

Foresters



You've taken the pledge? Good. We need more folk willing to help out, we have a lot of ground to cover.

On the Edges

Chances are before you joined you were one of the wandering folk - gamekeepers, hunters, tinkers, one of the travelling kindreds - and the good news is that it doesn't need to change. Foresters keep to the edges where the towns meet the wilds and keep their eyes and ears open; if there's a problem we can fix, like blocked roads or baiters or loggers going after dryad-woods, we fix it, and if we can't we get word out to the patrols.

The most important thing to remember is that we do not abuse the wilds nor allow them to be abused. On the other hand, we can afford to be more pragmatic than the Druids as we're not tied to the wild in the same way - always use your best judgement.

Scratching Backs

Being a Guild means we can pool our skills and teach each other; no one can out-track a Forester, and you'll quickly learn how to recognise any creature by sight or spoor. We're self-sufficient too - be it patching someone up or putting together protection - and like the creatures we look after we can have a very nasty and surprising bite.

If you have the aptitude for it, we even have contacts in the Druids willing to pass on a trick or two, even if you're green...

Balancing Needs

I'll admit to you now, our job isn't easy. Pathfinders, Bounty Hunters and Druids all have a single-minded focus to fall back on, while we...we have to balance the needs of a lot of people, and not all of them have two legs. Or, in the case of the trees, any legs. We're not just an early warning system for the Kingdom; we're the ones trying to make sure where we can that they don't need to be warned, by trying to make peace between the wilds and civilisation and between the other peoples out here. It's tough but rewarding, especially the first time you can make two people who would otherwise be enemies choose to work together. We have people counting on us.

Wind at your back and road at your feet,

forester Raven Ashcroft

OOC: Playing a Forester

You can find out the details of being in the Foresters on the website:

Player Rules > The Kingdom > Guilds > The Foresters

The Foresters are a loose group that gained legitimacy and the Baron's favour in AE118 - a network of gamekeepers, travellers, hunters and gatherers and other folk that happen to like living out in the wilderness and as such are generally the first people to spot problems starting to form. How well they get on with more 'civilised' folk can be quite variable, but a consequence of becoming a formal Guild is that they should at least try!

Foresters tend towards being Nature followers because they are permanently immersed in the wilderness, but they lack the single-mindedness of a Druid about it; on one hand, this means they are limited in what the Path will give them, but on the other this means that they are far less likely to cause Diplomatic Incidents and are a good choice for negotiations between civilisation, greenskin tribes and full Druids.

From a player perspective, the Foresters make a good fit for a 'Ranger' style of character; they don't have the martial skills of a Pathfinder or the miraculous strengths of a Druid, but they are quite self-sufficient as an alternative way of playing a Scout and have restrictions less likely to cause intra-party conflict or the previously mentioned Diplomatic Incidents.

Things a Forester would know:

- Some Druids can be quite fanatical and may consider you an enemy for not being a proper Druid; there's no helping them. Other Druids will simply refuse to believe the Foresters exist.
- The biggest greenskin territory is the Orcish Wastes in the north; the biggest Druidic nation is Arboria in the south. The Kingdom borders of both of these areas require their own special flavours of diplomacy.
- Gossip with other Foresters is the best way of keeping everyone safe, as no one knows the state of the roads quite like someone who lives on them permanently.