm not attracted to kids. I'm attracted to cartoon characters. I *want* the pictures to look unrealistic.

### Isn't this stuff illegal?



No. Imaginary things are not illegal. Hurting real people is. In the US, there used to be a law way back in 1996 criminalizing any depiction of minors in a sexual context, which also included fictional characters for some reason. By 2002, courts realized that worrying about imaginary people obviously wasn't going to protect any real people. In their words, fictional depictions "... record no crime and create no victims by their production." After all, the entire purpose of such laws is to prevent harm to people who actually exist, not waste time on those who don't. Chasing shadows would just consume resources that could have been used to protect real children.

### But it's wrong!

It's unrealistic.

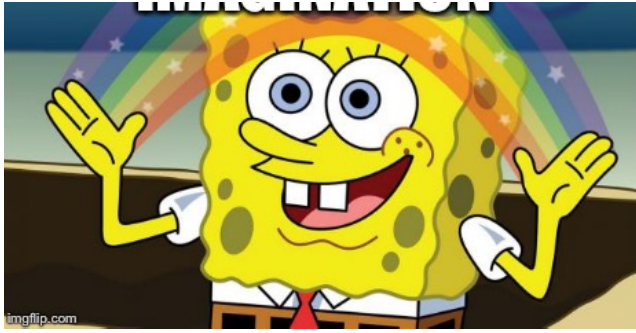
But that doesn't make it a problem. That makes it *fiction*.



Like most fictional stories, it's obvious that re-creating these situations in real-life would be very wrong, and the likely outcomes would be terrible for everyone; But I don't believe in thought-crime. You can't choose your tastes. You discover them. But you can always choose your actions. So what would a *good* person do if they discovered they had an unrealistic interest? They go to the movies and watch it like everybody else. They choose a harmless outlet. You can safely draw or write about anything you can imagine. Choose to do no harm.



Any law can change tomorrow of course, but your personal tastes won't. No matter what fictional concepts you happen to enjoy, the best way to approach unrealistic interests is with un-real outlets.



**Fiction is how normal people safely enjoy dangerous things.**