

~ MEN of MINAS TIRITH ~ the WHITE CITY

The city known today as Minas Tirith has stood for thousands of years as a beacon of hope for the Free Peoples of Middle-earth. But in the twilight of the Third Age the gleam of the White Tower is only caught in the brightest light of a summer's day. The Tower of the Setting Sun has become the Tower of Guard, the last bulwark against Mordor. The White Tree that blossomed in the court of the citadel is long withered. Stewards rule the City, for a king has not sat on the throne for many generations of Men. These are the waning years of Gondor, and the kingdom stands upon the edge of a knife, suspended between hope and despair.

Yet, still the Lords of Minas Tirith defy their enemies, guarding the passages of the Great River from the Argonath to the Sea. And their struggle is bitter. The guards of the Citadel have only to look East to face Minas Morgul, the dreaded Tower of Sorcery, rising in a cleft in the Mountains of Shadow, and along the road leading to it, the ruins of their abandoned capital city, Osgiliath. The Men of Minas Tirith know that to falter in their vigilance is to invite disaster to all they hold dear.

But this unceasing watchfulness has a price. Once, the Dúnedain of the South were deemed to be wiser than other Men, excelling in skill and knowledge. Today, the Men of Minas Tirith value prowess and the craft of weapons above all else, forgetting that in the treasuries of the City much ancient lore is preserved by long tradition. But such is the need of their days, for the Shadow in the East is stirring, and the power of the Black Land is sleeping no more.

Description

The Men of Minas Tirith are descendants of the Men of the West, the sea-kings who built the City in the time of the two kingdoms of Arnor and Gondor. The wisdom and beauty that Elendil brought out of the West endured here long, but the line of the kings finally died out, leaving the Stewards who followed them to recruit the strength of their people among other folks. Today, the inhabitants of Minas Tirith are Men of the Twilight, tall and fair warriors with memories of ancient things.

The people of Minas Tirith dress in a manner that can be considered rich by outsiders. They favor fur-lined cloaks, fine-woven garments in a diverse array of fabrics, and accessories simple in design but precious in materials, like collars and rings of silver or gold, set with precious stones.



Standard of Living

Gondor remains rich with the wealth of trade, and although the Steward directs much of its resources towards preparing for war, its people live comfortably. Because of this the Men of Minas Tirith are considered a *Prosperous* culture, beginning the game with twelve (12) gold. The disposition of your gold is up to you, but you are charged to keep a record of where it is for yourself.

Adventurers from the White City

The Men of Minas Tirith esteem war and valor above all else, as their pursuit marks a man as one who values the protection of his kin and folk. Bold and adventurous, the inhabitants of the Tower of Guard can at times be encountered in distant lands, seeking out allies or lost wisdom that might aid them in the defense of Minas Tirith.

Choose one of these and record it on the Calling line on the front of your character sheet; see the section, in Customizing & Completing Your Character, labeled Callings, for further information.


Suggested Callings: *Leader* or *Warden*. Victory against the Enemy can be achieved in different ways: a captain of war leads his men with wise choices and cunning strategies, while champions are hardy in toil and charge headlong into battle.

Unusual Calling: *Scholar*. Few Men of Minas Tirith turn their gaze to the past, when Gondor was the center of the known world and knowledge was hoarded as gold and precious stones, and fewer still can unlock the secrets the lore-masters of old stored in books and tablets.


Blessing of Gondor

- Men of Valor and Wisdom -

"Believe not that in the land of Gondor the blood of Númenor is spent, nor all its pride and dignity forgotten."

Once accounted among the High Men, the Dúnedain of the South have diminished. Yet, the great deeds committed by the best among them tell that the nobility of the kings of old isn't fully spent yet. To gain a new rank in Wisdom or Valor, you pay an additional Experience cost equal to the rank you are acquiring. Then, if your Wisdom rating is equal to or superior to your Valor, when you roll an  using any common skill you can roll the Feat die again, keeping the new result. Conversely, if your Valor rating is superior to your Wisdom, apply this ability to your attack rolls.

