



THE
MERCENARY

A HOMEBREW PROFESSION FOR
USE WITH THE WITCHER TRPG

ELSEWHERE
& BEYOND

SKILLS

ANY 4 SKILLS FROM:

BRAWLING, DODGE/ESCAPE,
MELEE, SMALL BLADES,
STAFF/SPEAR,
SWORDSMANSHIP
ARCHERY, ATHLETICS OR
CROSSBOW

BUSINESS

TACTICS

PHYSIQUE

COURAGE

INTIMIDATION

RESIST COERCION

VIGOR

0

GEAR (PICK 5)

HORSE & SADDLE

LANTERN & 5 CANDLES

BATTLE AXE

BRIGANDINE

ARMoured TROUSERS

CHAIN COIF

CROSSBOW & 10 BOLTS

STEEL BUCKLER

SACHEL

LARGE TENT

STARTING MONEY

150 CROWNS X 2D6



THE MERCENARY

A knight fights for honour and duty. Others deal in the profession of war for profits and reasons entirely their own. This contrast is made evident in the tale of the Late Knight.

Once upon a time, there lived an honourable knight. His king despaired, for the kingdom was ravaged by a fearsome dragon. The knight rushed to the castle to proclaim his readiness to undertake the quest to slay the beast.

"You're late." said a woman's voice. The voice of Ida, a rugged warrior, who stood before the king, weighing a heavy coin purse in her hand. "Already got half upfront."

The Late Knight was outraged. "I fight not for coin, but for my king!" he exclaimed and rushed out. A knight would not be outdone by such rabble. He mounted his steed and rushed to the lair of the beast.

"You're late." Ida's voice rang a second time. She was already there, standing outside the large cave entrance

that led to the dragon's lair. She patted a fine horse. The fastest horse that coin could purchase and neither of them were weighed down by armour.

Further outraged, the knight strode ahead into the cave and engaged the dragon in battle. By shield and fire did the knight and the dragon fight for three days and three nights. But he was not deterred. He would show her.

The knight ducked away for but a moment to catch his breath and wipe his brow. When he returned to resume his fight with the dragon, he found Ida standing next to the fallen creature, holding a fine crossbow. "You're late." she echoed a third time.

The rest, as they say, is history. Ida was victorious, for she was unbound by honour, tradition or code. She was a warrior forged from freedom, versatility and a pinch of greed. She made her own rules, knowing that victory is all that truly matters, no matter the means. Therein lies her advantage and such is the way of the mercenary.



COVER THE COSTS (INT)

After agreeing to provide their services, a Mercenary may roll **Cover the Costs** against their employers *Resist Coercion* to convince them of their need to source additional equipment and supplies. If successful, the Mercenary increases their fee by a further 10% for every 2 points rolled over this DC (to a max. of 100%). This money is paid upfront. If an employer is unable to pay it, they will provide services or items equal to or greater in value than that of the money owed.

THE PROFESSIONAL

THE VETERAN

THE SPECIALIST

RISK APPRAISAL (INT)	BY LAND OR SEA (REF)	WEAPON OF CHOICE
When the Mercenary visits a staging ground designated for conflict, prior to it taking place, they may roll Risk Appraisal against a DC set by the GM. Success allows the Mercenary to learn all there is to know about the terrain, possible advantages, dangers or environmental threats posed by the location and its surrounding land.	The Mercenary swiftly learns how to travel best By Land Or Sea and may roll this skill in place of any <i>Sailing</i> or <i>Ride</i> checks. At rank 7, when making a control loss check, the Mercenary may roll twice and take the best result. At rank 10, mounts and vehicles in the Mercenary's control move 2 SPD faster.	The Mercenary may choose a weapon to become their Weapon of Choice . This weapon gains a +1 to its reliability and damage for every 3 ranks gained in this skill after the first (to a max. of 4 at rank 10). This bond only ends when this weapon is lost, sold or destroyed. The Mercenary may pick another Weapon of Choice on reaching rank 5 in Feats of Expertise and Valorous Fatality .
FACTION NEUTRALITY (INT)	BODY BLOCK (BODY)	FEATS OF EXPERTISE (INT)
When faced with an influential figure, vendor or service provider who tolerates, fears and/or hates the Mercenary, Faction Neutrality may be rolled against their <i>Resist Coercion</i> . Success increases the Mercenary's own social standing with that target, or the area if they are important by 1 level. This lasts for a number of days equal to their ranks in Faction Neutrality .	Once per round, at the cost of 5 STA, the Mercenary may roll Body Block vs the <i>Physique</i> of a target moving out of a space adjacent to their own. Success denies this target of any further movement. Furthermore, once per day, the Mercenary may roll Body Block vs the healing DC of a critical wound to shift it to 'treated' for a number of minutes equal to their BODY.	When wielding a Weapon of Choice , the Mercenary may forgo their movement to roll Feats of Expertise . This marks targets in their cone of vision with a DEX+10 lower than this result. The Mercenary may spend additional STA to enhance their attacks against marked targets. The Mercenary must declare which feat they apply to an attack before rolling for it.
FREE COMPANY	BRUISER	VALOROUS FATALITY (BODY)
On gaining their first rank within this skill, the Mercenary begins their very own Free Company . This skill grants perks to improve the company and unique roles to assist either players or NPC's that fill the roster. Further information can be found on the Free Company table.	Each rank gained in Bruiser allows the Mercenary to ignore 1 point of damage received, after SP & resistances, at a cost of 2 STA per point. For every 2 ranks invested into Bruiser , the Mercenary gains a +1 bonus to their passive DC10 defence when rendered unconscious or stunned.	On landing a killing blow with their Weapon of Choice , the Mercenary may roll Valorous Fatality against the target's last defence roll. On a success, allies of the target who see this savage final blow become staggered. If Valorous Fatality succeeds by 10 or more, these targets stay staggered for the remainder of the encounter.

