



FORESTER

“Nothing is forgotten. Nothing is ever forgotten.”

-Robin, Robin of Sherwood

Skills

Climbing, Hunting, Marksmanship, Orienteering, Stealth, Survival, Tracking

Trappings

A brown or green cloak, a bow, a waterskin, some fresh rations.

Suggested Proficiencies

Bow, Outdoor, Stealth

DESCRIPTION

A forester typically served a noble by patrolling the forests within the lord's demesne, ensuring no one killed his deer or felled his trees (peasants were only allowed to collect dead wood from the forest to fuel their fires). It was also the forester's responsibility to be on the lookout for bandit or brigand camps, bring them to the lord's attention, and assist with their removal. A forester would also attend hunts with his lord, showing him the best places to find game, and participate in the hunt himself.

Foresters normally came from peasant stock, usually freemen, who would hold their service in exchange for land. A forester might also gain his position due to the fact he was the illegitimate son of the lord, as the profession was considered to be fairly prestigious, or the position could also be a reward to a loyal yeoman for exceptional service.

Foresters who lived and hunted on a lord's land, or in a royal forest without permission were known as poachers. Poaching was considered a grave offense in the middle ages, and those caught could expect the loss of a hand, or even a slow, painful death.

CONCEPTS

*You attained your position because you were born on the wrong side of the sheets. But your father, the local lord, respected your mother enough to acknowledge you, and you gained the position of forester when you came of age. When your younger brother inherits the land, will you continue serve him faithfully, or strike out on your own?

*You killed a deer to feed your starving family but was almost caught. Now you hide in the forests as a criminal, living off the land as a free man, owing allegiance to no one.