

Cultural Notes:	<p>Footmen Footmen: Member of a trained and organized army or militia. Soldiering careers can be found in larger developed societies. Soldiers will be trained in formation fighting, tactics and weapons culturally appropriate or economically feasible for equipping an army. Soldiers may pick up combat experience, leadership and oddball skills. 3-8 years.</p>	<p>Archer Archer: Archers are skilled bowmen used in armies or specific cultures. 2-5 years.</p>	<p>Scout Scout: Scouts are usually part of an organized army and militia who functions as an outrider or point. Scouts will act with autonomy and develop outdoor skills and subterfuge rather than pure strength of arms. 3-8 years.</p>
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Training Type:	Systemized group training.	Systemized group training.	"In the field" experience.
Vocational Time:	2-5 years	2-5 years	2-5 years
Skills:	Shield: 3 Ranks	Shield: 1 Rank	Shortsword/Arming: 1 Rank
	Polearm/Spear: 3 Ranks	Spear: 2 Ranks	Shortbow: 1 Rank
	Shortsword/Arming: 3 Ranks	Bow/Crossbow: 6 Ranks	Climbing: 2 Ranks
	Dagger: 1 Rank	Endurance: 3 Ranks	Swimming: 1 Rank
	Grapple: 1 Rank	Body Development: 2 Ranks	Riding: 1 Rank
	Endurance: 4 Ranks	Survival: 1 Ranks	Endurance: 4 Ranks
	Body Dev: 2 Ranks	Tradeskill (fletching/bow): 3 Ranks	Body Dev: 1 Rank
	Survival: 1 Rank	Perception: 3 Ranks	Survival: 3 Ranks

Lore (tactics): 1 Rank Social: 2 Ranks Perception: 4 Ranks

Tradeskill (repair): 1 Rank Prayer: 1 Rank Prayer: 1 Rank

Perception: 1 Rank Ambush(bow): 1 Rank Ambush: 1 Rank

Social: 2 Ranks Stalk/Hide: 3 Ranks

Prayer: 1 Rank Memorization: 1 Rank

Healing: 1 Rank

Spell Lists

Relationships:

Strong loyalty with other soldiers remain after service. Units/squads may develop notariety: unit tattoo, mark or brand identification.

Most archers are citizen soldiers that muster for monthly training and called for duty in times of war.

Solitary role in military. Often recruited from rural territories where scouting skills are cultural (hunting, wardens etc).

Experiences:

Possible combat experience. Possible combat experience. Possible combat experience.

Starting Kit:

Hard Leather Armor, Greaves and Helm. Basic clothing, heavy boots. 1 +0 weapon, rucksack.

Bow, quiver, 12 arrows, light helm, padded quilt jacket, h. boots, fletching kit.

Weapons.

Benefits & Relationships

Pension: 1cp/mos/1yr service Severance of 5sp/yr of service. Severance: 1gp/yr of service.

Unit Cohesion: 2-4 unit soldiers can be called upon, favor from officer.

Wealth & Property: Land grant: Small 5 acre lot for farming or cottage in town/city. Family: Small 5 acre lot for farming or cottage in town/city. Land grant. 2-10 acres of lesser value.

Cavalry

Cavalry. Soldiers trained in mounted combat, formations and charging.

Guard

Guard: Guards are similar to soldiers but usually lack the formalized drills used in armies. They are typically found guarding cities and towns or acting as constabulary. Guards have a wider set of skills than soldiers. 1-5 years.

Systemized group training.

2-6 years

Shield: 2 Ranks

Systemized group training.

2-10 years

Shield: 1 Rank

Lance: 4 Ranks

Melee (1h, choice): 2 Ranks

Shortsword/Long: 2 Ranks

Spear: 2 Ranks

Missile: 2 Ranks

Club: 1 Rank

Riding: 4 Ranks

Unarmed(grapple): 2 Ranks

Endurance: 2 Ranks

Unarmed (brawl): 2 Ranks

Body Dev: 2 Ranks

Endurance: 2 Ranks

Survival: 1 Rank

Body Dev: 2 Ranks

Tradeskill(horse): 2 Ranks

Survival (urban): 3 Ranks

Perception: 1 Rank

Tradeskill: 1 Rank

Social: 2 Ranks

Perception: 3 Ranks

Prayer: 1 Rank

Social: 2 Ranks

Prayer: 1 Rank

Healing: 1 Rank

Considered "above" normal soldiers. Cavalry are often drawn from noble or landed classes.

City/Town guard. Patrol or stationed. Similar to police. Guards may have access to special dispensations or favors from other guards.

Possible combat experience.

Brawling, subduing experience.

Light Leather Armor, Helm & Greaves. Med. Boots, cavalry weapon, small shield.

1 weapon. Light armor.

Pension: 1sp/mos/yr of service

Severance: 2cp/mos/yr of service.

"Comrades-in-arms". 2-10 friends that served with player.

Contacts within city/town guard for help or information.

Land grant: small
"estate".

Government Housing
for 1 yr per 1y of
service.