

VANGUARDS

The Greil Mercenaries aren't just composed of a handful of player-characters. You're part of a larger family - with every chance of recruiting more into your midst as you adventure. But trying to juggle a dozen allied NPCs around the battlefield is a quick way to bog down a game into a chaotic, boring mess; while leaving them behind while you run off to save the day ruins a little of that fantasy of being part of a bigger group.

Instead, players can assign an NPC member of the Greil Mercenaries to follow them as a *Vanguard*.

Vanguards don't actively participate in combat alongside the party - instead, they provide support by giving players access to additional abilities. Each Vanguard has access to up to three unique abilities: A Passive Ability, which is always available for use. An Active Ability, which recharges upon a successful roll of a six-sided dice or after combat has ended. And finally, a Heroic Ability, which requires a long rest before it can be used again.



Vanguard abilities count as their own, additional action during combat, henceforth called a Vanguard Action. A player may only take one Vanguard Action per round. Unless otherwise stated, a Vanguard Action can only take place on a player's turn.

If you expend your Vanguard's Active ability, you may roll a D6 at the start of each turn. Should you roll one of the numbers listed on that active ability, it is recharged and may be used once more.

At the beginning of the campaign, each Vanguard will only have access to their Active Ability. However, as the story goes on and you earn that character's trust, you will unlock more.

In addition, Vanguards might bring with them a unique perspective into a situation. You might want to take along the tactician to a war council, or perhaps bring along a noble when asked to attend a ball. Or invite the asshole and see what sort of mess he gets you into this time.

Each player can only bring one Vanguard with them at a time.

INERTIA

A 1 in 6 chance of activating an ability has, in play, proven to be a frustratingly high target at times for unlucky players.

Inertia is a system that allows a party to instantaneously recharge the active abilities of one of their vanguards - should the dice not roll in their favour. Each time a player fails at recharging a vanguard, they place an Inertia Token into a collective pool. After recharge rolls are made, a player may choose to spend a number of Inertia equal to the number of players at the table to instantly recharge their

vanguard's ability. A player can also choose to forsake a recharge roll to give the party a point of Inertia, but this decision must be made before rolling to recharge.

MISSIONS

Once the Greil Mercenaries start to receive a little more autonomy in Tellius, they'll start to receive *Missions*.

These are jobs that, while you can take on yourself, you can also choose to assign a few of your fellow mercenaries to take care of it instead.

While you're out handling a personal summons from some noble, your offsidiers could be taking care of a small bandit problem, or hunting down some stolen goods from the local alchemist. Just make sure you pick the right people for the job, otherwise there could well be some unforeseen consequences.

Should they succeed in their task, you'll be rewarded - most often with gold, but you might also receive some other trinkets, or valuable information.

EXAMPLE OF PLAY

Ike, a Fighter of the Greil Mercenaries, is gearing up for his next adventure. He and his companions have taken a job hunting down a group of thieves hiding in the desert. After looking through the available roster of fellow mercenaries, he decides to bring along Soren, the taciturn wizard, as his vanguard.

His group is 5 members strong, and each has chosen to bring along a vanguard companion.

Unsurprisingly, not long into this adventure, a skirmish breaks out against the scoundrels. When Ike has his turn, he uses his Movement to close the distance between himself and his opponent. He takes an Attack Action to deal some damage, then uses his Bonus Action to Rally a fellow player character, giving them temporary hit points.

Since Ike has a vanguard alongside him, he also has a Vanguard Action to take. He gets Soren to use his active ability; a spell that does a little damage and pushes an opponent in a direction of Ike's choosing.

After his companions and their adversaries have their turns, a new round begins. The DM makes a call to roll to recharge any used Vanguard abilities. Ike makes his roll: a 3. No recharge for him, but it does mean he gets to throw a point of Inertia into the pot.

Since there are currently 5 players total at the table, the total inertia needed to instantly recharge a vanguard's active ability is 5. Nobody at the table is able to recharge their vanguard's ability, so that puts the total inertia at 5, giving them one free recharge of their choice. After some discussion, the party decides to recharge one of the vanguards capable of healing, as the party has taken a not insignificant amount of damage.

TALENT KEYWORDS

Below is a list of talents and what they mean. It would be wise to keep this in mind when sending a vanguard off on a mission.

OFFENSIVE

Arcane Magic - the vanguard can cast anima magic and can weave together powerful destructive spells.

Divine Magic - the vanguard is a worshipper of Ashera and can smite her foes with her given power.

Melee Combat - the vanguard has some skill with close-range weaponry and can handle themselves in a brawl.

Ranged Combat - the vanguard is a marksman and can attack foes from a distance.

Seid Magic - the vanguard is able to sing songs of power and is able to manipulate magic with their voice.

DEFENSIVE

Armoured - the vanguard is equipped with bulky armour and is likely to withstand attacks more easily than their peers.

Healing - the vanguard has access to healing magics and can tend to the wounds of their allies.

Stealth - the vanguard knows how to conceal themselves and can move about without being detected.

ASSIST

Crafting - the vanguard has some skill in making goods, be that blacksmithing, fletching or some other trade.

Gathering - the vanguard knows how to forage for food and has some knowledge of what plants are safe for consumption.

Hunting - the vanguard knows how to track and kill animals and how to properly dress a kill.

Manual Labour - the vanguard is physically strong and is able to aid in tasks requiring heavy lifting.

Providing Aid - the vanguard has a wide array of smaller skills and is disposed to helping people who may need the kindness of a stranger.

Research - the vanguard is well read and knows their way around a library. They are able to diligently find and understand esoteric information.

Scouting - the vanguard is skilled at tracking the movements of other people.

KNOWLEDGE

Ancient Tongue - the vanguard is able to understand the language once used by herons, dragons and the zunanma.

Command - the vanguard has experience leading and inspiring others.

Diplomacy - the vanguard can mediate disputes and is knowledgeable in matters pertaining to etiquette.

Information Gathering - the vanguard knows how to dredge up information on a subject, exploiting whatever connections they may have.

Matters of Faith - the vanguard has some experience in religious studies and is knowledgeable in matters relating to the church of Ashera.

Shady Connections - the vanguard has contacts of some moral dubiousness which they can use to help with whatever task they need.

Tactics and Strategy - the vanguard has a keen mind for matters of tactics and can advise on such matters.

Working with Animals - the vanguard is comfortable working alongside beasts of burden and is less likely to agitate wild creatures.

MOVEMENT

Flight - the vanguard can fly - either under their own power, or by riding atop of a flying mount.

Horsemanship - the vanguard is a skilled rider and takes to the battlefield saddled upon their horse.

Seafaring - the vanguard has command over a ship or a similar vessel, allowing them the ability to move across the ocean's waters.