

CHARACTER INFORMATION

Esgalwen, daughter of Eradan	Wanderer	Female	Blue-Green	5' 7"
Name	Calling	Gender	Eyes	Height
Dúnadan - Ranger of Ithilien	Gondor	(TA 2947 starting 26) 32	Brunette	135 lbs
Culture	Home Land	Age	Hair	Weight
Blood of the Faithful	Marial	Blood of Númenor [may re-roll feat die against Corruption - HOU]		
Background	Standard of Living	Cultural Blessing		
Wandering-Madness				
Shadow Weakness				

ATTRIBUTES

BODY	6	Favoured	8	HEART	4	Favoured	7	WITS	6	Favoured	7
VALOUR	4	WISDOM	4	EXPERIENCE	8	Total	74	ADVANCES	0	Total	108
ENDURANCE	27	Current	27	FATIGUE	10	Fatigue from travel	13	STANDING	3		
HOPE	12	Current	5	SHADOW	4	Temporary shadow	3	Permanent Shadow	1		



COMBAT SKILLS (BODY)

Weapon	class	rank	damage	edge	injury	enc	DAMAGE	Ranged	STATUS
Long Sword (Nimronyn)	F	✓✓✓✓	9 / 11	8	16 / 18	3	6	6	MISERABLE
Great Bow (bows 1)	C	✓✓✓	7	10	16	3	PARRY	Shield	WEARY
Dagger		✓	3	G	12	0	6 / 9	--	WOUNDED
Spear		✓	5	9	14	2	ARMOUR	Head gear	Treated
Class = F (favoured) C (cultural)							1d	--	

COMMON SKILLS / STATUS

BODY	HEART	WITS	GROUP
Awe (B)	Inspire (H)	Persuade (W)	Personality
Athletics (B)	Travel (H)	Stealth (W)	Movement
Awareness (B)	Insight (H)	Search (W)	Perception
Explore (B)	Healing (H)	Hunting (W)	Survival
Song (B)	Courtesy (H)	Riddle (W)	Custom
Craft (B)	Battle (H)	Lore (W)	Vocation

Defining Attribute = B (Body) H (Heart) W (Wits)

SPECIALTIES

Beast-lore [your knowledge of beasts can aid you when hunting or tracking - TOR p.95]
 Folk-lore [knowledge of the many traditional customs, beliefs, and stories of the communities of Free peoples; may help in dealing with strangers - TOR p.95]
 Old-lore [learned in the traditions and stories of bygone days - TOR p.96]

DISTINCTIVE FEATURES

Adventurous [your spirit is attracted to new experiences, especially when they put your mettle to the test - TOR p.97]
 Fair [you are considered beautiful to most people, even if not of your race - TOR p.98]

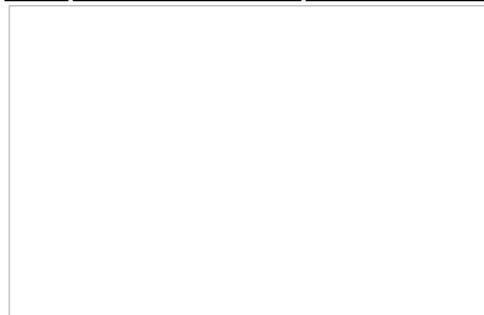
REWARDS

Well-crafted backpack [reduce ENC by 1; on Fatigue rolls add Wisdom rating as bonus - see Resource thread]
 Armour of Rangers [When you make Stealth rolls you can roll the Feat dice twice and keep the best result - see Resource thread]
 Keen Long sword [reduce weapon Edge score by 1 - TOR p.116]

VIRTUES

Skirmisher [if carried encumbrance is 12 or less, increase Parry by +3 when in close combat stance - HOU based on Beorning Great strength TOR p.106]
 Shadow Bane [when in forward stance against shadow, add one success die to all attack rolls (max 6) - TOR p.109]
 Noble Lineage [Raise your Company's Fellowship rating by one point. In addition, whenever you make an Inspire roll, you can roll the feat die twice and keep the better result. - see Resources Thread]

GEAR (INCLUDE ENCUMBRANCE)



COMPANY

FELLOWSHIP	Guide	Esgalwen
5	Scout	Hathcyn
	Huntsman	Grimbeom
EYE AWARENESS	Look-out Man	Tate
10	Fellowship Focus	Tate
	Patron	Radagast, Mogdred, Bard of Dale
TREASURE	Sanctuaries	
31		

BACKGROUND / TALE OF YEARS

PRIVATE NOTES [WILL NOT BE DISPLAYED PUBLICLY]

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