

COURIER

In-Game Appointment: Landed, Citizen

BACKGROUND

Neither snow, nor rain, nor heat, nor threat of the nightstalker stays a courier from their appointed delivery. The letter-carrying system of the couriers first began in Abkhat to spread the news and deliver messages from the Ravals across the wide desert between settlements. Being a courier was by no means a glorious job, as it required long hours away from home for very little income, but it was a well-respected position in the community. Couriers not only carried messages to the edges of the continent but also were an endless source of rumor and gossip throughout the realm.

After the sealing of the Flaming Gate, the need for interconnectivity between settlements and cities arose, bringing many Abkhati couriers to Kordi. Now, members of all cultures are finding the life of walking from district to district, and city to city, very fulfilling, and the courier system has grown substantially. Recently in Dantria, a courier named Iolaire nacSauro has established a unified group of couriers recognized by the Crown, to instill a sense of honesty and confidence in the new Couriers Guild, and to ensure the safety and privacy of messages across the Nation.

*Satchel and Canid Spray not provided

MECHANICS

Having sworn your oath of service to the Couriers Guild, you will be classified as a foot runner. The foot runner's primary duty is to deliver messages on foot as the Guild directs. To do your work and receive compensation, you must commit your standard action to deliver letters and indicate that you intend to do so in your between-game action form. You will receive 1 silver in your character bag as payment whenever you do so.

You can send up to two additional letters per between-game period using your Profession Action. These may be your letters or those for other players, for whom you may choose to charge the typical fee or work for free. You can also requisition the use of a Tier 1 Horse for your BGA via an in-game letter.