

~ RANGERS OF THE NORTH ~ THE DÚNEDAIN

When the Realm of Arnor ended long ago, the Dúnedain of the North did not abandon their struggle against the Enemy, but passed into the shadows and out of the history of most Men and Elves. Severely diminished in number, they became a secret people, wandering in disguise among crumbling walls and ruined towers. For almost a thousand years they dwelt in hidden places, in lonely woods and silent hills, but they never ceased to keep watch over the borders of their former kingdom as Rangers of the wild.

While the years have lengthened, the task of the Dúnedain has always been the same: to keep the folk of Eriador free from care and fear. They tirelessly patrol the region's many paths and roads and protect those who journey across them. They labor secretly, keeping to themselves while in the wild, and rarely giving their names to the travelers they save or to the countrymen whose farms they guard at night, when evil things come out from dark places.

There is little glory to be gained as Rangers of the North, as their valor cannot be rewarded with honor, and their deeds are seldom sung. The memory of their noble heritage is preserved in Rivendell, where their long strife against the Shadow is remembered and recorded. Since the days of their last King, the sons of the chieftains of the Dúnedain have been fostered in the house of Elrond, and it is there, in Imladris, that the heirlooms of their lost kingdom are treasured.

DESCRIPTION

The Rangers are the last descendants in the North of the Dúnedain, Kings among Men that once came to Middle-earth over the Sea out of Westesse. When they do not disguise their features, they are tall and lordly, towering above most Men living in the North. They are often silent and grim of countenance, and look wise and mature beyond their years.

They generally wear comfortable but weather-beaten garments, favoring high leather boots and heavy cloaks of dark grey or green cloth, complete with ample hoods that can be cast over a worn helm.



STANDARD OF LIVING

Little is known of the ways of the Dúnedain of the North, but what is certain is that the Rangers never wear or carry anything whose worth cannot be measured in a practical way. Their gear or garments are never considered precious for the gleam of stone or gold, but for their capability to endure long journeys and strenuous fights. This is why their culture's economy is ranked as *Martial*, which entitles your Character to begin the game with 6 gold coins; record this in the Treasure block on the back of your character sheet.

DÚNEDAIN ADVENTURERS

Ranger adventurers are seldom encountered, as a Man of the West rarely forsakes his duties - even when found journeying under foreign stars, a Ranger is almost certainly on an appointed mission. But younger Rangers may be encountered on occasion abroad, as the Dúnedain of the North see fit to engage in periods of errantry, and ride far afield disguised as merchants, sell-swords, or just as simple wanderers, to extend their knowledge of the world. Among those few, it is not uncommon to encounter a young woman, for all females of that kin are fearless and strong. 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.

CULTURAL BLESSING

- Foresight of Their Kindred -

"And I say to you: if you pass the doors of Moria, beware!"

The Rangers of the North still have in a measure the foresight their ancestors possessed in full before their race was diminished.

- A Ranger of the North 'activates' the Foresighted Trait the first time that he successfully invokes it with the usual Trait rules (see the Traits section on page 92 of *The One Ring* for details). The activated Trait may then be invoked normally for the length of the current gaming session. When the session ends, the Trait won't be available for activation until the beginning of the following Adventuring phase.

STARTING SKILL SCORES

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. To make characters more viable for the game system of *The One Ring*, Players are allowed to roll 1D6 as an addition to their Feat Die (1D12), but only for cultural, aka half-skills. Normally, this extra 1D6 would represent a Success Die, or a full Rank added to the skill, where the Tengwar Rune (6 on the D6) would represent an added success; for my game, the half-skill die represents basic capability, instead, so unless the first full Rank is shaded in, the Tengwar Rune has no effect on game-play, and simply represents a roll of 6. To signify these cultural skills, shade in one-half of the first Rank block for all skills EXCEPT the following: *Craft* and *Riddle*.

SPECIALTIES

Choose two Traits from the following:

- Beast-lore, Fire-making, Herb Lore, Lore or Arnor, Smoking, and Storytelling

New Trait: Lore of Arnor - Your folk have long preserved the lore of the kingdom of Arnor, passing on its wisdom from generation to generation. You are learned in the old lore of the Rangers and you know the crossing paths of Eriador like the back of your hand. *Lore of Arnor* bestows the benefits granted by both *Old Lore* and *Region Lore (Eriador)*.

