

NAME
Geira, daughter of Gautarr

Heroic Culture
Barding
Cultural Blessing
Stout-hearted
Calling
Captain

Age
25
Standard of Living
Prosperous
Patron

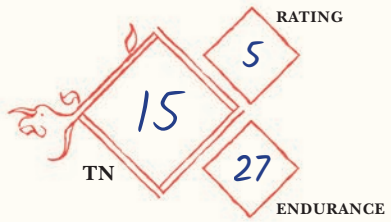
Shadow Path
Lure of Power

Distinctive Features
Bold, Proud, Leadership
Treasure

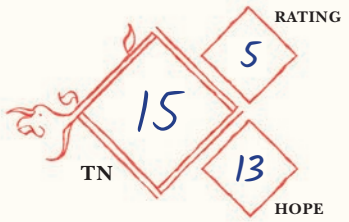
Flaws



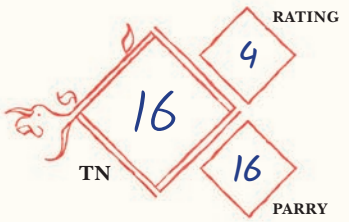
STRENGTH



HEART



WITS



- COMBAT PROFICIENCIES**
- Awe
 - Athletics
 - Awareness
 - Hunting
 - Song
 - Craft

- SKILLS**
- Enhearten
 - Travel
 - Insight
 - Healing
 - Courtesy
 - Battle

- VIRTUES**
- Persuade
 - Stealth
 - Scan
 - Explore
 - Riddle
 - Lore

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

CURRENT ENDURANCE LOAD CURRENT hope SHADOW

FATIGUE SHADOW SCARS

- Axes
- Bows
- Spears
- Swords

REWARDS VALOUR

Cunning-make Coat of Mail 1

WISDOM

Hardiness 1

- CONDITIONS**
- Weary
 - Miserable
 - Wounded
- Injury*

WAR GEAR

	Damage	Injury	Load	Notes
<i>Sword</i>	4	16	2	
<i>Short Spear</i>	3	14	2	<i>Can be thrown</i>

ARMOUR

	Protection	Load
<i>Coat of Mail</i>	4d	10
Helm		

SHIELD

	Parry	Load
<i>Buckler</i>	1	2

TRAVELLING GEAR

Dwarven Knife (HUNTING)
Fur Cloak (TRAVEL)
Golden Brooch (COURTESY)



GEIRA, DAUGHTER OF GAUTARR

You were just a baby when Smaug the Terrible fell on Lake Town, and you have no memory of escaping the fire and marching to the Vale, where Bard the Dragonslayer became King. You do know the story though, as told countless times by Gautarr, the King's Seneschal, your father. It is a story you love, a story of valour, hardiness and courage: The story of your father and your folk. Not yours.

You are determined not to live in the shadow of your ancestors' deeds, but to have your name be featured in the songs your children will sing. Accompanied by the legendary Regin Stonefist, you have chosen to cross the Misty Mountains into Eriador. It is here that your own saga will be written.

NAME

Regin Stonefist

Heroic Culture
Dwarf of Durin's Folk
 Cultural Blessing
*Redoubtable**
 Calling
Champion

Age
 76
 Standard of Living
Prosperous
 Patron
 Shadow Path
Curse of Vengeance

Treasure
 Distinctive Features
Fierce, Wilful, Enemy-lore (Orcs)
 Flaws



STRENGTH

RATING

7

13

TN

29

ENDURANCE

HEART

RATING

2

17

TN

10

HOPE

WITS

RATING

5

15

TN

15

PARRY

SKILLS

- Awe ◆◆◆◆◆
- Athletics ◆◆◆◆◆
- Awareness ◆◆◆◆◆
- Hunting ◆◆◆◆◆
- Song ◆◆◆◆◆
- Craft ◆◆◆◆◆

- Enhearten ◆◆◆◆◆
- Travel ◆◆◆◆◆
- Insight ◆◆◆◆◆
- Healing ◆◆◆◆◆
- Courtesy ◆◆◆◆◆
- Battle ◆◆◆◆◆

- Persuade ◆◆◆◆◆
- Stealth ◆◆◆◆◆
- Scan ◆◆◆◆◆
- Explore ◆◆◆◆◆
- Riddle ◆◆◆◆◆
- Lore ◆◆◆◆◆

