



RAVEN CLAW



You grew up in Fernbrook, a small village near the fork of the great river Moldena. A prosperous community of Ailanders, cared for by a coven of Raven Sisters. In your youth, your prayers to save your mother from the Blood Mist were heard, and the great Raven bestowed happiness and health upon your family. You farmed the land, blessed by the Sisters, and lived off the abundance of fish from the river. Until they came. When the Blood Mist lifted, the Rust Brothers came for us. All it took was one shrouded night and the river turned red from the blood of our Raven Sisters. Now, all I have of their memory is my feathers, and a burning desire to soak the earth with the blood of the followers of Rust.

- ❖ NAME: Vorvald / Nindia
- ❖ KIN: Human
- ❖ PROFESSION: Rogue
- ❖ AGE: Adult (29)

PRIDE

No one can catch you.

DARK SECRET

You were clumsy in your first attempt to kill a Rust Brother. Now they know you are coming for them and you might endanger everyone.

ATTRIBUTES

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

SKILLS

Melee (STRENGTH)	3
Stealth (AGILITY)	3
Move (AGILITY)	1
Manipulation (EMPATHY)	2
Healing (EMPATHY)	1





TALENTS

- ❖ **ADAPTIVE:** (Kin talent) As a human, you are crafty and adapt well to new conditions, one of the reasons your kin spread so quickly over Ravenland. By spending a Willpower Point you can use a different skill than the one required, as long as you can explain how it is used to perform the action.
- ❖ **PATH OF THE KILLER [1]:** You have grown up under the wings of the Raven. Alas, your god was not enough to keep the Raven Sisters of your village safe, and in their blood you saw your true calling. There's no time for heroics, only results. If you succeed with a **SNEAK ATTACK**, you can spend Willpower Points to increase the damage, one point of damage per WP.
- ❖ **AMBIDEXTROUS [1]:** To be efficient you have mastered the art of striking with both of your hands as one. With sharp blades you become the Raven's claws, striking your foes when they least expect it. You can use a single **DRAW WEAPON** action to equip one weapon in each hand. Using a **LIGHT** weapon in your off-hand, you may use it as a fast action to make one extra attack per round.
- ❖ **LIGHTNING FAST [1]:** You have the insight of the Raven and intuitively feel the ebb and flow of a conflict. Draw two initiative cards instead of one at the start of combat. Choose the one you want and shuffle the other into the deck before the others draw.

GEAR

- ❖ A scimitar with an ornamented blade (rH, Bonus +1, Damage 2, **EDGED, POINTED, HOOK & PARRYING** – allows for **STAB, SLASH** and **SHOVE** attacks, as well as **PARRIES**)
- ❖ A long-bladed dagger (rH, Bonus +1, Damage 1, **LIGHT, EDGED & POINTED** – allows for both **STAB** and **SLASH** attacks)
- ❖ A cloak made from black feathers
- ❖ 6 Silver and 3 Copper

RESOURCES

- ❖ Food D6
- ❖ Water D6
- ❖ Torches D8

RELATIONSHIPS

- ❖ **NIGHTKIN:** I do not trust the dark folk, but this goblin is handy to have in a fight.
- ❖ **ALDERSTONE:** Caring and good-hearted on the surface, this old dwarf must have darker secrets that have gone untold. I must find out.
- ❖ **TURF-WALKER:** If it weren't for this half-elf's Alderlander blood and disdain for The Raven, our pathfinder would be a good friend. If only I can wash away those flaws.



Evan Edmunds (Order #31632673)

RELATIONSHIPS

PC 1: NIGHTKIN: I DO NOT TRUST THE DARK FOLK, BUT THIS GOBLIN IS HANDY TO HAVE IN A FIGHT.

PC 2: ALDERSTONE: CARING AND GOOD-HEARTED ON THE SURFACE, MUST HAVE DARKER SECRETS THAT HAVE GONE UNTOLD. I MUST FIND OUT.

PC 3: TURF-WALKER: WOULD BE A GOOD FRIEND IF IT WEREN'T FOR THE ALDERLANDER BLOOD AND DISDAIN FOR THE RAVEN. NEED TO WASH AWAY THOSE PLAINS.

PC 4:

GEAR

GEAR BONUS

1. SCIMITAR +1

2. LONG-BLADED DAGGER +1

3.

4.

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



NOTES