Suggested Callings: *Scholar* or *Warden*. The Dúnedain of the North have chosen to protect those that are unwary of the true nature of the world, and to preserve the lore and wisdom of the North-kingdom - a duty no Ranger may forsake, even those who journey far from their lands.

Unusual Calling: *Treasure-hunter*. The Rangers of the North cherish their heritage and protect every testimony of their past as a precious relic. Woe to any who would dare to profane a tomb, or defile the stones of an Arnorian ruin.

All Ranger of the North characters add the Foresighted Trait in brackets on their character sheet.

New Trait: Foresighted ~ A sense of watchfulness, and of fear, may at times arise in you to warn you of a danger that has not yet come to pass. Even the wisest among your kin cannot always interpret these signs, and sometimes the reasons behind your sensations are never explained, as some of the things that you perceived do not actually come to be.

Common Skills: Copy the following skill ranks onto the character sheet and underline the favored skill:

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

Weapon Skills: Choose one of the following two Weapon skill sets, and record it on your character sheet:

- 1) (Swords) 2, Spear 1, Bow 1, Dagger 1
- 2) Long Sword 2, (Bows) 1, Spear 1, Dagger 1

BACKGROUNDS

You may choose (or roll 1d6 for) one of the following six backgrounds for your character. Those available to you are...

1 - Herald

You wandered the far corners of the Northern Realm and travelled to places unknown to most of your kinsmen before you reached 14 years of age. Many miles and many weeks spent into the Wild have made you strong and fit. Your talents have been noticed, and you have become a carrier of tidings, at the service of the many Rangers spread across one of the most dangerous realms of the world. Your vigor assures that news of the Enemy's movement and purpose is known to all who serve the lost kingdom, no matter how scattered they might be.

Basic Attributes: Body 8, Heart 6, Wits 3

Favored Skill: Athletics

Distinctive Features (choose two Traits from those listed): Energetic, Fierce, Hardened, Keen-eyed, Lordly, Secretive, Tall, Wary

2 - Counsellor

You have been taught that the servants of the Enemy thrive upon secrecy and deception. It is not enough to keep them at bay by strength of arms: for the plans of their masters to be laid bare, their honey-tongued lies must be exposed and their twisted words unraveled. Fortunately, you can see through their tricks quite well and you can recognize honesty in all Men, Elves or Dwarves. These qualities are as valuable to your kin as a shield in battle, and will guide you in your search for the truth.

Basic Attributes: Body 8, Heart 5, Wits 4

Favored Skill: Riddle

Distinctive Features (choose two Traits from those listed): Bold, Cunning, Forthright, Hardy, Honorable, Lordly, Quick of Hearing, Stern

3 - Dreamer of Portents

From a young age you had vivid dreams that stole away many nights of peaceful slumber. You spent your waking hours interrogating yourself about the meaning of those visions, and through years of study and meditation you have turned your dreams into a gift that allows you to gaze into the hearts of those you meet. It is said that your ancestors in Westernesse possessed similar talents, and you believe you are the bearer of their legacy.

Basic Attributes: Body 7, Heart 7, Wits 3

Favored Skill: Insight

Distinctive Features (choose two Traits from those listed): Eager, Generous, Grim, Just, Lordly, Steadfast, True-hearted, Wary

NAMES OF THE DÚNEDAIN

The Rangers of the North retain the tradition of the Dúnedain to name their sons and daughters using the Sindarin tongue.

Male Names: Adrahil, Amlaith, Anardil, Anárion, Anborn, Angbor, Arador, Araglas, Aragorn, Aragost, Arahad, Arahael, Aranth, Arannel, Aranuir, Araphant, Araphor, Arassuil, Arathorn, Araval, Aravir, Aravorn, Argeleb, Argonui, Arvedui, Arvegil, Arveleg, Baranor, Belecthor, Beleg, Belegorn, Beregond, Beren, Bergil, Boromir, Celepharn, Cirion, Damrod, Denethor, Derufin, Dervorin, Dirhael, Duilin, Duinhir, Echthelion, Egalmoth, Eldacar, Eradan, Faramir, Findegil, Finduilas, Forlong, Golasgil, Halbarad, Hallas,

4 - Keeper of Earth and Spirit

Though the simple folk of the North speak in harsh whispers when you draw near, they also turn to you in times of woe when a blight has set itself upon their lands, for you have hands of healing and have cultivated gifts of renewal. Clad in mud-stained boots and carrying pouches filled with sweet-smelling leaves and herbs, your presence brings relief to all who have been injured, both in body and spirit. Still, you spend long seasons in the Wild and are often regarded as a savage figure to be feared unless at the utmost end of need.

