

To roll your character's Squire, use the tables below to find your modifiers:

MODIFIERS

Station	Mod.
Imposter	-2
Mercenary	0
Bachelor	+1
Landed	+3
Nobility	+6
Charisma	Mod.
3-4	-4
5-6	-1
7-9	0
10-12	+1
13-15	+2
16-17	+3
18	+4

Next roll 1d10 + the combined modifiers above on this table (you can rename squires as you like):

d10+Mods	Squire	C/L	HP	AC	Gear
<0	Nobody will serve you.	-	-	-	-
1	Golden Boy (thinks he's a king, spoiled)	0	3	10	Sword, demands his "crown"
2	Little Finger (small, cunning, thief)	T1	3	10	Silver Dagger
3	Bron the Bold (bold as long as your gold holds out)	F1	5	8	Boiled Leather, Dagger, Sword
4	Theon the Thief (better watch your stuff)	T1	4	8	Long Bow, Boiled Leather Armor, Sword, Dagger
5	The Drowned Man (preaches about the sea god)	C1	3	10	Cudgel, Sea Weed
6	Stone Face Stannis (CHA 3, face only a mother can love)	F1	4	5	Scale Mail, Wooden Round Shield, Sword, Dagger
7	Horse-face 'Arry (girl? Who knows, but can kill)	T1	4	10	Short sword
8	Ballsy Varys (soft, fat, but great spy)	T1	3	10	Dagger, cage of little birds
9	Sam the Brave (fat, but well-read)	MU1	3	6	Dagger, Spell Book with Sleep and Read Magic
10	Bran the Flyer (good climber)	T1	3	8	Boiled Leather, Dagger
11	Tyrion the Short (can only ride ponies, very clever)	MU1	4	10	Dagger, Spell Book with Charm Person and Sleep
12	Bastard Jon (longs for his mother)	FM1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
13	Joffery the Just (spoiled brat)	FM1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
14	Wolfshead Robb (young and fearless)	FM1	5	6	Ring Mail, Wooden Round Shield, Sword, Dagger
15	Jaime the Pretty (18 CHA, bit of a deviant)	FM1	7	4	Mail Hauberk, Wooden Round Shield, Sword, Dagger
16	The Dog (brother of Gregor, fearless - except fire)	FM1	7	6	Ring Mail, Wooden Round Shield, Sword, Dagger
17	Gregor the Giant (enormous fighter, not pleasant)	FM2	16	5	Mail Hauberk, 2H Sword, Dagger
18	Nedd Strongneck (will never lie or cause you dishonor)	FM2	12	4	Mail Hauberk, Wooden Round Shield, Sword, Dagger
19	Razorback Robert (STR 18, strong as an ox)	FM2	14	5	2H Hammer, Sword, Dagger, Mail Hauberk
20	Brother Beric the Bolt (can heal you d6+1 a day)	C2	10	4	Mace, Mail Hauberk, Wooden Round Shield

To determine your Retinue, find your combined modifiers on the table below:

Total Mod.	Retinue
<0	None, you are alone in the world.
1-2	2 Filthy Peasants you pay to guard your camp.
3-6	5 Men-at-Arms (0 Level) Armed with clubs.
7-9	5 Men-at-Arms (0 Level) Boiled Leather Armor, Swords
9	1 Sergeant (FM1) Boiled Leather, Sword + 5 Men-At-Arms (0 Level) with Spears
10	1 Sergeant (FM1) Ring Mail, Sword + 10 Men-At-Arms (FM 1) Boiled Leather, Spears