

— GAMEKEEPER —

DESCRIPTION

The estates of nobles are invariably off-limits to commoners and other riffraff, reserved for the sole pleasure of the nobles themselves and their guests. One such pleasure is hunting, be that on horseback, with bow, or with hawk or falcon. In order to ensure a steady supply of healthy game, to ward against poachers, to see off trespassers, and to control vermin and predators, the gamekeeper is employed. The gamekeeper selectively culls some game animals, also actively breeding and tending others ready for the hunting season. The most dangerous aspect of their job is the constant struggle with poachers, and when dealing with these cunning criminals, gamekeepers can risk injury and even death.



— Gamekeeper Advance Scheme —

Main Profile

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

Secondary Profile

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

Skills: Animal Care, Concealment, Follow Trail, Intimidate, Perception, Set Traps, Silent Move

Talents: Acute Hearing or Fleet Footed, Hardy, Marksman or Sharpshooter, Trapfinder

Trappings: Bow with 10 arrows or Crossbow with 10 bolts, 2 Mantraps

Career Entries: Fieldwarden, Hunter, Servant, Woodsman

Career Exits: Bounty Hunter, Fieldwarden, Hunter, Targeteer

Note: If you are rolling randomly for your Starting Career, you can substitute Gamekeeper for Hunter with your GM's permission.