FEATS OF EXPERTISE

GOAD

STA Cost: 1

On a hit, taunt the target into attacking you next. The Mercenary must be visible when making a ranged attack.

LUNGE

STA Cost: 2

This attack gains an additional 1m of reach. **Excludes ranged attacks.**

HOUND

STA Cost: 3

Each unique location damaged grants a +1 bonus to tracking checks. These penalties are treated as a simple wound in regards to healing.

PIN

STA Cost: 4

On taking damage, this target is pinned to a surface and grappled at a DC16. This DC increases by +1 for each unique location pinned in addition to the first. **Exclusive to ranged weapons only.**

SHUNT

STA Cost: 5

On a hit, the Mercenary forces the target away from themselves by a number of meters equal to their BODY/3. **Excludes crossbows.**

DEVASTATE

STA Cost: 6

The Mercenary re-rolls any natural 1's scored on their damage dice.

SUNDER

STA Cost: 7

On a hit, this piece of armour loses a quarter of its current SP value at this location.

MAIM

STA Cost: 8

The target's REF or DEX is lowered by 1 per unique location damaged, as chosen by the Mercenary. These penalties are treated together as a complex wound in regards to healing.

FREE COMPANY

1-2	COMPANY ROSTER	3-4	HUNTER
	For each rank after the first, the Mercenary may initiate a new player into the Free Company as a Member or hire a Recruit . Recruits are NPCs that use bandit stats and must be paid at least 20 crowns a week (40 crowns if given a <i>role</i>) or risk becoming disloyal to the Mercenary and the company.		A Member given this role gains a +3 bonus when tracking in their favoured terrain from <i>Settlements, Fields, Forests, Swamps, Deserts</i> or <i>Caves/Mountains</i> . A Recruit hired for this role has their own dog and a base 15 in <i>Wild Survival</i> and <i>Trap Crafting</i> .
5	COAT OF ARMS	6	PHYSICIAN
	Costing 60 crowns each, Members & Recruits can represent the Free Company by having its coat of arms patched onto their equipment. Whenever the Mercenary rolls their Faction Neutrality , the outcome also affects those wearing its colours.		A Member given this role can use <i>First Aid</i> to heal 2 HP to a target when stabilising a wound/removing effects. A Recruit hired for this role has a base 15 in <i>First Aid</i> , a <i>Surgeon's Kit</i> and may treat 1 wound per day as if using <i>Healing Hands</i> .
7	MILITARY CAMP	8	OFFICER
	When camping with at least 1 large tent and a fire, Members & Recruits on guard duty gain half of the Mercenary's ranks in Free Company as a bonus toward their <i>Awareness</i> checks.		Up to 2 Members may be given this role, granting superior status over Recruits & Members . Officers gain a +2 bonus to <i>Leadership & Business</i> checks to direct/run the Free Company .
9	CONTRACT WORK	10	QUARTERMASTER
	Recruits may now undertake contracts. Each contract takes a week to complete, has a reward set by the GM and a success chance based on the task's (or monster's) difficulty: <i>Easy</i> (70%), <i>Medium</i> (50%) or <i>Hard</i> (30%). Each additional Recruit assigned to the same contract improves the chances of success by a further 10%. On a failure, the Mercenary rolls against the base difficulty of the contract. Fail this and a Recruit also dies.		A Member given this role discovers 1 new crafting diagram per week, as chosen by the GM. A Recruit hired for this role has a base 15 in <i>Crafting</i> and may repair basic equipment at a material-cover cost of 10 crowns per item. The presence of a Quartermaster offers Recruits a one-time chance to swap their <i>Iron Long Sword</i> for a different weapon with an availability of 'E' and, if required, move their ranks in <i>Swordsmanship</i> to the skill used by their new weapon.

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