



# The Geisha 芸者





# 芸者 Geisha

## Geisha [Geisha \(芸者\)](#)

### Alignment:

Any non-chaotic

The life of a Geisha is a very structured and etiquette driven lifestyle that requires a measure of personal organization and attention to certain rules of behavior. Aside from this requirement, there are Geisha compatible with most client temperaments (alignments). Geisha tend to keep their opinions, moral judgments, or other personal ethics to themselves, regardless of the client that they serve.

### Hit Die:

d4

### Class Skills:

A Geisha has a wide variety of skills that they can choose from, as well as a substantial number of skill points. Geisha are expected to be quite adept at some skills, while still being proficient in a number of different activities and crafts.

The Geisha's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Concentration (Con), Craft (all appropriate craft skills, taken individually) (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Listen (Wis), Move Silently (Dex), Perform (any) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (None), Spellcraft (Int), Tumble (Dex), and Use Magic Device (Cha).

### Skill Points at 1st Level:

(6 + Int modifier) ×4.

### Skill Points at Each Additional Level:

6 + Int modifier

### Class Features

All of the following are class features of the Geisha.

### Weapon and Armor Proficiency:

A Geisha is proficient with all simple weapons and in the use of a War Fan<sup>OA</sup>. A Naginata<sup>OA</sup> may be used in the defense of their Okiya or home, but no Geisha would carry any weapon openly – all weapons should be concealed. A Geisha's hair spikes are often used as improvised piercing weapons and they may use the spikes without the normal penalty.

Geishas are not proficient with any armor, but may use a Buckler or a Tessen<sup>OA</sup> when appropriate. The bucklers are often disguised or creatively incorporated into their elaborate formal costumes.

A Geisha incurs all the normal arcane spell failure chances while using armor of any sort (including the buckler if so used), just like any other standard arcane spell caster.

### Skills for Geisha:

The following lists are not exhaustive and can vary with setting or specific campaign flavor. Some are taken from Oriental Adventures books.

#### [Craft \(Int\)](#)

Craft (alchemy)  
Craft (calligraphy)  
Craft (flower arranging)  
Craft (origami)  
Craft (painting)  
Craft (poison making) rarely  
Craft (tailoring)  
Craft (Zen gardening)

#### [Knowledge \(Wis\)](#)

Knowledge (any)

#### [Perform \(Cha\)](#)

Perform (act – noh, kabuki)  
Perform (dance)  
Perform (oratory – poetry, storytelling, haiku)  
Perform (percussion instrument)  
Perform (stringed instrument)  
Perform (string & bow instrument)  
Perform (wind instrument)  
Perform (singing)  
Perform (tea ceremony) also  
Perform (lovmaking) optionally for certain cultural Geisha variants

#### [Profession \(Wis\)](#)

Profession (brothel)  
Profession (masseuse)  
Profession (seamstress, tailor)  
Profession (tea house)



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Table 1: The Geisha

Level	BAB	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Geisha Defense +1, Geisha Performance, Geisha Lore, Counter-Performance, Distracting Performance, Fascinate, Inspire Courage
2nd	+1	+0	+3	+3	Artist, Discreet Magic +1
3rd	+1	+1	+3	+3	Bonus Language, Community Lore, Inspire Diplomacy
4th	+2	+1	+4	+4	Artist, Courtly Grace
5th	+2	+1	+4	+4	Community Lore, Geisha Defense +2
6th	+3	+2	+5	+5	Artist, Bonus Language, Discreet Magic +2, Suggestion
7th	+3	+2	+5	+5	Community Lore
8th	+4	+2	+6	+6	Alluring, Artist
9th	+4	+3	+6	+6	Bonus Language, Community Lore, Sanctuary
10th	+5	+3	+7	+7	Artist, Discreet Magic +3, Geisha Defense +3
11th	+5	+3	+7	+7	Community Lore
12th	+6/+1	+4	+8	+8	Artist, Bonus Language, Song of Freedom
13th	+6/+1	+4	+8	+8	Community Lore
14th	+7/+2	+4	+9	+9	Artist, Discreet Magic +4
15th	+7/+2	+5	+9	+9	Bonus Language, Community Lore, Geisha Defense +4, Inspire Infatuation
16th	+8/+3	+5	+10	+10	Artist
17th	+8/+3	+5	+10	+10	Community Lore
18th	+9/+4	+6	+11	+11	Artist, Bonus Language, Discreet Magic +5, Mass Suggestion
19th	+9/+4	+6	+11	+11	Community Lore
20th	+10/+5	+6	+12	+12	Artist, Geisha Defense +5

### Spells

A Geisha casts arcane spells, which are drawn from the Bard spell list. She can cast any spell she knows without preparing it ahead of time. Most Geisha spells have an auditory component (singing, reciting, music, etc.); unlike other casters, this auditory component may actually be played or performed on an instrument and may not be truly verbal (even if the spell description lists the component as verbal (V)). Likewise, somatic components (S) are often incorporated into discreet ritualistic movements or dance maneuvers (see sidebar and Discreet Magic ability below).

