

COMPANION

10 exp - Version 1.0

=== Trade Description ===

A Companion is a skilled, well-educated, well-respected personal entertainer. Companions are culturally well-educated with training in a number of areas. The beauty, elegance, and skills of the Companions have earned them respect in social circles. There is no stigma to bringing a Companion to a party, as doing so proves you have both money and the ability to impress.

Steady Income

Action: Between events, your income has a chance to fluctuate. At check-in, flip a coin. If the result is heads, you earn 1 additional silver.

Insight

Time: N/A

Action:

At check-in, you may freely read one Lore card of your choosing (if any are available).

Companion Clout

Time: 2 hours

Action: The companion must be actively working to satisfy their client's needs. This is not a passive role. If the companion cannot maintain an active two hours of attention to their client the effect will not be granted. This cannot be combined with any other actions such as performing a trade (like running a bar as a barkeep or performing healing as a healer). Minor breaks during this time period are acceptable as long as the Companion immediately picks up where they left off and there is a minimal break. The Companion must remain in close proximity to the client.

Effect: Add Renowned (Clout) to one Resource skill of the client. This may be used during the following months Resource usage. It is recommended that you state at Check-Out at an event who the recipient of this effect is in order to help facilitate the effect.

Client Whispers

Time: N/A

Action:

If Profession: Courtesan is taken, you may forego your Profession roll to read a 2nd Lore card at check-in.