# Acquiring Followers

**Max Retainers**: A Player can only have a number of Followers equal to their ***Command Skill Rank +1***.

**Wages**: The average paid Follower expects a daily wage equal to ***two times the combined value of their ten’s place of their three highest Skills*** (so a TN of 75 would be +7 Septims). Those with rare or special abilities or equipment may demand more.

Some Followers may accompany the party for free, in such a case they would expect to be treated to a share of any rewards or treasure that they help acquire.

**Recruitment**: Recruitment should be largely left up to Roleplay, however this following chart may help a GM arbitrate such encounters in a completely neutral way.

Roll 2d8 and consult the chart below

***2d8 Result***

2 or less Refusal, will never join you

3-10 Offer Refused

12+ Offer Accepted

Characters may add any of the following bonuses if they apply, check with GM.

* +Command Rank
* +/-1 for every 2 Septims above/below the Followers excepted wage (see above)
* +1-3 for special case perks & insurances
* Characters with a positive reputation with the potential followers get a +2 on the Offer Roll and a -2 if they have a negative reputation.

# Running Followers

**Playing the Follower**: GMs should RP the Follower while their Commanding Player manages them in combat.

**Stat Blocks**: Followers use an NPC stat block of the GM’s choice for them with changes made to better fit their character (most commonly would be their equipment)

**Initiative**: Followers act on the Initiative of their commanding player.

**Follower Inventory**: It is assumed that a Follow only ever has 10 ENC available for carrying requested items, the rest is exclusively reserved for their equipment, supplies, and personal items (so just don’t worry about those)

Followers who are meant to serve as a “Pack-Rat” may have more ENC as the GM deems appropriate.

Followersare assumed to always have enough food & water for themselves so long as their Commanding Player has enough for themselves.

**Follower Progression**: Players & GMs may wish to improve their Follower’s skills or get them a Talent or a Spell. This is done by the Party all chipping in to pay for the upgrade with their own saved EXP.

Such care for their well being and competency should result in the Follower becoming more loyal and maybe becoming a free follower who views himself as more of a fellow party member than a mere hireling.