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

◆◆◆◆◆ ◆◆◆◆◆ ◆◆◆◆◆

CURRENT ENDURANCE LOAD CURRENT hope SHADOW

15

FATIGUE SHADOW SCARS

COMBAT PROFICIENCIES

- Axes ◆◆◆◆◆
- Bows ◆◆◆◆◆
- Spears ◆◆◆◆◆
- Swords ◆◆◆◆◆

REWARDS

VALOUR

Reinforced Shield ◆◆◆◆◆

VIRTUES

WISDOM

Prowess (HEART) ◆◆◆◆◆

CONDITIONS

- Weary
 - Miserable
 - Wounded
- Injury

TRAVELLING GEAR

- Carved Pauldrons (BATTLE)*
- Padded Boots (STEALTH)*
- Wanderer's Haversack (EXPLORE)*

WAR GEAR

	Damage	Injury	Load	Notes
<i>Long-hafted Axe</i>	6	18	3	<i>Injury 20 when 2-handed</i>

ARMOUR

	Protection	Load
<i>Coat of Mail</i>	4d	6*
Helm <i>Helm</i>	+1d	2*
SHIELD	Parry	Load
<i>Reinforced Shield</i>	3	4

REGIN STONEFIST

You have scanty memories of your father: he was a travelling blacksmith who would be home only at Yule, bringing gifts and telling all sorts of wondrous tales. One winter he did not come home: you were told that he had died, hit by a poisoned arrow near the Goblin-gate.

Many years later, you marched against the Goblins under King Dáin, seeking revenge and a glorious death. You won renown in the Battle of Five Armies, fighting with your knife when your axe broke. But death ultimately tricked you, for a man named Gautarr dragged your broken body away from the battlefield and saved you.

For many years you owed that man a life-debt, until he asked you to protect his daughter on her journeys, and you found yourself on the Road for the first time. To your astonishment, looking over a young one and braving the dangers of the world is giving you the closure you looked for. At last you feel you are again close to your father.



Fimbrethil of the Havens

NAME

Heroic Culture
Elf of Lindon
Cultural Blessing
Elven-skill
Calling
Scholar

Age
135
Patron

Standard of Living
Frugal

Treasure

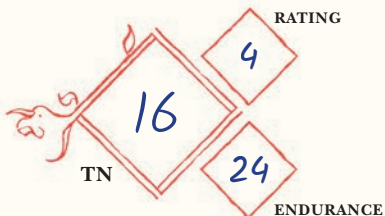
Distinctive Features
Fair, Lordly, Rhymes of Lore

Flaws

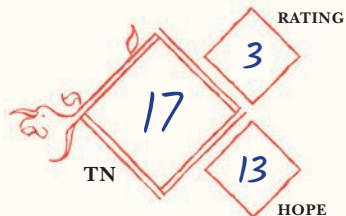
Shadow Path
Lure of Secrets



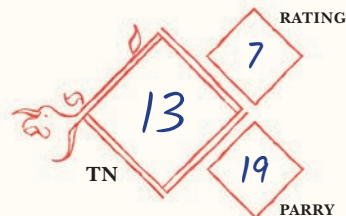
STRENGTH



HEART



WITS



- Awe ◆◆◆◆◆
- Athletics ◆◆◆◆◆
- Awareness ◆◆◆◆◆
- Hunting ◆◆◆◆◆
- Song ◆◆◆◆◆
- Craft ◆◆◆◆◆

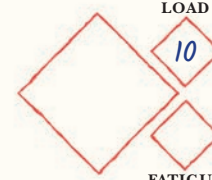
SKILLS

- Enhearten ◆◆◆◆◆
- Travel ◆◆◆◆◆
- Insight ◆◆◆◆◆
- Healing ◆◆◆◆◆
- Courtesy ◆◆◆◆◆
- Battle ◆◆◆◆◆

- Persuade ◆◆◆◆◆
- Stealth ◆◆◆◆◆
- Scan ◆◆◆◆◆
- Explore ◆◆◆◆◆
- Riddle ◆◆◆◆◆
- Lore ◆◆◆◆◆

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE

CURRENT ENDURANCE



CURRENT HOPE



COMBAT PROFICIENCIES

- Axes ◆◆◆◆◆
- Bows ◆◆◆◆◆
- Spears ◆◆◆◆◆
- Swords ◆◆◆◆◆

REWARDS

Fell Great Bow VALOUR ◆ 1

VIRTUES

Confidence WISDOM ◆ 1

CONDITIONS

- Weary
 - Miserable
 - Wounded
- Injury*

TRAVELLING GEAR

Harp (SONG)

WAR GEAR

	Damage	Injury	Load	Notes
<i>Great Bow</i>	4	18	4	<i>Ranged, 2-handed</i>
<i>Cudgel</i>	3	12	0	<i>Brawling</i>

ARMOUR

	Protection	Load
<i>Leather Corslet</i>	2d	6
Helm		

SHIELD

	Parry	Load

THE ONE RING™



FIMBRETHIL OF THE HAVENS

Centuries spent among the shelves and scrolls of the High King's Library in Mithlond have worn you down: your search for lore left you drained and feeling as old as the earth itself. But before forsaking Middle-earth forever you decided that, at least once, you wanted to see with your own eyes some of the things you learned about in books.