Starting Skills

Cultural/Half-Skills: Most common tasks can be completed by members of any culture, though some cannot, based on the cultural environment or limitations to learning. Under Common Skills, to the right, record all but the ½ numbers to your skill block by shading in an equal number of diamonds for the skill rank given. ½-skills work differently than full skill numbers, in that you roll a Success Die with your Feat Die, but any  (Tengwar Rune) rolled does not count as a higher degree of success, per the standard rules, but only as a 6. All other skills with numbers continue to function per the rules. Your half-skills should have the forward half of the first diamond for the skill shaded in to represent the skill.

Common Skills: One of your skills is known as avored, being underlined to represent it; copy the underline of the skill to your character record:

Athletics	1	Explore	1	Persuade	1
Awareness	1	Healing	1	Riddle	1
Awe	2	Hunting	1	Search	½
<u>Battle</u>	2	Insight	2	Song	1
Courtesy	2	Inspire	3	Stealth	0
Craft	0	Lore	1	Travel	1

Weapon Skills: Choose one of the Weapon skill sets, below, shading, underlining, and enclosing as shown on your character sheet:

- 1) (Spears) 2, Sword 1, Dagger 1
- 2) Long Sword 2, Bow 1, Dagger 1

Specialties

Choose two of the following Traits and record them on your character sheet in the Specialty Traits area: Boating, Lore of Gondor, Herb-lore, Story-telling, Swimming, Trading.

New Trait ~ Lore of Gondor: Much of the old lore of the kingdom of Gondor is preserved in your city, and some of its wisdom is passed on to its inhabitants. Lore of Gondor bestows the benefits granted by both Old-lore and Region-lore (Gondor).

Names of the Folk of Gondor

The Men of Minas Tirith traditionally name their sons and daughters using the Sindarin tongue.

Male Names: Adrahil, Amlaith, Arvegil, Baranor, Belecthor, Bergil, Celepharn, Cirion, Damrod, Dírhael, Duinhir, Egalthoth, Eradan, Findemir, Forlong, Golasdan, Hallas, Hirluin, Ingold, Iorlas, Malvegil, Ohtar, Orodreth, Tarannon, Targon.

Female Names: Anwen, Arbereth, Berúthiel, Baraniel, Calanril, Celenneth, Elnith, Eraniel, Finduilas, Gilraen, Gilraeth, Glorethel, Idril, Ioreth, Ivorwen, Lórwend, Lothíriel, Luindis, Meneloth, Moriel, Morwen, Narieth, Narniel, Orothêl, Tarandis.

Adventuring Age: 16-50

The Men of Minas Tirith do not usually become adventurers before their 16th year of age, and rarely continue beyond their forties, when they return to their cities to serve their family and Steward.

BACKGROUNDS

Choose, or roll 1d6 for, one of the following six backgrounds for your character. Record the particulars of that background on your character sheet, as shown. Those available to you are...

1 – Horseman in a Stony City

You grew in the streets of the sixth circle of Minas Tirith, where the barracks housing the errand-riders of the Steward are found. You woke up every morning to the sound of hooves clattering and horses neighing. Growing up, you have seen the same streets repeatedly from the tall back of a swift steed, ready to go at the urgent command of the Steward or his captains.

Basic Attributes: Body 5, Heart 5, Wits 5

Favored Skill: Athletics

Distinctive Features (choose and record two Traits from this list): Adventurous, Eager, Hardy, Keen-eyed, Reckless, Stern, True-hearted, Willful

2 – Keeper of the Seven Gates

Your father was one of the keepers of the keys of the city and knew the pass-words of its Seven Gates. One day you will take his place, a position held by your family for generations. Yours will be a dangerous watch, for they say that in these darkening days agents of the Shadow work within the walls of Minas Tirith as often as without.

