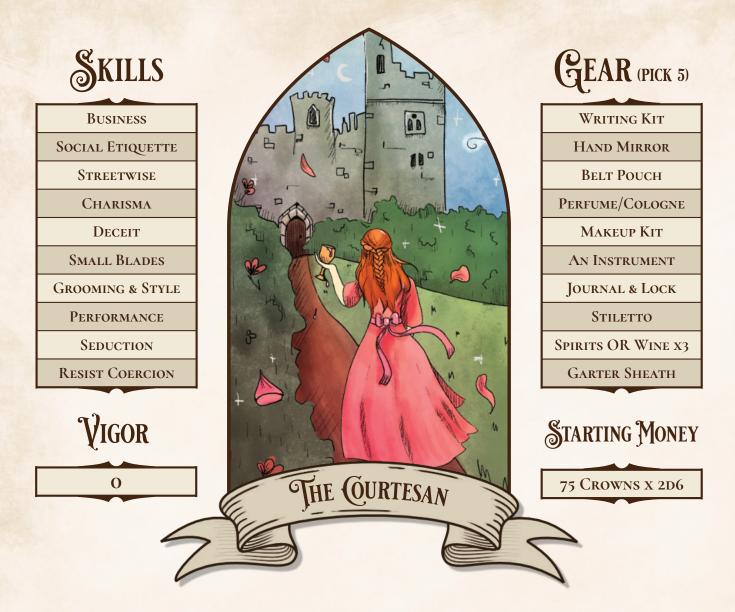


THE JRTESA

A HOMEBREW PROFESSION FOR USE WITH THE WITCHER TRPG





ot all weapons are forged from steel and magic. Some weapons cut deeper still, their shape made manifest from the heart of the wielder. Few will master these weapons as well as Hadrin and Grida.

Once upon a time, there lived a pair of twins called Hadrin and Grida, whose beauty was unmatched in all the land. Whilst their hearts yearned for finery and comfort, they were born of meagre means. Nevertheless, they ate every mouldy meal with tact and ever composed themselves with grace.

One day, chance brought the lord and lady of the land to their doorstep. They were so awestruck by the beauty and etiquette of the twins that they fell deeply in love. What ensued was a peculiar arrangement, in which Hadrin courted the lady and Grida courted the lord.

It lasted years. Hadrin's gentle touch ever pleased the lady, whilst Grida's dancing entranced the lord for hours

on end. Then came the day when Grida learned of the lord's intention to raise taxes and bleed dry the villagers of their hometown. To thwart the lord, the twins hatched a plan.

"My lord," plead Grida in the night, "your wife plans to murder and overthrow you!"

"My lady," cried Hadrin in the morning, "your husband plans to replace you with another!"

The following evening, the lord and lady sat together at the dinner table. Each smiled as they raised their cups in salute, before emptying their vessels one final time.

The lord and lady were undone. The village was saved, and Hadrin and Grida found new lords and ladies to entice. For some weapons strike not flesh. With a pommel of succor, a hilt of empathy and a blade of lust it strikes at the spirit within. There are none who wield it better than the courtesan.



AURA OF INFLUENCE

A well trained Courtesan provides pleasure, inspiration and comfort to those who need it. **Aura of Influence** creates a radial aura around the Courtesan that allows allies within it to re-roll any skill check once per person, per session. This radius increases in size by 1m per rank invested into this skill. Re-rolling a skill must be declared before the outcome of the result is announced with the newest result always replacing the first.