To learn or cast a spell, a Geisha must have a Charisma score equal to at least 10 + the spell. The Difficulty Class for a saving throw against a Geisha's spell is 10 + the spell level + the Geisha's Charisma modifier.

Like other spellcasters, a Geisha can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 2: The Geisha. In addition, she receives bonus spells per day if she has a high Charisma score. When the table indicates that the Geisha gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level.





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The Geisha's selection of spells is extremely limited. A Geisha begins play knowing four 0-level spells of your choice. At most new Geisha levels, she gains one or more new spells, as indicated on Table 2: the Geisha. (Unlike spells per day, the number of spells a Geisha knows is not affected by her Charisma score; the numbers on Table 2: the Geisha are fixed.)

Upon reaching 5<sup>th</sup> level, and at every third Geisha level after that (8<sup>th</sup>, 11<sup>th</sup>, and so on), a Geisha can choose to learn a new spell in place of one she already knows. In effect, the Geisha "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 two levels lower than the highest-level Geisha (bard) spell the Geisha can cast. A Geisha 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.

As noted above, a Geisha need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Unlike the bard class, a Geisha incurs all the normal arcane spell failure chances while using armor of any sort (including the buckler if so used) just like any other standard arcane spell caster such as wizards or sorcerers (or their Asian counterpart).

**Table 2: The Geisha Spells (bard)**

Level	Spells per Day							Spells Known						
	0	1st	2nd	3rd	4th	5th	6th	0	1st	2nd	3rd	4th	5th	6th
<b>1st</b>	0	—	—	—	—	—	—	4	—	—	—	—	—	—
<b>2nd</b>	3	0	—	—	—	—	—	5	2	—	—	—	—	—
<b>3rd</b>	3	1	—	—	—	—	—	6	3	—	—	—	—	—
<b>4th</b>	3	2	0	—	—	—	—	6	3	2	—	—	—	—
<b>5th</b>	3	3	1	—	—	—	—	6	4	3	—	—	—	—
<b>6th</b>	3	3	2	—	—	—	—	6	4	3	—	—	—	—
<b>7th</b>	3	3	2	0	—	—	—	6	4	4	2	—	—	—
<b>8th</b>	3	3	3	1	—	—	—	6	4	4	3	—	—	—
<b>9th</b>	3	3	3	2	—	—	—	6	4	4	3	—	—	—
<b>10th</b>	3	3	3	2	0	—	—	6	4	4	4	2	—	—
<b>11th</b>	3	3	3	3	1	—	—	6	4	4	4	3	—	—
<b>12th</b>	3	3	3	3	2	—	—	6	4	4	4	3	—	—
<b>13th</b>	3	3	3	3	2	0	—	6	4	4	4	4	2	—
<b>14th</b>	4	3	3	3	3	1	—	6	4	4	4	4	3	—
<b>15th</b>	4	4	3	3	3	2	—	6	4	4	4	4	3	—
<b>16th</b>	4	4	4	3	3	2	0	6	5	4	4	4	4	2
<b>17th</b>	4	4	4	4	3	3	1	6	5	5	4	4	4	3
<b>18th</b>	4	4	4	4	4	3	2	6	5	5	5	4	4	3
<b>19th</b>	4	4	4	4	4	4	3	6	5	5	5	5	4	4
<b>20th</b>	4	4	4	4	4	4	4	6	5	5	5	5	5	4

### Geisha Spell List

Geisha use the standard bard spell list. Some spell descriptions may be changed to reflect different types of instruments, types of performance, or other Asian themes.

It is suggested that the spell lists may be customized to suit the individual campaign setting or to include certain spells with the appropriate cultural flair (i.e. Oriental Adventures spells or spells from other sources). Dungeon Masters may wish to grant Geisha the Advanced Learning ability (such as Beguilers, Dread Necromancers, or Warmages have) or a similar ability, to allow more even more individual customization.



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### Alluring (Su)

Because of the Geisha's great beauty and grace, others have an inexplicable urge to believe your every word. At 8<sup>th</sup> level, the Geisha's ability to influence others extends to the supernatural. The Geisha gets a +2 bonus to the save DC's of all her mind-affecting, language-dependent spells and Geisha Performance abilities.

### Artist (Ex)

The term Geisha literally means art-person, and all geisha are expected to excel in one or more artistic expressions besides traditional performance art. Starting at 2<sup>nd</sup> level and again on each even numbered Geisha class level, the Geisha receives a +1 Competence Bonus to her choice of a craft skill that she already has ranks in. This bonus may be applied to a single craft (and would stack with previous applications of this class ability), or may be spread among several craft skills as desired. However, the Artist bonus to any given craft skill may not exceed her current number of ranks in that skill. Other competence bonuses do not stack with the Artist bonus unless specifically stated.

