

THE ONE RING

Character: the Eagle - Ellisidi Player: Dan F.

Culture: Woodmen of Wilderland Calling: Warden

Standard of Living: Frugal Shadow-weakness: Lure of Power

Cultural Blessing

Woodcrafty - The Woodmen know the woods so well that they can put a name on every shade of green found in the forest. Wearing the proper raiment and adopting clever ploys suggested by the Brown Wizard, they can trick the eyes of others and use the many obstacles found in the woods to their advantage.

- When you are fighting in the woods, use your favored Wits score as your basic Parry rating.

Distinctive Features

Bold, Determined

Specialties

Anduin-lore*, Beast-lore*, Shadow-lore*

Experience		Initiative/APs	
General	Total	Initiative/APs	
7	63	8	
Valor		Wisdom	
Rank	Accrued	Rank	Accrued
2	0	2	3
Hope			
Starting	Used	Shadow	Current
16	2	5/0	14
Endurance			
Starting	Enc/Fat.T	Fat/Dmg.	Current
28	18	4/20	4

- ATTRIBUTES -

Body	Heart	Wits
Base: 3, Favored: 6, XP: 0	Base: 6, Favored: 8, XP: 0	Base: 6, Favored: 7, XP: 0

- COMMON SKILLS -

Body Skills	Heart Skills	Wits Skills	GROUPS
Rank	Rank	Rank	AP Accrued
Awe	Inspire	Persuade	Personality
Athletics	Travel	Stealth	Movement
Awareness	Insight	Search	Perception
Explore	Healing	Hunting	Survival
Song	Courtesy	Riddle	Custom
Craft	Battle	Lore	Vocation

- WEAPON SKILLS -

WEAPON	Rank	XP Accrued	Damage	Edge	Injury	Enc.
(Bows) - Great Bow			7	10	16	3
Long-hafted Axe			5(1h)/7(2h)	ψ	18(1h)/20(2h)	3
2x Long Sword's			5(1h)/7(2h)	10	18(1h)/20(2h)	6
Spear	1		-	-	-	-
3x Dagger's			3	ψ	12	1

Damage

Melee	Ranged
3	3

Parry

Base	+ Shield
10+2	+1

- ARMOR, SHIELD & PERSONAL POSSESSIONS -

Armor: Leather Shirt (Feathered Armor)	Enc: 4	Extra Gear, Trinkets or Instruments	Enc: _____
Helm: Helm Worn	Enc: _____	Extra Gear, Trinkets or Instruments	Enc: _____
Shield: Spearman's Shield (Buckler; LMBR 118)	Enc: 1	Extra Gear, Trinkets or Instruments	Enc: _____
Extra Gear, Trinkets or Instruments	Enc: _____	<input checked="" type="checkbox"/> Summer Gear // <input type="checkbox"/> Winter Gear	Enc: 2 // 3

Armor

Suit	+ Helm
1D	+0

Condition

Wounded	Weary	Miserable
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>

- REWARDS / QUALITIES -

Feathered Armor (LMBR 118): When rolling **Stealth**, roll a High-feat rather than a regular Feat.

- VIRTUES / MASTRIES -

Resilience (LMBR 104): Endurance +2.

Portrait



- OUR COMPANY -

Guide Chosen Leader Character Name
 Scout(s) Character(s)
 Hunter(s) Character(s)
 Look-out(s) Character(s)

- FELLOWSHIP -

Points (as with Dope) Focus: Who is your character's Fellowship Focus.

<small>Total</small>	<small>Used</small>
0	0

NOTE: For the online forum/Roll 20 group, Fellowship Points are tracked in the space below Fieranor's portrait.

- SANCTUARIES -

- PATRONS -

Esgaroth, Rhosgobel

Radagast the Brown

Standing: (1) Rhosgobel (next Standing update July, 2947), Esgaroth

- (2)
- (3)
- (4)
- (5)
- (6)

<u>Treasure</u>
2g
0s
0c

- CULTURAL BACKGROUND -

Sword-day Counselor - When he was a youth, your uncle severely injured his own right leg, mishandling his axe. Deprived of his rightful place among the active warriors of your folk, he instead turned to his wits and experience to contribute to the fight against the Shadow. His cunning was instrumental in many a victory on the field of battle. He proved to you that when the war is at hand, good advice is as important as good swords to ensure triumph.

- TALE OF YEARS -

<u>Year</u>	<u>Event Description</u>	<i>(NOTE: Every other entry, make gray.)</i>
Apr. 2946	Ellisidil's 17 th year in Middle Earth; born in 2929. Began The Marsh-bell the 2 nd Week of April, 2946. Ended last week of June, 2947. Perform Tasks for the Lord of the Eagle's (+1D Awareness and Insight for next Adv. Phase).	
Sep. 2946	Began Don't Leave the Path the 4 th Week of September, 2946.	

- COMPANY FINDINGS -

<u>When?</u>	<u>Where?</u>	<u>What (and Value)?</u>
3 May 2946	Marsh-dweller Lair	* Spearman's Shield (buckler; LMBR 118; Elvish-make; Enc 1, Parry 1; may use with two-handed) * Topaz worth around 27g, and one Lapis Lazuli worth roughly 3g * Lion's-head Long-sword, possibly part of Northmen culture, prior to Eorl the Young.