



## TURF-WALKER



*My father left the conflict of the Moldena plains in his youth and braved the Blood Mist. I have heard tales of his adventures from my mother, and songs of how they met during his flight from the Canide Dwarves of the northern mountains. She cared for him in the sanctuary of the Dankwood forest, but even before I was old enough to remember, he passed away after suffering from a strange illness. I never understood until the Blood Mist lifted, and my own travels began, how much my mother had sacrificed for him, and me. Despite being exiles and outcasts, I now strive to bring great renown to our family name and please the air goddess with my deeds.*

- ❖ FIRST NAME: Galame / Konerva
- ❖ KIN: Half-Elf
- ❖ PROFESSION: Hunter
- ❖ AGE: Young (29)

### PRIDE

You can survive in the wilds for weeks.

### DARK SECRET

You are tainted by the Blood Mist. A growing birthmark on your chest brings ill tidings. You are unsure of how much time you have left.

### ATTRIBUTES

Strength:	3
Agility:	5
Wits:	4
Empathy:	3

### SKILLS

Move (AGILITY)	1
Marksmanship (AGILITY)	3
Scouting (WITS)	3
Survival (WITS)	1





## TALENTS

- ❖ **PSYCHIC POWER:** (Kin talent) Your elf blood makes you suited to channel forces beyond your human heritage. You can feel the air goddess Wail caress your skin as you become one with the breath of the earth. Every time you spend Willpower Points to activate a talent, the first point counts as two.
- ❖ **PATH OF THE ARROW [1]:** Your will is connected to the air goddess and her power will guide your arrows to their true target. When you hit with a ranged attack, spending a Willpower Point will make the victim's armor offer no protection.
- ❖ **FAST SHOOTER [1]:** Years of honing your skill with the bow, hunting birds in flight and cautious game, has made you lightning fast. As you SHOOT with a ranged weapon, you do not have to spend a short action to PREPARE. This does not apply to a crossbow.

## GEAR:

- ❖ A longbow (2H, Bonus +2, Damage 1, LONG range)
- ❖ Flint & steel (TINY, Gear Bonus +1 when MAKING CAMP)
- ❖ Quiver (arrows do not encumber the wearer)

- ❖ A holy symbol of the air goddess Wail
- ❖ Large tent (HEAVY, room for six people and gives a +2 Gear Bonus to MAKING CAMP)

## RESOURCES

- ❖ Food D8
- ❖ Water D8
- ❖ Iron head arrows D10

## RELATIONSHIPS

- ❖ **NIGHTKIN:** A muddy demeanor does not mean a stained soul. We shall become great friends, once this nightkin's suspicions toward me have been washed away.
- ❖ **ALDERSTONE:** I sense internal turmoil in our old dwarf, but I have never doubted our guardian's heartfelt care, especially considering the wonderful meals we have together.
- ❖ **RAVEN CLAW:** The Ailander has a troubled past, but I can feel the plight of just revenge, and shall help fulfil this human's need for justice. In another life, we could be siblings.





# FORBIDDEN LANDS

HALF-ELF

KIN

PROFESSION

HUNTER

## ATTRIBUTES

Strength	3	
Agility	5	
Wits	4	
Empathy	3	

## TURF-WALKER

NAME \_\_\_\_\_

Pride: I CAN SURVIVE IN THE WILDS FOR WEEKS.

Dark Secret: A BIRTHMARK ON MY CHEST BRINGS ILL TIDINGS. UNSURE OF HOW MUCH TIME I HAVE LEFT.

Age: YOUNG (29) Reputation: \_\_\_\_\_

## APPEARANCE

Face: \_\_\_\_\_

Body: \_\_\_\_\_

Clothing: \_\_\_\_\_

## CONDITIONS






Sleepless Thirsty Hungry Cold

Critical Injuries: 

## HELMET

RATING 

## SHIELD

BONUS 

## ARMOR

RATING 

## TALENTS

PSYCHIC POWER (KIN TALENT)

PATH OF THE ARROW 1

FAST SHOOTER 1

## SKILLS

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

## WEAPONS

	BONUS	DAMAGE	RANGE	COMMENT
Longbow (2H)	+2	1	LONG	

## WILLPOWER



EXPERIENCE



## RELATIONSHIPS

PC1: NIGHTKIN: WE SHALL BECOME GREAT FRIENDS, ONCE THIS NIGHTKIN'S SUSPICIONS TOWARD ME HAVE BEEN WASHED AWAY.

PC2: ALDERSTONE: SENSE INTERNAL TURMOIL IN OUR DWARF. NEVER DOUBTED OUR GUARDIAN'S HEARTFELT CARE.

PC3: RAVEN CLAW: CAN FEEL THE AILANDERS PLIGHT OF JUST REVENGE. SHALL HELP THIS HUMAN'S NEED FOR JUSTICE.

PC4:

### GEAR

### GEAR BONUS

1. LONGBOW +2
  2. LARGE TENT +2
  3. —//— -
  4. QUIVER -
  5. \_\_\_\_\_
  6. \_\_\_\_\_
  7. \_\_\_\_\_
  8. \_\_\_\_\_
  9. \_\_\_\_\_
  10. \_\_\_\_\_
- Carrying Capacity 6

### MOUNT

Name \_\_\_\_\_



Strength Agility

- |     |     |
|-----|-----|
| 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:

FLINT & STEEL (TINY, +1 GEAR BONUS WHEN MAKING CAMP)

A HOLY SYMBOL OF THE AIR GODDESS WAIL

### NOTES

### COINS

SILVER

GOLD

COPPER