### Bonus Language (Ex)

Geisha are by their very nature, conversationalists. At 3<sup>rd</sup> level, the Geisha receives a bonus language of the sort that might be used by her prospective clients. Depending on the campaign, this is most likely a regional human language or other appropriate racial or cultural language, but may even be other more exotic languages if the setting or circumstances are appropriate, such as Celestial or Draconic for example. Additional bonus languages are gained every 3 Geisha class levels (3<sup>rd</sup>, 6<sup>th</sup>, 9<sup>th</sup>...) and if epic rules are used the progression continues. These bonus languages are in addition to those learned through spending skill points or bonus languages due to intelligence score.

### Community Lore (Ex)

Through study, contacts, and observation, Geisha have a knack for knowing local gossip, current events, and details regarding key people of a locale. Starting at 3<sup>rd</sup> level and again on each odd numbered Geisha class level, the Geisha receives a +1 Competence Bonus to a Knowledge (local) skill that she already has ranks in (typically her home region or region that she calls home). The bonus may be applied to a single locale's Knowledge skill (and would stack with previous applications of this class ability), or may be spread among several regions as desired. However, the Community Lore bonuses to any given Knowledge (local) region may not exceed her current number of ranks in that skill. Other competence bonuses do not stack with the Community Lore bonus unless specifically stated.

### Courtly Grace (Ex)

The traditional training in conversation, customs, and social manners bestows an impressive presence as well as a quick wit. At 4<sup>th</sup> level, a Geisha receives a +4 competence bonus on all Charisma related skill checks that relate to social interaction (i.e. not feinting in combat, Iaijutsu duels, or performances).

### Discreet Magic (Ex)

If the Geisha chooses to, as a free action, she may actively conceal her spell casting within her performance or ritual movements (see sidebar – Sleight of Hand). Any spellcaster may use this Sleight of Hand maneuver but a Geisha is exceptionally adept at the process, gaining a bonus of +1 to the attempt at second level when she attains her normal spellcasting progression. This bonus increases again at sixth level to +2, and continues to increase every 4 levels thereafter (2<sup>nd</sup>, 6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>...) up to +5 at 18<sup>th</sup> level, although if epic rules are used the progression would continue.

In addition, the penalty for Trying Again is halved for a Geisha (-5 on the check) when attempting to cast additional spells while being observed by someone who has already noticed (successful Spot check) the Geisha casting discreetly.

If a Geisha has spellcasting available from other classes through multiclassing or prestige classes, she still may use this ability with those spells.

### Sleight of Hand

(Dex; Trained Only)

*(Additional skill mechanic description from the book, "Races of Stone")*

Sleight of Hand is a well-known skill of rogues, thieves, and street magicians everywhere. It also has a practical use to the magic-using world, allowing spellcasters to cast their spells while avoiding the notice of others.

**Check:** When casting a spell, you may make a Sleight of Hand check to make your verbal and somatic components less obtrusive, muttering magic words under your breath and making magic gestures within your sleeves. Your Sleight of Hand check is opposed by any observer's Spot check. The observer's success doesn't prevent you from casting the spell, just from doing it unnoticed.

**Action:** None. You make the check as part of your normal spellcasting.

**Try Again:** Yes, but after an initial failure, you take a -10 penalty on a second Sleight of Hand attempt against the same target (or while the same observer who noticed your previous attempt is watching you). Special note: a geisha's penalty for trying again is only -5 (half of normal).



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### Geisha Defense (Ex)

The Geisha's natural talent for performance, ornate manner of dressing, distinctive ritualistic movements, and her stunning beauty throws her opponents off guard in combat. Even a Geisha armed with a deadly weapon is very distracting figure in combat, whether the opponent is male or female, although the opponent must have some appreciation of the Geisha's allure (see below).

At 1<sup>st</sup> level, a Geisha gains a +1 dodge bonus to her Armor Class. This bonus increases to +2 at 5<sup>th</sup> level, +3 at 10<sup>th</sup> level, +4 at 15<sup>th</sup> level, and +5 at 20<sup>th</sup> level. However, this bonus can never be greater than the Geisha's current Charisma bonus. If epic rules are used the progression continues. In a situation where the Geisha is denied her Dexterity bonus (as in flat footed), she also loses her Geisha Defense bonus as well.

This bonus only applies to creatures that have near-human sensibilities of charm, grace, beauty, or related human-like expressions (Humans, Humanoids, Giants, or Fey). A Geisha's Defensive tactics will not affect true animals, dragons, outsiders, aberrations, non-intelligent/unaware undead or other non-human creatures, although most creatures with a general humanlike form (biped, intelligent, with defined social customs) will usually be affected. Because of the vast myriad of races, the DM may need to decide whether the race in question is affected. Feats may extend the Geisha Defense to other creatures such as Dragons, types of Outsiders, or Magical Beasts (such as enhanced intelligence animals).

### Geisha Lore (Ex) (identical to Bardic Knowledge)

A Geisha may make a special Geisha knowledge check with a bonus equal to her Geisha level plus her Intelligence modifier to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places. (If the Geisha has 5 or more ranks in Knowledge (history), she gains a +2 bonus on this check.)

