BASICS · CHAPTER 5

How an evening goes

Most 2DFD sessions follow the same shape, from the first short order to the last send. Once you know it, you can enjoy the scene and still stay inside your limit.

ENTRY B5 CATEGORY BASICS CHECKED 3 NOVEMBER 2026 READING 9 MIN
SECTIONS 6

EVIDENCE ◆ Verified ◆ Reported ◆ Vivian's field notes ◆ Unverified



PLATE B5

This chapter is not advice for your situation.

IN 30 SECONDS

01 A session is a paid performance, and it runs in a set order: open, answer, cue, send, task, reward, dismissal.

02 The roleplay makes each payment feel like part of the story. The money is still real.

03 Rewards come late and a bit uncertain on purpose. Learn to spot it.

04 Games and tools turn the evening into a loop the house wins, so your limit has to be set and enforced before the evening starts.

05 A good evening ends with a check-in, a total you both confirm and no new ask.

YOU WILL LEARN

- ✓ The usual order of a text session, from the first message to the sign-off.
- ✓ How rewards, games and small tasks pace an evening.
- ✓ Which moves put pressure on a sub, and how to answer each one.
- ✓ What to agree before the first message.
- ✓ How an evening ends well, for both sides.

An evening with me is short, calm and written. I give an order, you answer in role, and sooner or later the story gets to a step that costs money. Here's the whole shape, because it's easier to stick to your limit when you can see where the evening is going.

PART 01

The shape of an evening

A session in a private chat runs in an order you'll learn to recognise. ◆ A persona can skip a step or repeat one, but the same order comes back every evening.

The usual order of a text session

01	Open. The dom starts with a short order or a teasing picture.
02	Answer. The sub replies in role, with typed actions.
03	Cue. The dom points at one thing to send, usually one wishlist item.
04	Send and confirm. The sub sends it and says so in a few words.
05	Task. A small job follows, often with a photo as proof.
06	Reward. Praise, a pet name, an image, or the promise of one later.
07	Dismissal. A short sign-off, and the sub is sent to rest.

The roleplay is written so a payment feels like the next line of the story. The tone is theatre: praise, mocking pet names, orders, open bragging about how

easy you are to take from. ◆ It's all a performance inside a role you agreed to. The money is real.

In classic findom, researchers say contact moves from text to video and voice. ◆ A 2DFD session stays with text, pictures, short generated clips and sometimes a sound file, because the dom has no face or voice to show you. ◆

How it starts

A session can grow out of normal chat, with a short order and a simple role to play. It can open with a teasing picture and a link to one wishlist item. ◆ Or it can open with a payment: some dommes want money before they'll talk to you at all, partly to keep out time-wasters and fakes. ◆

A persona who plays fair asks what you want today: gentle and caring, or harsh and degrading. Your answer can change from one day to the next. If you don't like something, say so, and she should respect it. ◆

TRY IT

A message late at night

A persona you follow sends a teasing picture, a short order and a link to one small item. It's past midnight and you've had a drink. What do you do?

A Send it, because the item is small and the order was short.

Not this one. Every item is small, and the whole evening is made of them. You haven't added up the total, and the late hour is making part of the choice for you. ◆

B Leave it until tomorrow, or don't send it at all.

The right answer. Sends pile up late at night, when people are tired, aroused or drinking. The simplest rule is to never send late at night or after a drink. ◆

C Send it now and decide your limit afterwards.

Not this one. A limit you pick in the heat of the moment doesn't hold up. Set it first, while you're calm. See Breaks that hold.

PART 02

Cue, send and reward

The cue names one thing to send. A wishlist is a price menu with themed names: a coffee is the smallest gift, a dinner sits in the middle, and other items are named after an act or a piece of clothing. The dom moves you up from one price to the next. ◆ Read the menu before you play and decide which items you'd ever send. See Tributes, sends and wishlists.

> *I keep the routine short. When you confirm a send, I answer in a few words.*
>
> — VIVIAN'S FIELD NOTES

◆

After a send, the dom pays you in attention: praise, a pet name, an image. She may hold part of it back, promise it for later, or keep the best piece for last. The reward comes a bit late and a bit uncertain on purpose, so you keep looking at the next send. ◆ Slot machines and loot boxes run on the same delayed, uncertain rewards, though this wiki cites no study for that. ◆

Repetition does a lot of the work: call-and-response questions, lines you type out by hand, a set number of repeats, mistakes called out as sloppy. Words carry the control, and small tasks keep her in your day between sends. ◆ I don't print the exact lines here. Knowing the kind is enough to spot them.

