



# PAINTED LADIES OF THE STARS

**Prostitution in Star Trek - A Sourcebook**

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### Disclaimer

First off, if you DON'T like the concept of money in Star Trek, or Deep Space Nine in general, then the following document will not be to you liking. Some content and images may adult in nature. This document is not suitable for those under the age of consent.



That said, what is the relevance of prostitution in the *Star Trek* Universe? In *Raiders, Renegades and Rogues*, on page 110, there is the "Netboy/Netgirl" background package that makes a reference to it, but so far nothing else, and that surprised me. For canon material, there is mention of the Bajoran comfort girls during the occupation; that and Quark's Dabo girls and holo-suite programs are the only onscreen references. There is nothing more in the way of canon unless you count "*Mudd's Women*" and Green Orion Slave women.

If we accept that the world's oldest profession "soldiers" on into the 24th century, then who is involved in it? The Orions would of course have a hand in it, probably in 'procurement' of participants (both willing and unwilling.) The Ferengi would have a part in it, probably on the illegal holo-suite program end; they also would run the net. Then, of course, there would be a lot of small fry, dealers in illegal drugs and technology of various races who would make an extra buck off of it.

Then as always would be the independent types, the Courtesans and the "Miss Kitty" style madams and the independent loner doing it on the side (no pun intended) for their own reasons. All would be found mainly on the frontier and on some of the more looser independent worlds within known space.

### CHARACTER CREATION

This section provides the information needed to create prostitute characters for a *Star Trek: RPG* series. These characters are 36 DP civilian characters, "weaker" than most regular Starfleet officer characters. With the Narrator's permission you may add 18 DP's to purchase new skills and traits at the end of the background stage of development.

### OVERLAYS

Use the following Overlays for characters in a *Rogue* series for those who come from prostitute backgrounds. As in typical *Star Trek* RPG series, you should consult with the narrator before choosing an Overlay for your character.

### THE KEPT WOMAN or COURTESAN



This is the type who will stay with one or two person (Patrons) for an extended amount of time (2 to 3 tours of duty worth). Usually they are set up with nice living accommodations if not living with their Patron and have all their expenses paid for. They will generally have developed unusual skills in such fields as Diplomacy and Administration and on rare occasions are given actual real authority to function in the name of their patron.



### Skills

Administration (Choose Specialization) 1 (2)  
Athletics (Choose Specialization) 1 (2) Or Acrobatics (Chose Specialization) 1 (2)  
Artistic Expression (Choose specialization) 1 (2)  
Charm (Influence) 2 (3)  
Culture (That of the Patron) 2 (3)  
Diplomacy (Negotiation) 1 (2)  
Language Of the Patron 2  
Knowledge: Specific Sexual Practice 1  
Service (Sexual) 1 (2)

## THE CALL GIRL or BROTHEL WORKER



This is the person who has 'worked' their entire life in the Profession entering when they were children or after certain events in their life placed them into it. They can be both Independent working alone usually with some front activity such as a store, restaurant or providing a needed service or as part of a "professional" house under the guidance and protection of a Madam or other such person, sometimes a Syndicate boss. They will also possess some sort of basic criminal skill such as Con Artist or Gambler.

### Skills

Athletics (Chose Specialization) 1 (2) Or Acrobatics (Chose Specialization) 1 (2)  
Artistic Expression (Acting) 2 (3)  
(Storytelling) (3)  
Charm (Influence) 2 (3)  
Gaming (Choose Game) 1 (2)  
Knowledge: Specific Sexual Practice 1  
Service (Sexual) 1 (2)  
Unarmed Combat (Choose Specialization) 1 (2)

## THE STREETWALKER or HOOKER

The hooker, the streetwalker, they have many names. These poor souls have no permanent and safe place from which their customers seek them; out instead they most go out and find customers for themselves. Because of this they have constant dealing with law enforcement officials. While Independent workers do exist for the most part they will work

for a pimp who will handle the money for them even though they both bargain and collect it from the customer.

