VARIANTS · CHAPTER 7

# Tasks, customs and private sessions

*Tasks, customs and sessions are the small building blocks of 2DFD play. Kept small, they're cheap, easy to negotiate and easy to stop. When they're used to steer you toward paying, that's where the pressure hides.*

ENTRY V7 CATEGORY VARIANTS CHECKED 3 NOVEMBER 2026 READING 9 MIN
SECTIONS 6

EVIDENCE ◆ Reported ◆ Vivian's field notes ◆ Unverified



PLATE V7

*This chapter is not advice for your situation.*

## IN 30 SECONDS

01 A task has a start, a rule, a proof and an end, and either person can stop it.

02 A task never replaces your limit. If it ends with a request to send, your limit still decides.

03 Service can stand in for money only when the sub chose what he does and can refuse.

04 A custom made from scratch is real work, so both sides should agree on a price they find fair.

05 Limits and a way to stop come before the first task, and a sub in trouble pauses the money.

## YOU WILL LEARN

- ✓ How a task, a ritual and a mission are built.
- ✓ Which daily-life steps are cheap and which add up to a lot.
- ✓ How to trade service for tribute on fair terms.
- ✓ How a session runs from start to dismissal.
- ✓ How to recognise a task or a session that is steering you towards a payment.

*I give tasks because they let a sub spend his attention, his skill and his imagination instead of his money. I also know how the same setup gets used to soften someone up before asking for something. You'll find both here, so you can tell them apart.*

PART 01

# What a task is

A task has a clear start, an end, a rule and a proof. That makes it easy to follow and easy to stop. A deadline and a consequence are agreed beforehand, and a running count or a log in a dedicated room keeps score. ◆

A typical small task: copy a phrase down a sheet of paper and send a photo of the sheet. Others are a set greeting instead of a plain hello, a picture as your wallpaper for a week with a screenshot as proof, or a pose confirmed by a check-in question before a reward comes. ◆

## Shape a task

| | |
|---|---|
| 01 | Name the start and the end, like seven days from tomorrow. |
| 02 | Write the rule in one sentence. |
| 03 | Pick a proof that shows the task and nothing else: a screenshot of a wallpaper or a sheet of paper, never a face, a name or personal data. |
| 04 | Agree in advance what happens after a miss, and keep it small. |
| 05 | Agree who can stop it, and when. The answer is both of you, at any time. |

A dom can use the same setup on herself: a deadline, and a forfeit picked by whoever needs the push. ◆

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> *A task is play only while both of you see it as play. Reminding him that he failed a job you gave him is a game if he knows it's a game, and pressure if he doesn't. If I'm not sure, I ask, and I take a plain answer as it is.*
>
> — VIVIAN'S FIELD NOTES

◆

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Tasks can build anticipation, hold back a reward and create frustration, and that makes a request to send afterwards easier to accept. ◆ If a task ends with a request for money, the limit the sub set in advance decides, and the task changes nothing. See Breaks that hold.

*Rituals in daily life.* Rituals keep a persona in your life between sends. A picture on your phone, a small gesture before you unlock it, a profile picture or banner switched to the dom's branding, a dedicated account, merchandise. Each step is cheap. Together they make the dom hard to avoid. ◆

A profile picture or banner in a dom's branding is advertising for her, and honest wording says so. The task is called a rebrand, and the sub who carries it is a billboard. ◆

TRY IT

## Decide which step you'll never take

A dom asks for a wallpaper for a week. Then a gesture before unlocking. Then a new profile picture and banner. Then a dedicated account in her name.

**A** Decide in advance which steps you'll never take, and say no at the first one that crosses the line

*The right answer.* Right. Each step is small, and refusing the next one can feel like undoing the last. A line drawn earlier is easier to keep.

**B** Accept each step, because the last one was fine

*Not this one.* That's how it spreads through your life. Each step is cheap and the total isn't.

**C** Accept all of them and switch them off when you get tired

*Not this one.* It's easier to refuse one step than to undo a whole chain of them.

In my experience, any app that changes your phone, even with your agreement, should be one you can remove in one step. ◆ See Check a tool before you install it.

