

HIRELINGS & HENCHMEN

LOCATING ALLIES

Each \$10 spent on advertising (by various means – frequenting taverns, posting notices, hiring agents) results in one potential ally. Players can spend as much money in this way as they desire, limited by what seems reasonable for the size of the settlement they're in (for example, probably at most \$20 could be spent this way in a village with a single tavern). A successful Streetwise roll reduces the costs by 25%, or 50% with a raise. It may take up to 1d6 days for the applicants to appear.

Generally attempts to advertise for allies are limited to once per month in each particular location.

Players may choose to advertise specifically for either Mercenaries (short-term swords-for-hire) or Neophyte Adventurers (longer term companions), or for allies of either type (in which case 1 in every 4 applicants will be a Neophyte Adventurer).

Mercenaries (Hirelings)

Usually hired on a short-term basis for a flat rate of pay, mercenaries charge \$5 per week or \$20 per month for light duties (bodyguards, lookouts, wardens, etc.), and \$10 per week or \$40 per month for dangerous work. Their stats are as follows:

Attributes: St d6, Vi d6, Ag d6, Sm d6, Sp d6.

Skills: Fighting d6, Shooting d6, Intimidation d4, Notice d4, Stealth d4.

Parry: 5, **Toughness:** 6 (1).

Equipment: Leather armor, Dagger (d4 + d6 damage), plus either a Short sword (d6 + d6 damage) or a Bow (range 12/24/48, d6 + d6 damage).

The listed pay covers only their work. If they have to travel away from where they live they'll also want to be provided with food and lodgings. Basic food and lodgings in inns costs \$25 a week or \$100 a month per person. If tents and bedrolls are furnished (provided the climate is suitable), the cost of living is reduced to \$10 a week or \$40 a month.

Neophyte Adventurers (Henchmen)

Usually hired on a longer-term basis as henchmen – part of an adventuring group, or serving one character in particular. They are beginning adventurers, with very little equipment, money or experience. They charge \$100 per month (which includes their normal living expenses), plus a half share of any treasure gained by adventuring.

Henchmen are of Novice rank and can advance as normal (using the guidelines for allies' experience on page 98 of SWEX). They are not Wild Cards (though Half-folk henchmen get a single Benny). At the GM's discretion a long-serving henchman may be "upgraded" to a Wild Card if this seems appropriate to the campaign.

To determine an adventurer's profession, roll 1d20:

d20	Profession
1-6	Fighter
7	Ranger
8-10	Thief
11	Bard
12	Assassin
13-14	Cleric
15-16	Wizard
17	Illusionist

18	Dwarf warrior
19	Half-folk warrior
20	Elf warrior

Fighter

Attributes: St d8, Vi d6, Ag d6, Sm d4, Sp d6.

Skills: Fighting d8, Shooting d4, Throwing d4, Intimidation d4, Notice d4, Stealth d4, Climbing d4.

Parry: 6, **Toughness:** 7 (1).

Edges: Brawny.

Equipment: Leather armor, Short sword (d6 + d8 damage), Dagger (d4 + d8 damage).

Ranger

Attributes: St d6, Vi d6, Ag d8, Sm d4, Sp d6.

Skills: Fighting d6, Shooting d6, Notice d4, Stealth d4, Climbing d4, Tracking d4, Survival d4.

Parry: 5, **Toughness:** 6 (1).

Edges: Two-fisted.

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage).

Thief

Attributes: St d6, Vi d6, Ag d8, Sm d6, Sp d4.

Skills: Fighting d6, Throwing d4, Stealth d8, Climbing d6, Lockpicking d6.

Parry: 5, **Toughness:** 6 (1).

Edges: Thief.

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage), Lockpicks.

Bard

Attributes: St d6, Vi d4, Ag d8, Sm d6, Sp d6.

Skills: Fighting d6, Throwing d4, Stealth d4, Knowledge (Legends & Lore) d6, Spellcasting d6, Taunt d4, Persuasion d4.

Parry: 5, **Toughness:** 5 (1).

Edges: Arcane Background: Magic (music).

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage).

Powers (10PP): Roll 3d8: 1: Elemental manipulation, 2: Environmental protection, 3: Open / lock, 4: Confusion, 5: Boost / lower trait, 6: Deflection, 7: Light, 8: Legerdemain.

Assassin

Attributes: St d6, Vi d6, Ag d8, Sm d6, Sp d4.

Skills: Fighting d6, Throwing d6, Shooting d6, Stealth d8, Climbing d6.

Parry: 5, **Toughness:** 6 (1).

Edges: Assassin.

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage).

Cleric

Follower of (1d6): 1: God of protection, 2: God of justice, 3: God of loyalty, 4: God of order, 5: God of warriors, 6: God of travellers.

Attributes: St d6 Vi d6, Ag d4, Sm d6, Sp d8.

Skills: Fighting d6, Intimidation d4, Faith d8, Healing d6, Knowledge

(Religion) d6.

Parry: 5, **Toughness:** 6 (1).

Edges: Arcane Background: Miracles (words).

Equipment: Leather armor, Short sword (d6 + d6 damage), Holy symbol.

Powers (10PP): Roll 2d8: 1: Jet, 2: Smite, 3: Armor, 4: Deflection, 5: Detect / conceal arcane, 6: Light, 7: Environmental protection, 8: Healing.

Wizard

Attributes: St d4 Vi d6, Ag d6, Sm d8, Sp d6.

Skills: Fighting d4, Throwing d4, Notice d4, Taunt d4, Spellcasting d8, Knowledge (Arcane) d8.

Parry: 4, **Toughness:** 5.

Edges: Arcane Background: Magic (words).

Equipment: Dagger (d4 + d6 damage).

Powers (10PP): Roll 3d8: 1: Bolt, 2: Burst, 3: Armor, 4: Damage field, 5: Detect / conceal arcane, 6: Speak / obscure language, 7: Entangle, 8: Wall walker.

Illusionist

Attributes: St d4 Vi d6, Ag d6, Sm d8, Sp d6.

Skills: Fighting d4, Throwing d4, Notice d4, Taunt d4, Spellcasting d8, Knowledge (Arcane) d8.

Parry: 4, **Toughness:** 5.

Edges: Arcane Background: Magic (words).

Equipment: Dagger (d4 + d6 damage).

Powers (10PP): Roll 3d8: 1: Blind, 2: Confusion, 3: Fear, 4: Stun, 5:

Deflection, 6: Light, 7: Obscure, 8: Lower trait.

Dwarf Warrior

Attributes: St d8 Vi d8, Ag d6, Sm d4, Sp d6.

Skills: Fighting d8, Throwing d4, Notice d4, Knowledge (Underworld) d6, Intimidation d4.

Parry: 6, **Toughness:** 7 (1), **Pace:** 5.

Edges: Tough, Low-light vision.

Equipment: Leather armor, Battle axe (d8 + d8 damage).

Half-folk Warrior

Attributes: St d6 Vi d6, Ag d6, Sm d6, Sp d8.

Skills: Fighting d8, Throwing d4, Shooting d4, Notice d6, Stealth d6.

Parry: 6, **Toughness:** 5 (1).

Edges: Spirited, Fortunate.

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage).

Elf Warrior

Attributes: St d6 Vi d6, Ag d8, Sm d6, Sp d6.

Skills: Fighting d6, Throwing d6, Shooting d6, Notice d6, Stealth d6, Survival d6.

Parry: 5, **Toughness:** 6 (1).

Edges: Agile, Low light vision.

Equipment: Leather armor, Short sword (d6 + d6 damage), Dagger (d4 + d6 damage).