### Skills

Bargain (Haggling) 1 (2)  
Charm (Seduction) 1 (2)  
Concealment (Conceal Weapon) 1 (2)  
Fast Talk 2  
Energy Weapon (Stunner) OR (Phaser) 1 (2)  
Persuasion (Wheedling) 1 (2)  
Planetside Survival (Urban) 1 (2)  
Primitive Weaponry (Dagger) 1 (2)  
Unarmed Combat (Chose Specialization) 1 (2)  
Sixth Sense

## MADAMS and MANAGERS



Females are known as Madams and males are known as Managers. Generally they care for and about those professionals and those workers who come under their control. They are fair and evenly share the profits of the house intake. Most also manage the clientele of their establishments and run them by sound business practices.



## Skills

Administration (Brothel) 2 (3)  
Charm (Influence) 2 (3)  
Bargain (Haggling) 2 (3)  
Knowledge: Specific Sexual Practice 1  
Language: Federation Standard + choose Language 1 each  
Law (Vice) 1 (2)  
Personal Equipment (PADD) 1 (2)  
Persuasion (Counseling) 1 (2)

## PIMP



The opposite of a madam, this is the worst kind of flesh dealer, he only cares for the profit and nothing more. He is not above threats, abuse and intimidation to get what he wants. He sometimes possesses charm, but it only serves to mask his true nature. This is the person that will pick unsuspecting persons and bring them into the life. This makes him the only active recruiter for the profession and he will only part with his workers if there is a profit.

## Skills

Behaviour Modification (Brainwashing) 2 (3)  
Charm (Seduction) 2 (3)  
Fast Talk 2  
Intimidation (Interrogation) 1 (2)  
Law (Vice) 1(2)  
Personal Equipment (PADD) 1 (2)  
Persuasion (Storytelling) 1 (2)  
Planetside survival (Chose Specialization) 1(2)  
Streetwise (Profiling) 1 (2)

## BACKGROUND HISTORIES

The following Background History packages apply to Professionals in all area of the "Profession" from all over the Alpha and beta Quadrants. Use the "Universal Background List" (and the attribute and trait lists from other stages) from the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook with these stages.

Of course, the Background History packages presented here don't represent the only ways to enter the Profession. A character could have a perfectly ordinary childhood (Normal



upbringing from the core rulebook, to take one example) and

then drift into crime and the profession when they get older. As long as the Development Points remain and your narrator approves you can mix and match packages from various source books to create just the sort of character you want.

If you prefer not to choose a package for a particular stage of your character's Background History refer to pages 52-59 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook for broad list of the attributes, edges and traits available during each stage.

Prostitute characters obviously can learn skills that the





Federation frowns upon. Ignore the icons indicting inappropriate skills in the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook when building professional characters.

## EARLY LIFE

The Character receives 5 Development Points to spend during Early Life.

### **House Upbringing:**

The best result for a child of someone in the profession or an orphan, they were taken in and raised by a Madam or a Courtesan and saved/sheltered from being a child prostitute.

Athletics (Chose Specialization) 1 (2) or Acrobatics (Chose Specialization) 1 (2); Artistic Expression (Choose Specialization) 1 (2); Diminished Social Status -2

### **“Professional” Upbringing:**



Unfortunately the character was brought up in the profession being a child prostitute. Either their parent was already in the profession or they were forced or fell into it by the likes of a Pimp or even their parents.

Charm (Seduction) 1 (2) Bargain (Price haggling) 1 (2); mistrustful -1 or Ally +2; Traumatic Experience -2

## ADVANCED EDUCATION/TRAINING

The character receives 9 Development Points to spend on Advanced Training.

### **Courtesan Mentorship:**

The character was very lucky and soon after starting in the profession was found and taken in by an experienced Courtesan and her Patron. Once there they were taught the basic skills needed to move up in the better part of the

Profession.