THE OMPANION

THE SOCIALITE

THE MUSE

LANDLORD'S FRIEND (EMP) Diversion (EMP) AURA OF DETERMINATION Arriving at a settlement, the Cour-To break a target's train of thought or Each rank gained in Aura of Determtesan may roll Landlord's Friend to to distract them from their current ination grants allies who stand within gain an amount of credit equal to 2x goals, the Courtesan may roll Diverthe Courtesan's Aura of Influence a sion against a target's Resist Coercion. As an action in battle, Diversion may their result. This credit may be used to 5% chance to break a tie during a skill buy food, drink and accommodation check, contest of skill or when rolling at any inn, tavern or brothel that albe used to convince a sentient enemy initiative against an opposing target. The last 2 ranks in this skill are worth lows it. During their stay it is assumed that the Courtesan is of no threat. Dithe Courtesan provides their services version has no effect if the Courtesan 10% each (to a total of 60% at rank 10). in exchange of this credit. has shown, or does show, hostility. STRUMPET'S MASSAGE (EMP) **SELF ESTEEM AURA OF INTERVENTION** By spending at least 1 hour together, It takes a certain amount of ego to appear so effortless. Self Esteem allows the Courtesan can help a target relax Each rank gained in Aura of Intervention grants allies who stand within and release physical tension. Strumthe Courtesan to add half of their pet's Massage allows the Courtesan to the Courtesan's Aura of Influence a ranks invested into this skill as a boincrease a target's HP, STA & Resolve 5% chance to ignore a failed stun, stat nus toward any of their standard EMP or death save, or to halve the exploding dice of a fumbled skill check. The by +1 for every point scored over a DC16 (to a max. of 10). This bonus based skill checks. Self Esteem ignores the exploding dice following a critical lasts for a day and a target cannot belast 2 ranks in this skill are worth 10% success, but the Courtesan must still nefit from another Strumpets Maseach (to a total of 60% at rank 10). roll the exploding dice on a fumble. sage until its full duration has passed. Personal Escort (EMP) CIRCLES OF SOCIETY (EMP) **AURA OF INSPIRATION** The Courtesan is capable of catching By taking a day to explore and meet Each rank gained in Aura of Inspiramishaps, slip-ups and blunders before tion grants allies who stand within people within a settlement, the Courthey cause social ruin. The Courtesan the Courtesan's **Aura of Influence** a 5% chance to refund half of any LUCK tesan rolls Circles of Society against a may roll Personal Escort in response DC modified by the settlement's size to a social skill check made by an ally and their own social standing. Success spent (to a min. of 1). LUCK restored in arms reach. This ally can choose provides 1 of 5 listed benefits that this in this way cannot exceed the target's their own outcome or allow the Courresult qualifies for, lasting a number maximum LUCK stat. The last 2 ranks tesan to intervene with theirs. Perof days equal to the Courtesan's ranks in this skill are worth 10% each (to a sonal Escort is limited to a number of invested into Circles of Society. total of 60% at rank 10). uses per session equal to their EMP/2.

(IRCLES OF SOCIETY

SOCIAL CIRCLE	EFFECT	DC
Beggars & Urchins	Gain a network from which to seek information on the movements of an organisation or individual.	12
Criminals, Whores & Non-humans	Introduces a key figure who has information on how to access restricted areas or to meet important and influential people.	14
MERCHANTS & ARTISANS	Vendors provide a range of discounts or offer information on auctions, collectors and rare service providers.	16
Soldiers & Guards	A contact may offer a small degree of personal protection or lenience in regard to breaking local laws.	18
Nobles, Lords & Ladies	Gain a high standing patron able to pardon misdeeds, provide access to high society events or spread gossip, new trends, fashion and opinions.	20

SETTLEMENT SIZE	
Hamlet	+O
Town	+1
City	+2
Capitol	+3

COURTESAN'S SOCIAL STANDING	MOD
Equal	+O
Tolerated	+1
Hated	+2
Feared & Hated	+3

ADDITIONAL GEAR

NAME	WEIGHT	COST		
Bottle of Massage Oil	1	20		
Leather Bag of Toys	3	32		
Sharpened Hairpin	0.1	12		
Smuggler's Hairbrush	0.5	25		

BOTTLE OF MASSAGE OIL

A special brew of swine fat, herbs and incense that blend together to form a slippery lotion. This oil grants a +2 bonus to *Dodge/Escape* when applied to an area that needs to slip free of tight confinement or bindings.

LEATHER BAG OF TOYS

A full bag of wooden props, whips and leathers suited to a Strumpet's line of work. Grants a +2 bonus to *Seduction* when used to improve performance in the bedroom.

SHARPENED HAIRPIN

An ornate looking hairpin useful for giving somebody a sharp stab or fashioned into a quick one-time lockpick.

Smuggler's Hairbrush

A large and somewhat clunky horse-fibre hairbrush. Not only used to unkink troublesome or matted hair, but also contains a secret compartment that can hide a single tiny object (DC17 Awareness check to notice).





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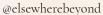


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