

CRIER

In-Game Appointment: Citizen or Unaffiliated

BACKGROUND

Town criers are public servants who shout the time or make proclamations and other announcements in the streets. They are immediately recognizable by the bells they carry. As they walk through a town with an announcement, they ring their bells and call out, “Hear ye, hear ye” to attract people’s attention.

In the Kordi Nation, criers have been the chief means of news communication to the populace since the end of the Half-Century War, since there is no easy way to make multiple prints and many newer citizens are illiterate anyway. Royal proclamations, local bylaws, market days, and advertisements are all examples of common announcements that criers proclaim.

MECHANICS

You are expected to announce the time every 4 hours; the schedules of multiple criers employed within the same town will be offset. For this service, the crier receives a stipend of 1.5 silver per moon. Additionally, you may charge an additional 2 coppers for every message you announce on behalf of another character—for example, a Tigue might pay you to announce the commencement of a trial in 15 minutes at the Barracks; a passing band of performers might pay you to announce that they will be putting on a show that evening at the local stage; an Ard Laird may pay you to announce their arrival to town; and so on.

Please note that this profession is not tiered. Your stipend will be included in your character bag at check-in at each event.