Basic Attributes: Body 6, Heart 5, Wits 4

Favored Skill: Insight

Distinctive Features (choose and record two Traits from this list): Determined, Energetic, Just, Proud, Steadfast, Stern, Suspicious, Tall

3 – Master of Healing

They say that the lore of Gondor has fallen from its fullness of old. Yet, there are places in Minas Tirith where knowledge and wisdom are still honored, and nowhere more than in the Houses of Healing, where the hurt and sick are tended.

You have been the pupil of an Herb-master, a lady wise in leechcraft and in the ways of mending the hurt provoked by war and disease, and you are sure that her teachings will prove precious in your adventures to come.

Basic Attributes: Body 7, Heart 5, Wits 3

Favored Skill: Healing

Distinctive Features (choose and record two Traits from this list): Determined, Eager, Energetic, Just, Merciful, Stern, Suspicious, True-hearted

4 – Stone-wright

The great age of your stone city is betrayed by the ever-present sounds of industrious labor: the beating of hammers, the clinking of trowels, and the creaking of cart and barrow-wheels. Everywhere you look a wall is being mended, a statue is repaired, and the fair letters of an ancient inscription are being restored. The Tower of Guard needs looking after, as much as it needs defending, lest it falls year by year into decay.

To this goal, an army of craftsmen apply their skills every day, repairing what is damaged, and substituting what is ruined beyond repair. You have been one of them, and you look at your stone-working days with pride. And woe to the man who says that your time would have been spent better as a soldier!

Basic Attributes: Body 6, Heart 6, Wits 3

Favored Skill: Craft

Distinctive Features (choose and record two Traits from this list): Bold, Fierce, Hardened, Lordly, Proud, Stern, Tall, Wrathful

5 – Man of the Sea

The Men of the South regard the Sea as a blessed thing and often look West in remembrance of lost Westemnesse. While you too have felt the call of the open waters of the Bay of Belfalas and beyond, you always had a more pragmatic matter to attend to: whether by ship or by riverboat, you and your family have carried goods to and from the far reaches of Gondor, keeping trade and commerce alive in this time of twilight.

Basic Attributes: Body 7, Heart 4, Wits 4

Favored Skill: Persuade

Distinctive Features (choose and record two Traits from this list): Adventurous, Fair, Hardened, Hardy, Keen-eyed, Merciful, Steadfast, Stern

6 – Soldier of Gondor

You were but a child when you first learnt how to properly sharpen the blade of your family sword. Since that day, you have taken more meals in your company's storehouses and butteries than in your home and have walked for miles to the words of ancient marching songs. But no toil or hardship is too grievous for you, for when you climb up the steps leading to the highest battlements of the City to look out on the lands below, you see how much would be at stake, should a war against the Nameless One finally come.

Basic Attributes: Body 7, Heart 6, Wits 2

Favored Skill: Inspire

Distinctive Features (choose and record two Traits from this list): Bold, Fair, Fierce, Lordly, Reckless, Stern, Willful, Wrathful

CALLINGS

Your Hero's Calling is what life has proven them to be, on the inside and, normally a Hero will perform this calling to their utter doom, which is known as a Shadow-weakness. Callings do not represent your character's profession or trade, but the ambitions and aspirations that eventually drove them to the road, the most common origins for adventurers among your character's culture. Your choice here can help determine your Hero's motivation as an adventurer, and grants two avored skills; choose two of the six listed for your chosen Calling. You will also gain a new Trait you may use during play to help your character succeed. Record these in their appropriate places on your character record.

Leader

"He stood up and seemed suddenly to grow taller. In his eyes gleamed a light, keen and commanding."



The Wise know that advice is a dangerous gift, as all courses may run ill. Worse is the case of a leader of men, as when his actions go amiss, many consequently suffer. But when the world is on the brink of ruin, it is the duty of all men of worth to rise and take the lead, whatever the risk of making the wrong choices. You have decided to put your judgement to the service of others, to guide them in this dark hour. But you don't want others to heed your commands out of fear or

obedience – you want them to follow you because they trust in your counsel.

