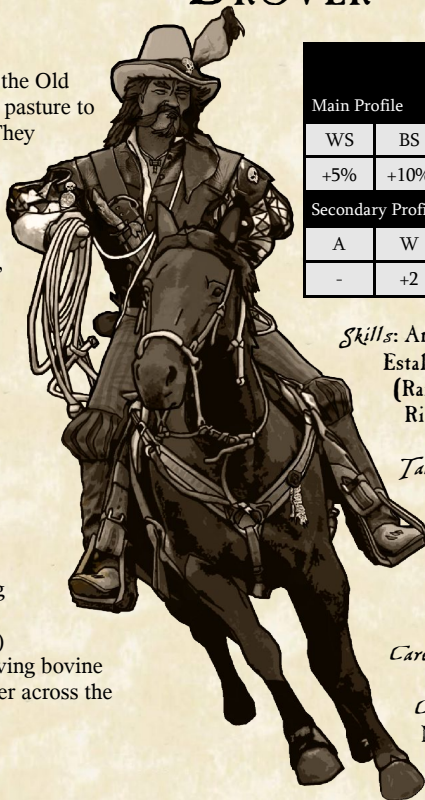


- DROVER -

DESCRIPTION

Drovers drive herd animals across the Old World, normally taking them from pasture to market, or from market to buyer. They often work in teams with other drovers, sometimes driving animals for many hundreds of miles. Most Drovers also use work-dogs to aid their herding, which they communicate with by using a series of whistles and barked orders.

The most famous Drovers in the Old World come from Averland in the Empire, and Estalia. The Averlander drovers are part of the lucrative equine business of the county, and are found across the Empire - and often far into Tilea; the mercenary companies always need fresh mounts - driving large herds of horses to their new owners. Estalian drovers (*vaquero*) are renowned for their skills at driving bovine livestock, and are much sought after across the Old World for their expert skills.



- Drovers Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+5%	+10%	+10%	+5%	+5%	-	-	-

Secondary Profile

A	W	SB	TH	M	Mag	IP	FP
-	+2	-	-	-	-	-	-

Skills: Animal Care, Common Knowledge (the Empire, Estalia or Tilea), Follow Trail or Secret Signs (Ranger), Navigation, Outdoor Survival, Perception, Ride, Speak Language (Reikspiel, Estalian or Tilean)

Talents: Orientation, Seasoned Traveller, Specialist Weapon Group (Entangling)

Trappings: Herd-dog, Lasso, Light Armour (Leather Jack), Riding Horse with Saddle and Harness

Career Entries: Coachman, Messenger, Outrider

Career Exits: Highwayman, Horse Coper, Messenger, Outlaw, Outrider, Roadwarden, Scout