

FORBIDDEN LANDS



ARTISAN, BURGLAR, SCION

For the past few years, I have been working on Nordsaga, an alt-history alternative setting for Forbidden Lands. A big part of this new setting has been an overhaul of the Professions, as those found in Forbidden Lands tend to be a bit too “high fantasy” for Nordsaga. Rather than keeping these new Professions hidden away until my game is released, I’ve decided to share them so that other players and GMs can benefit from a little more variety in their games.

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ARTISAN

You are not happy unless you are creating something honest with your own two hands, something you have been doing your entire life.



KEY ATTRIBUTE: Strength

SKILLS: Might, Endurance, Crafting, Sleight of Hand, Lore

TYPICAL NICKNAMES: Clanger, Patchman, Sawbones



PRIDE

Choose an option below or create your own:

- ❖ The quality of the things you make are second to none.
- ❖ You're no thief, but your fingers are strong and quick.
- ❖ Most quality items have a story, which you alone can read.

DARK SECRET

Choose an option below or create your own:

- ❖ You enjoy the thrill of destruction far more than the pride of creation.
- ❖ You are wont to create an inferior product, but sell to ignorant customers at top price.
- ❖ Your Warhammer / Handaxe was commissioned for a powerful individual, but you took it for yourself instead.

RELATIONSHIPS

Choose an option below or create your own:

- ... is clumsy and loud, but with some shaping has potential.
- ... has a heart of cold iron and a temper to rival my forge.
- ... thinks too highly of himself. Needs a lesson in humility.

GEAR

Warhammer or handaxe, leather armour, two items of your choice from the list of trade goods, D8 Silver.

Resources: Food D8, Water D8

PATH OF DEMOLITION

You can find the weak points to break just about anything.

- ❖ **RANK 1:** You can roll CRAFTING instead of MIGHT or MELEE when attempting to break an item. You must be armed with a relevant tool.
- ❖ **RANK 2:** Spend Willpower Points to inflict extra damage to an item when making a CRAFTING roll to break an item. Your CRAFTING roll must succeed.
- ❖ **RANK 3:** With a successful CRAFTING roll to break an item, you only need to spend 1 Willpower Point to completely break any item (up to Armour Rating 8).

PATH OF DURABILITY

You know how to improve items to make them last.

- ❖ **RANK 1:** You can fix anything. Spend Willpower Points to get an equal number of successes when making a CRAFTING roll to repair a broken item.
- ❖ **RANK 2:** Spend 1 WP to harden an item, allowing it to ignore the first point of damage that it would get when pushing. Requires time and a unit of raw material.
- ❖ **RANK 3:** Increase the Gear Bonus of a normal item. This can only be done once to any item. The number of Willpower Points required is equal to two times the new Gear Bonus. Follow the CRAFTING rules for repairing an item. This can be stacked with the rank 2 & 3 crafting Talents (Bowyer, Smith, Tanner).

PATH OF NECESSITY

You can make items from whatever you have to hand.

- ❖ **RANK 1:** Spend 1 Willpower Point to create a makeshift item that can only be used once. These items require a successful Forage roll (or raw materials in your inventory) and one Quarter Day for CRAFTING them, but no special tools. These items have no Gear Bonus.
- ❖ **RANK 2:** Your makeshift items last longer. Spend an extra Willpower Point for makeshift items to have Gear Bonus 1. They cannot be repaired when damaged, and the usual requirements (materials and one Quarter Day) are still required.
- ❖ **RANK 3:** As per rank 2, but makeshift items may have up to Gear Bonus 3 by spending extra Willpower Points on them. The number of extra WP spent equals the desired Gear Bonus, and 1 WP must be spent initially to create the item.



BURGLAR

Sneaking about and getting into locked or hard to reach places is your specialty.

KEY ATTRIBUTE: Agility

SKILLS: Endurance, Stealth, Move, Sleight of Hand, Scouting

TYPICAL NICKNAMES: Catfoot, The Monkey, Tickler

PRIDE

Choose an option below or create your own:

- ❖ With a little time, you can tease open any lock.
- ❖ There is no surface you cannot climb.
- ❖ You can be high invisible when you don't want to be seen.

DARK SECRET

Choose an option below or create your own:

- ❖ You have a reputation as an unscrupulous thief, but you secretly give what you have to those in need.
- ❖ You cannot resist the lure of a shiny bauble or trinket.
- ❖ You are afraid of heights but no-one must know.

RELATIONSHIPS

Choose an option below or create your own:

- ... is surprisingly graceful. You love to watch them move.
- ... has the feet of an ox and the brain of a gnat.
- ... is too clever by half. You need to keep your eye on them.

GEAR

2 throwing knives, dark cloak (Gear Bonus +1 when rolling Stealth in the dark), two items of your choice from the list of trade goods, Dro Silver.

Resources: Food D6, Water D8

PATH OF ACROBATICS

You are extremely flexible, able to get into and out of places that others can't.

- ❖ RANK 1: When using tools to aid a MOVE roll, spend 1 Willpower Point to add a D8 resource die to any existing gear dice. This does not apply to MOVE rolls used to control mounts or vehicles.

