

Wándyr NPC Hirelings

A hireling is an NPC hired to do a job. Each hireling has one Trait for their job, such as pack bearer, fighting man, shield bearer, etc. They fill their item slots for their job, and if highly skilled have 1-2 Assets. Examples:

- **Pack bearers** carry Baggage and keep simple items handy such as rope, water skin, etc.
- **Fighting men** have an Asset "armor" and another for a preferred weapon, such as "spear". They have d6 slots of armor and d6 slots of weapons.
- **Lantern bearers** have an Asset "lantern", and carry a lantern, torches, flint & steel, oil, etc.
- **Shield bearers** have an Asset "shield" and can use shields, but their primary role is to resupply fighters with new shields.
- **Squires** keep weapons ready to hand off to the fighters. ("Squire, my sword!") They have an Asset "armor" and can help a fighters don armor.
- **War dogs** have Assets "bite" and "armor", with d6 slots of "bite" and d6 slots of armor.

Handling

Each hireling needs 1-4 item slots of "handling" for them to do their job well. A docile and responsible hireling needs 1 slot, while a violent and surly one might need 4. If a hireling is not properly handled, they will not do their job well and may even cause trouble.

The Guide rolls for "handling" slots when the hireling first encounters a difficult situation. The Guide later rerolls this after the hireling has become comfortable with the group. The Guide should apply a +1 or +2 modifier if the hireling's job involves violence or unruliness.

Trainee Adventurers

If a hireling survives a few near-death adventures the players may promote them to a "trainee" adventurer. They will no longer require "handling" and will slowly work up to a full PC build, gaining Traits and Assets, 2d6 Hearts. If a PC dies, the player may choose a "trainee" as their new character.

Professional Adventurers

The Guide may occasionally introduce "professional adventurer" NPCs, who are built as PCs, but controlled by the Guide. However, these are rare since almost all adventurers are PCs. Adventurer NPCs will have their own goals and motivations.