



6	3	-	-	-	-	-	-	-	-	-
7	5	-	-	-	-	-	-	-	-	-
8	8	-	-	-	-	-	-	-	-	-
9	10	1	-	-	-	-	-	-	-	-
10	15	1	-	-	-	-	-	-	-	-
11	20	2	-	-	-	-	-	-	-	-
12	25	3	1	-	-	-	-	-	-	-
13	30	3	2	-	-	-	-	-	-	-
14	35	5	2	1	-	-	-	-	-	-
15	40	5	3	2	-	-	-	-	-	-
16	45	6	4	2	-	-	-	-	-	-
17	50	6	5	3	1	-	-	-	-	-
18	60	7	6	4	1	-	-	-	-	-
19	70	8	6	4	2	-	-	-	-	-
20	80	8	7	5	2	1	-	-	-	-
21	90	9	8	6	3	1	-	-	-	-
22	100	10	9	6	3	2	1	-	-	-
23	115	11	10	7	4	2	2	-	-	-
24	130	12	10	8	4	3	2	-	-	-
25	145	13	11	8	5	4	3	1	-	-
26	160	13	11	9	6	4	4	2	-	-
27	180	14	12	10	7	5	4	2	-	-
28+	200	15	13	11	9	7	5	3	1	-

their employer. For example, if a PC employer gains 4 levels after getting a Hireling, the Hireling would then gain 1 level over what they started with on their cert; if the PC employer gains 8 levels after getting a Hireling, the Hireling would advance 2 levels over the original listed level. If a PC employer loses a level, it does not affect the level of the Hireling.

- A Hireling may only advance in a class in which it already has levels. A Hireling may not take additional classes unless otherwise noted on the cert.
- Upon reaching 6<sup>th</sup> level, a hireling leaves the PC's service to pursue his trade or occupation elsewhere.

*This document may be changed at any time, as appropriate to the campaign, at the discretion of the LSJ Campaign staff.*

- Followers may only be brought into play during designated Mass-Combat and Battle Interactives or similar major campaign events which indicate in their blurbs that Followers are permitted in that event. During all other events Followers are presumed to be seeing to the security of the PC Leader's property and possessions.
- Follower alignment may not be CN or evil, and must be within 1 step on each axis from the PC's alignment
- Followers follow the LSJ Character Creation Guidelines for PCs, except they receive only 25 points to purchase Stats. Followers receive maximum starting gp for their character class. They do *not* receive a starting magic item.
- Followers may take only a single PC class from *Core Rulebook 1*. They may not take Prestige Classes from any source.
- Followers may be of any race normally available to player characters.
- Followers may use their starting gp to purchase basic mundane equipment appropriate to their class. If upgraded or replacement equipment is desired/needed, the PC must provide it.
- Followers do not receive certed items.
- Followers may not take the Leadership Feat
- Followers may not practice skills or professions to obtain extra gold.

## **HIRELINGS**

- Hirelings may be acquired during a Convention Interactive or by redeeming 25 Reward Points.
- Hirelings do not have PC classes. Instead, they have NPC classes [Adept, Aristocrat, Commoner, Expert or Warrior].
- Hirelings are hired for a specific task. They do not engage in combat or place themselves in danger.
- Hirelings do not count towards ATL
- PCs are limited to one Hireling per two levels
- Hirelings are paid per scenario as described on each individual certificate, and do not expect to share in any party treasure.
- A PC may have a hireling of any level. However, Hirelings do not gain XP in the normal fashion. Rather, they advance one level per four (4) levels gained by

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