You joined a Wandering Company, to listen to the wind playing in the trees at Midsummer, watch the bright sun shine on the ice of Yule, and discover that there is more about Middle-earth than you read in your books. Eventually, you left your companions to walk among Mortals: you met Artie among the ruins of Wyncross, when he approached you as you played your harp: while he is as young as a green tree, he knows the Road. You can trust him to lead you to new places of wonder. A few more steps, before the Grey Ship sails.

NAME

Artie Wayward

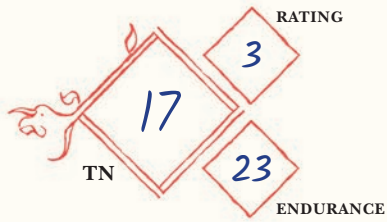
Heroic Culture
Man of Bree
Cultural Blessing
Bree-blood
Calling
Messenger

Age
34
Standard of Living
Common
Patron
Shadow Path
Wandering-madness

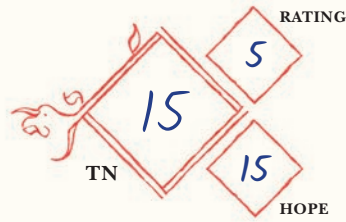
Treasure
Distinctive Features
Patient, Rustic, Folk-lore
Flaws



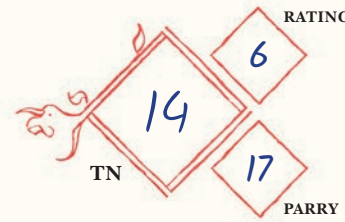
STRENGTH



HEART



WITS

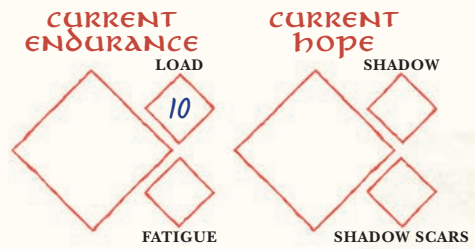


- Awe
Athletics
Awareness
Hunting
Song
Craft

- SKILLS
- Enhearten
Travel
Insight
Healing
Courtesy
Battle

- Persuade
Stealth
Scan
Explore
Riddle
Lore

ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE



COMBAT PROFICIENCIES

- Axes
Bows
Spears
Swords

REWARDS VALOUR 1
Close-fitting Leather Corslet

VIRTUES WISDOM 1
Nimbleness

- CONDITIONS
- Wearry
Miserable
Wounded

WAR GEAR table with columns: Damage, Injury, Load, Notes. Rows: Axe, Bow.

ARMOUR table with columns: Protection, Load. Row: Leather Corslet* +2.
SHIELD table with columns: Parry, Load.

TRAVELLING GEAR

Grandfather's Diary (LORE)
Pipe-weed (INSIGHT)

THE ONE RING



ARTIE WAYWARD

Your father came from Bree and your mother from Tharbad, but you are a child of the Road, the Greenway over which you have guided merchants and travellers a hundred times. You own no house, but wherever you lay your head to rest is home, and you know someone in every town and farm. Some of them you even call friends, although they are fewer every year, as they either meet an untimely death or leave for the safety of larger towns. The Road is growing darker and wilder, but such is the fate of all things. Or so you thought, until you met Fimbrelthil, and for the first time in your life you beheld immortal beauty.

Now that you travel in her company, you feel a new hope filling your heart, like a sudden Spring. You won't suffer any more ugliness and cruelty in this world, you will fight it and hold it at bay. You found a purpose.

NAME

Mentha North-tooks

Heroic Culture
Hobbit of the Shire
Cultural Blessing
Hobbit-sense
Calling
Treasure Hunter

Age
29
Standard of Living
Common
Patron

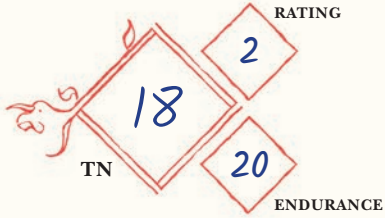
Shadow Path
Dragon-sickness

Treasure

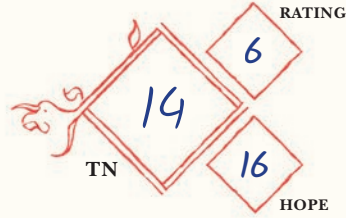
Distinctive Features
Eager, Inquisitive, Burglar
Flaws



