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http://web.archive.org/web/20040227091439/http://www.strike-to-stun.com/Mordheim/Karak_Azgal/KARAK_AZGAL_files/HS_Pro prospector.htm

PROSPECTOR - Hired Sword

Based on the original by tuff_git

Prospectors are individuals who try to eek out a living searching for gold and other valuables in wild and abandoned places. With the stories that abound of the riches to be found in Karak Azgal, it is not surprising to find the occasional prospector braving the dangers there.

Prospectors are loners by nature, but a Prospector down on his luck may find that hiring himself out as a hired sword is a good way to buy his next meal and to explore with the relative safety of numbers.

Although most prospectors in Karak Azgal are Dwarfven, there are several human prospectors - and their numbers are slowly increasing.



Hire fee:

Dwarf Prospector: 30GC + 20GC upkeep

Human Prospector: 25GC + 15GC upkeep

May be hired: Any dwarf or human warband may hire a Prospector

Rating:

A Dwarf Prospector increases the warband's rating by 20 points +1 per experience point.

A Human Prospector increases the warband's rating by 15 points +1 per experience point.

Profile	M	WS	BS	S	T	W	I	A	LD
Dwarf Prospector	3	4	3	3	4	1	2	1	9

Profile	M	WS	BS	S	T	W	I	A	LD
Human Prospector	4	3	3	3	3	1	3	1	8

Equipment:

Pick (counts as a two-handed weapon)

Dagger

Bow (human only) or Crossbow (dwarf only)

Leather Jerkin (counts as Toughened Leather)

Skills: A Prospector can choose from Combat and Strength Skills and the Prospector Skills listed below. Dwarf Prospectors can also choose skills from the Dwarf Special list

Special Rules

Prospector Skills

Luck. Prospectors who manage to eek a living are inevitably the lucky ones. Prospector Hired Swords start the game with this skill. In game terms this means that the Prospector may re-roll a single dice in the game. Experienced Prospectors can become very lucky and may learn this skill twice more for up to 3 re-rolls during a game. Note, if the re-roll was not used during a battle, it can be used to re-roll a single dice in the post battle sequence, including exploration dice and serious injuries (but only for the Prospector's injuries).

Prospector. The Prospector is an expert at finding treasure and other items. If a Prospector is part of a warband and was not taken OOA, he may go prospecting as well as exploring normally. The prospector will find an additional D6-1 GC (i.e between 0 and 5 GC) for the party.

Loner. This 'skill' represents the fact that most prospectors are used to being alone for long periods of time. Some get so used to it that they do not have to take 'all alone' tests.