CHARACTER INFORMATION

Name	Calling	Gender	Eyes	Height
Esgalwen, daughter of Eradan	Wanderer	Female	Blue-green	5'7"

Culture	Home land	Age	Hair	Weight
Dúnadan [Ranger of Ithilien]	Gondor	(TA 2967 starting 26) 33	Brunette	135 lbs

Background	Standard of Living	Cultural Blessing
Blood of the Faithful	Martial	Blood of Númenor [the ancient stock of the Númenorean runs in her blood, when making a Corruption test, roll the Feat die twice and keep the best result - FC]

Wandering madness [see table - TOR p.226]
Shadow Weakness

ATTRIBUTES

BODY *favoured*	6 / 8	**HEART** *favoured*	4 / 7	**WITS** *favoured*	6 / 7	**EXPERIENCE** *total*	0 / 82
ENDURANCE *current*	27 / 27	**FATIGUE** *from travel*	10 / 10	**VALOUR**	4	**ADVANCES** *total*	0 / 124
HOPE *current*	14 / 14	**SHADOW** *temp* / *permanent*	2 / 0 / 2	**WISDOM**	5	**STANDING**	3

COMBAT SKILLS (Body)

Weapon	class	rank	damage	edge	injury	enc
Long Sword (Nimronyn)	f	■■■■□□	9 / 11	8	16 / 18	3
Great Bow	c	■■■□□□	7	10	16 / 18	3
Dagger		■□□□□□	3	P	12	0
Spear		■□□□□□	5	9	14	2
		□□□□□□				

Class = F (favoured) C (cultural)

COMBAT ATTRIBUTES

DAMAGE	*Ranged*
6	6
PARRY	*Shield*
6 / 9	n/a
ARMOUR	*Head Gear*
1d	n/a

STATUS
- MISERABLE □
- WEARY □
- WOUNDED □
- *Treated* □

COMMON SKILLS / ADVANCEMENTS

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

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] • Idle (flaw) [It takes a lot to stir an Idle adventurer into action. She is easily distracted, and must be cajoled to fully participate in endeavours. - TOR p.229]

REWARDS

Keen longsword [reduce weapon Edge score by 1 - TOR p.116]
Well-crafted backpack [Reduce the encumbrance of your travelling gear by 1. When you make fatigue tests, add a bonus to your rolls equal to your Wisdom rating - HOU]
Armour of Rangers [When you make Stealth rolls you can roll the Feat dice twice and keep the best result - see Resource thread]

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]
Confidence (mastery) [Hope rating max increased by 2 and score is reset - Core p.103]

GEAR (include Encumbrance)

leather shirt - 0 encumbrance
summer gear - 1 encumbrance

COMPANY

FELLOWSHIP SCORE 0

EYE AWARENESS

TREASURE 31 *carried*

HORSE

Riding Modifier | Size | Charge | Armour | Quality

- Guide
- Scout
- Huntsman
- Look-out
- Fellowship Focus
- Patrons
- Sanctuaries

Esgalwen, daughter of Eradan, is a beautiful, young Ranger of the South.

Her grandparents fled Ithilien when the Watchful Peace ended with the coming raids of Uruk-hai and the Haradrim. Two generations later, having come of age, Esgalwen has joined the ranks of Rangers. While her father would prefer his only child stay closer to hearth and home, he knows he has only himself to blame for telling her the grand stories of her people and teaching her how to handle a blade.

Now, by their captain's orders, she must travel to the Wilderland to gather news.

Nimronyn [Sindarin - Pale gleam] - bane weapon against orcs
Superior Keen Long sword [reduce weapon Edge score by 2 - RIV p.100]
Superior Grievous - [damage rating gains a bonus equal to the bearer's Valour - RIV p.100]
Foe-slaying - when attacking a bane creature, reduce Edge of weapon by value of bearer's Valour
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Esgalwen looked to the weapon in her other hand that had slain the creatures. Its edge was keen and a pale gleam came from it even in the murk of the wood, and even though it was smeared with ichor. "Nimronyn," she whispered in Sindarin. "Pale gleam... that is what I shall call you."