

PROSTITUTE TRADE MANUAL

THIS MANUAL BELONGS TO:

VERSION - 1.0 - 5 EXP

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=== Trade Description ===

The world's oldest profession, they sell their wares and services *wink wink nudge nudge*.

FROM THE LAST HOPE RULE BOOK:

"Last Hope is a role playing game allowing more adult interactions but certain subjects must be avoided. **There is absolutely no role played situations that allow rape, sexually explicit scenes, groping, or genitalia torture.** However, role played pain, implied threats, and physical torture may be a part of the game.

Any sort of adult contact/acts should be implied, light hearted, and willing by both parties involved but should never progress any further. Lewd or vulgar comments can be made in-character if they are not excessive and applicable to the current role play. If you think a situation is getting out of hand, you may use the "Out of Game Stop" to let the involved players know. If it continues, bring it up to a Herald immediately. **Sexual harassment will not be tolerated.**

3-4: "Just a quickie" Nothing too impressive, nothing special. Quick and easy, this result provides you no in-game benefit, but role play a feeling of pleasure and relaxation. 2 minutes.

5-8: "The usual" Long story short, this was good. You feel better than you did before. You regain one Hit, up to your maximum. 10 minutes.

9: "That was impressive!" This was just impressive. Your pains and troubles seem to melt away. You regain up to three hits, up to your maximum. 10 minutes.

10: "Best you've ever had" Simply incredible, to say the least. You are actually kind of surprised you're walking right now. Return to town with your head held high and your chest out. Regain all of your hits, but walk with a limp (role played as a light wound in an uninjured leg of your choosing, though it is not wounded and damage will be dealt as normal) for the next hour. 15 minutes.

A True Professional

Taking the Profession: Prostitute skill allows you to service two clients at the same time.

=== Equipment Required ===

- Privacy
- 10 Sided Dice to determine effects
- Sand timers or a time keeping device

=== Time & Actions ===

Unsteady Income

Time: N/A

Action: Between events, your income has a chance to fluctuate. At check-in, flip a coin. If the result is heads, you earn 2 additional silver. If the result is tails, you instead lose 1 silver. If the Prostitute takes Profession: Prostitute, they gain a +1 bonus when calculating how much money they earn during their downtime.

Looking For A Good Time?

Time: Variable (See details)

Action: You and your client retire to your private area (a personal tent, a secluded spot in the woods, etc.). Any armor heavier than Light should be removed.

Some light touching could be role played, as long as it is within the comfort zone of both players, or both players could quietly remove themselves from game play while the timer is going.

IF EITHER PLAYER FEELS UNCOMFORTABLE AT ANY TIME, BOTH PLAYERS IMMEDIATELY NEED TO STOP.

Roll a d10 and consult the table below to determine the effects and duration of the session, then begin the timer. The result takes effect immediately after the session. Both the prostitute and the client must wait at least 30 minutes following the session, and the client may only have one session's effect active at any given time.

Session Chart:

1: "Wow, really?" The session is over for some embarrassing reason. Role play some shame, but you are otherwise unaffected. Less than a minute.

2: "You've been around..." You have developed a burning rash on the inside of your leg. It does not restrict movement at all, but is highly uncomfortable and itches uncontrollably. It persists until a healer performs the Remove Disease action on you, or a cleric casts Cleanse with a cleanse rating of 2. If left untreated, it persists until the end of the day. 5 minutes.