

The Soldier

"The will to enforce the King's laws is worth more than wages!"



Playing the Soldier

Though Soldiers are not nobility, regional towns and castles hire them to be present and on patrol in order to keep the peace. They can make a decent living ensuring the safety of neighboring townsfolk. If they are not present during too many outbreaks of crime and chaos, the Soldier is in danger of being executed.

Brave and worthy Soldiers receive about 6g a day in wages and free lodging with a meager meal at various towns' military barracks. They are also supplied military-issue armor and weapons for use within the towns. Because a Soldier's equipment is on loan from the king, they may be required to return it at any time. They may purchase used armor and weapons for about half the normal cost from local barracks. Soldiers are not permitted to leave the town in which they are scheduled while they are on watch, however they may patrol neighboring towns within the same shire or county. Military-issue equipment is never permitted to leave the county.

Their shifts can vary, but are usually scheduled each week for different nearby towns, and their shifts can last anywhere from 6 to 12 hours depending on need.

Limitations

Armor Restrictions

Soldiers prefer using heavier metal armor to ensure maximum protection in any situation. However, off-duty, they may wear any kind of armor they desire.

- No restrictions

Weapon Restrictions

The Soldier prefers to use heavier arms, and especially those weapons that cause the most *Damage*. However, the Soldier is not limited in the Weapon Skills he or she can learn.

- No restrictions

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Creating the Soldier

Attribute Requirement

Strength: 7

Agility: 5

Life and Faith

Life: $2d8^{(GE)} + (Strength + Endurance + Wisdom)$

Faith: 1

Gifts

Blacksmith

C.S.S. Grapple

Weaponry

W.S. Combat Arms

W.S. Hand to Hand

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Camp

Carpentry

C.S.S. Tackling

C.S.S. Twirl Object

Demonology

Horsemanship

Light Sleep

Mechanics

Pick Locks

Profile Area

Profile Character

Seafaring

Signaling

Sleight of Hand

Swimming

Track

Trap Works

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Kick Attack

W.S. Shield Play

W.S. Thrown

Initial Equipment

Halberd (2d12 Damage)

Dagger (2d6 Damage)

Half Helm (AP: Head; DEF: +2)

Chain Jerkin (AP: Chest; DEF: +4)

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Pouch of 2d6 Gold, 1d6 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Whetstone (for sharpening blades)

Progressing the Soldier

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Soldier's *Life* and *Faith* upon reaching each new level:

Life: $+1d8^{(GE)}$

Faith: +1