



NIGHTKIN



You belong to the nightkin of the northern Fangwoods. As exiled cousins of the jovial halflings, you protect their ignorant hides from the horrors of the night, and the beasts of the forest. You have delved deeply into the mystical arts of forest magic to protect the beings around you, but as the Blood Mist dispersed, you found that your lust for new forests and discoveries was greater than the need to protect your distant relatives. With your old companion, a scarred and dark-bristled boar that goes by the name Drokk, you have travelled Ravenland with a new tribe of untamed, and, for the most part, naïve adventurers.

- ❖ FIRST NAME: Gormar / Hilga
- ❖ KIN: Goblin
- ❖ PROFESSION: Druid
- ❖ AGE: Old (62)

PRIDE

You sense unnatural phenomena before anyone else.

DARK SECRET

Your meddling with sorcery has attracted dark beasts and demons over the years, and people close to you tend to suffer for it.

ATTRIBUTES

Strength:	2
Agility:	3
Wits:	5
Empathy:	3

SKILLS

Stealth (AGILITY)	1
Marksmanship (AGILITY)	1
Scouting (WITS)	1
Survival (WITS)	3
Insight (WITS)	3
Healing (EMPATHY)	3





TALENTS

- ❖ **SNEAKY:** (Kin talent) After rolling for **STEALTH**, you can spend Willpower Points which are turned into extra ✕.
- ❖ **PATH OF HEALING [2]:** You are one with untamed nature, giving tribute to The Nightwalker, the first god. From the the dark earth you can call forth powers to mend the broken and banish unnatural beings. You can use Willpower Points to cast the spells below. The number of Willpower Points used is called the Power Level. Magic is fully explained in the *Forbidden Lands* core set.
 - ❖ **CLEANSE SPIRIT:** By touching another being, you immediately heal a number of Wits or Empathy points equal to the Power Level. You cannot heal yourself.
 - ❖ **HEALING HANDS:** By touching another being, you heal a number of points of Strength or Agility equal to the Power Level. You cannot heal yourself.
 - ❖ **NATURE'S CURE:** By touching someone, you immediately heal a sickness or cure the effects of poison in another being or yourself. The Power Level of your spell must be equal to or higher than the Virulence or Potency divided by 3.
 - ❖ **BANISH DEMON:** At **NEAR** range, you can call upon your god to banish demons from this world. The spell inflicts damage equal to the Power Level.
 - ❖ **MEND WOUNDS:** By touching someone, you heal a critical injury. A lethal injury requires Power Level 2.
 - ❖ **PURGE UNDEAD:** When you are **NEAR** an undead, you can inflict damage to Strength equal to the Power Level.
- ❖ **HORSEBACK FIGHTER [2]:** You have grown up with Drokk, a dark-bristled woodland

boar, with tusks carved with intricate patterns of The Nightwalker. From his back you can easily slash someone with a one-handed weapon and fire your sling. Attacks from Drokk's back give you a +1 bonus.

- ❖ **NAME:** Drokk the Boar
- ❖ **STRENGTH:** 4
- ❖ **AGILITY:** 2
- ❖ **SKILLS:** Melee 3, Scout 3
- ❖ **MOVEMENT:** 1
- ❖ **ARMOR:** 1 (bristles and scarred hide)
- ❖ **WEAPON:** Tusks, Damage 2 (blunt)

GEAR

- ❖ A long-bladed knife (1H, Bonus +1, Damage 1, **LIGHT & POINTED**)
- ❖ A sling (1H, Bonus +1, Damage 1, **SHORT** range, **LIGHT** item)
- ❖ Paralyzing poison (1 dose, **TINY** item)
- ❖ Old spyglass (+2 Gear Bonus to **SCOUTING**)
- ❖ 1 Silver

RESOURCES

- ❖ Food D8
- ❖ Water D8
- ❖ An everlasting supply of rocks for the sling

RELATIONSHIPS

- ❖ **ALDERSTONE:** A trustworthy and sturdy dwarf, albeit a bit stupid, but with their heart in the right place.
- ❖ **RAVEN CLAW:** This youngling has a troubled past and an unruly mind. Needs to be taught the virtue of acceptance.
- ❖ **TURF-WALKER:** The human side is strong and mature, but I fear the elven blood makes our pathfinder unpredictable.



GOBLIN KIN

FORBIDDEN LANDS

PROFESSION
DRUID

ATTRIBUTES

Strength	2	
Agility	3	
Wits	5	
Empathy	3	

CONDITIONS

Sleepless	Thirsty	Hungry	Cold

Critical Injuries:

SKILLS

LEVEL

Might (STRENGTH)	
Endurance (STRENGTH)	
Melee (STRENGTH)	
Crafting (STRENGTH)	
Stealth (AGILITY)	1
Sleight of Hand (AGILITY)	
Move (AGILITY)	
Marksmanship (AGILITY)	1
Scouting (WITS)	
Lore (WITS)	
Survival (WITS)	3
Insight (WITS)	3
Manipulation (EMPATHY)	
Performance (EMPATHY)	
Healing (EMPATHY)	3
Animal Handling (EMPATHY)	

NIGHTKIN

NAME

Pride: I SENSE UNNATURAL

PHENOMENA BEFORE ANYONE ELSE.

Dark Secret: MY SORCERY HAS

ATTRACTED DEMONS AND PEOPLE CLOSE

TO ME TEND TO SUPPER FOR IT.

Age: OLD (62)

Reputation:

APPEARANCE

Face:

Body:

Clothing:

TALENTS

RANK

SNEAKY (KIN TALENT)

PATH OF HEALING

3

HORSEBACK FIGHTER

1

HELMET

RATING



SHIELD

BONUS

ARMOR

RATING



WEAPONS

BONUS

DAMAGE

RANGE

COMMENT

LONG-BLADED KNIFE (1H)

+1

1

-

LIGHT, POINTED

SLING

+1

1

SHORT

WILLPOWER

EXPERIENCE

RELATIONSHIPS

PC1: ALDERSTONE: TRUSTWORTHY AND STURDY DWARF, A BIT STUPID, BUT HEART IN THE RIGHT PLACE.

PC2: RAVEN CLAW: YOUNGLING WITH A TROUBLED PAST AND AN UNRULY MIND. NEEDS TO BE TAUGHT ACCEPTANCE.

PC3: TURF-WALKER: HUMAN SIDE IS STRONG, BUT THE ELVEN BLOOD MAKES OUR PATHFINDER UNPREDICTABLE.

PC4:

GEAR

GEAR BONUS

- | | |
|----------------------|----|
| 1. SPYGLASS | +2 |
| 2. LONG-BLADED KNIFE | +1 |
| 3. SLING | +1 |
| 4. | |
| 5. | |
| 6. | |
| 7. | |
| 8. | |
| 9. | |
| 10. | |
| Carrying Capacity | 4 |

MOUNT

Name

DROKK THE BOAR



Strength Agility

4 2

- | | |
|-----|-----|
| 1. | 11. |
| 2. | 12. |
| 3. | 13. |
| 4. | 14. |
| 5. | 15. |
| 6. | 16. |
| 7. | 17. |
| 8. | 18. |
| 9. | 19. |
| 10. | 20. |

CONSUMABLES

Food



Water



Arrows



Torches



TINY ITEMS:

PARALYZING POISON (1 DOSE)

NOTES