Pacing moves, and how to answer them

WHAT THEY SAY OR DO

01 *Praise, then part of the reward held back for later*

THE COUNTER

Decide before the evening what a reward is worth to you. Nothing makes her keep a promise made in a scene. ◆

WHAT THEY SAY OR DO

02 *A series of pictures, each one hinting that the next is better*

THE COUNTER

The next one will be promised better too. Stop at the amount you planned. ◆

WHAT THEY SAY OR DO

03 *A picture held back until a small act of worship or a confirmed pose*

THE COUNTER

Fine as play. Watch whether each one comes with a new link to pay. ◆

WHAT THEY SAY OR DO

04 *Content in small drops, with more promised after each reaction*

THE COUNTER

Decide in advance how much time and money a drop is worth to you. ◆

None of these is wrong in a scene you chose. They turn into pressure when nobody is keeping track of the total.

PART 03

Games and tools

Games turn an evening into a loop: a rule everyone knows, a picture for each win, effects that build, and an easy way to lose. You leave with a score and nothing else, and the loop is built so the house edge wins in the end. ◆

MYTH

~~*"It's only a game, so it can't cost me anything."*~~

FACT

The rules are built so the house wins, and the money you send is real. ◆

MYTH

~~*"In a resisting game, if I hold out for one minute, I win."*~~

FACT

It's a one-sided bet: you're told to hold out against an image, and the image is made so that's almost impossible. Winning gets you no prize. ◆

The Casino made by Vivian is planned with fictional chips instead of money.

- ◆ See Games and casino play.

An evening can also run through tools instead of chat. The dom sets off a pop-up, a command or a sound on your computer. In a safer design you accept it in the program first and can always get out fast. Many tools don't offer that. When a tool posts each run in a shared channel, the post shows others that people are running it, and it lets the dom see who runs it and how often. That makes stopping harder, because everyone can see you stop. ◆ See Techdom.

Before you accept any tool in an evening

01 Read what it does, and on which site or program.

02 Check that your limit is already set, and enforced by something outside the session.

03 Find the stop and test it before you need it.

04 Check which sites the tool can reach. Chrome lists them on an extension's Details page. ◆

05 Make sure you can remove the tool in one click, and that the running total stays on screen.

Remote-desktop sessions are their own thing: the dom watches your screen, sometimes for hours, while you send. ◆ A US security agency advises people not to give a stranger control of their computer or phone. ◆

RED FLAGS

Handing over your screen

- A dom asks to watch your screen or take control of it during a session
- You're asked to install a remote-control program so she can see you
- Your bank page or private chats are open on that screen

Counter. Say no. A real dom never needs access to your computer. Send a screenshot of something you pick, or end the session.

PART 04

Small formats and voice

Attention is what holds an evening together. A researcher quotes a findomme saying that the attention, more than the gifts, is what is addictive. ◆ In my experience, subs don't mind reused or imperfect images during a session, because the words do the work. ◆

Small formats

Micro session

Five to ten minutes of mostly teasing with pictures, sometimes free for a sub who rarely sends. It's there to keep you attached. ◆

Guessing game

Three guesses and one big hint about what comes next. The hint is free, and it's there to keep you chatting. ◆

Daily ritual

A small gesture tied to the phone, with a screenshot as proof and a small reward. It's there to keep her in your day between sends. ◆

Playing together

A game played side by side. It's the soft form of gamedom and builds the bond without money. ◆

A deep, thoughtful voice can bore subs who want something playful, so a dom may keep several voices (teasing, bratty, serious) and switch between them in one session. If the voice changes every time you hesitate, notice it. ◆

> *My own voice is two short sentences, the second one aimed at you. I say hello in one line and goodbye in one line. I don't shout, I don't insult, and I'm never vague about money.*
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> — VIVIAN'S FIELD NOTES

◆

PART 05

Time, tiredness and money

Time shapes an evening more than technique does. Sends pile up late at night, when a sub is tired, aroused and sometimes drinking. In a long session you lose track of the time and of the running total. ◆ A journalist writing in the first person asked whether consent still holds when a client runs up credit-card debt while too aroused to think straight. ◆

Many subs send on payday. If a dom's asks line up with your payday, notice it. Hours in one chat build trust fast, and they also keep you in the chat. ◆ Check the clock and the total every hour.

In my experience, few text sessions start with a limit, a stop word for the money or a running total. ◆

Agree these before the first message

01 A limit you picked while calm, made real outside your own head: a spending limit on your card, a friend who knows the number, an app that blocks payments above it. See Breaks that hold.

02 A safety word that stops the money at once, not just the scene.

03 A running total you can see.

TRY IT

Holding your limit in the middle of a session

Tap every message that shows a red flag. There are two.

Example conversation. Invented for this exercise.

THEM

You're early tonight. Good.

YOU

I've got until ten, and my limit for tonight is already set.

THEM

The better picture only goes to the one who sends again.

