SMUGGLER

Citizens & Unaffiliated

Background

Smuggling is defined as the clandestine transportation of goods or persons, such as out of a building, into or out of a prison, or across an international border, in violation of laws or other regulations. The word itself is derived from the Old Tongue verb translating roughly as "to sneak," and the practice has a long and complex history. Smugglers tend to concentrate on the export of highly taxed export goods, including food, wool, and hides. However, merchants also sometimes smuggle goods to circumvent prohibitions or embargoes on particular trades.

Although it varies between the various cultures, a smuggler's job is not always like that of a thief, sneaking around guards or ducking into alcoves. Often the best way to get the job done is with a little bit of forgery and a believable lie. A good smuggler has learned to spin a story or act confidently so as not to be questioned. An air of authority and clean-looking paperwork is unlikely to be questioned. This approach is often best suited to those in the Kordi Nation, and many smugglers find constant work in their cities.

Since all smugglers face a significant risk of criminal penalties if caught with contraband, they are able to impose a high price on premium goods; this fact, combined with the smugglers' ability to avoid taxes and levies, means that the profits involved in smuggling can be quite impressive.

As a smuggler, you are held to a specific set of 5 unspoken rules:

1. Never snitch.
2. Never ask questions.
3. Always protect and conceal the goods entrusted to you to the best of your ability.
4. Deliver your goods on time, intact, and to the correct person or location.
5. Accept punishment without complaint if you mess up.

Progression

Level	Requirement	Time	In-game Benefits
Novice	Complete 1 contract or 2 instances of the following over 2 events: ● Sell a counterfeit item ● Pass off a forged document	*+2 events*	Gain 1 contract per event Minimum Pay: 5 copper per contract Novice skills unlocked.
Journeyman	Complete 2 instances of the following over 2 events: ● Sell a counterfeit item over 1 silver ● Pass off a sealed forged document ● Finish a contract	*+2 events*	Minimum Pay: 1 silver per contract Can request 1 extra contract. Journeyman skills unlocked.
Master	Complete 2 instances of the following over 2 events: ● Sell a counterfeit item over 5 silver ● Pass off a forged barrister's document ● Finish a contract	*+2 events*	Minimum Pay: 1.5 silver per contract Can request a difficult contract for higher pay. Master skills unlocked.
Grandmaster			Minimum Pay: 2 silver per contract Contact to request special items & services. Grandmaster skills unlocked.

Skills

Note: Many smuggler skills are between-game skills, meaning you must submit a between-game action form before each event in order to utilize them.

Novice

Counterfeit item (2) As a between-game action, you may create 1 counterfeit item, which you can sell in-game for 1 silver or less. Counterfeit items have no actual in-game effect, though you may claim they have any effect you want; just be sure to include a notecard or tag clarifying that the item has no effect. To create the item, use 1 or more relevant in-game items whose combined value totals at least half the final piece.

Forgery (2) As a between-game action, if you have a physical sample of another character's handwriting, you may forge documents in that person's hand.

Journeyman

Bluff (2+) Respond as you please to *"Detect Lie"* (found in the Interrogator profession).

Counterfeit item, improved (0) As a between-game skill, you may create 1 counterfeit item to sell for 5 silver or less.

Forgery, improved (0) As a between-game action, if you have an unbroken example of a seal, a pencil rubbing of a basic seal (not a barrister's seal), or the seal itself, you may create a forgery of the seal in question using any 2 pieces of ore.

Master

Conceal, improved (1) *Prerequisite: Conceal.* Choose 1 concealed item on your person. That item can never be revealed, even by magical searches or the Reveal skill.

Counterfeit item, mastered (0) As a between-game action, you may create 1 counterfeit item to sell for 1 gold or less.

Forgery, mastered (0) As a between-game action, you may forge basic barrister documents, including deeds of sale, poison licenses, and contracts of employment. You may copy an official document in your possession, or you may attempt to forge a document that does not actually exist. Please note, an experienced barrister will be able to determine if a document is a fraud if they become suspicious.

Grandmaster

Counterfeit item, specialty (0) As a between-game skill, you may create 1 counterfeit item to sell at any price.

Forgery, specialty (2) *Prerequisite: Mastered forgery.* As a between-game action, you may forge any official document, defined as any document you would need a barrister to authenticate. These include certificates of citizenship or marriage, contracts of vassalship, and wills. You may copy an official document in your possession, or you may attempt to forge a document that does not actually exist. You must dedicate the entirety of your between-game time to producing this document.