

MEAG 4.5 Version of LOR Sample Characters

Introduction:

MEAG is a simple set of rules geared towards role-playing in the world of J.R.R. Tolkien's The Hobbit and The Lord of the Rings. LOR is the set of rules and introductory adventures comprising the **Lord of the Rings Adventure Game** by ICE (#LR0, LR1, LR2). The characters below are all well described in the LOR materials, except Alaric and Galfaroth. These two characters were only mentioned in passing in the description of the Hobbit Tolman. I've expanded them into full characters to add greater variety. In the pages that follow, each character has three pages of stats, skills, equipment, etc. If the character has learned spells, there is also a fourth sheet for spells. Each character also has another sheet with detailed background information. Finally, there is a blank set of character sheets at the end that can be duplicated for your own characters.

The current MEAG rules can be found at: <http://merp.com/Members/imposteraz>

The way I use the LOR materials, the adventures take place at a time about half way between the events of The Hobbit and The Lord of the Rings, so the world is familiar to the players who have read the books and/or seen the movies, but without colliding directly with those events or characters. If you do the same, it will require adjusting some NPCs in the scenarios to keep things consistent. The PCs have ties to the community of Bree and the adventures are initially centered around the Bree area.

Cast of Player Characters:

Tolman (Tom) Greenthumb – a Hobbit (Scout) who lives, with his sister Lily, in the family *smial* (Hobbit hole) on the slopes of Bree Hill. Tom is out-going and makes friends easily. He makes his living as a Finder of lost objects and people – something he has a particular knack for. His work often takes him far from home and so, for a Hobbit, he is very well traveled.

Lily Greenthumb – a Hobbit (Scout) who lives, with her brother Tom, in the family *smial* (Hobbit hole) on the slopes of Bree Hill. She is blessed with an eidetic (“photographic”) memory for things she sees and has the talent to then draw/paint very close likenesses of these things (usually portraits or landscapes). She also is a good cook, and cultivates her own medicinal and cooking herbs.

Galfaroth – a Dunadan Human (Ranger) and one of the Rangers of the North. Galfaroth is from a long line of Rangers (his father still serves near Fornost) and has been assigned the area around Bree. The Rangers protect the people of the north lands in secret and have a public “cover” of being bounty hunters that prey on bandits. They do try to keep the roads safe, but also fight against Orcs, Trolls and other dangers, all without other people even knowing. In his travels around Bree, Tom eventually met and befriended him, though most people in Bree don't know Galfaroth's mission and are wary of him. Tom has kept Galfaroth's mission secret even from Lily.

Glain – a Dwarf trader (Warrior) who regularly makes the trip from his home in Merlost, in the Blue Mountains, to Rivendell and back to trade Dwarven metal crafts and jewelry for Human, Hobbit and Elven goods. When traveling, he always makes a point to visit with his friends Tom, Lily and Tatharina in Bree. He met Tom and Lily when Tom found an important document Glain had misplaced at the Prancing Pony Inn. Glain also was the one who brought Tatharina as a young child to Bree to be cared for by Fanuira.

Rilwen – a Half-Elf naturalist (Ranger) who currently lives with her parents in Rivendell. Her family originally lived in Mirkwood near the Halls of the Elven King, but they moved to Rivendell when the forest became too dangerous. Rilwen has a deep interest in knowing all about the plants and animals of Middle Earth. Her studies often take her far and wide, and it was on one of these trips that she met Tom. She had just lost a family ring near a stream behind Bree Hill when Tom happened by and was able to Find it for her.

Tatharina – a Human (Healer) who lives in the house of her teacher, Fanuira Edhellammen, in Bree. She is a good friend to Lily and Tom, and often buys medicinal herbs from Lily's garden. Tatharina was raised as an orphan and her parents are unknown to her, though her build (tall and strong) and hair color (deep auburn) hint at an origin far from the area around Bree.

