

Courtesans In Traveller

Overview

While public attention is focused on the world leaders and the senior nobles who govern the Imperium, few truly see the legions of courtesans around them. Part social parasite, part facilitator greasing the wheels of government a courtesan can wield immense influence. Whether companion or concubine, a courtesan can get things for their patron that their patron cannot, or should not, buy. And without them the Imperium could not function.

Some female courtesans end up in an elite group called "The Sisterhood". Almost a chivalric knight's order, the Sisterhood works towards ensuring stability across the Imperium. Members of the Sisterhood will put their own order's agenda above that of their patron.

After character generation, when at Court all task rolls use Influence in lieu of SOC. Influence is calculated as SOC + Patronage bonus + Rank in Sisterhood (if applicable).

Pre-Enlistment

If a character has SOC 9+ and DEX 8+, has graduated with honors from college, but did not take OTC/NOTC/AOTC, they may wish to attend Finishing School.

Finishing School

Admission

Roll 9+

DM +2 if SOC 11+

Success

Roll 7+

DM +2 if EDU 10+

Skills

All graduates receive +1 EDU, +1 SOC, as well as the following skills: Carousing, Equestrian, History, Linguistics, Steward, and Vehicle.

Upon graduating from Finishing School (after 2 years) they may embark on a 'career' as a courtesan, moving in circles with nobles and other world leaders. Failure ends any chance the character has of being a courtesan ... an alternative career must be pursued.

Service

The life of a courtesan is made of a series of one year activities. For each year roll on the Annual Activity Table (there is no 'initial training' beyond Finishing School) and resolve as appropriate. The character should decide if they are sports orientated or arts orientated, and use the appropriate column. If "Court" is thrown then roll on the Court Table.

There is no retirement or "mustering out" in the conventional sense, the player should decide in advance how many years will pass before play starts.

On a roll of 12 a female character will be approached to join the Sisterhood. (If not a female character, or already a member of the Sisterhood then treat this roll as "Court".) Joining is optional. If the character accepts then she gains TAS membership. Resolve the year as "Court".

When considering anagathics the character can select either their homeworld, their patron's homeworld,

or the world of the Court (if at Court) for DMs to find the anagathics. Members of the Sisterhood have an additional DM of +2 to find anagathics.

Annual activity table:

2d6	Sporty	Arty
2	Sporting Life	Art Appreciation
3	Sporting Life	Art Appreciation
4	Sporting Life	Art Appreciation
5	Sporting Life	Art Appreciation
6	Touring	Touring
7	Touring	Touring
8	Touring	Touring
9	Court	Court
10	Court	Court
11	Court	Court
12	Court	Court

Court Table:

1d6	Patron
1	World Court
2	World Court
3	Subsector Court
4	Subsector Court
5	Subsector Court
6	Sector Court
7	Sector Court
8	Imperial Court

DM + Rank in Sisterhood

Once the main activity of the year is known, consult the Activity Resolution Table.

Survival: A character risks some chance of injury or death. To survive the character must roll the indicated number or higher on 2d6. If the throw is not successful, the character is injured. If injured then for the next 1d3 years treat any “Sporting Life” activity as “Resting.”

Patron: One of the key aspects of a courtesan is to have influence and money. This usually comes from a patron to whom the courtesan becomes a social companion and escort. Roll the indicated number on 2d6 for the character to acquire a VIP as a patron (if successful then roll on the Patron Table for further details). or to keep the Patron acquired from the last year. Where a patron is a noble with multiple ranks (e.g. the Duke of Regina is a Baron, Count, Subsector Duke and Sector Duke) use the rank at which he is rolled. There is no set limit on the number of courtesans a noble may patronize... however, when at court an unmodified patron throw of exactly 12 indicates “most favored above all others” (and gains an additional +1 influence).

Gift: Courtesans are given gifts by their patrons. If the character has a patron roll the indicated number

on 2d6 to see if the character receives a substantial gift this year. If successful then roll on the Gift Table for further details.

Promotion: Members of the Sisterhood may gain additional influence through service to the order. If the character is a member of the Sisterhood then roll the indicated number or higher on 2d6 to advance a rank. However, there is a limit of one rank advancement per term.

Skills: A character may receive skills as a result of their activities. If the character rolls the indicated number or higher on 2d6, then they gain a skill from the appropriate column of the Skill Table (determined immediately). Members of the Sisterhood can elect to roll on the Sisterhood column instead of the usual column (but may NOT roll on the usual column and THEN decide to roll on the Sisterhood column).

