



# THE COURTESAN

A HOMEBREW PROFESSION FOR  
USE WITH THE WITCHER TRPG



ELSEWHERE  
& BEYOND

## SKILLS

BUSINESS
SOCIAL ETIQUETTE
STREETWISE
CHARISMA
DECEIT
SMALL BLADES
GROOMING & STYLE
PERFORMANCE
SEDUCTION
RESIST COERCION

## VIGOR

0

## GEAR (PICK 5)

WRITING KIT
HAND MIRROR
BELT POUCH
PERFUME/COLOGNE
MAKEUP KIT
AN INSTRUMENT
JOURNAL & LOCK
STILETTO
SPIRITS OR WINE X3
GARTER SHEATH

## STARTING MONEY

75 CROWNS X 2D6



THE COURTESAN

Not 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 COMPANION

## THE SOCIALITE

## THE MUSE

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

# CIRCLES OF SOCIETY

SOCIAL CIRCLE	EFFECT	DC
BEGGARS & URBINS	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	MOD
Hamlet	+0
Town	+1
City	+2
Capitol	+3

COURTESAN'S SOCIAL STANDING	MOD
Equal	+0
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).

# CREDITS

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