

THE ONE RING

Character: Frerin, Son of Óin Player: Harald S.

Culture: Dwarf of Erebor Calling: Treasure-hunter

Standard of Living: Rich Shadow-weakness: Dragon-sickness

Cultural Blessing

Redoubtable. The legendary stubbornness of Dwarves lets them endure burdens that would break the back of the sturdiest of Men.

- Dwarves calculate their starting Fatigue threshold by adding up the Encumbrance ratings of all the items they are carrying, and then subtracting their avored heart score from the total.

Distinctive Features

Cunning, Hardy (HLSD Travel for Fatigue and Corruption)

Specialties

Burglary* (HLSD Stealth and Riddle), Fire-making, Trading

Experience		Initiative/APs	
General	Total	Initiative/APs	
9	54	6	
Valor		Wisdom	
Rank	Accrued	Rank	Accrued
2	0	2	3
Dope			
Starting	Used	Shadow	Current
8	1	6/0	7
Endurance			
Starting	Enc./Fat.T	Fat./Dmg.	Current
30	24/19*	1/16	13

- ATTRIBUTES -

Body	Heart	Wits
XP: 0	XP: 3	XP: 0
Base: 7	Base: 2	Base: 5
Favored: 8	Favored: 5	Favored: 7

- 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	4 Perception
Explore	Healing	Hunting	Survival
Song	Courtesy	Riddle	Custom
Craft	Battle	Lore	1 Vocation

- WEAPON SKILLS -

WEAPON	Rank	XP Accrued	Damage	Edge	Injury	Enc.
(Axes) - Great Axe	5		9	ψ	20	4
Short Sword	5		5	10	14	1
Bows	5		5	10	14	1
Dagger	5		3	ψ	12	0

Damage

Melee	Ranged
7	7

DARRY

Base	+ Shield
6+3	+0

- ARMOR, SHIELD & PERSONAL POSSESSIONS -

ARMOR: Mail Hauberk (Cunning Make)	Enc: 18	Extra Gear, Trinkets or Instruments	Enc: _____
Helm: Helm Worn	Enc: _____	Extra Gear, Trinkets or Instruments	Enc: _____
Shield: Shield Held	Enc: _____	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
5D	+0

Condition

Wounded	Wearied	Miserable
○	✓	○

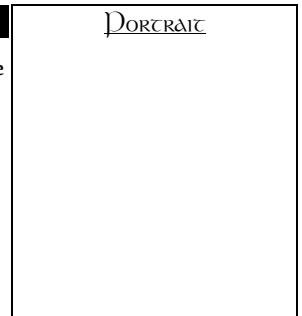
- REWARDS / QUALITIES -

Cunning Make, Dwarf Hauberk ~ (LMBR 115).

- VIRTUES / MASTRIES -

Ravens of the Mountain ~ (LMBR 108), complex. The Raven's name is Shathûr.

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: Jorbrand of the Vale.

<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 -

Eagle's Eyrie, Erebor, Iron Hills

King Dáin Ironfoot, Thorin Stonehelm

Standing: (1) Eagle's Eyrie, Erebor (Home), Iron Hills

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

<u>Treasure</u> 24g 0s 0c

- CULTURAL BACKGROUND -

Far Trader: By the reckoning of the Dwarves, you were only a stripling when you left your home in the Blue Mountains to follow your kinsmen along the trading roads. You have since seen many places and met different folk eager to trade goods for the product of Dwarven handiwork. You remember little of the roads you took, as you were led by your more experienced kin, but those journeys have awoken in you a desire to see the world.

- TALE OF YEARS -

<u>Year</u>	<u>Event Description</u>	<i>(NOTE: Every other entry, make gray.)</i>
TA 2946	Frerin's 60 th year in Middle Earth; born in 2886, May 3 rd . Joined The Marsh-bell the 1 st Week of May, 2946. Ended last week of June, 2947. Open New Sanctuary at The Eagle's Eyrie.	
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	* Uncut Garnet, worth roughly 50 Silver and an Uncut Quartz worth roughly 9 Copper * Dwarf-make Mouth-harp (body in fair condition, no screens) * Lion's-head Banded Shield, broken, possibly part of Northmen culture, prior to Eorl the Young. * 7 Oz. Lamp Oil in thick glass vial