

Your Crew | for the Marshal

By default, your crew consists of about a half-dozen men and women used to working together. Treat them as a *group* follower, as detailed below.

Current Loyalty _____	Quality _____	Tags _____ <input type="checkbox"/> archer <input type="checkbox"/> athletic <input type="checkbox"/> cautious <input type="checkbox"/> group <input type="checkbox"/> hardy <input type="checkbox"/> organized <input type="checkbox"/> stealthy <input type="checkbox"/> Stonetop-wise <input type="checkbox"/> warrior <input type="checkbox"/> _____
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Starting: +2 Default: +1

Armor _____ Default: +1	Damage _____ Default: d6	Gear _____ Iron knives (<i>hand</i>), bronze-tipped short spears (<i>close</i>) Wooden shields (+1 armor, <i>crude</i>), travelling cloaks (<i>warm</i>)
Max HP _____ Default: 6	Load _____ Default: 2	

Cost _____ Choose 1 (<i>plus Glory if you are a Luminary</i>): <input type="checkbox"/> Glory : victories won against worthy foes <input type="checkbox"/> Defense : threats to Stonetop put down <input type="checkbox"/> Fellowship : risks taken, by you, to help or save your crew <input type="checkbox"/> Prestige : respect and honor, from you, in front of other NPCs <input type="checkbox"/> Prosperity : opportunities created or claimed for Stonetop <input type="checkbox"/> Revelry : celebration and merry-making, together	Instinct _____ Choose 1: <input type="checkbox"/> to bicker and fight amongst themselves <input type="checkbox"/> to take things too far <input type="checkbox"/> to treat others as beneath them <input type="checkbox"/> to take unnecessary risks <input type="checkbox"/> to hew closely to tradition and superstition <input type="checkbox"/> to seek bloody payback
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Advantages (and Moves) _____ Choose 1 advantage and the accompanying move (plus Fighting if you are Penitent, or Home Turf if you are a Scion): <input type="checkbox"/> Archery : they gain the <i>archer</i> tag and are equipped with self bows (<i>near, 2h</i>) and bronze-tipped arrows (<i>3 ammo</i>). <i>Move: Lie in wait, ready to ambush a foe</i> <input type="checkbox"/> Experience : their Quality is +2, not +1. <i>Move: Stay calm under pressure</i> <input type="checkbox"/> Fighting : they gain the <i>warrior</i> tag. Increase their damage die to d8. <i>Move: Fight in formation</i> <input type="checkbox"/> Fitness : they gain the <i>athletic</i> tag, the <i>hardy</i> tag (+2 Load), and +3 HP each. <i>Move: Clamber over an obstacle</i> <input type="checkbox"/> Home Turf : they take +1 ongoing to Quality and Loyalty within a half-day's march of Stonetop <i>Move: Use familiar terrain to their advantage</i> <input type="checkbox"/> Outfit : they are each armed with bronze arming swords (<i>close, +1 damage</i>) and boiled leather cuirasses (1 armor) <i>Move: Produce some mundane but useful piece of gear</i> <input type="checkbox"/> Scouting : they gain the <i>cautious</i> and <i>stealthy</i> tags, and can roll +Quality to Scout Ahead. <i>Move: Observe and assess an enemy, unseen</i>

Detail the individuals in your crew below, now or as it comes up:		
Name	Traits	Cur HP
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Possible names (from Stonetop):
 ♀: *Eira, Glow, Lowri, Nesta, Owena, Siwan*
 ♂: *Aled, Culhwch, Geraint, Harri, Mervyn, Urbgen*
Look to the Names List for crew from further afield.

Possible traits: *second in command • tough • young & untested • getting too old for this • stoic • carries a big ol' axe • popular • terrible scars • doesn't get on well with their spouse • idealistic • misses their kids • a way with the ladies/fellas • missing eye/ear/finger • short temper • cynical • beautiful voice • whittles • kind of dumb • proud • drinks heavily • good cook • holds a grudge • sharp-tongued • loves animals • complains a lot • gullible • has no shame • reckless • whistles • snores • greedy • has nightmares • hates _____*

Follower Moves

COMMAND FOLLOWERS

When you order or expect a follower to do something dangerous, degrading, unreasonable, or contrary to their instinct, roll +Loyalty. *On a 10+, they do it now. *On a 7-9, they do it, but the GM picks one:
 - Their Loyalty decreases by 1.
 - They complain loudly, now or later, and demand something in return.
 - Caution, laziness, or fear makes them take a long time to get it done.

