

# FOLLOWERS

## FOLLOWER RANK

Followers have a rank: Novice, adept or master. These determine their top skill rating, the type of profession they can get, and the pay or shares they demand (*Masters are very expensive as followers and better suited as teachers*).

There are also two different follower types: Hirelings and Retainers (see more on them below).

RANK	TOP SKILL	N°	SHARE	PAY
Novice	8-11	3	1/2	Top skill silver / day
Adept	12-14	4	1	Top skill-10 gold / day
Master	15+	5	2	Top skill-10 gold / shift

## QUICK NPC STATBLOCKS

Use these steps to quickly generate NPC statblocks:

- ◆ **Roll 2D6+5** to determine the top skill and rank
- ◆ **Pick a profession** for adepts or masters, a job for novice hirelings or a calling for retainers
- ◆ **Pick N° skills** from the profession, Awareness, Brawling, Evade, Sneaking, or a weapon skill
- ◆ **Assign ratings:** 1 top skill rating, 2 a rank lower (-3), the rest two ranks lower (-6, min. 7)
- ◆ **Set HP** equal to the highest weapon skill rating
- ◆ **Add gear:** a weapon, armor and a signature item (*instrument, grimoire*) from the profession.

## MOTIVATION

Followers have their own motivation for joining you. They might just want gold, or seek adventure or knowledge.

**SHARES:** Followers who accompany you into dungeons demand a share of the loot, in addition to their normal pay, depending on their rank. To calculate 1 share, add up all expected shares (including 1 for each PC) and divide the treasure by that number.

**DISGRUNTLED:** If you neglect a follower's motivation or don't pay them on time, they gain the Disgruntled condition, which gives you a bane on interactions with them. If they are already Disgruntled, they abandon you unless you can persuade them to stay. You can get rid of the Disgruntled condition by giving them what they want.

## GIVING ORDERS

When you ask a follower to do what they are good at and what they agreed to do, they will just do it. If they join you in combat, they act on their own initiative.

Each time you order your followers to take on additional risks, or when they are scared, hungry, or sleep-deprived, you must succeed on a Persuasion roll to convince them. If you fail, they refuse to comply or even flee.

If you push this roll, instead of marking one of your conditions, you can also choose to give the follower the Disgruntled condition. The bane from this condition only applies to subsequent rolls, not the pushed one.

# FOLLOWER TYPES

## HIRELINGS

Hirelings are mercenaries or specialists who sell their services for the duration of one quest or adventure.

**RECRUITING:** To recruit hirelings, put out the word that you are looking for people and what kind of quest you are pursuing. Each player character who helps with recruiting can roll on Persuasion. You get a bane on the roll if you are going to a known deadly place. You get a boon if you either pay in advance, pay double, or have a good reputation.

For each success, create a hireling willing to join (for novices, see the jobs table below). A dragon counts as two successes. On a demon, your efforts go awry, you will have to pay double or find nobody.

D4 JOBS	SKILL	GEAR
1 Peasant	Bushcraft	Wooden club
2 Helper	Spot Hidden	Dagger
3 Torchbearer	Awareness	Knife, 1D6 torches
4 Porter	Evade	Knife, backpack (6 slots)

## RETAINERS

Retainers are apprentices, students, or squires whom you take into your service and tutelage. They join your party long-term. You don't need to pay them but they expect half a share and you have to fulfil their motivation.

**CALLINGS:** Instead of a profession, retainers have a calling, which gives them two top skills to choose from and defines their main motivation to follow you.

D6 CALLING	SKILL	MOTIVATION
1 Apprentice	Crafting	to learn the craft
2 Recruit	A Weapon Type	to improve their skill
3 Squire	Swords, Riding	to become a knight
4 Initiate	A Magic School	to learn spells
5 Scribe	Myth & Legend	to uncover knowledge
6 Scoundrel	Sleight of Hand	to learn some tricks

**FIND A RETAINER:** You don't recruit retainers as you do hirelings. Instead, they are young or inexperienced NPCs that you can find during your adventures.



- ◆ **Author:** Sibling Dex
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