PART 02

# Service, customs and fair terms

Service can stand in for money. A sub with tech skills can code, generate images, edit video, sort a big library of pictures or write captions, and a title

plus a channel for updates turns that into a role. Roles like gen slave and code slave exist in the scene. They're optional only if the sub can refuse without losing his place. ◆

## What a sub can give

| | WHAT IT COSTS HIM | WHAT THE DOM OWES BACK |
|---|---|---|
| *Money* | Real, and gone right away | Honesty: a tribute buys nothing |
| *A skill* | His hours | A clear scope, thanks, and the right to refuse |
| *Time and attention* | His evenings | A safe proof and an end date |

Firm rules help. A reward scale, like one day off a restriction for each piece of work she accepts, and a quality bar make the exchange visible. The risk is unpaid work dressed up as devotion. ◆ When a sub says money is short, nothing more is asked of him that evening, in money or in work. If he offers a skill himself later, the terms above apply.

## Fair terms in four words

### Scope

What exactly is asked, and for how long.

### Refusal

He can say no without losing his place.

### Thanks

The work is thanked the way he chose.

### Return

Something comes back, and it doesn't have to be money.

*Customs.* A custom is a picture, a scene or a clip made on request. Customs can be earned as well as bought. A dom's offer can ask for effort before payment, through tasks, slow training and customs you earn. Some customs are given free to keep the bond going. ◆

MYTH

~~*“A custom from a drawn persona is nearly free, because she’s only a drawing.”*~~

FACT

In my experience a custom made from scratch is real work, even for a drawn persona. Paying a small amount for each picture of a long roleplay is a loss for whoever makes them. ◆

MYTH

~~*“Everything a persona makes has to be paid for.”*~~

FACT

Some customs are free, and some are earned through tasks. What matters is that the terms are clear before the work starts. ◆

Some subs worry that asking for a custom will spoil a friendly chat. A separate channel for requests keeps the chat relaxed and gives the business side its own place. ◆

PART 03

## A session from start to dismissal

Sessions can be short. A micro session is about five to ten minutes of teasing and short commands, and it’s sometimes given free to keep the bond going. A text session uses a command, a role with typed actions, a task with proof, praise or scolding, and a dismissal. The main technique is call and response, with repeated statements and typed lines. A guessing game can keep a sub chatting at no cost. Session menus are often split into groups like drain sessions, techdom, roleplay and gamedom. ◆

| | |
|---|---|
| 01 | Agree on the frame first: the theme, the limits, the stop word and the spending limit. |
| 02 | Open with the short ritual, and keep it short. |
| 03 | In the middle, use commands, a role with typed actions, or a task with a safe proof. |
| 04 | If money is part of the game, it stays inside the limit the sub set beforehand. The dom asks for nothing beyond it, keeps the running total visible, and stops when he says so. |
| 05 | Close with praise or a scolding you both agreed to, then dismiss him. |
| 06 | Finish with a short check that he's okay. See aftercare. |

Negotiating is normal. Even when a dom announces a task with no choice, the sub can propose something else, and the dom can counter. ◆

TRY IT

## Negotiate a counter-offer

Tap every message that shows a red flag. There is one.

*Example conversation. Invented for this exercise.*

THEM

Seven days of the wallpaper, and no discussion.

YOU

Could it be three days first? I'll send the proof on day three.

THEM

Three days, then. Send the proof and I'll answer.

Or skip the whole thing for a tribute.

*Red flag 1.* A task you can pay to skip is a sales pitch.

YOU

No, the three days are enough for me.

Roleplay scenarios like an office, a maid, pet play or a girlfriend who turns dominant are listed on a menu, so someone new can read what's offered before a long chat. Every scenario has adult characters in an adult setting. ◆

# Gating, denial and the pressure to pay

Gating means holding back a reward until the sub begs or does a small act. It builds anticipation and keeps the dom in control of the pace. Denial adds a rule that the sub can't finish, sometimes for a set time. ◆ Both are play between consenting adults when they're negotiated and either person can stop. Long periods of denial, and wearing a chastity device for a long time, can carry physical risks. This wiki found no source on this as of 2026-11-03, so ask a doctor. If you notice pain, swelling, numbness or skin damage, stop and see a doctor. ◆

Press reports describe manipulative pressure tactics from some dominants. One quoted line asks a man to prove his love by selling what he owns. ◆ A first-person account in the press asks whether consent is real when someone is too aroused to think straight. ◆ The patterns below are described so you can refuse them.