DO THEIR THING

When you have your follower do something chancy that falls within the scope of their tags or moves, roll +Quality. *On a 10+, they do it as well as one could reasonably hope. *On a 7-9, they do it but there's an unforeseen cost, consequence, or limitation (ask the GM what).

When a follower does something chancy that falls beyond the scope of their tags or moves, or does anything on their own, the GM will tell you what happens.

CALL FOR ASSISTANCE

When a follower helps you make a move that calls for a roll, take +1 to your roll but the follower is exposed to any risk, cost, or consequences associated with the move.

When a followers help you Hack and Slash or Volley, roll all your damage dice and use the highest die. Add +1 for each warrior or archer who is helping.

When a follower helps you Defend, you can spend 1 hold to redirect an attack to them instead of yourself.

PAY UP

When you pay a follower's cost, increase their Loyalty by 1 (to a maximum of +3). You can't trigger this move again until both you and your follower have Made Camp.

RECRUIT

When you go looking for help, tell the GM what you're offering and who you're looking for, phrased in one of the following ways:

- A group of _____ (porters, guards, angry farmers, etc.)
- A skilled _____ (guide, sage, thief, bodyguard, etc.)

If the GM says you can't find that whereabouts, start over or move on. Otherwise, roll +Population for the steading you are recruiting in. Take +1 to the roll if you have a good reputation around these parts. *On a 10+, they're yours for the hiring. *On a 7-9, the GM picks 1:

- They demand greater compensation, coin or otherwise.
- No one here fits the bill, but you hear of someone elsewhere who does.
- They have a need that must be met first (permission from someone else, a favor, etc.)
- You can tell at a glance that they are less than ideal (ask the GM how).

The GM will determine their specifics (Quality, tags, etc.) as needed, to be discovered in play. Which might include you grilling them, right now!

FOLLOWER TAGS

- *_____wise*: they know all about _____, and can roll +Quality to Spout Lore about it on your behalf. Examples: Woods-wise, Sea-wise, Herb-wise, Feywise, Weapon-wise.
- *archer*: they use ranged attacks (not necessarily bows) effectively and increase your damage die when they help you fight. Also, they can roll +Quality to Volley on your behalf.
- *athletic*: good at running, jumping, climbing and the like.
- *beautiful*: they tend to draw admiration and attention; they certainly make an impression.
- *cautious*: they are careful and methodical; they avoid acting rashly.
- *connected* (____): they have friends or contacts in _____, a particular steading or group.
- *cunning*: clever and observant. They can roll +Quality to Discern Realities on your behalf.
- *devious*: deceitful, treacherous, thieving, larcenous. Just the sort you want working for you.
- *group*: a team, gang, or mob, with all the strengths and disadvantages that come with greater numbers.
- *guide* (____): knows a particular steading or region and can roll +Quality to Spout Lore, Scout Ahead, or Navigate for the party therein.
- *hardy*: tough, hard-working, and willing to put up with discomfort. They get +2 Load.
- *healer*: when they tend to wounds with bandages or poultices & herbs, add their Quality to the HP healed.
- *meek*: they accept their lowly lot. You don't need to Command Followers for them to do degrading or unreasonable things.
- *magical*: they are magical by nature or training, and sensitive to the workings of magic. Use at least one of their moves to elaborate on their powers.
- *organized*: they make and follow plans well, and work well in a group. Once they agree to a plan, you do not need to Order Followers as long as the plan doesn't go south.
- *self-sufficient*: can live off the land and roll +Quality to Forage
- *stealthy*: can avoid detection and often get the drop on foes.
- *warrior*: They increase your damage when they help you fight (see Call for Assistance) and you don't need to Order Followers to get them to fight unless the opposition is terrifying or overwhelming.