A successful Geisha knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A Geisha may not take 10 or take 20 on this check; this sort of knowledge is essentially random, coming from epic stories, poems, and historical information that the Geisha has come across.

### DC Type of Knowledge

10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people legends.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most whom once knew it. possibly known only by those who don't understand the significance of the



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### Geisha Performance (Su/Sp)

Once per day per Geisha level, a Geisha can use her song, poetics, or other performance (such as dance) to produce magical effects on those around her (possibly including herself, if desired). While these abilities fall under the category of Geisha Performance and the descriptions discuss singing or playing instruments, they may also all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with some spoken performance. Some may be activated by a purely visual performance method such as dance, but line of sight must be maintained from round to round. Each of these abilities requires both a minimum Geisha level and a minimum number of ranks in the appropriate Perform skill to qualify; if a Geisha does not have the required number of ranks in at least one Perform skill, she does not gain the Geisha Performance ability until she acquires the needed ranks.

Starting a Geisha performance effect is a standard action. Some Geisha performance abilities require concentration, which means the Geisha must take a standard action each round to maintain the ability. Even while using Geisha Performance that doesn't require concentration, a Geisha cannot cast spells, activate magic items by spell completion (such as scrolls), spell trigger (such as wands), or command word. Just as for casting a spell with a verbal component, a deaf Geisha has a 20% chance to fail when attempting to use Geisha performance. If she fails, the attempt still counts against her daily limit.

#### Counter-Performance (Su) (Geisha Performance)

A Geisha with 3 or more ranks in a Perform skill can use her music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, she makes a Perform check. Any creature within 30 feet of the Geisha (including the Geisha herself) that is affected by a sonic or language-dependent magical attack may use the Geisha's Perform check result in place of its saving throw if, after the saving throw is rolled, if the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a non-instantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the Geisha's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The Geisha may keep up the countersong for 10 rounds.

#### Distracting Performance (Su) (Geisha Performance)

A Geisha with 3 or more ranks in a Perform skill can use her music, poetics, or dance to distract those around her, inhibiting their ability to cast spells or maintain concentration on their spells. Any creature within 30 feet (friend and foe alike) attempting to cast or maintain a spell must make a Concentration check with a DC equal to the Geisha's Perform check to avoid losing the spell. A Geisha can only keep the distracting performance up for a number of rounds equal to her current Geisha level, but she can end the effect at any time as free action. A distracting performance is a mind affecting ability.





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### **Fascinate (Sp)** (Geisha Performance)

A Geisha with 3 or more ranks in a Perform skill can use her music, poetics, or dance to cause one or more creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to hear and/or see the Geisha, and able to pay attention to her. The Geisha must also be able to see the creature. The distraction of nearby combat or other dangers prevents the ability from working. For every three levels a Geisha attains beyond 1st, she can target one additional creature with a single use of this ability.

To use the ability, a Geisha makes a Perform check. Her check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the Geisha cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song (or other performance), taking no other actions, for as long as the Geisha continues to play and concentrate (up to a maximum of 1 round per Geisha level). While fascinated, a target takes a -4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the Geisha to make another Perform check and allows the subject a new saving throw against the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind affecting ability.

### **Inspire Courage (Su)** (Geisha Performance)

A Geisha with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in her allies (including herself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the Geisha sing. The effect lasts for as long as the ally hears the Geisha sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six Geisha levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind affecting ability.

### **Inspire Diplomacy (Su)** (Geisha Performance)

A Geisha of 3rd level or higher with 6 or more ranks in a Perform skill can use her performances to help an ally succeed at diplomatic endeavors. The Geisha skillfully times aspects of her performance to enhance her ally's communication, while detracting from the diplomatic opponent's position. The ally and his diplomatic counterpart(s) must be within 30 feet and able to see and hear the Geisha. The Geisha must also be able to see the diplomatic participants.

The ally gets a +4 competence bonus on Bluff, Intimidate, or Diplomacy skill checks as long as he or she continues to see and hear the Geisha's performance (visual contact need not be continuous, rather in the general field of view). When the ally is exposed to counter-diplomatic techniques, the ally gets +4 on any opposed rolls (dealing with these social interactions) while the performance continues. Certain uses of this ability may be infeasible. The effect lasts as long as the Geisha concentrates on her performance or until the negotiations are broken off (even for a short break). A Geisha cannot inspire diplomacy in herself. Inspire Diplomacy is a mind affecting ability.



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### **Suggestion (Sp)** (Geisha Performance)

A Geisha of 6th level or higher with 9 or more ranks in a Perform skill can make a suggestion (as the spell) to a creature that she has already fascinated. Using this ability does not break the Geisha's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect.

Making a suggestion doesn't count against a Geisha's daily limit on Geisha music performances. A Will saving throw (DC 10 +  $\frac{1}{2}$  Geisha's level + Geisha's Cha modifier + Alluring class ability if over 8<sup>th</sup> level Geisha) negates the effect. This ability affects only a single creature (but see mass suggestion, below). Suggestion is an enchantment (compulsion), mind affecting, and language dependent ability.