Favored Skills (2): Athletics, Awe, Inspire, Persuade, Stealth, Travel

Trait: Leadership

Shadow Weakness: Lure of Power

Scholar

(Unusual)

"Speak no secrets! Here is a scholar in the Ancient Tongue."

For you, knowledge makes the wild world a less threatening place to live in. Strangers become friends if addressed properly, yellowed maps in lost books replace a fear of the unknown with curiosity and wonder of places you have yet to explore, songs composed in ages past strengthen the weariest of hearts. A love of learning guides your every step and illuminates the way for you and those who listen to your advice.



Favored Skills (2): Awareness, Battle, Craft, Insight, Lore, Search

Trait: Rhymes of Lore

Shadow-weakness: Lure of Secrets

Warden

"Travelers scowl at us, and countrymen give us scornful names."

In this age of the world where shadows grow deeper with every passing year, you have sworn to defend all who cannot defend themselves. Often, your choice forces you to forsake civilized areas, to better guard their inhabitants from what lurks right outside their fences. This has made you a stranger to the eyes of the common folk, a threatening figure like those you are protecting them from.



Favored Skills (2): Awe, Explore, Healing, Hunting, Inspire, Persuade

Trait: Shadow-lore

Shadow-weakness: Lure of Power

CUSTOMIZING & COMPLETING YOUR CHARACTER

Once you've chosen your characters' culture, background and Distinctive Features, and copied the relevant information to your character sheet, you can further customize your hero's characteristics and abilities.

Endurance & Hope

Endurance = 22 + basic Heart score

Hope = 8 + basic Heart score

Combat Ratings

Damage: Your Hero's Damage rating is equal to his non-favored Body score, for both ranged and close-combat weapons; if a rule, Trait, Virtue or Reward modify this, replace the normal value with the modified one. Record this in the appropriate space(s) on your character record.

Parry: An opponent attempting to hit you uses your Parry rating as a modifier to their difficulty to attack you. This rating is equal to your Hero's non-favored Wits, which may be modified using a Buckler, Shield or Great Shield. Record this in the appropriate space on your character record.

Favored Attributes

Body, Heart and Wits are the fundamental ratings of all heroes in the game. Each character starts with a set of basic values determined by their chosen background. Favored Attribute scores represent the character's potential to excel when drawing from their experience and training. You now get to choose your hero's favored Attributes, by setting bonuses to the basic scores; choose the attribute you believe your character will rely on most, add 3 to the basic value, and record the score in the favored space. Do the same for your second-most important attribute, adding 2, and your least-important attribute, adding 1, recording each into their appropriate spaces on your character record.

Peter is determining the favored Attributes for his Woodman Warden. The background for his character has given him the following basic scores: Body 3, Heart 4, and Wits 7. Peter decides to enhance his already high Wits score by adding +3 (recording his favored Wits score of 10 in the space provided for it), and then to add +2 to his Body and +1 to his Heart, recording each favored Attribute score of 5 in their appropriate spaces.

Previous Experience

You have the basics of your character's Culture and Calling, but you get more, being able to customize your character a *little bit* toward your vision of them. Your hero was someone BEFORE they became an adventurer, and we're now going to spend ten (10) points making one, two, or three things better; a more unique hero for you. You can customize any Common or Weapon Skill(s), though none may be raised above Rank 3 (3 diamonds), before the start of the game. Improve Common Skills at a cost equal to the next Rank being purchased (*i.e. – you have 2 Ranks in Hunting, and wish to have 3, instead, it will cost 3 of the 10 points allotted, here*). Weapon Skills cost double this number *after* the first Rank.

Valor and Wisdom

"There is more in you of good than you know, child of the kindly West. Some courage and some wisdom, blended in measure."

Valor and Wisdom measure a hero's resistance to Fear and the influence of the Shadow and track his stature in terms of power and renown. Both scores range from 1 to 6 and rise over the course of the game.

Starting Scores: You choose which of the two, Wisdom (intellect and reason) or Valor (tactics and strength), is more important to your character and place two points in it, then one in the other. Record these in the appropriate spaces on your character record.