# Pressure dressed up as a task

WHAT THEY SAY OR DO

**01** *A reward is held back until you beg, and then the reward is more of the same*

THE COUNTER

Gating is fine when you can say no without losing anything. If it teaches you never to say no, step out of it. ◆

WHAT THEY SAY OR DO

**02** *You bargain, and the task gets bigger*

THE COUNTER

In a negotiated scene this is play. A tally of broken rules that grows with no limit becomes coercion. Ask for a limit on the tally. ◆

WHAT THEY SAY OR DO

**03** *A series of questions leads you to say that you should pay*

THE COUNTER

The demand is made to feel like your own idea. Stop answering questions that steer you. ◆

WHAT THEY SAY OR DO

**04** *A session or two is required after your first send*

THE COUNTER

This is pressure to keep you coming back. Decide in advance how many sessions you'll accept. ◆

WHAT THEY SAY OR DO

**05** *You're asked to test a tool with real money*

THE COUNTER

A test needs no real money. Refuse, or ask for a test mode. ◆

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WHAT THEY SAY OR DO

**06** *You have to report whenever you're doing something private*

THE COUNTER

A check-in is care when you both want it, and surveillance when one of you doesn't.

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WHAT THEY SAY OR DO

**07** *She quotes your private favourites back to you*

THE COUNTER

Share only what you chose to share. If she saw it without your say-so, ask how. ◆

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WHAT THEY SAY OR DO

**08** *You're asked for a password, a code or remote control of your account*

THE COUNTER

Access is never part of the game. A real dom never needs your password. See Techdom.

◆

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Typed lines saying she owns your body, mind and money are scripted roleplay. Know what the words mean, and remember that nothing said in a scene can be enforced.

◆

PART 05

# Missions, ranks and private sessions

A mission system on a persona's server can be simple.

## One mission, start to finish

1. **Created**
   The dom writes the mission with its rule, proof and end.
2. **Accepted**
   A member accepts it, only if he wants to.
3. **Handed in**
   He sends the proof privately.
4. **Validated or refused**
   The dom answers and says why.
5. **Rewarded**
   A badge, a decorative role, points, a private picture or a private chat that the dom opens and closes.

A rank ladder can sit on top of missions, as long as the ranks go with effort and have nothing to do with money or amounts.

A private session is the top reward on most menus. It can be sold as a session, given as the last prize of an event, or offered as a roleplay. ◆

## Kinds of private session, without prices

| | WHAT IT IS | WHAT TO CHECK |
|---|---|---|
| *A paid private session* | A one-to-one scene at an agreed price | Price, length, limits and stop, agreed before it starts |
| *A remote session* | A dom who plays fair doesn't offer it. The only acceptable version is a shared screen that the sub starts and ends himself | Access is never part of the game. See Techdom |
| *The last prize of an event* | A session given to those who completed every step | If the prize needs every send, it's a streak. See Roleplay, lore and collabs |
| *A roleplay scenario* | A named scene with adult characters | Name the scene and what's off the table |
| *A free micro session* | A few minutes of teasing | Free means free |

A price list is one person's pricing, and this wiki doesn't publish one as a standard. ◆

PART 06

# Limits, stopping and the dom's side

Limits come before the first task. In my experience a new dom often doesn't know how to find a sub's limits, and a sub often doesn't know how to say them. ◆

## Find a limit and make a way out

01 Ask before the first task: what's a yes, what's a maybe, and what's a hard no. See hard limit.

02 Agree on a safety word, or an ordinary phrase, that ends everything at once. See safety word.

03 Start small, and ask afterwards how it felt.

04 Check in regularly, because a limit can move either way.

05 When he stops, stop. Don't bargain, and don't punish him for a no.

06 If he says money is short or he's not well, the money part ends for the evening. See When a sub is in trouble.

The person getting paid can't be the safety net. ◆ A dom can stop, listen, ask for nothing more and point him elsewhere. A crisis needs outside help. See Where to get help. Self-harm, distress and crisis never belong in a task.

