

MERCENARY

A fan-made player profession for the *Dragon Warriors* roleplaying game by Patrick Murray (A.K.A. Rumtap).



Version

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Credits

Warrior with Plate Cuirass image: HiClipart

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For Crown and Coin

Throughout Legend feudal nobles need good men-at-arms to patrol the walls of their castles while their Knights perform more important tasks. They may look for a ready-to-fight hired militia rather than spending time and money training the local rabble.

In Ferrromaine, private guards can be found in the employ of the noblest of houses as well as the humblest of merchants. These warriors ensure the safety of their master's goods and that of their families (often in that order).

This need for experienced soldiers has led to the creation of Mercenary Companies that march to battle under contract. Mighty halberdiers and veteran fighters with two-handed swords form the front lines (receiving double pay for the risk), while rows of warriors with long spears move up behind them in support. Troops armed with crossbows and arbalests protect the flanks of the company from anyone foolhardy enough to brave their deadly aim. All these warriors march with a trusty shortsword at their side.

While the Mercenary does not have the overall skill at arms of a Knight or Barbarian, they can hone their skills with a handful of weapons making them a formidable combatant. The chance of finding a large treasure hoard can lure many a Mercenary away from steady pay into the adventuring life.

- A. Strength, Reflexes, Intelligence, Psychic Talent and looks; roll 3d6 for each.
- B. Health Points = 1D6+6
- C. Basic Attack = 12; Basic Defence 5
- D. Basic Magical Defence = 3
- E. Basic Evasion = 4
- F. Basic Stealth = 14; Basic Perception = 6

Minimum Requirements

There are no minimum requirements to be a Mercenary.

Special Abilities

As with other professions the Mercenary begins with a few core abilities to reflect the training they received when they joined a mercenary company. At 3rd Rank, the Mercenary may choose one further skill to add to their abilities and then again at 6th Rank, 8th Rank and at each rank thereafter.

The special abilities are:

- Weapon Proficiencies
- Long March

- Pack Mule
- Well-Travelled
- Pay Day
- Track
- Advance/Fall Back (Rank 3 onwards)
- Half-Swording (Rank 3 onwards)
- Long Shot (Rank 3 onwards)
- Quick Reload (Rank 3 onwards)
- Fearless (Rank 3 onwards)
- Intimidating (Rank 3 onwards)
- Healing Hands (Rank 3 onwards)
- Stand Firm! (Rank 6 onwards)
- Soldier (Rank 6 onwards)
- Weapon Master (Rank 8 onwards)
- Veteran (Rank 8 onwards)

Weapon Proficiencies

Mercenaries do not have the same extensive combat training as a knight or barbarian. At first rank a Mercenary has the following proficiency type:

- **Blades:** proficient with daggers, swords and shortwords gaining +1 Attack and +1 Defence.

They may also choose one extra proficiency type at first rank from the following list:

- **Greatswords:** proficient with two-handed swords and longwords gaining +1 Attack and +1 Defence.
- **Polearms:** proficient with spears, halberds and poleaxes gaining +1 Attack and +1 Defence.
- **Crossbows:** proficient with crossbows and arbalests gaining +2 Attack.

The Mercenary can take other proficiencies from this list as a skill choice at higher levels.



Well-Travelled

A Mercenary may travel to many foreign lands while under contract. They are fluent in their native language and one additional modern language of their choosing. Furthermore, when rolling for additional languages subtract

6 from the d20 roll just like a Barbarian (see *Dragon Warriors* p. 56).

Long March

A Mercenary is well experienced in making long marches. When travelling on foot they can cover the following distances in one day:

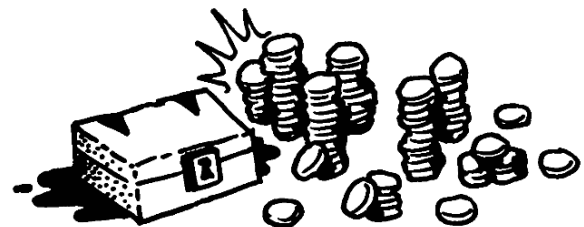
- | | |
|----------------|----------|
| • Open country | 30 miles |
| • Forest | 18 miles |
| • Hills | 24 miles |
| • Swamp | 12 miles |
| • Arctic | 6 miles |
| • Desert | 18 miles |

Pack Mule

A mercenary is used to carrying heavy equipment on long marches. This ability increases the mercenary's Encumbrance by 2 points. It can be taken a second time to increase the benefit to 4 points.

Pay Day

A mercenary works to get paid so can almost smell money. This skill grants the mercenary +2 to Perception to notice items of value and their hiding places. It can be taken a 2nd time for a +4 bonus.



Track

This is the same as the skill available to Knights and Barbarians (*Dragon Warriors* page 63).