### **SKILLS**

Culture (That of the Mentor Patron) 1 (3), Language (That of the Mentor Patron); Administration (chose specialization) or Diplomacy (Negotiation) 1 (2). Or if the characters Culture and Language are the same; Administration (Chose Specialization) 1 (2); Diplomacy 1 (2); Knowledge (A new Specific Sexual practice) 1; Language Ability + 2 or Patron +2; Obligation -2

### **Amateur Prostitute:**

This is the entry-level position for independents in the profession, working usually from their own place of residence. Most will only be in the profession until they have earned enough to start their own business, to go to school or learn a trade. Some will go on to become professionals and some might even become Kept Women or Courtesans themselves. Some will use their experience to earned extra income while working in 'respectable' jobs.

### **Skills**

Charm (Seduction) (Influence) 1 (2) (2); Alertness +2 Distrustful -1 Hides Emotions -2 or Dark Secret -2



### **Professional Mentorship:**

The worker as a young novice was lucky to have been either taken in or literally bought off the street by a madam or independent professional and taught the civilized Skills of the profession.

### **Skills**

Athletics (Choose Specialization) 1 (2) or Acrobatics (Choose Specialization) 1 (2); Artistic Expression (Acting) 1 (2) or Knowledge (Sexual Practice, usually that of the mentor) 1. Gaming (Choose Game) 1 (2) Ally +2; Traumatic Experience -2

### **House Manager:**

As a novice this worker was found to have a certain specialty with numbers and figures and was used by a Madam or even some decent pimps as a manager and not as worker and thus spared from "working".

#### **Skills**

Charm (Seduction) 1(2) Administration (House management) or Computer (Personal) 1 (2)  
Mathematical Ability +3

## **CAREERS**

The character receives 10 Development Points to spend on her career

### **Courtesan:**

The player spent some time as a Kept Woman in the past but has either moved on to a new Patron or has left the profession altogether.

#### **Skills**

Culture (That of the patron) 1 (2), Language (of the Patron) 2, Patron +2, Obligation -1, or Contact + 1, Dark Secret or Shady Background -2. OPTIONAL take Wealth +2 and balance out equal worth of Disadvantages.

### **Professional Prostitute:**



The character worked as a Call Girl or in a Brothel under the control of a madam or other persons. In the end they got away with nothing but their cloths the "Skills" they learned from the experience. They have little to hide as their past life follows them around except in some cases when the manage to keep it from close friends and family.

#### **Skills**

Charm (Influence) (Seduction) 2 (3) (3), Knowledge (Specific Sexual Practice) 2 (3), Unarmed Combat (Choose Specialization) 1 (2); Contact +2, Obligation -1, or Ally +2, Dark Secret -1

### **Hooker:**

The character at one time walked the streets earning a living by being a prostitute but has now moved on in either the profession or has gain other more productive employment. However they will have a criminal record and will always raise suspicions when found out among those they live with and around.

#### **Skills**

Charm (Seduction) 1 (2), Fast Talk 1, Streetwise (Identifying Danger Signs) 1 (2); Alertness +2 Shrewd +1 Distrustful -1 Hides Emotions -2 or Dark Secret -2

## **ADDITIONAL CAREERS:**

Typically, prostitute characters don't serve multiple "tours of duty", like characters with Starfleet training. However, due to the nature of the professions those who begin in a respectable career on the frontier may find themselves having to join the profession as a novice by taking the additional career package below.

Further, if the Narrator wishes, he may allow the character to buy "additional careers". Characters should receive 5 Development Points for each additional career to be spent on Skills and abilities from or related to the packages listed above if remaining in the profession or from other *Deep Space Nine* RPG product printed career packages if getting out of the profession.

## **SKILLS**

The following sections provide narrators with some notes on existing Skills for use with Prostitute characters. Non-Prostitutes should not take any of these Skills (or Specializations) unless they have the Narrator's permission.

### **ADMINISTRATION (BROTHEL)**

Use to reflect the character grasp of understanding the needs and concerns of the profession in the running of a proper and respectable brothel. Used in all skill test concerning administrative matter with in a house.

### **BARGAIN (HAGGLING)**

The player is able to negotiate a good price for a specific product or service.

