

## Kismet's Courtesan NPC Class (Version 2)

**Prerequisite:** Charisma greater than 10

**Alignment:** Any

**Hit Die:** d6

**Class Skills:** Appraise (Int), Balance (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Jump (Str), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nobility), Knowledge (Religion), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language (Int), Tumble (Dex).

**Class Skills (Pathfinder option):** Acrobatics (Dex), Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Intimidate (Cha), Knowledge (Geography), Knowledge (History), Knowledge (Local), Knowledge (Nobility), Knowledge (Religion), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis).

**Skill Ranks Per Level:** 4 + Int modifier.

**Weapon and Armor Proficiency:** Courtesans are proficient with daggers, light crossbows, darts, shortbows, knives, long and short swords, rapiers, scimitars, chakrams, whips, garrotes, lassos, nets, and spiked chains. They are familiar with light armor and with bucklers.

**Spells:** A courtesan casts arcane spells drawn from the courtesan spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a courtesan must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a courtesan's spell is 10 + the spell level + the courtesan's Charisma modifier.

Like other spellcasters, a courtesan can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Courtesan. In addition, she receives bonus spells per day if she has a high Charisma score.

The courtesan's selection of spells is extremely limited. She can know as many spells per level as she can cast for that level in one day. At each new courtesan level, she gains one or more new spells. (Unlike spells per day, the number of spells a courtesan knows is not affected by her Charisma score.)

Every courtesan level, a courtesan can choose to learn a new spell in place of one she already knows. In effect, the courtesan "loses" the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least one level lower than the highest-level courtesan spell the courtesan can cast. A courtesan may swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for the level.

### Courtesan Talents

With time and practice, courtesans can learn or earn a few extra perks related to their position. Unless otherwise stated, a courtesan talent can only be chosen once.

**Alluring:** A courtesan grows even more attractive, gaining a permanent point of Charisma. This benefit can be taken more than once.

**Courtesan's Bargain: Gear:** With a successful Diplomacy check, a courtesan can regularly bargain for a discount on all types of gear, so long as it is not magically enchanted and the transaction relies on currency. For each point that her roll exceeds the DC, she gets a cumulative 1% off the final price. The courtesan can also bargain to sell nonmagical gear for 1% more for every point that her roll exceeds the DC. She may only roll for a bargain once per day, even if she also possesses Courtesan's Bargain: Services.

**Courtesan's Bargain: Services:** With a successful Diplomacy check, a courtesan can regularly bargain for a discount on services

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(such as transportation and hirelings), so long as they are not magical services and the transaction relies on currency. For each point that her roll exceeds the DC, she gets a cumulative 1% off the final price. The courtesan can also bargain to sell services, such as her affections, for 1% more for every point that her roll exceeds the DC. She may only roll for a bargain once per day, even if she also possesses Courtesan's Bargain: Gear.

**Poisonous Passion:** Courtesans are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade. This talent is rarely taught in good societies, though it is the status quo in evil places.

### Courtesan Spell List

**0 level spells:** create water, daze, depilatory<sup>^</sup>, detect magic, detect poison, ghost sound, mending, message, open/close, prestidigitation, purify food and drink, read magic, share sensation<sup>^</sup>

**1st level spells:** charm person, color spray, command, comprehend languages, cure light wounds, detect charm, disguise self, hypnotism, sanctuary, shield, touch of gracelessness,

disrobe<sup>^</sup>, unseen servant, vision of exquisite pleasure<sup>^</sup>

**2nd level spells:** aid, alter self, calm emotions, cat's grace, cure moderate wounds, daze monster, delay poison, eagle's splendor, enthrall, hold person, perceive cues, pleasant dreams<sup>^</sup>, suggestion, tongues, zone of truth

**3rd level spells:** charm monster, clairaudience/clairvoyance, create food and water, cure serious wounds, glibness, hedonist's delight<sup>^</sup>, orgasmic vibrations<sup>^</sup>, pheromones<sup>^</sup>, poison, remove disease, slow, tiny hut

**4th level spells:** contagion, cure critical wounds, dominate person, hold monster, mind to mind<sup>^</sup>, neutralize poison, rainbow pattern, secure shelter, sending, vision of exquisite pleasure (mass)<sup>^</sup>

**5th level spells:** command (greater), cure light wounds (mass), dream, mind fog, nightmare, sanctuary (mass)<sup>^</sup>, seeming, suggestion (mass), telepathic bond

Spells marked with a <sup>^</sup> symbol can be found in the Book of Erotic Fantasy.

**Table: Courtesan**

Lvl	BAB	Fort	Ref	Will	Special	Spells Per Day					
						0	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>
		Save	Save	Save							
1st	+0	+0	+2	+0	Courtesan talent	3	1	–	–	–	–
2nd	+1	+0	+3	+0		3	1	–	–	–	–
3rd	+2	+1	+3	+1		3	2	–	–	–	–
4th	+3	+1	+3	+1		3	2	0	–	–	–
5th	+3	+1	+4	+1	Courtesan talent	3	2	1	–	–	–
6th	+4	+2	+5	+2		3	2	1	–	–	–
7th	+5	+2	+5	+2		3	3	2	–	–	–
8th	+6/+1	+2	+6	+2		3	3	2	0	–	–
9th	+6/+1	+3	+6	+3		3	3	2	1	–	–

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10th	+7/+2	+3	+7	+3	Courtesan talent	3	3	2	1	-	-
11th	+8/+3	+3	+7	+3		3	3	3	2	-	-
12th	+9/+4	+4	+8	+4		3	3	3	2	0	-
13th	+9/+4	+4	+8	+4		3	3	3	2	1	-
14th	+10/+5	+4	+9	+4		3	3	3	2	1	-
15th	+11/+6/+1	+5	+9	+5	Courtesan talent	3	3	3	3	2	-
16th	+12/+7/+2	+5	+10	+5		3	3	3	3	2	0
17th	+12/+7/+2	+5	+10	+5		3	3	3	3	2	1
18th	+13/+8/+3	+6	+11	+6		3	3	3	3	2	1
19th	+14/+9/+4	+6	+11	+6		3	3	3	3	3	2
20th	+15/+10/+5	+6	+12	+6	Courtesan talent	3	3	3	3	3	2