Alaric – a Human Riverman (Warrior). Alaric's people trade goods up and down the Brandywine River by barge and boat. Tom met him on one of his trips to the Shire and was able to help Alaric find a family heirloom that had been lost. Alaric is more gregarious than most Rivermen and became friends with Tom during his stay. Recently, Alaric has been traveling back and forth to Bree to trade some of his family's river goods and always stops by to visit with Tom and Lily.

Gallind – an Elf (Mage) who currently lives in Rivendell. Quiet and thoughtful, Gallind has few true friends, but Rilwen appreciated his talent for music (he plays the harp and flute very well) and asked him along on one of her trips into the wilderness. He agreed, and getting out into the world was good for his mood. He often accompanies her on adventures, now.

Tolman (Tom) Greenthumb, Jr.

Race: Hobbit

Profession: Scout

Nickname: Tom

Livelihood/Specialization: Finder of lost objects and people.

Special Ability: He can sense the direction to items or people that have been well-described to him. Also, he has the natural ability of Hobbits to resist magic at a level higher than otherwise expected.

Special Item: A Magic Dagger that was part of his payment for finding a lost will in Brandy Hall in Buckland.

Negative Trait: He is afraid of lightning storms ever since hearing about his father's death by lightning.

Home: The Greenthumb family *smial* (Hobbit hole) in Bree Hill.

Family: Sister, Lily Greenthumb. Their uncle Holfast Bunce and his family. Holfast is the Sheriff of Bree.

Their father, Tolman Sr., was an itinerate minstrel who was very unusual for a Hobbit in that he regularly traveled far and wide across NW Middle-earth. He would even accompany Gandalf the Wizard on some of his travels. One day, when Tom and Lily were still young, Gandalf brought their father's body back to Bree for burial. Tom Senior had been killed by lightning. Their mother, Rose, kept the family running, with both Tom Jr. and Lily pitching in as best they could. Rose passed away last year, but Tom and Lily had already established their own roles in Bree society and, after a period of mourning, have taken to their professions with a renewed vigor.

Friends:

- **Glain Longstride (Dwarf).** At the Prancing Pony, Glain once lost a letter of introduction to the Elves of Rivendell that would allow him to sell his family's goods there. Tom was able to find the document in short order.
- **Rilwen (Half-Elf).** On one of her trips to the Bree area, she lost a family ring somewhere near a stream behind Bree Hill. About dawn, Tom came by on an early hike to Archet and was soon able to find it for her.
- **Galfaroth (Human and Ranger of the North).** In the forest near Bree, Galfaroth, who normally shuns contact with the people of Bree, had lost a boot to a thieving racoon. The situation struck Galfaroth as incredibly funny and was laughing helplessly when Tom came by. Tom easily retrieved the boot. Galfaroth set aside his misgivings and became a good friend to Tom. They will often meet at a clearing in the Chetwood to exchange news and share a smoke of pipeweed.
- **Alaric (Human).** A Riverman, he and his people trade goods up and down the Brandywine river. Once, near Buckland, Alaric's mother lost a valuable penknife. Tom happened to be in Buckland and Alaric asked for Tom's help. Tom found the penknife had been taken by a large crow to the roof of Buck Hall. Alaric later decided to branch out the family business by taking some goods to Bree to trade and Tom was kind enough to introduce Alaric around.

MEAG Character Sheet

Character Name Tolman (Tom) Greenthumb **Race** Hobbit **Profession** Scout

Hair	Blond	Eyes	Blue/Grey	Height	3.5'	Weight	80	Encumbrance Limit	24	Alignment	Good/Neutral
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Stats and Skills:

Specialization: Tracker - (+1) Tracking(Perception)

Base Stats: Stat + Skill + Special = Total

Strength $[-2] + \text{NA} + [\text{_____}] = [\text{_____}]$

Agility $[+3] + \text{NA} + [\underline{\hspace{1cm}}] = [\underline{\hspace{1cm}}]$

Intelligence [+0] + NA + [+3 vs. Magic] = []

Movement $\begin{bmatrix} -1 \\ \end{bmatrix} + \text{NA} + \begin{bmatrix} \end{bmatrix} = \begin{bmatrix} \end{bmatrix}$

