

# CHARACTER

Hero Name: Éadnes Andwiltan  
 Culture: Mirkwood Elf Calling: Scholar  
 Standard of Living: Martial (6)  
 Shadow-weakness: Lure of Secrets  
 Cultural Blessing: Folk of the Dusk  
 Working in natural darkness, if you spend Hope on the use of any Common skill, your Favored attribute value is used rather than the Base attribute value.



**PLAYER**  
 Peter C.

# TRAITS

Distinctive Features  
 Elusive, Fair-spoken

Specialties  
 Elven-lore, Lore (North Anduin Vales), Rhymes of Lore



**BODY** (Favoured) 6  
 5 Wary  
 5 Wounded  
 5 Awards

**Damage** (Melee) 5 (Ranged) 5

**Endurance** 26 Max  
 8 Fat. Thr. 26 Rem.

**HEART** (Favoured) 6  
 4 Miserable  
 4 Awards

**Hope & Courage** 12 Max  
 3 Temp. Perm. Shadow  
 12 Rem.

**WITS** (Favoured) 8  
 5 Awards

**Parry** 5 Base +Shield  
 Encumbrance +

**ARMOR & Helm**

Encumbrance \_\_\_\_\_

**Leather Shirt**  
 Encumbrance 4  
 Mastery 0

**EXPERIENCE**

Available General XP 11

Current Adventure Accrued Game-life Total 0 59

**WISDOM** (2) 5 Awards  
 Blight Sorcery Taint

**VALOUR** (1) 2 Awards  
 Fear Mastery

# COMMON SKILLS

**Athletics** (Body, Movement) 1 XP  
**Awareness** (Body, Perception) 0 XP  
**Awe** (Body, Personality) 0 XP  
**Battle** (Heart, Vocation) 0 XP  
**Courtesy** (Heart, Custom) 0 XP  
**Craft** (Body, Vocation) 0 XP  
**Explore** (Body, Survival) 0 XP  
**Healing** (Heart, Survival) 0 XP  
**Hunting** (Wits, Survival) 0 XP

**Insight** (Heart, Perception) 1 XP  
**Inspire** (Heart, Personality) 0 XP  
**Lore** (Wits, Vocation) 1 XP  
**Persuade** (Wits, Personality) 0 XP  
**Riddle** (Wits, Custom) 0 XP  
**Search** (Wits, Perception) 1 XP  
**Song** (Body, Custom) 5 XP  
**Stealth** (Wits, Movement) 0 XP  
**Travel** (Heart, Movement) 0 XP

**WEAPON SKILLS**

WEAPON	Damage	Edge	Injury	Encum.	XP Accr.	Note(s)
Dagger	3	✓	12	0 for 1/1 per 2	0	
(Spears) - Spear	5		14	2	2	
Sword	5		16	2	2	

# VIRTUES & REWARDS

**Virtues/Masteries**  
**The Speakers:** (LMBr pg. 109) You can communicate with almost anything, from grass, stone and water, to any living being. For example, you can hear the stones of a path whisper who trod on it recently, or you may sing to soothe a disquieted animal. Which skill you use (such as Riddle, Song, or Insight) depends on what you are trying to accomplish with your communication.

Rewards/Qualities

## PERSONAL POSSESSIONS

Summer Gear Enc. 2 Enc. \_\_\_\_\_  
Enc. \_\_\_\_\_ Enc. \_\_\_\_\_  
Enc. \_\_\_\_\_ Enc. \_\_\_\_\_  
Enc. \_\_\_\_\_ Enc. \_\_\_\_\_

## TREASURE

 12  
\_\_\_\_\_

## THE COMPANY

Guide \_\_\_\_\_  
Scout(s) \_\_\_\_\_  
Hunter(s) \_\_\_\_\_  
Look-out(s) \_\_\_\_\_

## FELLOWSHIP FOCUS

Who? \_\_\_\_\_  
Why? \_\_\_\_\_  
Pool 0

## PATRON(S)

King Thranduil (Last Seen Spring '46)

## SANCTUARY(S) & SOCIAL STANDING

Halls of the Elven-king (Standing 1, Last Visit Spring '46, good 'til Summer '52)

Esgaroth (Last Visit Winter '47)

## CULTURAL BACKGROUND

**A Musical Legacy:** Your father was a minstrel of great virtue, whose work will be praised for countless years. His talent passed along to you but transformed into a love for the music that lies in plain speech. Your voice is pleasing to all listeners, and you choose your words much as your fingers choose the strings on the harp.

## TALE OF YEARS & IMPORTANT NOTES

Year of the  
Third Age

Your Tale

8/8/2527 ~ **Birth Date:** 419 years by April 2946. Began Orc-hunt in Mirkwood with Artorius and Grimald in April, '46. Joined the whole Company in May for *The Marsh-bell*, returning to The Old Ford by June, '46. To the Easterly Inn by late July, '46. Performing tasks for the Lord of the Eagle's (+1d *Awareness* and *Insight* for *next* Adv. Phase).

9/2946 ~ **Don't Leave the Path;** begun last week of September, '46; ended last week of October, '46.

## FOUND ITEMS