Virtues and Rewards: A Hero starting with *Wisdom 2 and Valor 1* has earned his/her first Virtue. See Virtues/Masteries, below, and select one of those, recording it and any effects in the appropriate space(s) on your character record. Alternately, a Hero starting with *Valor 2 and Wisdom 1* has earned their first Reward. See Rewards/Qualities, below, and select one of those, recording it and any effects in the appropriate spaces on your character record. Once you advance your Hero to their second Rank in either Valor or Wisdom, you also select an appropriate bonus for that increase, and each increase thereafter.

VIRTUES/MASTERIES (for Wisdom)

If your character's initial Wisdom is 2, and for each point accrued in Wisdom from 2 on, select one of the following Virtues or Masteries to help improve your character. More information on Rewards and Qualities can be found on pages 102-103 of the LMBR.

Captain of Gondor: The walls of your City have endured many wars. In the face of such threats, your folk esteems a warrior's qualities above those of men of other crafts, and captains are attributed the highest of honors. For it is upon their choices that the hopes of the City rest. You have been trained to lead other men into combat in an orderly way, so that the strength of a company is superior to that of the warriors that are part of it. At the start of combat, if you are the Captain of the company (meaning you become a big target) you may spend a point of Hope to gain a few additional Combat advantage dice equal to the number of heroes in your company.

Confidence: Overcoming difficulties has hardened your spirit, and at the same time renewed your faith in a brighter future. Raise your maximum Hope rating by 2 points. When you choose this mastery, set your Hope score again to its maximum rating.

Dour-handed: When you throw a weapon or bend your bow, your hand is steady, and your aim is sure. Raise your ranged Damage rating by 1.


Expertise: You have practiced a skill until it has become as natural as breathing. You can choose a new favored skill (either a Common skill or a Weapon skill).

Fell-handed: You have learned to put all your strength into your blows in hand-to-hand battle. Raise your close combat Damage rating by 1.

Guard of the Tower: You have been sworn into the service of the Lord and Steward as a Guard of the Citadel, a position held in high regard in the City, and in the whole land of Gondor. When you are *in Minas Tirith*, you are expected to wear the black and silver livery of the Tower, and to follow the commands of your superiors. You gain a bonus of +1 to Standing. Then, you learn one of the listed abilities for free when you first select this Virtue. You may later acquire another ability during a Year's End Fellowship phase *in Minas Tirith*: choose this activity as your undertaking for the phase and spend 1 Experience point. (You may acquire all three abilities in any order).

- **Many Foes:** When you are fighting in an Open stance and you are engaged by more than one adversary in combat, you ignore the effects of being Weary.
- **Shield-arm:** When you are fighting in a Defensive stance, you double your shield's Parry modifier.
- **Sword-arm:** When you are fighting in a Forward stance, add a bonus equal to twice the Encumbrance rating of your weapon to the total Endurance loss inflicted by each of your blows.

Gifted: Adventuring is honing your inborn talents. Raise one of your favored Attributes by one.

Onward into Battle: Many among the most celebrated heroes of Minas Tirith distinguished themselves on the field of battle, and in a world of valiant warriors, the greatest among them are deemed to be those who were able to inspire other men to withstand fear and hurt when in the thick of a fight. When you fight in an Open stance you may attempt the *Rally Comrades* combat task in addition to your attack roll (instead of forfeiting your action for the turn). If you fail your rally skill roll (*Inspire* or *Song*), or if you roll an  you lose 1 point of Hope and you cannot invoke this virtue again for the rest of the battle.

Over Dangerous Leagues: The martial upbringing and prowess of the Men of Minas Tirith makes them tireless travelers. From the northern bounds of the realm to its southern reaches, emissaries have trod the roads once laid by the Men of the West since the founding of the City. Raise your maximum Endurance score by 3 points. Additionally, when you are on a Journey, if you obtain a great success on a Fatigue test, you may spend a point of Hope to automatically succeed on a following Fatigue test required for the same journey (or the following two on an extraordinary result).