Basic Attributes: Body 7, Heart 6, Wits 4

Favored Skill: Healing

Distinctive Features (choose two Traits from those listed): Bold, Eager, Grim, Hardened, Lordly, Secretive, Stern, Tall

5 - Solitary Vagabond

You have wandered long in the ruins and shadows of the Northern Kingdom. Whether beneath the burial mounds of Cardolan or amongst the ivy-choked ruins of Fornost, you have gazed upon the faded glory of your ancestors' halls and wept at the faded realm before you. By your sword, shadows are driven from these dark holds and in those rare moments of victory relics of kings past have been brought back to their rightful place among your people.

Basic Attributes: Body 7, Heart 5, Wits 5

Favored Skill: Explore

Distinctive Features (choose two Traits from those listed): Cunning, Energetic, Fierce, Grim, Honorable, Keen-eyed, Lordly, Steadfast

6 - Kingly Voice

Though the blood of Númenor has thinned in the waning years of the Third Age, many among the Dúnedain of the North still reveal the legacy of the Sea-Kings in their unexpected grace and hidden majesty. In spite of your road-worn garb and often harsh demeanor, the vestiges of that lost nobility emerges fully in your voice and words. You have turned this ancient gift into a beacon of hope in dark times; you are confident that inspiration can stir both your kin and the free folk of the North to stand strong in the face of evil.

Basic Attributes: Body 6, Heart 6, Wits 5

Favored Skill: Inspire

Distinctive Features (choose two Traits from those listed): Forthright, Generous, Gruff, Hardy, Just, Lordly, Quick of Hearing, True-hearted

Hirgon, Hirluin, Húrin, Ingold, Iorlas, Mablung, Malbeth, Malvegil, Ohtar, Orodreth, Thorondir, Thorongil, Turgon.

Female Names: Gilraen, Ioreth, Ivorwen, Lothíriel, Morwen.

Adventuring Age: 18-60

Rangers are generally sent out into the Wild at the age of twenty, when they begin their customary period of errantry, but may begin to go on adventures even at a younger age. They retain their strength of body and will longer than most Men, but usually cease to travel far from Eriador when they reach their fifties.

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.

CALLINGS

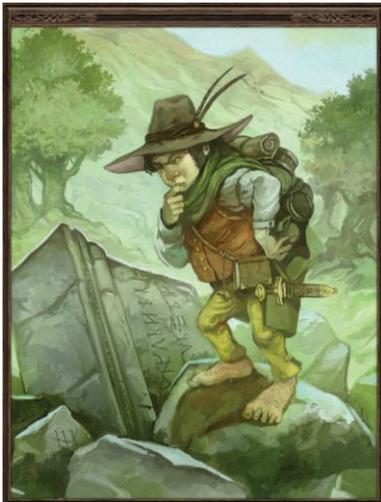
While choosing your character's Calling, use this section as a reference for each normal and/or possible unusual Calling; here, you will find descriptions and relevant information concerning the Calling's available to your character's culture, out of which no member is typically able to stray. Note that these Callings are subject to change. The following descriptions do not represent your character's profession or trade, but the ambitions and aspirations that eventually set them on the road. While a Calling can be used to summarize your character's drive as they start out, these should be viewed only as the most common origins for your character's culture; your character will become more during the course of game-play.

From a gaming perspective, the choice of a Calling offers you a way to customize your character and add details about who they begin their adventuring career as.

For your *Favored Skill Group*, select either one skill from each group or two skills from one of the two groups; these skills become Favored, meaning you underline them and are able to add your Favored governing attribute score when spending a point of Hope for the extra bonus. Record the *Trait* and *Shadow-weakness* gained by taking your chosen Calling onto your Distinctive Traits line and Shadow-weakness line on the front of your character sheet.

