

One-Page Profession - The Forester

([Wayne Imlach](#))

These are the rangers and woodsmen who are common throughout feudal society. Fighting men trained in woodcraft, tracking and moving secretly through the countryside. Foresters must have a Strength of at least 9.

Starting Profile – ATTACK 13; DEFENCE 6; MAGICAL DEFENCE 4; EVASION 4; STEALTH 14; PERCEPTION 6; Health Points 1d6 +8

Track – this operates in the same fashion as the Knight and Barbarian ability (Dragon Warriors p. 63) but the Forester may add his Rank to his PERCEPTION.

Premonition & ESP – these operate in the same fashion as the Mystic abilities (Dragon Warriors p. 34).

Stealth – the Forester may add his Rank to his STEALTH when moving in natural, open terrain (forest, hills, open country, etc.).

Armour – the Forester suffers –2 from both ATTACK and DEFENCE if wearing plate armour (the same penalties as Barbarians and Warlocks).

Starting Equipment – lantern, flint-&tinder, backpack, bow, quiver containing six arrows, dagger, chain mail armour, 2–20 florins, sword or war axe (treat as a (d6, 5) weapon).

Advancement – Foresters advance in Rank the same way as Barbarians.

Skills of the Mighty – Foresters may choose one Skill of the Mighty from the Knight's selection on attaining Rank 8 and each Rank thereafter.

Background – Foresters use the Mystic background tables when determining past history and origins.

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