### **Sanctuary (Sp)** (Geisha Performance)

A Geisha of 9th level or higher with 12 or more ranks in a Perform skill can use her performance to prevent creatures from attacking her and a number of her allies in a manner similar to the effect of the *mass sanctuary* spell, using her current Geisha level to determine the caster level for the purpose of the number of allies affected (per spell description). To use the ability, the Geisha makes a Perform check. Any opponent attempting to strike or otherwise directly attack the Geisha or any of her protected allies, even with a targeted spell, must attempt a Will save against the Geisha's Perform check result. Success means the opponent can attack normally and is unaffected by that use of the performance ability. If the save fails, the opponent cannot follow through with the attack, that part of its action is lost, and it cannot directly affect the Geisha or the protected allies for the duration of the effect which lasts as long as the Geisha continues her performance. Those not attempting to attack remain unaffected. Protected subjects cannot attack without breaking the performance effect but may use non-attack spells or other actions. The Geisha may move or otherwise act, but the effect ends immediately if the Geisha stops her performance or is otherwise interrupted.

### **Song of Freedom (Sp)** (Geisha Performance)

A Geisha of 12<sup>th</sup> level or higher with 15 or more ranks in a Perform skill can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's Geisha level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A Geisha cannot use song of freedom on herself.



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### Inspire Infatuation (Sp)

A Geisha of 15<sup>th</sup> level or higher with 18 or more ranks in a Perform skill can use her performance ability to inspire loving feelings towards the Geisha in a creature that she has already fascinated. Using this ability does not break the Geisha's concentration on the fascinate effect, but it does count against her daily limit on Geisha Performances. A Will saving throw (DC 10 +  $\frac{1}{2}$  Geisha's level + Geisha's Cha modifier + 2 for Alluring Class ability) negates the effect. This ability affects only a single creature per usage. Inspire Infatuation is an enchantment (compulsion), mind affecting, language dependent ability.

The effect of this ability causes the target to fall in love with the Geisha. The subject takes any opportunity to be near the Geisha, and makes every effort to win the Geisha's attention. The subject will do his utmost to prevent any harm to the Geisha, even to the point of self-sacrifice. The Geisha must tend to this relationship, as any treatment that spurns this 'love' will cause another save with a +2 cumulative bonus for each occurrence. Having multiple disciples in this manner tends to cause trouble as each works against the other to earn her favor. The Geisha can dismiss the direct effect, although some feelings may persist (lingering longing, hurt feelings, or sometimes bitter scorn). The cumulative bonus a target acquires from poor treatment never abates, even with repeated or renewed applications of this ability by the Geisha.

### Mass Suggestion (Sp) (Geisha Performance)

This ability functions like suggestion, above, except that a Geisha of 18th level or higher with 21 or more ranks in a Perform skill can make the suggestion simultaneously to any number of creatures that she has already fascinated. Mass suggestion is an enchantment (compulsion), mind affecting, and language dependent ability.

### Ex-Geishas

A Geisha who becomes Chaotic in alignment cannot progress in levels as a Geisha. More importantly is the loss of reputation that may accompany such a change. A chaotic Geisha often disregards certain rules of etiquette or other traditions, and she may be subject to ridicule (or worse) for transgressions. Regardless of the social impact, a chaotic Geisha still retains all her abilities; she just loses the ability to progress further until a non-chaotic alignment can be achieved.

### Costuming

Much of a Geisha's mystique comes from the costuming, makeup, and overall mannerisms. The skills and abilities of a Geisha are assumed to include the use of the appropriate attire (see Kimonos below). Like a craftsman without his tools, a Geisha without the proper garb cannot expect to excel at her trade.

A Geisha with traditional, yet substandard costuming (as in non-masterwork) has a circumstance penalty of -2 for any Geisha Performance check. In any situation when a Geisha cannot utilize her traditional attire (or a suitable substitute), such as when dressed in peasant clothing, disguised, or otherwise dressed inappropriately, then the penalty is increased to -8 when attempting Geisha Performances.

There are situations when the standard kimono garb is inappropriate, such as in the bathhouse, while doing a massage, or other private interactions. The Geisha is not penalized as long as the attire (or lack of) is appropriate for the situation and the Geisha is conducting herself professionally as tradition or ritual demands.



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## Geisha Equipment

### Kimono

All true Geisha Kimonos are masterwork quality tailor items. Much like a suit of armor, it takes time and the assistance of others to properly don the traditional garb. It is suggested that the Geisha's many-layered silk and cloth outfit be similar to padded armor in protective value, and having the capacity to add magical enchantments just like other forms of armor or robes. The Geisha's special training allows her to ignore the arcane failure chance (ignoring the first 5% failure chance for this type of garb only).

Special Protective Kimonos can be produced incorporating discreetly hidden plates, heavier rope-like weaves, or other hardening methods. These would increase the armor value but also cause movement problems (Max Dex, Armor Check, and Spell failure issues), as well as additional weight; however the Geisha should be considered proficient with this type of kimono (armored). The protective value of an armored kimono is equivalent to studded leather.

