

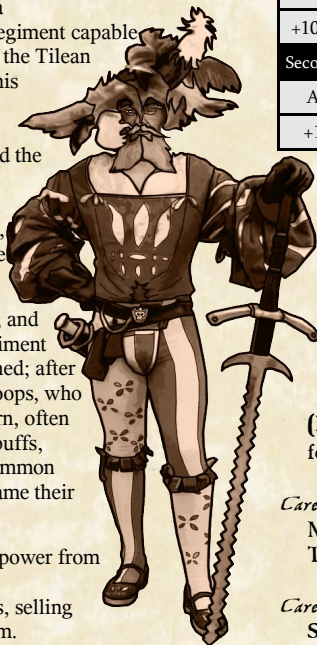
- LANDSKNECHT -

DESCRIPTION

The Averland Landsknechte (Servants of the Land) have a formidable reputation for being one of the most fearsome mercenary companies in the Empire. They were formed by Elector Count of Averland in 2245, who commissioned a battle-hardened colonel to assemble a regiment capable of combating the well-trained forces of the Tilean mercenaries (they were often hired by his enemies). The colonel had the almost bottomless pockets of the Averlander Count to draw upon, and soon employed the best men he could, gleefully breaking standard military practice by training them all in the use of multiple weapons, including the halberd, hand-gun and the mighty Zweihander.

The Count, a noted follower of fashion, and not a little eccentric, gifted his new regiment the right to wear any clothing they wished; after all, one should die in one's best! The troops, who were paid double and had money to burn, often chose the latest fashions, with slashed puffs, garish contrasts and feathered hats a common sight. Soon, these clashing colours became their uniform – and the brighter the better.

Today, with the loss of much effective power from the electoral seat to local burghers, the Landsknechte now work as mercenaries, selling their skills to whomever can afford them.



- Landsknecht Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+5%	+5%	+10%	-	-	-

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
+1	+2	-	-	-	-	-	-

Skills: Dodge Blow, Gossip *or* Haggle, Perception *or* Search, Intimidate, Secret Language (Battle Tongue)

Talents: Mighty Shot *or* Strike Mighty Blow, Rapid Reload *or* Quick Draw, Sharpshooter *or* Strike to Stun, Specialist Weapon Group (Two-Handed), Specialist Weapon Group (Gunpowder)

Trappings: Best Craftsmanship Clothing, 2 Great Weapons (Halberd and Two-Handed Sword), Firearm with ammunition for 10 shots, Light Armour (Full Leather Armour), d10 *gc*

Career Entries: Bodyguard, Bounty Hunter, Mercenary, Militiaman, Pit Fighter, Protagonist, Roadwarden, Soldier, Thug, Toll Keeper, Watchman

Career Exits: Bodyguard, Bounty Hunter, Mercenary, Outlaw, Sergeant, Veteran