Scholar

"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 Skill Groups: Perception, Vocation

Trait: Rhymes of Lore

Shadow-weakness: Lure of Secrets

Treasure-hunter

(Unusual)

*"Far over the Misty Mountains cold,
Through dungeons deep and caverns old,
We must away ere break of day,
To find our long forgotten gold."*

This world has seen the passing of the glory of many Dwarven kings and Elven lords, and their heritage is now buried in deep dungeons and dim caverns. Pale gold and bright jewels beckon all who dare to find them. Be it a family treasure stolen by raiding Goblins or the golden hoard of a Dragon, you seek what is lost, even when this means you will have to brave unspeakable dangers.



Favored Skill Groups: Movement, Perception

Trait: Burglary

Shadow-weakness: Dragon-sickness

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 Skill Groups: Personality, Survival

Trait: Shadow-lore

Shadow-weakness: Lure of Power



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. Players now get to generate their characters' favored Attributes, by adding bonuses to the basic scores. Favored Attribute scores represent the character's potential to excel when drawing on his experiences and training.

To generate the scores possessed by a hero as favored Attributes, players add 3 to one Attribute, 2 to a second Attribute, and 1 to the

PREVIOUS EXPERIENCE

You see your character a certain way, but maybe they are not quite where you want them to be. Each Character gains some life experience which, hopefully, will put you closer to your vision of your Character. You are granted fourteen (14) points to customize any of your character's Common or Weapon Skills, though none may present above *four* (4) Ranks at this time. This allotment of points is for Character generation only; after this, Common skills will use Advancement Points, while all other improvements require Experience Points. Here, Common Skills are improved with a cost equal to the next Rank being purchased (ie – you have 1 Rank in

ENDURANCE & HOPE

Even if the line of Meneldil son of Anárion failed and the folk of Arnor dwindled, the Dúnedain of the North remain a vigorous and hardy race. Ranger characters begin the game with Endurance equal to your Character's basic Heart score plus 23 points, and Hope is equal to Heart plus 8.

STANDARD GEAR

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
Human	Dagger, Short Sword, Sword, <u>Long Sword</u> , <u>Spear</u> , <u>Axe</u>	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 (in the cold months of the year): 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 a failed Fatigue test.

remaining one, copying the new totals in the smaller boxes overlapping the Attribute boxes on the character sheet.

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 (raising his favored Wits score to 10), and then to add +2 to his Body and +1 to his Heart, raising both favored Attribute scores to 5.

Hunting, wishing to increase it to 3; raising to 2 Ranks will cost 2 of your Previous Experience points, while increasing to 3 will cost an additional 3 of these 14 points). Weapon Skills cost double the desired Rank for the first three Ranks, and the maximum starting Rank you may have in any one Weapon Skill is 3.

Improvements other than Common and Weapon Skills are disallowed at this time, nor may any of these skills be improved above four ranks for Character Generation.

Summer and spring gear (in the warm months of the year): 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.

Both sets of traveling gear include food supplies for one week of active journey time (if the journey is going to last more than a week, the companions will generally have to rely on their skills as hunters).

Personal Gear: 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.

COMBAT RATINGS

Damage: Usually, a character's Damage rating is equal to his basic Body score, both for attacks made with a close combat weapon or a ranged weapon.

Players should record their heroes' Damage bonus scores on the character sheet. Should a character's ranged attack Damage rating differ from that of close combat attacks, the player should record it in the separate box (special abilities and items might benefit one type of attack or another).

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: At this point in character generation, players are asked to prioritize one characteristic over the other; a starting player gives a score of 2 to one characteristic, and 1 to the other. Both numbers are entered on the character sheet in the boxes labeled Wisdom and Valor Current.

Virtues and Rewards: Starting with rank 2, characters receive a special benefit with every new rank they reach in either Valor or Wisdom. Benefits obtained by raising a character's Valor score are

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.

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.

Dauntless Guardians: You have been raised in a land dotted with desolate ruins and burial mounds. You have heard the dead whisper with cold voices out of lonely barrows, while ghostly lights dance on haunted hills. There are few among mortal Men who know more about evil spirits or fear them less than you do...

When you first select this Virtue you learn how to *See the Unseen*. You may later reinforce your spirit with *Strength of Will* by spending 1 Experience point as your undertaking during a Fellowship phase. Finally, you reach the stature of a true *Wraith Bane* by spending another Experience point as a new undertaking during a later Fellowship phase.