Piercing Sight: It is said that few can hold fast against the searching eyes of a Man of Gondor and that under such a gaze, secrets hidden in the hearts of lesser men are often revealed. During encounters, add one Success die to all your *Awe*, *Insight* and *Riddle* rolls (up to a maximum of six dice). Additionally, the first time any one of such rolls is successful, you gain 1 Experience point for that skill.

Resilience: Your determination and stamina have improved through hardship and toil. Raise your maximum Endurance rating by 2 points. When you choose this Mastery, set your Endurance score again to its maximum rating.

Rewards/Qualities (for Valor)

If your character's initial Valor is 2, and for each point accrued in Valor from 2 on, select one of the following Rewards or Qualities to help improve your character. More information on Rewards and Qualities can be found on pages 113-114 of the LMBR.

Close-fitting (armor or headpiece): A skillful smith has made this piece of protective equipment more difficult to overcome with a piercing blow. The selected item's Protection rating gets a bonus of +1. This upgrade may be applied to any suit of armor or helm and can be selected multiple times (always up to a maximum of 3 Qualities per item).

Cunning Make (armor, headpiece, or shield): A skilled craftsman has made this piece of equipment lighter or less cumbersome than its lesser counterparts, thus reducing its Encumbrance by 2 (to a minimum of 0). This upgrade may be applied to any defensive item and can be selected multiple times (always up to a maximum of 3 Qualities per item).

Fell (weapon, unique): Hard and straight, a piercing blow from a fell weapon is stopped less easily by a suit of armor. The weapon's Injury rating is raised by 2. This upgrade may be applied only once, to any one weapon type.

Grievous (weapon, unique): The weapon is strong and heavy, inflicting more harm on its targets. The weapon's Damage rating is raised by 2 (a weapon that can be wielded with one or two hands gets the bonus to both its Damage ratings). This upgrade may be applied only once, to any one weapon.

Horn of Minas Anor: When Minas Tirith was still called Minas Anor, the Tower of the Sun, it was a fair city, high and full of light, deemed to be as beautiful as a queen. Horns and trumpets were sounded to signal joyous occasions, like marriages and feasts, not only to announce new forays into enemy territory. Horns that were crafted in those merrier days still hold that bright quality in their sound, and there is nothing more hateful to the ears of the Enemy. In combat, when it is your turn to act, you may forego your chance to make an attack roll and make a roll of *Awe* instead. The TN for the roll is 10, plus the highest Attribute level among all foes. On a successful roll, all adversaries have been dismayed and are considered to have no favored skills for a duration based on the success produced by the roll: for 1 round on an ordinary success, 2 rounds on a great success, and 3 rounds on an extraordinary result.

Keen (weapon, unique): Sharp and well-balanced, this weapon is more likely to produce a piercing blow when hitting its target. The weapon's Edge rating is reduced by 1 (note that an Edge rating of *V* becomes a rating of 10). This upgrade may be applied only once, to any one weapon type.

Reinforced (shield, unique): The shield's structure is reinforced, possibly with a metal rim or a larger iron boss, letting its wearer parry blows with greater ease. The shield's Parry bonus is raised by 1. In addition, the shield cannot be smashed. This upgrade may be applied only once, to any type of shield (buckler, shield or great shield).

Shield of the Citadel (shield, great shield): The armorers of the Tower of Guard know how to make excellent shields, many-layered and overlaid with plates of metal. Emblazoned with the device of the Citadel, they are sturdy, but light and wieldy, to better deflect the blows of the enemy. When you are carrying a Shield of the Citadel, if you are hit by an adversary rolling an ordinary success, reduce the Endurance loss inflicted on you by a number of points equal to the Encumbrance value of your shield.

