

## Requirements:

**Base Attack Bonus:** +1

**Languages:** Must speak one additional language besides Common

**Region:** Must be a resident of Verbobonc

**Skills:** Ride 1 rank

**Time:** 5 TU plus 1 TU per command rating (see below) spent patrolling.

**Special:** Must swear allegiance to the Viscount of Verbobonc and take an oath to enforce the Laws of the Viscounty.

# MOUNTED BORDERERS

## 2<sup>ND</sup> COMPANY—“THE SPEARS OF HAGTHAR”

[ENLISTED]

[MILITARY, NOBLE]

*The Mounted Borderers are considered the most capable and resourceful soldiers the Viscounty has to offer. As the only military arm directly reporting to the Viscount, they are responsible for patrolling the frontiers of Verbobonc. One of the original Mounted Border Companies, the “Spears” are responsible for safeguarding the western reaches of the Viscounty. Some younger and more inexperienced members of the “Spears” took the formation of the 4th Company as an insult that implied they were unable to perform their duties. The company's reputation for exceeding expectation was recently proved again as late as the fall of CY 594, where their stalwart defense of Fortress Hagthar has inspired many a bard's tale.*

## Benefits:

**Uniform:** Each Borderer is issued a uniform tabard to be worn during play in the Viscounty of Verbobonc

**Command Headquarters:** The headquarters for the 2nd company is located at Fortress Hagthar, along the western reaches of the Kron Hills. The commanding officer is *Knight Captain Egret Rynnehurst*. Borderers may seek refuge at any Mounted Border garrison in Verbobonc. This provides free Standard Lifestyle for all Verbobonc regional play.

**Promotions:** Mounted Borderers are promoted through the use of Promotion and Influence Points. A minimum number of Promotion Points are required to gain promotion to the next rank. As a Borderer gains rank, they receive greater responsibility, and the TU requirements increases. Upon promotion, an enlisted Borderer must pay an additional amount of TU equal to their new Command Rating. The annual TU upkeep is equal to 5 plus the current Command Rating.

### Mounted Borderer Promotion Track

Promotion Points	Rank	Base Attack Bonus	Skill Ranks in Ride	Command Rating
0	Trooper	+1	1	0
3-9	Trooper First Class	+2	2	1
10-19	Corporal	+5	5	2
20-29	Lance Corporal	+6	6	2
30-39	Sergeant	+7	7	3
40+	Master Sergeant	+9	9	4

One (1) Promotion Point is automatically earned for each round of Verbobonc regional adventures played by the character. Some adventures and events will provide additional opportunities for promotion.

All promotions and any promotion points earned or lost must be tracked on the Borderer Service Record form, which is contained in the Mounted Borderer supplement available on the Verbobonc website.

**Company Assignment:** Assignment to a company is made by the commanders and officers of the Mounted Borderers, with the approval of the Viscount. Once chosen, your company assignment may not be changed except by opportunities available through campaign play or by the express permission of the Verbobonc Triad

**Agent of Justice:** As the law-enforcement arm of the Viscount, the Mounted Borderers are trained to investigate crime, apprehend lawbreakers, and keep the peace. Mounted Borderers should familiarize themselves with the regional campaign document: *Laws of the Viscounty: A Guide to Justice in the Viscounty of Verbobonc*.

**Tactics:** Soldiers of the 2nd company holding the rank of Corporal or higher have access to the *Tactical Soldier* prestige class (*Miniatures Handbook*)

**Military Presence:** Mounted Borderers of the 1st company use a variety of skills to get the job done. Members receive a circumstance bonus equal to their command rating on the following skills:

- Climb
- Gather Information
- Handle Animal
- Intimidate
- Ride
- Spot
- Use Rope

**Quartermaster:** Members of the 2nd Company have access to purchase the following equipment from the Fortress Hagthar commissary:

- Alchemist's arrow (AEG)
- Bola's (AEG)
- Collapsible Grappling Hook (A&EG)
- Darkvision powder (A&EG)
- Fareye oil (CV)
- Farflame oil (A&EG)
- Flight arrow (A&EG)
- Greatspear (CW)
- Keenear powder (CV)
- Lamellar armor (A&EG)
- Longaxe (CV)
- Portable Hut (FB)
- Quickflame (CV)
- Quicksilver (CV)
- Quiver Scabbard (A&EG)
- Rider's Shield (RS)
- Ring armor (A&EG)
- Signal torch (A&EG)
- Spinning Javelin (A&EG)
- Stonebreaker Acid (A&EG)

**Mount Access:** Members of the 2nd Company are able to purchase superior mounts from the finest breeders of Verbobonc. These mounts are detailed in the Mounted Borderer supplement available on the Verbobonc website.



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This certificate certifies that

A character played by

Signature of Player

RPGA Number

Date

AR

Has fulfilled the requirements for membership in this Verbobonc regional metaorganization.

Membership must be renewed annually at the beginning of each calendar year. Please keep all previous certificates of membership together along with this one so an accurate account of your membership can be made in the event of an audit.

Signature of DM

RPGA Number

Date

This regional documentation has been issued by the Triad of the region of Verbobonc and must be turned over to them upon request. It may be revoked, altered, changed, or otherwise modified at any time by the Verbobonc Triad for any reason deemed necessary.