Defense $\begin{bmatrix} +1 \end{bmatrix} + \text{NA} + \begin{bmatrix} \end{bmatrix} = \begin{bmatrix} \end{bmatrix}$

Endurance [40] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB $[-3] + [+2] + [\quad] = [\quad]$

Missile OB $[+1_-] + [+1_-] + [\text{_____}] = [\text{_____}]$

General $[-1] + [+1] + [\text{_____}] = [\text{_____}]$

Subterfuge $[-+1_-] + [-+1_-] + [\rule{1.5cm}{0.4pt}] = [\rule{1.5cm}{0.4pt}]$

Perception $[-+1_]+[-+1_]+[\rule{1cm}{0.4pt}] = [\rule{1cm}{0.4pt}]$

Magical $[-3] + [-2] + [\quad] = [\quad]$

Special Ability: [1] Finding (Dowsing) - _ can “feel”
the direction to a well described person or object

within (Perception X 300')

[2] Magical Resistance - (+3) Intelligence when _____
resisting Spells or Enchantments

Special Item: Magic Dagger - (+1) MeOB & MiOB

Negative Trait: _____

_ Astraphobia – Fear of lightning storms (his father
_ was killed by lightning) _____

Endur.	Damage Taken	Mana Points (5 x Magical Bonus)	Total XP = Spent + Earned
[]	[]	[N/A]	[] = [] + []

Native Language		Trade Language	Rank	Trade Language	Rank	Trade Language	Rank	Trade Language	Rank
[Westron	[XX]	[]	[]	[]	[]

Equipment:

<u>A</u> rmor	<u>D</u> B	<u>S</u> ub	<u>M</u> ove	<u>M</u> agic	<u>N</u> otes	<u>E</u> ncum	<u>P</u> rice
Staff _____	[_+2_]	[_--_]	[_--_]	[_--_]	Not vs. Missile Weapons _____	[_--_]	[____]
_____	[____]	[____]	[____]	[____]	_____	[____]	[____]
_____	[____]	[____]	[____]	[____]	_____	[____]	[____]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Staff _____	[_2h_]	[_+1_]	[_+0_]	[_--_]	[_-2_]	[_--_]		[_2_]	[_--_]
Magic* Dagger _____	[_1h_]	[_-1_]	[_+0*]	[_+0*]	[_-1_]	[_50']		[_1_]	[_--_]
Sling _____	[_1h_]	[_-2_]	[_--_]	[_+0_]	[_+0_]	[100']	Can be used with a shield _____	[_0_]	[_--_]
_____	[_]	[_]	[_]	[_]	[_]	[_]		[_]	[_]
_____	[_]	[_]	[_]	[_]	[_]	[_]		[_]	[_]
_____	[_]	[_]	[_]	[_]	[_]	[_]		[_]	[_]

Miscellaneous:

Item	Notes	Encum	Price
Std. Clothes _____	Normal clothing for temp range 85° to 55° F _____	[_ --]	[_ --]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[_ 1]	[_ --]
Belt _____	Holds one-handed weapons and pouches _____	[_ ---]	[_ --]
Pouch (2) _____	Holds up to 30 sling pellets or 3 different types of herbs ready for use _____	[_ 0]	[_ --]
Sling Pellets _____	Lead pellets (30) _____	[_ 2]	[_ --]
Bedroll _____	Oiled ground cloth plus blankets, needed for healing rest _____	[_ 4]	[_ --]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[_ 1]	[_ --]
Water Skin _____	One day's water per skin carried _____	[_ 4]	[_ --]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[_ 1]	[_ --]
Lockpicks _____	Picking Locks or Disarming Traps without proper tools is at (-2) Subterfuge _____	[_ 1]	[_ --]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
_____	_____	[_]	[_]
Herbs _____	(3) Arrowweed, (3) Hart's Glory, (3) Sarah's Root _____	[_ 0]	[_ --]
		[_]	[_]

Coinage:

Encumbrance Limit: [] Totals: [] []

Skill Group Maneuvers:

☐ Melee OB Skill Group

☐ Unarmed Combat

☐ Knives

☐ Swords

☐ Axe/Mace/Hammer

☐ Spear/Polearm

☐ Staff (w/ automatic parry)

☐ Parry (w/ trained weapons)

☐ Dual Attack (w/ trained weapons)

☐ Missile OB Skill Group

☐ Bows

☐ Crossbow

☐ Sling

☐ Knives

☐ Axe/Hammer

☐ Spear

☐ Pitch (stones, grapnels, etc.)