- **See the Unseen:** It is said that the Elven-wise can perceive shades and wraiths that are otherwise invisible to the eyes of Mortals. You have been taught to recognize the signs that betray the haunting of a restless spirit. You are automatically aware of the presence or proximity of ghosts, shades and wraiths of any kind. A successful roll of Lore yields additional information on the nature of the haunting.
- **Strength of Will:** In moments of fear, your will can strengthen your heart, so that you can withstand the great terror awakened in all Mortals by the denizens of the Unseen world. When an undead creature forces you to make a Corruption or Fear test, if you invoke an Attribute bonus it is based off your favored Heart score. If you pass your own test with a great success, you may let another companion who failed his own

Parry: This is a defensive bonus, reflecting a character's ability to keep his head in a dangerous situation, to be aware of opponents' actions and to ward off an opponent's attacks. Usually, the Parry rating of a character is equal to his basic Wits score, modified by a positive bonus if the hero is using a buckler, a shield or a great shield (see the equipment tables on page 123). Players should record their heroes' Parry score on the character sheet.

called Rewards, while benefits granted by ranks in Wisdom are called Virtues. Thus, when players choose between these characteristics during hero creation, they are also choosing if their character will start the game with a Reward or with a Virtue.

A starting character with **Valor 2 and Wisdom 1** has earned his/her first Reward, for which the player will select one from the list of Rewards or Qualities listed later in this document.

A starting character with **Wisdom 2 and Valor 1** has activated his/her first Virtue, for which the player will select one from the list of Virtues or Masteries listed later in this document.

roll to pass the test instead, or two companions on an extraordinary success.

- **Wraith Bane:** In long centuries of secret strife, the things that hide among the ruins of Arnor have learnt to fear the dour-handed Dúnedain. When you hit an undead monster that can be wounded by your attacks with a Piercing Blow, the creature rolls one less die on its Protection test (to a minimum of 1 die).

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.

Endurance of the Ranger: They say that a Ranger with a clear trail to follow can never be weary. You hope the saying will prove true, as it will be your fate to often travel in haste, to seek distant lands on urgent errands, or to relentlessly hunt your enemies. If the total Encumbrance of the gear you are carrying is equal to or less than 14 you gain the following benefits: your maximum Endurance score is considered to be 3 points higher, and every time you obtain a great success on a Fatigue test you may let another companion who failed his own roll to pass the test instead, or two companions on an extraordinary success.

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.

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

Royalty Revealed: The Rangers of the North belong to a bloodline of Kings, but they have learnt to hide from their enemies in the twilight years of their kingdom. Should you choose to reveal your heritage, your noble bearing will cause your enemies to pause, and your allies to cast away their doubts. You may reveal yourself in battle, by shouting an ancestral battle-cry or unsheathing a weapon of high lineage, for example, or by showing a device or coat-of-arms during an encounter with someone.

In battle, when you fight in a Forward stance you may attempt the Intimidate Foe combat task in addition to your attack roll (instead of forfeiting your action for the turn), but from that point on all your foes gain the Hatred (Dúnedain) special ability and will attack you when given the opportunity. During an encounter, you may upgrade the quality of one successful roll by one level, turning a success into a great success, or a great success into an extraordinary one.

Rumor of the Earth: Stretching yourself upon the ground with your ear pressed against the turf you can decipher the sounds of the earth. You can hear it groan when the Enemy treads upon it, or echo the distant gallop of horses, or sing in tune with the rushing of tumbling waters. Once a day, you may make a **Hunting** roll: on a success, the Lore-master must give you a useful piece of

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.

Heirloom of Lost Armor: You have been entrusted with the keeping of an ancient relic, an artefact going back to the days when a King ruled the land. When you choose this Reward, use the tables on pages 94-95 to create a Wondrous Artefact possessing one Blessing. You should create an interesting story and description for the object, possibly with the help of the Lore-master. The item is generally of Mannish craftsmanship, but might even be of Elven or Dwarven make. In addition to the blessing possessed by the relic itself, you are recognized by your kin as its bearer, and as such you enjoy a +2 bonus to Standing.

information about a quarry you are hunting or a place you are seeking; the higher the quality of the success, the more information you obtain. Additionally, if the **Hunting** roll was successful, you may spend 1 point of Hope: every roll you make until sundown or sunrise using a *movement*, *perception* or *survival* skill benefits from a free Attribute bonus.