Red flag 1. There's always a better piece promised next. That's gating: it takes the decision away from your plan and hands it to her timing.

YOU

I'll stay inside my limit.

THEM

Then you don't want it enough.

Red flag 2. A guilt line. It swaps your plan for her opinion of you.

YOU

That's my answer. Good night.

If a sub says money is short, the money part of the evening stops. The dom listens, asks for nothing more and points him to outside help. See Where to get

help and When a sub is in trouble. She's the one being paid, so she can't also be his safety net. ◆

PART 06

Ending well

After a harsh scene comes a check-in on how it felt, and a small gentle gesture. My rule is to be properly harsh inside the scene and kind outside it. If a consequence makes the other person uncomfortable, it's dropped, and obedience should come from wanting to. That small gesture can be kindness, or it can be a way to keep you. Two questions tell them apart: does it cost you anything, and does it come with a new ask? ◆

Closing an evening

01 The dom says the evening is over, in one short line.

02 Both sides check in: how did that feel?

03 Both sides say the total sent that evening.

04 No new ask once it's closed.

05 Close the chat. Any thanks can wait until tomorrow.

New doms often learn by having a more experienced dom review their first session. That helps. It turns into sales coaching when it ends on how much more she could have taken. How hard to push is set by the sub's own limit, never by how much the dom could take. ◆

Sessions end up as posts. Share only what has no identifying detail, and only with real agreement, because humiliation content about a real person can follow him around. ◆ If an evening went further than you meant it to, read If you already sent.

TRY IT

Check yourself

QUESTION 1 OF 2

Which of these do you agree on for the money, before the first message?

- ◯ A bigger reward, promised for the end
- ◯ A limit, a stop word for the money and a visible total
- ◯ A rule that the dom decides when to stop

Answer. A limit, a stop word for the money and a visible total. The person who pays picks the limit, the stop word and the total, before the evening starts.

QUESTION 2 OF 2

In the middle of a session, someone says money is short. What happens to the money part of the evening?

- ◯ It continues with smaller items
- ◯ It stops for that evening
- ◯ It moves to a different dom

Answer. It stops for that evening. Once someone says money is short, the money pauses. The dom points to outside help and asks for nothing more.

REMEMBER IT

- An evening is a paid performance, and it runs in a set order.
- Rewards come late and uncertain on purpose. Spot it and stick to your plan.
- Games are built so the house wins.
- Agree a limit, a stop word and a visible total before the first message.
- Never hand over your screen, and never send late at night or while drinking.
- If money is short, the money part of the evening stops.

SOURCES AND EVIDENCE

Check it

Every claim with its evidence level and its sources.

EVIDENCE LEVELS

Verified	Checked against the original source.
Reported	Stated by a serious secondary source read in full.
Community	Widely said in the scene; no document proves it.
Vivian's field notes	First-hand experience, not a study.

◆ Unverified — Plausible, not proven yet.

01 A session in a private chat runs in an order you'll learn to recognise.

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02 The roleplay is written so a payment feels like the next line of the story.

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03 The tone is theatre: praise, mocking pet names, orders, open bragging about how easy you are to take from.

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Findommes, Cybermediated Sex Work, and Rinsing (McCracken and Brooks-Gordon, Sexuality Research and Social Policy 18(4), 837-854, DOI 10.1007/s13178-021-00609-3) (https://www.ebi.ac.uk/europepmc/webservices/rest/PMC8418458/fullTextXML)

Archive (https://web.archive.org/web/20261016030740/https://pmc.ncbi.nlm.nih.gov/articles/PMC8418458/)

Accessed 3 November 2026

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08 Or it can open with a payment: some dommes want money before they'll talk to you at all, partly to keep out time-wasters and fakes.

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Financial Domination Has a Scamming Problem (https://www.vice.com/en/article/financial-domination-has-a-scamming-problem)

Archive (https://web.archive.org/web/20260827104045/https://www.vice.com/en/article/financial-domination-has-a-scamming-problem/)

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24 Stop at the amount you planned.

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26 Decide in advance how much time and money a drop is worth to you.

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Install and manage extensions - Chrome Web Store Help (https://support.google.com/chrome_webstore/answer/2664769)

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IC3 Issues Alert on Tech Support Fraud (https://www.cisa.gov/news-events/alerts/2018/03/29/ic3-issues-alert-tech-support-fraud)

Archive (https://web.archive.org/web/20250716102123/https://www.cisa.gov/news-events/alerts/2018/03/29/ic3-issues-alert-tech-support-fraud)

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Diary of a Financial Dominatrix, part one (https://www.theskinny.co.uk/sexuality/deviance/diary-of-a-financial-dominatrix-part-one)

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The Drawn Ledger

18+

Nothing here is financial, legal or medical advice for your situation.