☐ Ranged Spell Attack

☐ General Skill Group

☐ Climbing

☐ Riding

☐ Swimming

☐ Jumping

☐ Cooking

☐ First Aid/Herbal Healing

☐ Trade/Craft _____

☐ Trade/Craft _____

☐ Subterfuge Skill Group

☐ Stalk/Hide

☐ Pick Locks

☐ Pick Pockets

☐ Disarm/Set Traps

☐ Forgery

☐ Trickery

☐ Art/Music

☐ Perception Skill Group

☐ Spot Traps/Hidden

☐ Naturalism

☐ Tracking

☐ Persuasion

☐ Detect Lies

☐ Weather Sense

☐ Navigation/Orienteering

☐ Magical Skill Group[†]

☐ Read Runes/Script[†]

☐ Cast Spells*

☐ Sense Magic Objects/Beings

☐ Sense Magic Spells

☐ Alchemy (Potions, etc.)[†]

☐ Enchantment (Scrolls, etc.)

Notes: [†] Only Read Runes/Script and Alchemy can be used if a Character's Magical Skill Group bonus is less than +1.

* Cast Spells can only be used if a Character's Magical Skill Group bonus is +1 or higher **at Character Creation.**

Potions Learned:

<u>Item</u>	<u>Healing</u>	<u>Prep[†]</u>	<u>Price</u>	<u>Notes</u>
<input type="checkbox"/> Wolfwort	1	+1	2c	Leathery leaves; also speeds healing by 2x for four hours
<input type="checkbox"/> Fishfeather	2	+1	2c	Feathery plumes
<input type="checkbox"/> Arrowweed	3	+0	6c	Triangular seeds; also neutralizes any animal venom
<input type="checkbox"/> Hart's Glory	4	-1	1s	Thin petals; also speeds healing by 2x for eight hours
<input type="checkbox"/> Nightrod	6*	-2	3s	Small cones; * restores Mana Points instead of Endurance
<input type="checkbox"/> Stagberry	6	-3	25c	Bitter berries; also speeds healing by 3x for eight hours
<input type="checkbox"/> Snowbane	8	-2	8c	Fleshy leaves
<input type="checkbox"/> Gemberry	12	-3	3s	Bright red berries; also neutralizes any plant poison
<input type="checkbox"/> Athelas	18	-4	5s	(aka Kingsfoil); also cures any disease (natural or magical)
<input type="checkbox"/> Queensfan	NA	-5	20g	Gold leaves; one leaf sets Damage = ½ Endurance, even if dead (< one day)
<input type="checkbox"/> Sarah's Root	NA	-2	6c	Small bulb; when eaten, one prepared bulb equals a full day's rations
<input type="checkbox"/> Aule's Boon	NA	-3	3s	Bitter leaf; tea gives +1 Strength (plus Me OB & General) Bonus for two hours
<input type="checkbox"/> Goodwort	NA	-2	4c	Small seeds; tea gives +1 General bonus for 1D3 hours
<input type="checkbox"/> Bright Eyes	NA	-2	1s	Blue petals; tincture gives +2 Perception Bonus in darkness for four hours
<input type="checkbox"/> Celandine	-10	-3	5c	Sap; on a sharp weapon it adds +10 Additional Damage to the attack (once/dose)
<input type="checkbox"/> Snakeroot	NA	-2	1s	Root extract; ingested it causes an "Attack" of 2D6+2 (no DB) each of 2D3 hours
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____

Lily Greenthumb

Race: Hobbit

Profession: Scout

Nickname: (none)

Livelihood/Specialization: Artist and Herb Gardener

Special Ability: Eidetic (“photographic”) memory for anything she sees. She also has the Hobbit trait of resisting Magic more than others would expect.

