

Soldier

Version 1.0

=== Trade Description ===

The Soldier skill allows you to perform duties for a cause as a professional part of their military. Fealty towards an organized non-player run faction is required to take this trade skill. Should you quit or be removed from the organization, you can no longer gain the benefits of this trade.

=== Equipment Required ===

- Tabard, belt flag, or heraldry

=== Time & Actions ===

Salary

Time: N/A

Action: Flip a coin at check-in; a Soldier gains an additional silver if the result is heads, representing their soldier payroll. If the player takes Profession: Soldier, they gain a +X bonus when calculating how much money they earn during downtime. X is equal to their level of rank within the organization.

Arms & Equipment

Time: N/A

Action: A soldier can rely on the resources of their organization to help them with their equipment repairs. This ability gives you a discount on any repairs using downtime mechanics.

Field Reports

Time: N/A

Action: A soldier's perspective in the field can be an invaluable resource to commanders and leaders. After each event, you may submit a single page "Field Report" to your organization without the need to use courier or a messenger hawk. This can further the goals of your organization and may lead to monetary rewards, special influences, or the cost of downtime repairs and healing to be covered by your organization.