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.

Ways of the Wild: The Rangers of the North roam ceaselessly, hunting for wicked things and guarding all frontiers. For you the Wild has become as familiar as the road that leads home is familiar to Hobbits, and when forced to fight you can always find the best place to stand your ground and await your enemies...

When fighting in the wilderness, you receive one free Combat advantage bonus die. When on a journey, if you are the Guide of the company you are considered to be assuming all vacant travelling roles (you are considered to 'fill in' as the company's Huntsman, Scout and Look-out man at the same time, if no other companion is already covering that role).

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 Ψ becomes a rating of 10). This upgrade may be applied only once, to any one weapon type.

Númenórean Arrows: For many long centuries, the "Men of the Sea" sent cohorts of archers to deluge their enemies under a rain of steel. Their long, black-feathered arrows can still be discovered inside burial mounds, or among the tall grass of Eriador, where long-forgotten battles were fought. You start each Adventuring phase with a number of Númenórean Arrows equal to your Valor. When you attack using a bow, you may declare that you are using one of them: if you hit your adversary, he will lose an additional number of Endurance points equal to your Valor; moreover, he will miss his next attack, unless he spends a point of Hate. At the end of the battle you can recover your used arrows (if the circumstances allow it), unless you failed an attack roll with an : in that case, the used arrow was lost or broken and cannot be recovered.

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).

The Star of the Dúnedain: Rangers have opened uncounted paths in the Wild, and have created many refuges and encampments. But the need for secrecy is so vital for their survival that it is a command of their chieftains that no one may be revealed the whereabouts of these places, nor taught to decipher the signs and runes leading to them, before they have earned their place among their veterans. You have been recognized this honor, and you are now entitled to wear a silver brooch shaped like a rayed star upon your left shoulder. Raise your Standing score by 1. Moreover, while you are within the ancient boundaries of the realm of Arnor, you may make an **Explore** roll to find your way to one of these refuges. The quality of the success determines the distance to the nearest safe place: on a success, the refuge is within three days of march, on a great success within two days, on an extraordinary success the refuge can be reached within a few hours.

The refuges of the Rangers are always safe places, but their nature varies wildly: a refuge may be nothing more than a dry clearing on a hilltop, a shepherd's hut, a natural cave hidden by a waterfall, or the ruins of a hill-fort. Companions repairing there may find shelter, supplies of firewood, stores of dried food, medicinal herbs,

ALLEGIANCE OF THE DÚNEDAIN

*"Lonely Men are we, Rangers of the wild, hunters ~
But hunters ever of the servants of the Enemy..."*

The Rangers of the North are the last remnant of the Dúnedain of Arnor, and are devoted to fight Sauron and his minions by an ancient tradition of war and strife. To a certain extent, this obligation sets them apart from other adventurers, as they do not share easily their burden with others. A Ranger who joins a

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.

How Fellowship Points Work: Hope is an ever-dwindling resource; to overcome the many formidable challenges he is going to face, a player-hero who has just started his adventuring career is bound to count on it quite often (veterans might come to rely more on their own abilities).

To recover their much-needed trust and self-confidence, player-heroes should look no further than their own companions. Points taken from the Fellowship pool can be spent to refresh a character's Hope, while the company of a hero's Fellowship focus can allow him to recover points for free.

Fellowship Points: The number of points in a Fellowship pool available to a company of heroes at the beginning of 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, be used to perform an extraordinary feat of strength,

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.

and, if the place is inhabited, the possibility of exchanging tidings with other Rangers, or receiving or sending out messages. Resting in a Ranger's refuge allows each companion to recover 1 Fatigue even when travelling (only 1 point, regardless of the length of the stay).

company contributes normally to the creation of the Fellowship pool, but is not allowed to spend Fellowship points to recover lost Hope. Note that Rangers enjoy all the usual benefits deriving from having another hero in the company as their Fellowship focus.

agility, or skill that the character may otherwise not be able to perform. However, in order for this to work, the group has to agree that taking a Fellowship Point is in the best interests of the Player-hero and/or the group. Fellowship Points are not replenished during the course of an adventure, but are renewed at the beginning of the next, while Hope Points may be replenished at the GMs discretion. A character whose player has spent most or all of their Hope Points, may pull from the Fellowship pool, though only at the agreement of the group.

