

# One Page Profession - The Forester

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.

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 score.

**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 score 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 Knights selection on attaining 8th rank, and on each rank thereafter.

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