

ADS

01-50% Untrained Fighters, Non-Fighters
 01-40% Trained Footmen, Trained Workers, Smith, Seamen
 01-30% Crossbowmen, Mercenaries, Armorer, Ship Captain
 01-20% Horsemen, Archers, Pikemen, Cleric, Thief, Engineer, Bard,
 Multi-Level Fighter, Siege Craftsmen
 01-05% Knights, Horse Archers, Magic-User, Animal Trainer, Alchemist,
 Sage, Druid, Assassin, Spy, Siege Engineer, Monk, Illusionist,
 Weretype, Rabblrouser, Ship for Hire

① Roll per specific listing:

(Specialists are underlined)

Adjust above: +2% for each

- *Bonus Offered
- *Famously Generous (triple pay)
- *Repeated Ad (week after first)
- *Only one Listing in ad
- *Coastal Village for Seamen/Captain

-2% for each

- *Village under 300
- *Infamously Notorious (poor pay)
- *Different Alignment
- *Multi-Level Specialist asked for
- *Non-coastal Village for Seamen/Captain

② TYPE

If type is specified but is not rolled below- ad is unanswered. If not specified, roll anyway.

01-60% Man
 61-75 Elf, Half-Elf or Goblin
 76-90 Dwarf or Orc
 91-99 Hobbit, Gnome or Gno11
 00 Extraordinary (Giant, Balrog etc.)

③ ALIGNMENT

If alignment is specified but not rolled- ad is unanswered. If not specified, don't roll.

01-20% Law
 21-60 Neutral
 61-90 Chaotic
 91-00 Referee Decision

If ad is answered roll for number answering:

④ NUMBER ANSWERING

First Level Types	Triple Bonus Offered	Triple Pay Offered	Number of Specialists Answering	Triple Bonus Offered
01-50% 20	+10	+20	1	+1
51-65 30	+20	+30	2	+1
66-80 40	+25	+40	3	+1
81-90 60	+30	+50	4	+2
91-99 80	+35	+60	5	+2
00 100	+40	+80	6	+3

(Non-Fighters- add 20)

⑤ SPECIALIST FEATURES & SCARS (Optional- 30%)

Roll 'A'-	Roll 'B'-
1 Facial	1 Fat
2 L Ear	2 Thin
3 R Ear	3 Tall
4 L Eye	4 Small
5 R Eye	5 Stutters
6 Big Nose	6 Owns Magic Item

⑥ SPECIALIST'S LEVEL

Roll for each:

Level	Adjust Pay /Minimum*
01-40% 1st Normal	
41-65 2nd 1½x Normal	
66-80 3rd 2x Normal	
81-90 4th 2x/100 GP*	
91-95 5th 2x/300 GP*	
95-99 6th 2x/500 GP*	
00 7th 2x/1000 GP*	

*whichever is more

⑦ TRAINED FIGHTERS ORIGIN (Optional)

Roll for each group:

01-40% Mercenary
 41-65 Barbarian*
 66-85 Irregular**
 86-95 Bandit***
 96-00 Brigand***

*Barbarians are always trained & may get +10% Morale Class
 **Irregulars subtract 10% on Morale Class roll and -20% to Armor Class roll
 ***These fellows are unreliable and will probably lie & say they're Mercenaries

⑧ ARMOR CLASS

Roll per specialist or group of fighters:

01-30% None
 31-70 Leather
 71-95 Chainmail
 96-00 Platemail

⑨ WEAPON CLASS

Roll per specialist or group of fighters:

01-40% Swords
 41-60 Mixed
 61-75 2 Handed
 76-90 Pole Arms
 91-00 Pikes

⑩ MORALE CLASS

Roll per group of trained fighters:

01-40% Green
 41-75 Experienced
 76-90 Veteran
 91-00 Elite

UNTRAINED FIGHTERS are men applying without any military experience; therefore they never have Armor or Weapons & always have green morale. They must go through training school to acquire Trained/Green morale.

Horsemen usually have lances; Archers/Crossbowmen have Daggers on up to Battle Axes