Weapon of Great Lineage (*spears, swords*): Superior blades and spearheads forged by the Men of the West can at times be found buried under the earth, where the armies of the Dúnedain met the hordes of the Nameless Enemy. Wrought using a silvery metal, many are preserved like relics in the stone halls of Minas Tirith, to be given to those who prove worthy of their glorious past. The best weapons are light and strong, and so well-balanced that a skilled warrior can easily answer to the blows of the enemy with quick counter-attacks. When you are wielding a Weapon of Great Lineage and you are hit by an attack, if the attacker is an Orc or Evil Man, you in turn deal a loss of Endurance equal to either 3 or your Valor rating (whichever is higher) to your attacker.

Standing

When heroes return home after months or even years spent traveling abroad, they should not be surprised to find themselves receiving suspicious looks, or even presumed dead by hasty officials and neighbors. Valor and Wisdom may mean much to the Wise and Powerful, but for the common folk there is nothing as damaging to one's respectability than going away to have adventures, especially if one cannot disguise one's new queer habits and keeps disturbing the peace by disappearing on a regular basis.

How Standing Works: A hero's Standing represents his position amongst the members of his own folk, as well as those in places he has visited. Depending on the traditions of a culture, Standing may translate to admiration, acclaim or simple respectability. Standing ranges from 0 (lowest) to 6 (highest), and players record their rank on their character sheet. Adventurers start their career with one rank in Standing for their home town, which is also their first Sanctuary. Standing is used to gauge how influential a hero can be in places they have been, and their rank is put to practical use, especially during the year-end Fellowship Phase.

Arm Yourself!

A hero's traveling gear includes their weapons and armor, as well as personal gear, musical instruments, and the like. When resolving Fatigue test failures, players only take into consideration the Encumbrance ratings of their traveling gear (see page 158, LMBR). The last page of the [TOR Short Rules](#) document will be very handy, here. Press CTRL + Click on that link to open it.

Armor, Helmet & Shield: Select one each of Armor, Helmet, and Shield of your choice; you are not required to select any. Keep in mind the Encumbrance of each, as you can only carry so much.

Weapon(s): You may have one of each of the weapons for which you have a skill; you are not required to select any. Size limitations exist in our game, as represented in the following table for your character's race:

Race	One-Handed Weapons	Two-Handed Weapons
Mannish	Dagger, Short Sword, Sword, Long Sword, Spear, Axe	Great Spear, Great Axe, Long-hafted Axe, Bow, Great Bow, Mattock

Traveling Gear: The Encumbrance rating of traveling gear varies depending on the time of the year:

- **Winter and autumn gear:** thick warm clothes (winter coat, fur-lined cloak [hooded or not], layered breeches or traveling dress/robe, water-proof leather boots), water and food for one week. Winter traveling gear for one character has an Encumbrance rating of 3, causing the loss of three (3) Endurance on each failed Fatigue test.

- **Summer and spring gear:** light clothing (shirt, jacket, breeches or traveling dress/robe, cloak [hooded or not], worn boots or shoes), water and food for one week. Summer traveling gear for one character has an Encumbrance rating of 2, causing the loss of two (2) Endurance on a failed Fatigue test.

For food and drink beyond one week, the Fellowship will rely on their skills as hunters.

Personal Items: You have a sling bag OR backpack containing a blanket, a wood tankard, a wood cutlery set and a small cooking pot. Finally, you may also carry a few personal items (a locket or necklace, a hidden purse, a rune-marked token, or anything that cannot be classified as a weapon or armor, nor is it required for survival).

Musical Instrument(s): Music and song is an important part of the culture of the Free Peoples of Middle Earth. Skilled musicians will usually carry one or more musical instruments with them on their travels. If a player-hero possesses a *Perform (instrument)* skill level of 1 Rank or more, their traveling gear may include a musical instrument appropriate to their culture.

Other: Look to your background to see if there is more equipment to be had.

A Short Word About Fellowships

The life of a hero is one of excitement, but it is often full of hardships and trouble, and burdens easiest to bear when shared with others. For this reason, adventurers of all sorts gather in groups of companions, united by a common cause, be it to fight the Enemy, to lead a hunt for a prized prey, or to scour the land seeking for a lost or stolen treasure. Representing friendship, loyalty and trust, Fellowship points and Fellowship focuses can be used by all player-heroes. Both provide a companion with a way to recover Hope points.