Advance/Fall Back

(Prerequisite: Weapon Proficiency Polearms)

A Mercenary can use the extra reach of polearm weapons to move swiftly into and out of combat. This skill grants an extra 0.5 metre move into combat and when retreating out of combat.

Half-Swording

(Prerequisite: Weapon Proficiency Greatsword)

In the close press of battle, it can become difficult to swing large weapons effectively. Using the half-swording technique the Mercenary holds their two-handed sword or longsword with one hand on the grip and another partway down the blade turning it into a thrusting weapon. This reduces the space needed to fight with greatswords from 2m to 1m (see Battle order, *Dragon Warriors* p. 61).

Long Shot

(Prerequisite: Weapon Proficiency- Crossbows)

When using crossbows and arbalests a mercenary with this skill and can add 20 metres to both short and medium ranges.

Quick Reload

(Prerequisite: Weapon Proficiency- Crossbows)

This skill allows a mercenary to quickly load both an arbalest in 4 rounds instead of 5 and a crossbow in 2 rounds instead of 3.

Fearless

Countless battles can instil a sense of bravery. The Mercenary gains the Fearless skill (see *Dragon Warriors Players Guide* p. 117).

Intimidating

The Mercenary can be a menacing person to deal with and gains the Intimidating skill (see *Dragon Warriors Players Guide* p. 117).

Healing hands

Mercenary companies see many battles and these soldiers develop some skill in delivering first aid to the wounded. The Mercenary gains the Healing Hands skill as per the Priest (see *Dragon Warriors Players Guide* p. 18).

Stand Firm!

This skill can be used during combat to encourage comrades with a few quick words. If the Mercenary rolls under their Looks score, then they inspire a single ally within 10 metres who can add +2 to their Defence score for 1 combat round.

This skill can be taken a second time giving the Mercenary a +2 to their Looks when

making the test and allowing them to inspire up to 3 allies.

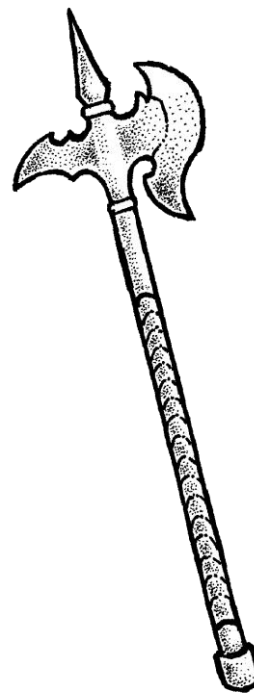
Soldier

A soldier's life may depend on the quality of their armour. Like the Hunter, a Mercenary with this skill has the armour penalties appropriate to a Barbarian or Warlock (see *Dragon Warriors*, p. 70)

Weapon Master

(Prerequisite: Weapon Proficiency of the correct type)

A Mercenary can become a master with the melee weapons they use. The player may pick a group of melee weapons they have proficiency with to inflict a critical hit on a roll of 1 or 2. This skill can be selected more than once to include other weapon proficiencies.



Veteran

A Mercenary Veteran grows strong from long years of service and develops an inspiring presence on the battlefield. A veteran adds 2 to both their start Strength and Looks scores increasing them to a maximum of 18.

Equipment

Initially equipped with backpack, lantern, flint & tinder, short sword, two-handed sword or halberd or crossbow with a case of 5 quarrels, plate cuirass (AF 3), 2-20 florins.

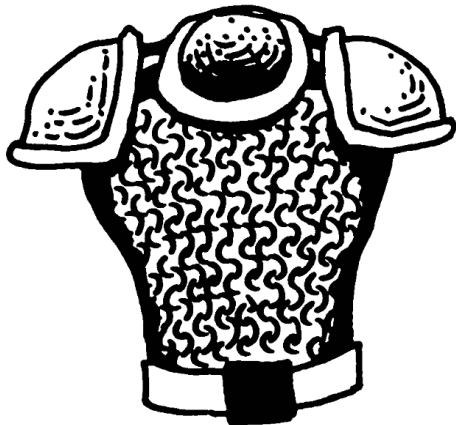


<http://forum.libraryofhiabuor.net/viewtopic.php?f=16&t=443>

Thank you.

Armour

The Mercenary has the same armour penalties as an Assassin or Mystic (see *Dragon Warriors* p. 70). This can change by taking the Soldier skill.



Advancement

The Mercenary increases in rank just as a Knight (see *Dragon Warriors* p. 130).

Background

The Mercenary uses the same background table as a Knave (see *Dragon Warriors Players Guide* p. 19).

Feedback

I hope you enjoy the Mercenary. If you play this profession in a campaign, I'd love to hear about it. Your feedback and constructive criticism are most welcome and can be provided on the Dragon Warriors Forum.