

Wayfarer Hired Sword

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30 gold crowns to hire and 15 gold crowns upkeep

Wayfarers are strong, hardy individuals. Coming from backgrounds such as the forests of Brettonia, the harsh deserts of Araby, and the freezing plains of Kislev, they have good reasons to learn wayfaring. Since an early age, they have been adept at tracking and pathfinding in the wild, as they need these skills to survive. Occasionally, a wayfarer will come to Mordheim to hire himself out as a guide or tracker, as the skills of a wayfarer are much in demand when most warbands have no idea on how to co-ordinate their searches for the sacred stones in the cursed city.

May be Hired: Any warband except skaven, undead, and beastmen may hire a wayfarer.

Rating: A wayfarer increases the warband's rating by +12 points plus 1 for each experience point he gains.

Profile M W S B S T W I A L D

Wayfarer 4 3 3 3 3 1 4 1 8

Equipment: staff, bow, toughened leather

Special Rules:

Seeker. When rolling on the exploration chart, a wayfarer allows you to modify one dice roll by +1/-1.

Skills: A wayfarer may choose from speed, combat and shooting when he gains a new skill.