Fellowship Points: The number of points in a Fellowship pool available to a company of heroes at the beginning of a new chapter in the game is equal to the number of heroes in the group. These points are spent much like Hope, in that they can save the life of your character or be used to perform an extraordinary feat of strength, agility, or skill that the character may otherwise not be able to perform. However, for this to work, the group must agree that using a Fellowship Point is in the best interests of the Player-hero and/or the group. Fellowship Points, like Hope, may be replenished during an adventure, typically at your LoreMaster's discretion and are renewed at the beginning of the next chapter of the game, at the GMs discretion. A character whose player has spent most, or all their Hope Points may pull from the Fellowship pool, if the entire group agrees.

Fellowship Focus: Your Fellowship focus represents the strong ties between brothers in arms, close kinsmen and compatriots. Your focus may have two effects during gameplay, as sources of Hope or as sources of inspiration:

Source of Hope: The presence of a Fellowship focus affects the way a character recovers Hope. If a PHs focus survives an adventure without a wound, they may either regain one point of Hope, or add a new one, whereas if the focus is wounded, they may lose one point of Hope, or three if the focus dies.

Source of Inspiration: Being a part of a Fellowship, and having a Fellowship focus, if spending Hope to protect all for the sake of protecting the one, as well, may be deemed to have sacrificed enough to immediately, or by the end of the session, regain their spent Hope. This may also allow for an Inspiration roll to help replenish Hope out of its normal order.

Crafting a Companion

If you want them to be, your Hero is more than just numbers and abilities listed on a character sheet. We collaborate to create a shared story at the game table or across forums and the Virtual Tabletop (VTT), but breathing life into memorable heroes is the charge of the players. By doing this, players can help the LoreMaster plant the seeds for an epic narrative that may see them not only slay Orcs, Goblins, and Trolls, but also change and grow through the history of the game and their experiences.

Choosing your hero's Culture, Calling, and fleshing out their statistics and basic motivations and backstory for the game is all you are required to do in order to play The One Ring. However, some players desire to flesh out their hero a little bit more, to give them motivations, further backstory, and more. *The Adventurer's Companion* grants you the ability to do that. To begin, many things can be fleshed out as the game is played; for example, 'how did you get that sword?' might be answered by 'it was my father's and he served in the City Guard of Esgaroth, handing it down to me when he died.' 'Where did you learn to ride a pony like that?' might be answered with, 'I was part of a caravan who also put on shows of skill for those less-fortunate, or who were more fortunate and could afford to pass it to us, so we could pass it to others.' Those things are relatively easy to do during the game, especially if you record and remember them.

The A/C provides more than that, in the way of selecting a Character Archetype; these are story-based reasons your character exists. You can always select a single archetype or mix and match; these each give descriptions of the archetype, quotes to help solidify them, and then go on to match Distinctive Features a player might choose for their character in the process of making them. The following listing might give you one or more idea(s) for reading and developing your character further, though these are just examples and you can modify them as you see fit: *The Aspiring Hero*, *The Loner*, *The Double Act*, *The Mentor*, *The Reluctant Hero*, and *The Honor-bound*.

Also provided are means of helping to develop your Fellowship, to forge it together, in a sense, through shared toils, if your group believes a motivation is needed for continuing in the game. Again, what you see in *The Adventurer's Companion* are samples and examples, designed more to give you ideas than to be a hard choice, and these are: *Heroic Quest*, *Called to Serve*, *Personal Motivations*, and *Strange Chance*.

If any of these things interest you individually, or while forging a Fellowship, talk to your LoreMaster and surely you will be able to flesh out a character you can enjoy more, write more about, and nurture through their forthcoming history.

Understanding and Completion

If you've read this far, if you've followed the instructions and filled out your Player-hero Record Sheet, and you have no questions, then are ready to go. Welcome to Middle-earth, hero!

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