

MainCharacter (little woodling)

Gender: Not assigned (using he to refer to the character does not mean he's a man)

Species: Woodling

Age Group: Young adult (human years early 20's)

Average Height: 6.5 head

Totem animal: Sparrow

Era: Scandinavia in iron age

Lives: In the forest

Appearance: Wears cloths mostly made of furs and leather. He uses bones, teeth, stones and wood as ornaments. The colors of his attire are very earthy.

Distinguishing Feature: As a woodling he has a smaller size than humans and he also wears a mask over his face. He has a smaller and slender build than the other woodlings in this game because he is younger. He also has a more simple appearance to himself compared to the other woodlings. For example he doesn't use bright colors. All the woodlings also have different kind of masks.

Fighting style: He is very agile in his movements. Prefers quick concentrated attacks rather than prolonged hacking.

Armaments: at the beginning he has nothing special. Uses amulets for skill boosts and heals.

Special ability:

Motive: He just kind of ended up in this situation and it's not like you could say no when all life depend on it

Personality: Calm, rational, practical, friendly, eager to help (kind of the reason he got into this mess in the first place)

Time Frame: about two weeks

Nu-Nu-Nuku

Gender: Not assigned

Species: Woodling

Age Group: Adult (40)

Average Height: 6.5 head

Totem animal: Bear

Lives: At the lake side

Appearance: Similar to the main character but the color palette is bit more prone to blues, purples and greens

Distinguishing Feature: More muscular, has wider shoulders,

Fighting style: Bit more comfortable with longer weapons. Mostly uses his fishing rod that has a giant boulder at one end.

Armaments: Fishing rod that has a spiky boulder as the float.

Special ability: fishing

Motive: he's a forest spirit-ish being his job is to look after the waters and their inhabitants so of course he cares.

Personality: quiet, meditative, more of a lone wolf kind of a person

Chiko-Chiko

Gender: Not assigned

Species: Woodling

Age Group: Adult (30ish)

Average Height: 6.5 head

Totem animal: Fox (Raccoon?)

Lives: In the forest

Appearance: also similar to the main character in clothing wise. But he has stronger colors than the other woodlings.

Distinguishing Features: Taller than the main character and slender in build

Fighting style: fight with his raccoon friends, fast and decisive

Armaments: he rattles in both hands

Special ability: collect wood and sees to the fire

Motive: he doesn't like dark

Personality: energetic, gregarious, bit of a wild child

Gongala

Gender: Not assigned (but quite obviously manly)

Species: Woodling (but his mask is more human like than others)

Age Group: Very old, nobody knows how old exactly

Height: 9 head

Totem animal: Owl

Lives: Heart of the forest

Appearance: Bigger than the other woodlings. He wears a great robe

Distinguishing Features: He has two great antlers at the top of his head and long mossy beard (naava).

Fighting style: doesn't fight, if he did, he wouldn't need to move much

Armaments: Staff

Special ability: Reviving and potion/amulet making

Motive: he wishes to save the forest from the darkness

Personality: meditative, slow, very wise and it shows

Unga-Cha

Gender: Not assigned

Species: Woodling

Age Group: Around 30 in human years

Average Height: 6.5 head

Totem animal: Reindeer

Lives: All areas

Appearance: Wears only furs that he has made himself so they aren't exactly perfect

Distinguishing Features:

Fighting style: Uses animals as helpers in battle

Armaments: spear and net

Special ability: herds animals of the forest (produces furs, bones, teeth), can talk to all animals

Motive: Wants to save the animals

Personality: Independent, headstrong,

Aman-Us

Gender: Not assigned

Species: Woodling

Age Group: Around 50 in human years

Average Height: 6.5 head

Totem animal: Raven

Lives: All areas

Appearance: has more refined and developed clothing than the other woodlings

Distinguishing Features:

Fighting style: Has numerous different fighting styles.

Armaments: All different weapons

Special ability: creates armor, masks and weapons (player needs to provide the items)

Motive:

Personality: Strong, adaptable, concentrated