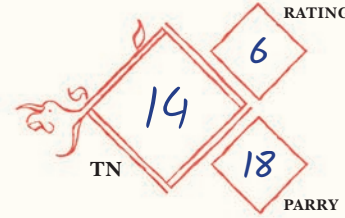
STRENGTH



HEART



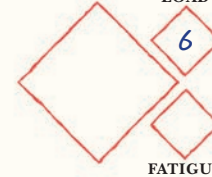
WITS



ADVENTURE POINTS SKILL POINTS FELLOWSHIP SCORE



CURRENT ENDURANCE



CURRENT HOPE



- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Enhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS

Keen Short Sword VALOUR 1

VIRTUES

Mastery WISDOM 1

CONDITIONS

- Weary
 - Miserable
 - Wounded
- Injury

TRAVELLING GEAR

Reusable Torch (SCAN)
Rope (ATHLETICS)

WAR GEAR

	Damage	Injury	Load	Notes
Short Sword	3	16	1	Keen
Bow	3	14	2	Ranged, 2-handed

ARMOUR	Protection	Load
Leather Shirt	1d	3
Helm		

SHIELD	Parry	Load



MENTHA NORTH-TOOKS

Your other relatives blame your “lunacy” on Aunt Rosamunda’s half-gross birthday, when your “not-enough-distant” cousin Paladin II filled your head with stories of Dwarf-lords, dangerous monsters and lost relics hidden in the dark corners of the Shire. From that moment on you were not the same Hobbit lass any more, always dreaming of mysteries and adventures.

One night you left your home without saying goodbye, unable to wait for your coming of age. You reached Norbury, to pay your respects to those Hobbits who valiantly laid their lives for the King, so long ago. You did not see any spirit or ghost there, but you met a living hero instead, Sir Duinhir. Tall, stern, selfless, brave... he is everything a hero should be, and you have taken him as your master and mentor: this is your chance, you know it, to finally live the stories that made you dream.

NAME

Duinhir "Eaglenose"

Heroic Culture
Ranger of the North
Cultural Blessing
Kings of Men
Calling
Warden

Age
30
Standard of Living
Frugal
Patron

Treasure

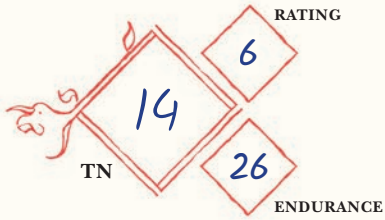
Distinctive Features
Honourable, Stern, Shadow-lore

Shadow Path
Path of Despair

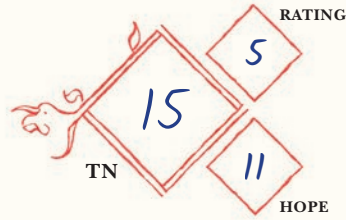
Flaws



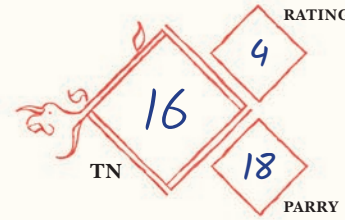
STRENGTH



HEART



WITS



SKILLS

- Awe
- Athletics
- Awareness
- Hunting
- Song
- Craft

- Enhearten
- Travel
- Insight
- Healing
- Courtesy
- Battle

- Persuade
- Stealth
- Scan
- Explore
- Riddle
- Lore

COMBAT PROFICIENCIES

- Axes
- Bows
- Spears
- Swords

REWARDS

Grievous Long Sword



VIRTUES

Dour-handed



CONDITIONS

- Weary
 - Miserable
 - Wounded
- Injury

TRAVELLING GEAR

Hatchet (CRAFT)

WAR GEAR

	Damage	Injury	Load	Notes
Long Sword	6	16	3	Injury 18 when used 2-handed
Spear	4	14	3	Injury 16 when used 2-h, can be thrown

ARMOUR

	Protection	Load
Leather Shirt	1d	3
Helm Helm	+1d	4

SHIELD

	Parry	Load

THE ONE RING™

DUINHIR “EAGLENOSE”

Ever since you pledged yourself to ranging, you spent long years among the woods and hills of Eriador: sometimes you travel with fellow Rangers, sometimes alone, especially when you visit the settlements of the common folk to buy supplies or gather news. The people in Archet call you “Eaglenose”, and you’re given worse names elsewhere, from folks that forget that they enjoy their peace only because of your constant fight against bandits, wolves and worse things.

One night, you found a Hobbit by the name of Mentha among the ruins of Fornost. You expected her to be terrified by your grim appearance, but she instead called you “Sir Duinhir” and pledged herself as your squire. Amused at first, deep inside yourself you felt rewarded for your efforts for the first time. Mentha has been tagging along ever since: you will never admit it, but the young Hobbit girl is a pleasing company in the wilderness... and the food you eat has certainly improved in quality.

