

— HARLOT —

DESCRIPTION

Prostitution, the oldest profession in the Old World, is a thriving business. Street corners, docklands, inns, and full-time brothels are choked with women selling their bodies to sate the pleasures of others. While many may call for 'women of ill repute' to reform – perhaps by marrying, or by joining a pious order - prostitutes are a generally accepted part of Human society. As the oft-quoted Lord Goellner the Insatiable of Altdorf once said in 2105 IC: 'Without the harlot, all of society would be rent apart by man's lust!' However, a Harlot's life is fraught with danger, as many seek to harm or abuse them. To counteract this, the Shallyans have established Mercy Houses in most cities, each tasked to aid those seeking to escape the profession. Many Old World cities have passed sumptuary laws requiring their Harlots wear special clothing so they can be easily distinguished from 'decent' women. This is most often red cloaks or red hats with brass bells, hence their sobriquet: Scarlet Women.



— Harlot Advance Scheme —

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	—	—	+5%	+10%	—	+5%	+10%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
—	+2	—	—	—	—	—	—

Skills: Blather, Charm or Sleight of Hand, Gossip or Haggle, Consume Alcohol, Perception, Performer (Dancer or Actor), Secret Language (Thieves' Tongue) or Secret Signs (Thief)

Talents: Alley Cat or Flee!, Dealmaker or Streetwise, Resistance to Disease, Suave or Very Resilient

Trappings: Face Paint, Gaudy Clothing, Luck Charm

Career Entries: Bone Picker, Camp Follower, Entertainer, Peasant, Rogue, Servant, Slave

Career Exits: Bone Picker, Camp Follower, Charlatan, Courtesan, Initiate (Shallya), Madame, Rogue, Servant, Thief

Note: If you are rolling randomly for your Starting Career, you can substitute Harlot for Camp Follower with your GM's permission.

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