A Geisha may wear substandard kimonos (non-masterwork) if necessary, with a -2 circumstance penalty applied for any performance. More importantly, the Geisha may acquire a poor reputation for such, or may even be considered akin to a common prostitute while wearing such garb. These non-masterwork kimonos have no protective value or the associated movement penalties (Max Dex, Arcane Failure), not unlike any other standard set of fine attire.



Item	Cost	AC	Max Dex	Armor Check	Arcane Failure (Geisha Value)	Speed (base 30)	Speed (base 20)	Wt.
Kimono(mw)	200+ gp	1	8	0	5% (0%)	30	20	10+
Armored Kimono(mw)	400+ gp	3	5	-1	15% (10%)	30	20	30+

Armor Type	Don	Don Hastily	Remove
Kimono (mw) or Armored Kimono (mw)	10 minutes <sup>2</sup>	5 minutes <sup>1</sup>	1d6+1 minutes <sup>1</sup>

- 1) If the character has some help, cut this time in half. A single character doing nothing else can help one or two adjacent characters. Two characters can't help each other don armor at the same time.
- 2) The wearer must have help to don this armor. Without help, it can be donned only hastily.



## 芸者 Geisha

### Feats for Geisha

#### Allure of Beasts

You have studied the ways of animals, and know how to use your charm and wits against them.

**Prerequisites:** Geisha Defense, Knowledge (nature) 6 ranks

**Benefit:** You may use your Geisha Defense ability against creatures with the Animal or Magical Beast types.

**Normal:** Without this feat, Geisha Defense only applies to humans, humanoids, giants, fey, or similar near human-like creatures.

#### Allure of the Celestial Host

You understand the innocent and pure desires of the celestial races.

**Prerequisites:** Geisha Defense, Knowledge (planes) 8 ranks, Speak Language (celestial).

**Benefit:** You may use your Geisha Defense ability against creatures with the Outsider (good) type (or appropriate subtypes).

**Normal:** Without this feat, Geisha Defense only applies to humans, humanoids, giants, fey, or similar near human-like creatures.

#### Allure of Scales

Your studies of the scaly races have granted you insight into their motivations.

**Prerequisites:** Geisha Defense, Knowledge (arcana) 6 ranks, Speak Language (draconic).

**Benefit:** You may use your Geisha Defense ability against creatures with the Dragon type (or subtypes such as Dragon-blooded), and appropriate scalykind races (such as lizard folk, yuan-ti, nagas, amongst others).

**Normal:** Without this feat, Geisha Defense only applies to humans, humanoids, giants, fey, or similar near human-like creatures.

#### Allure of the Fiendish Hordes

You understand the foul desires of the fiendish races.

**Prerequisites:** Geisha Defense, Knowledge (planes) 8 ranks, Speak Language (infernal, abyssal, or other fiendish language – as appropriate).

**Benefit:** As long as you have ranks in the appropriate target's native fiendish language, you may use your Geisha Defense ability against creatures with the Outsider (evil) type (or appropriate subtypes).

**Normal:** Without this feat, Geisha Defense only applies to humans, humanoids, giants, fey, or similar near human-like creatures.

#### Ascetic Performer

You ascribe to the teachings of a monastic order that encourages enlightenment through self-expression and service. Because of your studies, you've learned to blend your Geisha and Monk qualities into one seamless whole.

**Prerequisites:** Improved Unarmed Strike, Geisha Performance.

**Benefit:** You may multi-class freely between the geisha and monk classes, although you must still remain lawful in order to continue advancing as a monk and you may still be subject to multiclass experience penalties as normal (if used). Your combined Monk and Geisha levels determine your Monk Unarmed Attacks and AC bonus. For example, a 3<sup>rd</sup> level geisha/2<sup>nd</sup> level monk would have the Attacks and AC bonus of a 5<sup>th</sup> level Monk. Additionally, Geisha and Monk levels also stack when determining the number of times per day that you can use your Geisha Performance ability, however access to certain types of Geisha Performances are still determined normally according to your Geisha class level (and performance ranks).

In a western/occidental game this feat may be used by bard/monks (when possible due to the conflicting nature of the respective class alignment requirements); simply exchange Geisha references for Bard references.



## 芸者 Geisha

### Skilled Staff [Leadership]

You forego large numbers of followers in order to attract more skilled ones.

**Prerequisites:** 6<sup>th</sup> Level

**Benefit:** As an alternative to the standard Leadership feat, your character determines Leadership Score normally (Character Level + CHA Bonus + other modifiers), but when determining followers that are attracted according to your Leadership Score, only half (rounded down) of the normal allotment of 1st level followers will be available. For 2nd level and higher-level followers, use twice the number indicated according to your Leadership Score. In addition, your Leadership Score may advance beyond a score of twenty-five (25), which is normally considered epic. When necessary, consult the Epic Leadership progression, even if the character is not actually epic.

Cohorts are still bound by the normal limits of the character's Leadership Score (and/or other Leadership enhancing feats), as are any other aspects of Leadership.

