

Life as an Adventurer

All the people of the Valley must earn their keep. Each must take a trade or a craft and work for the general good of the Valley. In return their basic needs are met: they are fed, clothed and sheltered. This is the 'feudal' deal.

Becoming a Guildsman is just like choosing any other trade. You are obliged to work for most of the time for the Guild and in return you receive food, clothing and shelter, are equipped for your trade and even have some time to spend at leisure. Everything you own is effectively paid for by the Guilds and in return you work for the Guild, spending the vast majority of your time training and doing guild duties.

The Valley is a meritocracy and, although family may give you an edge, position is not hereditary (perhaps because the Valley itself owns nearly everything). You must work your way up from Apprentice (e.g. warrior or acolyte), finally being accepted into the Guild proper (e.g. veteran or priest) and then, perhaps, if you are talented enough, one day you will be made a Master of the Guild (e.g. Champion or High priest).

Law and Order

Your adventuring life depends on you continuing to serve the Valley. In return the Sector Lord is at least partially responsible for the actions of all its members, even down to the lowest apprentice.

Valley Law

- You will not steal from, or by action or inaction allow another to steal from, any member of the Valley.
- You will not harm, or by action or inaction allow another to harm, any member of the Valley.



In-Game Money

The currency that is used to pay for things in character is called Gest; on Orin Rakatha all goods and services are priced in Gest. Gest are note-based currency and are most commonly found in half, 1, 5, 20, 50 and 100 Gest denominations.

A character may earn Gests as a result of adventuring and can use the Gests to buy or upgrade their existing equipment or purchase new items or equipment from the Marketplace. All training is paid for by the Guilds.

As well as adventuring, you can add to your wealth by writing mission reports. Each one you write (per event) will earn you 20 Gests.



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