Fellowship Focus: Fellowship focuses represent the strong ties between brothers in arms, close kinsmen and compatriots. Fellowship focuses have two effects in 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 died.

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.

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.

WHAT CALENGLAD OF THARBAD SAYS... (*attitude toward other cultures*)

- **Bardings:** “By a single black arrow, the Kingdom of Dale has been restored. King Bard shows the bearing of Girion in his deeds and words, and the hearts of the Men of Dale are fair and true. They may prove stronger than even the most cunning of the Enemy suspects.”
- **Beornings:** “The followers of Beorn are a sparse lot, but they are fierce. Their prowess in matters of war cannot be doubted, and each Beorning can be counted as ten of lesser warriors. Yet I fear their recklessness may serve as a lure into dark ensnarements from which even their strength cannot escape.”
- **Dunlendings:** “Dealings with these Dun Men in the past have revealed them to be surly and stoic, but also strong and steadfast friends in time of need. However, in this ever-battle against the Shadow, they can be easily swayed and none of the Free Peoples will seek to sway and misuse them.”
- **Dwarves of the Grey Mountains:** “Elrond may say these Grey Dwarves are foolish, but they have shown a hearty-steadfastness that would make any Dúnedan proud. We cannot risk helping them recover their Kingdom for the truth they would not then help us recover ours.”
- **Dwarves of the Iron Hills:** “I understand Dáin Ironfoot the Mad now sits as King Under the Mountain, and has left his Son to guide the old kingdom; beyond that I know naught, though I cannot believe this apple would fall far from the tree.”
- **Dwarves of the Lonely Mountain:** “As the forges of Erebor sing once more, Wilderland might find itself well-armed and armored for the coming war, if the Dwarves of the Lonely Mountain do not fall prey to the fierce desires of their ancestors.”
- **Elves of Rivendell (*High Elves*):** “Elrond is a strong leader in Eriador, and a strong father to our young nobles, in particular Aragorn, son of Arathorn, protecting them as they grow in strength and wisdom. One day soon we may be able to recover what once was ours, and destroy the enemy, once and for all.”
- **Elves of Mirkwood (*Silvan Elves*):** “For generations the subjects of the Elven-king have kept the corruption of Mirkwood at bay, yet they fail to see beyond their own walls. There is a threat in Mirkwood that cannot be ignored.”
- **Hobbits of Gladden Fields (*Wild Hobbits*):** “There are Hobbits yet in Rhovanion? I was lead to believe they had all come West of the Mountain.”
- **Hobbits of the Shire:** “The land of the Hobbits exemplifies all that we fight for. The simple wisdom and stout hearts of its inhabitants will be deemed a precious gift when the darkness falls.”
- **Men of the Lake:** “King Bard’s men who still dwell in Esgaroth have suffered greatly and recently at the slaying of Smaug the Terrible. Still, they rebuild. Still they carry on. Still they hope – and that is to be admired.”
- **Rangers of the North (*Dúnedain*):** “Much we have lost. Centuries we have lingered. Our mission is to safeguard the Free Peoples of this Middle-earth and the land, all while watching the Enemy and waiting for our nobility to grow into fine and valorous Men of the North. Our numbers dwindle while we wait, and yet even I sense there is yet more time to wait, before we will be avenged.”
- **Riders of Rohan:** “Eorl the Young, his predecessors and successors, all of the people who followed him to Calenardhon, may have proven well, over this long period, to be the greatest bulwark against the Enemy... more than we could have ever asked...”
- **Woodmen of Mountain Hall (*Firienseld*):** “These have more apparent sense than their tree-bound kin, as they have built and re-built a fortress in the lee of the Mountain near Lórien. Unfortunately, the Elves of Lórien may not answer when the multitudinous host of Orcs that utterly infest the interior of the Misty Mountains, North to South, according to my spies, overrun that fortress as if it were water filling a pool.”
- **Woodmen of Wilderland:** “The Woodmen face daily the dangers of the Wild and they have a courage all their own, for they are not of noble lineage. They fought all their battles alone, and will probably continue to do so in the future. Yet, even if they knew about their lonesome fate, I doubt it would weaken their resolve or change their course.”

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