- ❖ RANK 2: Spend 1 Willpower Point to slither your way out of any restraints or push yourself through the smallest of openings, down to a few inches wide.
- ❖ RANK 3: You know how to land from a fall which would kill others. Spend Willpower Points to reduce the damage taken from a fall, up to a maximum of 5 damage. Each WP spent decreases damage taken by 1.

PATH OF FINESSE

Your fingers are an extension of your mind, allowing you to perform amazing feats of dexterity.

- ❖ RANK 1: Spend 1 Willpower Point to attempt to pick a lock with makeshift tools without penalty and with a single gear die. This could be a dagger, a nail, or any other suitable item to hand. If using lockpicking tools, you may instead add a D8 resource die.
- ❖ RANK 2: Spend 1 Willpower Point to use SLEIGHT-OF-HAND in place of MELEE in combat, but only for Light melee or thrown weapons. Additional WP can be spent to increase the damage of your attack. Each point spent increases damage by 1. You must state how many WP you use before your opponent rolls armour.
- ❖ RANK 3: When rolling SLEIGHT-OF-HAND to pick pockets or steal something, spend Willpower Points to negate successes on your target's SCOUTING roll. This can be spent after making your own roll.

PATH OF SHADOWS

You instinctively know how to creep about unnoticed.

- ❖ RANK 1: When you succeed with a SNEAK ATTACK, you can spend WP to increase damage. Every WP you spend increases damage by 1.
- ❖ RANK 2: Spend Willpower Points to gain modifiers to the stealth range bands. Every WP spent adds +1 to the range modifiers
- ❖ RANK 3: You are a master of misdirection, able to fool your targets even when your party might otherwise have been noticed. You can roll STEALTH to guide a party in a stealth manoeuvre (instead of the PC with the lowest skill). Spend 1 Willpower Point per character other than yourself attempting to Sneak, as you use all your techniques to cover up their mistakes. You still need to succeed at your STEALTH roll, thought!



SCION

You belong to a powerful family (or at least you used to), and are accustomed to a life of privilege.

KEY ATTRIBUTE: Wits

SKILLS: Melee, Lore, Insight, Manipulation, Animal Handling

TYPICAL NICKNAMES: Goldarse, Poppycock, Your Royal Highness

PRIDE

Choose an option below or create your own:

- ❖ The blood of nobility runs thick in your veins.
- ❖ You've never met anyone cleverer than yourself.
- ❖ There is no-one you cannot intimidate.

DARK SECRET

Choose an option below or create your own:

- ❖ Your hound was the most precious thing to a rival and they want it back. Badly.
- ❖ You're an insufferable fool when in your cups.
- ❖ You know better than everyone else.

RELATIONSHIPS

Choose an option below or create your own:

- ... is a thick-witted brute, but I need their protection.
- ... has the manners of a goat, and smells like one, too!
- ... appreciates my position. Must be protected at all costs!

GEAR

Longsword, chainmail, hunting dog, D12 Silver.
Resources: Food D6, Water D6

PATH OF THE HOUND

Your pet is trained to fight, and is loyal to you alone.

- ❖ **RANK 1:** You can send your pet to fight for you. If you spend 1 Willpower Point when it is your turn to fight, the animal will also fight and follow your orders for one round, at your turn in the initiative order. Roll normally for the animal's attacks.
- ❖ **RANK 2:** Your pet is trained to target soft areas. When your pet lands a hit with a melee attack, spend 1 Willpower Point to find a weakness in your opponent's armour or natural armour. The armour has no effect against your pet's attack.

- ❖ **RANK 3:** Your pet shows no mercy. When your pet lands a hit with a melee attack, you can increase the damage it inflicts by spending Willpower Points. Each point spent increases damage by 1. You must state how many WP you use before your opponent rolls for armour.

PATH OF THE LEADER

You have been given battlefield command training, and know how to push your comrades to perform great feats.

- ❖ **RANK 1:** As a fast action, spend 1 Willpower Point to allow one ally within SHORT range to take a free DRAW WEAPON, RUN, RETREAT, or READY WEAPON action.
- ❖ **RANK 2:** When allies within NEAR Range are Broken from a FEAR attack, you can spend 1 Willpower Point per ally to negate the horror critical, but they remain Broken. Spending 1 additional WP (per ally) can reduce that ally to 1 Wits instead of being Broken.
- ❖ **RANK 3:** As per rank 1, but by spending 1 additional Willpower Point, the ally can take the SLASH, STAB, PUNCH/KICK/BITE, SHOOT, or CHARGE action instead of the options from rank 1.

PATH OF THE SCHOLAR

While you might have preferred hunting, you were given the luxury of an education.

- ❖ **RANK 1:** Spend 1 Willpower Point to make a LORE check to attempt to understand something. Extra successes beyond the first can be spent to gain a +1 modification to a later roll relating to what you've recalled, or impress someone with your knowledge.
- ❖ **RANK 2:** Whenever you could Help someone (see page 48), you can inspire them instead. Spend 1 Willpower Point and roll INSIGHT. The first success provides a +2 modifier to that person's next roll, with every consecutive success providing +1. You must make your INSIGHT roll before the other person makes their own roll. If your INSIGHT roll fails, you get in the way of the action you were trying to help, and suffer the adverse effects of it.
- ❖ **RANK 3:** You're skilled in the intricacies of debate and logical argument. You can spend Willpower Points to MANIPULATE someone with logic. Each WP spent eliminates one of success your opponent has rolled.