This feat is considered equivalent to the standard Leadership feat for all other purposes such as prerequisites for prestige classes or other feats, and this feat may be further modified by other Leadership based feats.

### Okiya (Geisha House)

When a player who chooses to play a Geisha, it can be assumed that the character is a 'free agent', having finished her initial Maiko training, who can travel, adventure, or otherwise choose her own path. However, if the player and/or DM wish to, the Okiya or 'Geisha House' can play a larger role in the character's development. The following concepts are completely optional.

A Geisha must be part of an okiya (optional rule). The Geisha receives housing, training, job assignment, and similar resources from their okiya. The okiya membership is similar to the servitude of an indentured servant – the Geisha must earn their independence and relative freedom. Virtually all Maiko (apprentice Geisha) begin their career essentially enslaved to their okiya.

A Geisha who is kicked out or otherwise loses her okiya affiliation is treated like an Ex-Geisha (see above for Chaotic Geisha) until they can join another okiya or establish their own (optional rule).

Establishing an okiya requires the acquisition of a base of operations, usually within a large city. The head-geisha (called the 'Mother' of the Okiya) must use the Leadership feat to attract the lower level geisha and the additional all-female staff required to maintain the household. The number of actual Geisha is quite small amongst the okiya staff; generally only one out of five followers will actually be true Geisha (members of the Geisha class). Higher-level Geisha generally require additional staff to help maintain their role. Very young female commoners are generally the newest recruits, and when one is found with the proper aptitude and appearance, they are trained into proper maiko (apprentice geisha), which entails a grueling schedule of training and service.

The DM can enact additional flavorful rules to manage the Geisha, Okiya, follower geisha and staff, rival Okiya, or other aspects of the Geisha's interactions. A very good way of managing this is to use the affiliation rules as presented in the Player's Handbook II, but DM's are free to use whatever method they choose to deal with this relationship.



## Example Affiliation: Yaezaki Okiya

**Symbol:** The symbol of the Yaezaki Okiya is a pink double blossom of the peach tree.

**Background, Goals, and Dreams:** The Yaezaki family okiya has a long-standing reputation for training the most beautiful and gifted geisha in the land. Okasan ("Mother") Akiko oversees the okiya with a stern hand and a bitter heart, but she is very protective of her "children". As far as Akiko is concerned her only goal is to continue to produce the highest quality geisha possible, but she is always open to new avenues for expanding and strengthening the Yaezaki Okiya. Stunningly attractive despite her age, Akiko is a gifted manipulator who tends to view everything (and everyone) as means to an end. Some whisper in the teahouses and inns that Akiko's bitterness stems from her unrequited love for a samurai lord when she was a young girl.

**Enemies and Allies:** Despite what one might imagine, the okiya of the Yaezaki family has quite a few enemies. From the envious Okasan of rival okiya to paranoid samurai who fear their secrets may not be kept, trouble is always a stone's throw away for the paragon of geisha houses. Nonetheless, the strength of Okasan Akiko's allies far surpasses that of her foes. The Yaezaki Okiya's best protection is its patrons, many of whom rank among the most influential citizens of the empire.

**Members:** Nearly all members are geisha, but a few ninja and rogues may choose to live and learn the ways of a geisha for a variety of reasons.

**Secrets:** Those who reach the rank of Atotori and manage to remain there for some time may eventually gain Akiko's trust. (There can be only one true Atotori at a time, but others might arise to the same rank and seek Akiko's favor hoping to unseat her chosen heir. Of course, there are always those who might take even more drastic measures to become Atotori of this most renowned of okiya.) Once Akiko is certain of her choice she will invite her Atotori to learn the truth behind the Yaezaki family's famed okiya. Akiko is not only a geisha, but a master spy; having accumulated enough information on various nobles and wealthy patrons to earn a fortune in blackmailing alone. Akiko guards this information very carefully and almost never uses any of it directly. Nonetheless, almost every secret whispered to one of her former students is written down in Akiko's own code and stashed away for further use. Despite all this, Akiko will not reveal any of the information or the location of the scrolls the information is stored on to her Atotori as of yet. The wise Okasan has made the proper arrangements for her successor to inherit and continue adding to the collection if and when anything might happen to Akiko herself.

**Type:** Business.

**Scale:** 11 (multiregional/duchy).

**Affiliation Score Criteria:** To be accepted at the Yaezaki Okiya one must simply gain the approval of Okasan Akiko.

### Criterion/Affiliation Score Modifier

- Character level +1/2 PC's level
- Charisma 13 or higher +1
- 5 or more ranks in (geisha appropriate) Craft, Perform, or Profession +1 per skill
- 10 or more ranks in Knowledge (local) +2
- Can cast charm person +1
- Gains influential client +2
- Acquires valuable secret from a client +1 per secret
- Has no ranks in Diplomacy or Gather Information -2 per skill
- Attempts to use secret information obtained from a client for personal gain (blackmail, etc.) -4
- Refuses to divulge secret information obtained from a client to the Okasan -8

