



## Yeoman Army

Version 1.25

The Yeoman Army consists of the professional soldiers of the Yeomanry. Members of the Yeoman Militia who have gained citizenship may elect to continue their military service via the Army. Similar to Militia service, Army members select whether they wish to belong to the Infantry, Archery, or Cavalry corps, and this determines what sort of benefits and skills each PC has access to. Unlike the Militia, however, Army members are paid for their service, and the job is often full-time. Furthermore, there is an additional category, that of Border Scout, that represents Yeoman special forces whose purpose is to infiltrate enemy lines. They perform specialized anti-giant scouting and harassment missions. The Army supplies good training and many Army soldiers are quite veteran.

The threats the Army faces most often are the humanoids and giants of the surrounding mountains. Its secondary concern is securing the borders of the Yeomanry with Keoland and the Hold of the Sea Princes. Army duties consist of active patrols in border areas, deployment to major areas of unrest in the Yeomanry, and aggressive anti-humanoid and anti-giant operations in and near the mountains.

### Prerequisites

- The PC must be a Yeoman citizen. Proof of this, in the form of a Yeoman Citizen certificate, must be presented in order to enlist.

### Requirements

- Enlistment in the army costs fifteen (15) time units (TUs) per year. This TU expenditure must be noted on an Adventure Record and signed by a LG judge or Triad member. Failure to spend these 15 TUs by the end of a given calendar year leads to suspension of Army status for the next calendar year.
- An Army soldier must provide and be able to use proficiently a hand weapon of some sort. He also must supply his own armor and mount, if applicable.
- A member of the Yeoman Army is expected to follow orders at all times—this may include possible unpaid deployment in scenarios, draft for war, and the like. This also may require further expenditure of TUs, at the discretion of the Yeomanry Triad.

### Benefits

- An Army soldier may enjoy Standard lifestyle in Yeomanry regional scenarios at no cost. It is assumed that the character utilizes the local barracks or garrison for

his daily food and shelter. Check the “none” box for the TU spent in army service and write “Army” in the Play Notes section of the Adventure Record.

- An Army soldier is given leather armor and a spear (half, long or short—player choice) free of charge, and, should they be lost or broken, they may be replaced free of charge as well. Abuse of this ability may result in expulsion from the army.
- Any Yeomanry regional adventure with military significance (as will be clearly stated in the scenario) counts towards the 15 Time Units designated for annual army service.
- An army soldier displaying his insignia is allowed a +2 circumstance bonus on any attempts to alter the mood of a Yeoman NPC or when making any Diplomacy or Intimidation checks concerning law-abiding Yeomen.
- Army soldiers are paid a stipend of 20 gp per TU spent as part of their enlistment each year (maximum 300gp per year). Coin earned in this fashion counts as part of the “GP Earned” for the scenario during which the TUs were spent and may exceed the normal cap listed for the APL.
- Depending on branch of service, some Army soldiers may gain access to the following prestige classes: Cavalry – Knight of the Middle Circle (DotF), Windrider (MotW); Border Scout – Spymaster (S&S), Watch Detective (MotW).
- Depending on branch of service, Army soldiers gain access to the following feats: Infantry - Dual Strike (S&F), Expert Tactician (S&S); Archery - Chink in the Armor (S&S), Supernatural Blow (MotW); Cavalry - Death Blow (S&F); Border Scout - Dirty Fighting (S&F), Shadow (MotW).
- Regardless of branch, Army soldiers are allowed to add the moderate fortification or invulnerability special abilities to existing magical armor or shields or add the defending or keen special abilities to an existing magical weapon. Members of the Infantry may add the bashing special ability to an existing magical shield. Archers may add the distance special ability to an existing magical weapon. Cavalry gains access to Horseshoes of Speed.
- The soldier must pay the cost difference between the old item and the improved one. This may be done to as many items as they like. If capable of crafting the new item, the soldier may pay only half of this difference along with 1 XP for each 25gp spent.