Activity Resolution Table

	Sporting Life	Art App.	Resting	Training	Court
Survival	3+	auto	auto	auto	auto
Patron	7+	7+	12+	10+	6+
Gift	8+	8+	12+	9+	5+
Promotion	none	none	none	6+	8+

Patron: DM +2 if rolling to keep existing patron

Promotion: DM -1 per term of service after the first

Patron Table

1d6	Patron	Influence Bonus
1	Captain of Industry	1
2	Major Politician	1
3	Baron	2
4	Marquis	2
5	Count	3
6	Subsector Duke	4
7	Sector Duke	5
8	Archduke	6

DM +rank in Sisterhood

Note that the Male nobility titles are used, but patrons could be female as well

Gift Table

1d6	Gift
2	Cr2,000
3	Cr5,000
4	Cr10,000
5	Cr10,000
6	Cr20,000
7	Cr30,000
8	Cr50,000
9	Cr100,000

DM +Patron's influence bonus

Skill Table

1d6	Sporting Life	Art Appreciation	Touring Life	Court	Sisterhood
1	Carousing	Carousing	Carousing	Carousing	Leader
2	Equestrian	Linguistics	Linguistics	Interview	Academic
3	Rifle	History	History	History	Interpersonal
4	Revolver	Artisan	Liaison	Liaison	Inborn
5	Foil	Broker	Bribery	Foil	Vice
6	+1 Dex	+1 Edu	+1 Edu	+1 Edu	+1 Int

Example Character:

Jessica Dividon comes from Efate/Regina. Her initial UPP is 484899

She attends college and graduates with honors ... +1 EDU ... UPP: 4848A9

Next she attends finishing school ... +1 EDU, +1 SOC, Carousing+1, Equestrian+1, History+1, Linguistics+1, Steward+1, Vehicle+1 ... UPP: 4848BA, Influence=10.

Jessica decides to be "arty" as her physical attributes are weak. Year 1 she rolls 6 (Touring). Survival is automatic. For a patron a 6 is thrown (no patron). No patron means no gift. Jessica is not in the Sisterhood so no roll for promotion. For skills she throws 10 and thus will gain a skill. Throwing 1 on Touring Life gains her Carousing+1 (to level 2).

The next year she rolls 10 (Court). A 5 indicates she'll be spending time in the Regina Subsector Court. Survival is automatic. For a patron she throws 9 ... and then a 4 indicates a Marquis has taken a shine to her (perhaps the Marquis of Efate). Jessica tries to get a gift from her patron and throws 8 (yes) and then 5 (+2 for patron) to gain Cr30,000. Jessica is not in the Sisterhood so no roll for promotion. For skills she throws 10 and thus gains a skill. Throwing 2 on Court Life gains her Interview+1. (Influence=12)

The next year she rolls 4 (Art Appreciation). Survival is automatic. For a patron she throws 7+2 (she's able to keep the Marquis of Efate as a patron). Next comes an attempt at more cash ... a 3 means no. Jessica is not in the Sisterhood so no roll for promotion. For skills she throws 8 and thus gains a skill. Throwing 3 on Art Appreciation gains her History+1 (to level 2).

Now 28 she rolls 11 for Court. A roll of 2 indicates a World Court ... so she's returned to Efate.

Survival is automatic. For a patron she throws 6+2 (she's able to keep the Marquis of Efate as a patron). She tries for cash again ... a 7 means yes, then a 5 (+2 for patron) gets her another Cr30,000. Jessica is not in the Sisterhood so no roll for promotion. Finally, a 7 is not enough for a skill. For the first year of the second term she rolls 8 (Touring). Survival is automatic. For a patron she throws 7+2 (she loses her patron). No patron means no gift. Jessica is not in the Sisterhood so no roll for promotion. Finally, a 12 gains her a skill (a 2 of Touring Life indicates Linguistics+1 ... to level 2). (Influence=10)

At the tender age of 30 Jessica rolls 6 (Touring). Survival is automatic. For a patron she throws 10 ... and then a 6 indicates a Duke has become her patron (the Duke of Regina has noticed her). Jessica tries to get a gift from her patron and throws 9 (yes) and then 1 (+6 for patron) to gain another Cr30,000. Jessica is not in the Sisterhood so no roll for promotion. Finally, an 8 gains her a skill (a 3 of Touring Life indicates History+1 ... to level 3). (Influence=14)

The next year Jessica rolls 12 (Join Sisterhood) and gains TAS membership. This is resolved as Court (a 3 indicates Subsector Court). Survival is automatic. For a patron she throws 9+2 (she's able to keep the Duke of Regina as a patron). Jessica tries to get a gift from her patron and throws 6 (yes) and then 6 (+6 for patron) to gain Cr250,000. As a member of the Sisterhood she might be promoted ... a throw of 4 (-1 for second term means no. Finally, an 11 gains her a skill ... she chooses the Court Life column (but could have chosen Sisterhood instead) and throws a 4 indicating Liaison+1. (Influence=15)

Jessica Dividon

Courtesan in the Regina Subsector Court

Known to the Duke of Regina, and previously the Marquis of Efate

Member of the Sisterhood (level 1)

Member of TAS

UPP: 4848BA

Age: 31

Influence: 15

History-3

Carousing-2

Linguistics-2

Equestrian-1

Interview-1

Liaison-1

Steward-1

Vehicle-1

Cr340,000