**Titles, Benefits, and Duties:** Advancement in the Yaezaki Okiya follows a strict hierarchy, starting with the lowly Shikomi (novice) and ending with the Okasan (Mother). Shikomi are given the thankless and difficult task of attending to the household chores of the okiya. They are also introduced to the various arts practiced by accomplished geisha. A Shikomi who shows promise eventually becomes a Maiko



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(apprentice). Maiko begin their training as geisha in earnest, learning nearly everything of their profession at the feet of their Onesan (Older Sister). This stage can last from a few months to several years, but eventually the Maiko will become a full-fledged Geiko. Most geisha will live out the rest of their lives as Geiko, but one who shows great promise and loyalty to the okiya may eventually be chosen as the Okasan's (Mother's) Atotori (heir). While there can be only one geisha who will eventually inherit the okiya, it is not uncommon for several Geiko to vie with one another for the honor of being declared Atotori. Upon the death or retirement of the Okasan as the head of the okiya, the Atotori will become the new Okasan and, in time, will choose an Atotori of her own.

### **Affiliation Score/Title: Benefits and Duties:**

3 or lower: Unaffiliated or junior member (Shikomi) with no benefits.

4-10: Maiko: The Yaezaki Okiya recognizes your burgeoning talent but you gain no special status.

11-20: Geiko: +2 circumstance bonus on Diplomacy and Gather Information checks with clientele from the province (region).

21-29: Geiko/Atotori\*: Communications network lets you use the Gather Information skill across the province (region) without requiring you to move from your hometown. You must uncover one valuable secret per month or reduce affiliation score by 1.

30 or higher: Okasan: Whispered Truths - Your chronicles of the secret lives of powerful people allow you great influence should you choose to put this information to use. Three times per day you can use your collection of information to gain a +6 insight bonus on any Diplomacy, Intimidate, Knowledge or Sense Motive check regarding a client or anyone intimately familiar with a client.

\*While any Geiko can rise to the affiliation score of Atotori and receive the benefits and duties described here, technically there is only one member of the okiya actually referred to as the Atotori.

**Executive Powers:** Gift, Pariah, Research





# 芸者 Geisha

## Variant Geisha

Much like the Geisha is a cultural variation similar to the standard western bard type, there are a number of cultures that have roles that closely resemble the Geisha.

### Devadasi ([Devadasi देवदासी](#))

The Devadasi, or Temple Dancer, is an Indian or Hindu variation that can be used in the [Mahasarpa](#) Campaign (see the web-enhancement for the Oriental Adventures book). The Sanskrit term means 'servant of god'. Sometimes born into the role by caste, other times as a profession, the Devadasi performed their services for the good of their temple.

Mechanically the class is similar to the Geisha, although there is a greater focus on Dance for their performance art. Despite using the Bard list for spell choices, the Devadasi are divine casters rather than arcane, and accordingly, they do not have spell failure worries, yet neither do they receive any armor or shield proficiencies. Devadasi should be dedicated to a temple, deity or deities, or some sort of school of devotion, but this will depend on the nature of the campaign. Optionally, access to an appropriate clerical domain may be granted to further differentiate Devadasi from each other (with the domain spells added to the spells known). Devadasi often use finger-bells while dancing and may specialize in a number of different regional singing styles.

### Kisaeng ([Kisaeng 妓生](#))

The Kisaeng is the Korean counterpart to the Geisha. Historically they were officially slaves of the Korean government, first appearing in the Goryeo dynasty. They were trained in various forms of entertainment and arts.

The Kisaeng are mechanically identical to the Geisha, in all details. Social status really defines the difference from their Japanese counterpart. In campaigns with detailed social standings, the Kisaeng would be regarded as of significantly higher status than regular slaves, although technically they were also part of that slave caste.

### Bual Sama (Bual Sama, roughly translated Malaysian for 'sleeping dictionary')

When dealing with visiting cultures, the tribal Malaysian people often assign one of their numbers to serve as an ambassador of sorts. This ambassador learns about the visitors, as well as teaches these newcomers the language and customs of the local regional tribes using a surprisingly effective method, very intimate relations (i.e. sexual relations). This Bual Sama, or 'sleeping dictionary', as the term roughly translates, is an expert in local art, language, and customs, as well as an apt student of new languages.

The Sleeping Dictionary is mechanically similar to standard Geisha, albeit with much less dependency on attire, ignoring the costuming aspects of standard Geisha. The Sleeping Dictionary uses a new/optional skill, Performance (lovemaking), and when appropriate, may apply the Geisha Performances to their 'companions' while using this skill (such as Suggestion or Inspire Infatuation). The Sleeping Dictionary may keep one unassigned skill point, to be assigned to a new language when exposed to a new culture (only one skill point may be carried in this manner), making them quite adept at being translators. Impromptu language learning still requires at least two full days of one-on-one 'training sessions' to pick up the basics of the new language. By the time the Sleeping Dictionary gains her next level, she is considered completely fluent, and may again choose not to fill one skill point gained from the new level.

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