

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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