A dom needs limits too. She can refuse a request, refuse a price that ignores the work, and end a session. ◆

TRY IT

# Check yourself

QUESTION 1 OF 4

### What makes a task easy to follow and easy to stop?

- ◯ A hidden end date
- ◯ A clear start, end, rule and proof
- ◯ A bigger consequence

*Answer.* A clear start, end, rule and proof. A task with clear edges can be finished, checked and stopped.

QUESTION 2 OF 4

### What's a safe proof for a wallpaper task?

- ◯ A photo of your face next to the screen
- ◯ A screenshot of the wallpaper
- ◯ Your full name and city

*Answer.* A screenshot of the wallpaper. A proof shows the task and nothing else.

QUESTION 3 OF 4

### A task ends with a request to send. What decides?

- ◯ The mood of the session
- ◯ The limit you set in advance
- ◯ The task

*Answer.* The limit you set in advance. A task never replaces your limit.

QUESTION 4 OF 4

### A dom asks for your password to give you daily tasks. What do you do?

- ◯ Give it, because it's part of the game
- ◯ Refuse, because a real dom never needs it
- ◯ Give a code instead

*Answer.* Refuse, because a real dom never needs it. Access to your accounts is never part of the game.

REMEMBER IT

- A task has a start, a rule, a proof and an end, and either person can stop it.
- A task never replaces your limit.
- A proof shows the task and nothing else.
- Service can stand in for money only on fair terms the sub can refuse.
- A custom made from scratch is real work, so agree on a fair price before the work starts.
- A password, a code or remote control is never part of a task.
- If money is short or a sub is in trouble, the money part 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 task has a clear start, an end, a rule and a proof.

◆

**02** That makes it easy to follow and easy to stop.

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**03** A deadline and a consequence are agreed beforehand, and a running count or a log in a dedicated room keeps score.

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**04** A typical small task: copy a phrase down a sheet of paper and send a photo of the sheet.

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**05** Others are a set greeting instead of a plain hello, a picture as your wallpaper for a week with a screenshot as proof, or a pose confirmed by a check-in question before a reward comes.

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**06** A dom can use the same setup on herself: a deadline, and a forfeit picked by whoever needs the push.

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**07** A task is play only while both of you see it as play. Reminding him that he failed a job you gave him is a game if he knows it's a game, and pressure if he doesn't. If I'm not sure, I ask, and I take a plain answer as it is.

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**08** Tasks can build anticipation, hold back a reward and create frustration, and that makes a request to send afterwards easier to accept.

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10 A picture on your phone, a small gesture before you unlock it, a profile picture or banner switched to the dom's branding, a dedicated account, merchandise.

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11 Together they make the dom hard to avoid.

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13 The task is called a rebrand, and the sub who carries it is a billboard.

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33 Gating means holding back a reward until the sub begs or does a small act.

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36 If you notice pain, swelling, numbness or skin damage, stop and see a doctor.

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37 One quoted line asks a man to prove his love by selling what he owns.

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**[a former participant] has seen men left broke and hungry from 'paying women to talk to them'** (https://www.sbs.com.au/news/the-feed/article/the-online-kink-thats-leaving-some-men-homeless-bankrupt-and-normalising-suffering/vocm5xt30)

**Archive** (https://web.archive.org/web/20251123124217/https://www.sbs.com.au/news/the-feed/article/the-online-kink-thats-leaving-some-men-homeless-bankrupt-and-normalising-suffering/vocm5xt30)

Accessed 3 November 2026

38 A first-person account in the press asks whether consent is real when someone is too aroused to think straight.

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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)

**Archive** (https://web.archive.org/web/20200805021033/https://www.theskinny.co.uk/sexuality/deviance/diary-of-a-financial-dominatrix-part-one)

Accessed 3 November 2026

39 If it teaches you never to say no, step out of it.

◆

40 Ask for a limit on the tally.

◆

41 Stop answering questions that steer you.

◆

42 Decide in advance how many sessions you'll accept.

◆

43 Refuse, or ask for a test mode.

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44 A check-in is care when you both want it, and surveillance when one of you doesn't.

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45 If she saw it without your say-so, ask how.

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