### **KNOWLEDGE: (SPECIFIC SEXUAL PRACTICE OR CUSTOMS)**

This skill represents the basic knowledge of the trade so to speak. While all know the basics of course for their own race or several many have been train or have gained great experience in various specific forms of pleasure for their own or other races. For example, each Andorian Keth has specific rituals and practices and Ferengi enjoy a good lobe massage (*Oo-Mox*) once in a while. In some cases the character's expertise in a practice is so well known through out both the Alpha and Beta Quadrant that they find them selves sought out for it. (Any such knowledge at 3 and above adds + 1 to the Skill



Renown. Sexual Customs means only that the character knows of other usual or newly discovered races sexual methods and needs.

### **LAW (VICE)**

The character understands the laws regulating and/or prohibiting the profession. They may use this in locating areas where security and law enforcement agencies will pay little attention to their semi-legal activity and will be able to deal with the law when getting their "people" out of jail.

### **SERVICE (COURTESAN) (PROSTITUTE)**



A general knowledge of sexual practices among a widely varied set of cultures and social strata. Courtesan specialises in upper-class tastes, while Prostitute directs its attention to working-class tastes. Other Specialisations of the Service Skill outside "the life" include Bartending, Waitress/Waiter and Steward.

### **STREETWISE (PROFILING)**

Streetwise introduces a new Specialization, Profiling, which gives the character the ability to size up a potential customer by identifying certain mannerism and traits. This is used more to identify customers than for safety reasons.

## **ADVANTAGES AND DISADVANTAGES**

The following section describes several new Advantages and Disadvantages, which apply mainly to Professionals; some such as Perky and Cute have wider game possibilities also. As always consult with you Narrator before using them first.

## **ADVANTAGES**

### **CUTE (+1)**

The player's character, while not overly attractive in the way the Sexy advantage represents, is still considered very pretty and usually possessing a delicate and/or dainty appearance and/or personality. They may roll one extra die when making a Presence or any Presence edge test.

### **PERKY (+1)**

The character is a fun, outgoing and always with an 'up' personality with a firm self-assuredness boarding on being cocky. However, sometimes, this is to mask a painful past or other negative emotions. The player may roll (at their choice) one extra die when making any Charm or Persuasion Skill test (in Service (Courtesan) 1 (2) addition to any bonus die).

## **DISADVANTAGES**



### **MISTRUSTFUL (-1 TO -2)**

The Player has a hard time trusting anyone from either past abuse of his or her trust or from a genuine lack of trust from the start. All Presence edge (empathy/willpower) tests the player rolls -1 die. At a level of -2 all Presence Skill Tests as well as the Presence edge test suffer the loss of -1 die.

### **TRAUMATIC EXPERIENCE (-2)**

The character at some point in their past has suffered an emotion trauma. The Player and Narrator should work out what this event is and penalize all appropriate tests by rolling -1 die. Normally narrators should treat this as a Dark Secret -2.

## **THE VENUS DRUG**

The so-called "Venus drug" was a chemical compound believed to give the user "more" of whatever they already have. Women would become more beautiful and alluring, men more aggressive and muscular. In reality. Both groups receive the "Sexy +2" Advantage temporarily.

As of 2266, the drug was illegal in Federation space. Harcourt Mudd gave it to three women whom he was ferrying to Ophiucus III as wives for settlers there. After the *USS Enterprise* intercepted Mudd's ship, these women ended up on Rigel XII, where the deception was uncovered. There, Eve McHuron took a placebo and became as beautiful as she had been after taking the drug, raising the question of how effective the Venus drug actually was, and how much of a person's beauty is due to poise and confidence.

Doctors are of the opinion that the drug is largely psychosomatic in effect and that there is no known therapeutic

use for the drug.

**Name:** Venus Drug

**Dosage:** 1 gel tablet

**Duration:** 6 hours

**Effect:** Confers effect of **Sexy +2** for six hours.

Repeated use gives permanent Disadvantage of **Weak Will -2** and **Addiction -2**

