

## 6. Mercenaries

There are always very many men who spend their lives in the use of weapons. Many of these are soldiers, fighting for their country when they are needed, but there are some without any allegiance, who fight for whoever can afford to pay them. These people are known as mercenaries. In the absence of war, they wander from town to town in search of some adventure. Some find jobs as bodyguards for rich merchants or as guards of valuable possessions, some hunt other men to gain rewards for their capture, but most remain on the roads, wayfarers with the rogues and wandering craftsmen, or else spend their life in some town amid the criminals and beggars. Mercenaries are outcasts from society: they are both feared and hated by most people, and must exist apart. Nobody will trust a mercenary.

The mercenary character spends a number of years in training, during which time he learns to use a variety of weapons as well as armour. There are several advantages held by a mercenary when fighting which are dealt with here. If you are not yet familiar with the combat system, you would be best advised to read the section on combat (pp. 92-9) before continuing.

The time that a mercenary spends in training can be found by rolling on the following chart:

*Time spent in mercenary training*

Die Roll	Years
1 – 3	6
4 – 8	7
9 - 10	8

These years, which are labelled as 'training', represent the development of a character into a proper mercenary. Initially, when they begin their training at the age of fourteen, mercenary characters will have had no experience with either weapons or battle. While in training, many mercenaries will undergo actual battle experience. This is up to the referee to determine,

## CHARACTER CREATION

but remember that it can be a great help in creating a 'rounded' character if that character is supplied with some sort of background.

When a mercenary starts out on his adventures, he will already have gained a certain amount of experience during his training period. He will also have acquired certain money and equipment. This includes the following:

a sword

a dagger

a leather jerkin

food for one week

a pouch of money (roll two six-sided dice to find out how many shillings this contains)

clothes.

When he is fighting, a mercenary is able to use his armour and weapons more effectively than other characters. Regardless of whether he is wearing armour or not, a mercenary is able to reduce the number of points that he takes in wounds by two.

