

Moves & Rules

Order Hireling

When a **hireling finds themselves in a dangerous, degrading, or just flatout crazy situation due to your orders**, roll+Loyalty.

*On a 10+ they stand firm and carry out the order.

*On a 7-9 they do it for now, but come back with serious demands later. Meet them, or the hireling quits on the worst terms.

Recruit

When you **put out word that you're looking to hire help**, roll. If you make it known...

...that your pay is generous, take +1

...what you're setting out to do, take +1

...that they'll get a share of whatever you find, take +1

If you have a useful reputation around these parts, take +1

*On a 10+, you've got your pick of a number of skilled applicants, your choice who you hire, no penalty for not taking them along.

*On a 7-9, you'll have to settle for someone close to what you want or turn them away.

*On a 6-, someone influential and ill-suited declares they'd like to come along (a foolhardy youth, a loose-cannon, or a veiled enemy, for example), bring them and take the consequences or turn them away. If you turn away applicants you take -1 forward to recruit.

Hireling Quality

Hirelings start with a number of points to distribute across their loyalty and skills based on what type of steading they were recruited in.

Villages — 2-5 points **Keeps** — 5-8 points

Towns — 4-6 points **Cities** — 6-10 points

Gain or Lose Allegiance

When you **offer a hireling a bonus or show them special kindness**, take +1 Loyalty forward with them.

When you **treat your hireling with disrespect**, take -1 Loyalty forward with them.

When you **achieve a great deed with the help of a hireling**, they gain 1 Loyalty.

When you **suffer great failure or defeat with a hireling by your side**, they lose 1 Loyalty.

Paying Hirelings

All hirelings come with a cost that the GM will tell you. Common costs are:

- The Thrill of Victory
- Money
- Uncovered Knowledge
- Fame and Glory
- Debauchery
- Good Performed

When it **has been an unreasonably long time since a hireling was paid**, they take -1 Loyalty ongoing until their cost is met.

Hirelings

Name: _____

Cost: _____ **Loyalty:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Notes:

Name: _____

Cost: _____ **Loyalty:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Skill: _____ **Points:** _____

Notes:

Common Hirelings

Adept

A weak mage, able to boost the spells of others.

Arcane Assistance

When an **adept aids in the casting of a spell of lower level than their skill**, the spell's effects have greater range, duration, or potency, but any negative effects incurred from the casting are focused on the adept first. The exact effects of the adept is up to the GM according to the situation and the spell, though they will tell the player before the spell is cast.

Burglar

Burglars have illicit talents, especially with traps.

Experimental Trap Disarming

When a burglar leads the way they can detect traps almost in time. If a **trap would be sprung while a burglar is leading the way** the burglar suffers the full effects but the players get +skill against the trap and add the burglar's skill to their armor against the trap. Most traps leave a burglar in need of immediate healing. If the players Make Camp near the trap, the burglar can disarm it by the time camp is broken.

Minstrel

They bring cheer, and a keen knack for haggling.

A Hero's Welcome

When you **enter a place of food, drink, or entertainment with a minstrel** you will be treated as a friend by everyone present (unless your actions prove otherwise). You also subtract the minstrel's skill from all prices in town.

Protector

Protectors stand between their employer and harm.

Sentry

When a **protector stands between you and an attack** you increase your armor against that attack by the defender's skill, then reduce their skill by 1 until they receive healing or have time to mend.

Intervene

When a **protector helps you defy danger** you may opt to take +1 from their aid. If you do you cannot get a 10+ result, a 10+ instead counts as a 7-9.

Priest

Low ranking clergy, able to call upon minor aid.

Ministry

When you **make camp with a priest** if you would normally heal you heal +skill HP.

First Aid

When a **priest staunches your wounds** heal 2×skill HP. You take -1 forward as their healing is painful and distracting.

Warrior

Handy with a weapon, but not a master of one.

Man-at-arms

When you **deal damage while a warrior aids you** add their skill to the damage done. If your attack results in consequences (like a counter attack) the man-at-arms takes the brunt of it.

Tracker

Knows the secrets of following a trail.

Track

When a **tracker is given time to study a trail while Making Camp**, when camp is broken they can follow the trail to the next major change in terrain, travel, or weather.

Guide

When a **tracker leads the way** you automatically succeed on any Perilous Journey of a distance (in rations) lower than the tracker's skill.