Special Item: A Magic sling that once belonged to her father.

Negative Trait: She is frightened by loud noises, especially that of thunder, since she learned her father had been killed by a lightning bolt. She ran and hid, with her hands over her ears -- trying to block out her mother's wails and sobs.

Home: Greenthumb family *smial* (Hobbit hole) in Bree Hill.

Family: Brother, Tolman (Tom) Greenthumb (Jr.). Their uncle Holfast Bunce and his family. Holfast is the Sheriff of Bree.

Their father, Tolman Sr., was an itinerate minstrel who was very unusual for a Hobbit in that he regularly traveled far and wide across NW Middle-earth. He would even accompany Gandalf the Wizard in some of his travels. One day, when Tom and Lily were still young, Gandalf brought their father's body back to Bree for burial. Tom Senior had been killed by lightning. Their mother, Rose, kept the family running with both Tom Jr. and Lily pitching in as best they could. Rose passed away last year, but Tom and Lily had already established their own roles in Bree society and, after a period of mourning, have taken to their professions with a renewed vigor.

Friends:

- Tatharina (Human). She is the ward of and apprentice to the healer, Fanuira. Lily had been growing herbs for Fanuira for years, but was pleased when Tatharina came to live with Fanuira as Lily now had someone her own age to talk to. They quickly became best friends.
- Fanuira Edhellammen (Human). She is the old healer in Bree and lives a short distance from the Greenthumb *smial*. Lily has been growing herbs for her practice for years.
- Glain (Dwarf). Tom had already done some work for him, but when Lily found out it was Glain who had been kind enough to bring Tatharina from her previous home to come live with Fanuira, she warmed up to him quickly. The four of them will have dinner together whenever Glain is in town.
- Various other friends of Tom's who will drop by for visits when they are in town.

MEAG Character Sheet

Character Name _____ Lily Greenthumb _____ Race _ Hobbit _____ Profession _ Scout _____

Hair_ Brown _ Eyes_ Blue _ Height_ 3' _ Weight_ 60 _ Encumbrance Limit_ 15 _ Alignment_ Good/Neutral _

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [_-3_] + NA + [] = []

Agility [_+4_] + NA + [] = []

Intelligence [_+0_] + NA + [+3 Memory & vs. Magic] = []

Movement [_-1_] + NA + [] = []

Defense [_+2_] + NA + [] = []

Endurance [_40_] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [_-4_] + [+1_] + [] = []

Missile OB [_+2_] + [+1_] + [] = []

General [_-2_] + [+2_] + [] = []

Subterfuge [_+2_] + [+1_] + [] = []

Perception [_+1_] + [+1_] + [] = []

Magical [_-3_] + [-2_] + [] = []

Specialization: _ Gardener - (+1) to growing herbs
_ and vegetables, and identifying them in the wild, _
_ and (+1) Cooking(General) _____

Special Ability: _[1] Eidetic Memory - (+3) Intell. _
_ when trying to remember something she has seen.

_[2] Magic Resistance - (+3) Intell. when resisting _
_ magic spells or enchantments _____

Special Item: _ Magic Sling - (+1) MiOB _____

Negative Trait: _ Brontophobia – Fear of loud
_ noises, especially thunder (her father was killed
_ by lightning) _____

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
[] [] [] [] = [] + []

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[_ Westron _][XX] [] [] [] [] [] [] [] []

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Dagger _____	[_1h_]	[_-1_]	[_-1_]	[_-1_]	[_-1_]	[_50']	_____	[_1_]	[_--_]
Magic* Sling _____	[_1h_]	[_-2_]	[_--_]	[_+1*]	[_+0_]	[_100']	Can be used with a shield _____	[_0_]	[_--_]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothes _____	Normal clothing for temp range 85° to 55° F _____	[_---_]	[_--_]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[_1_]	[_--_]
Belt _____	Holds one-handed weapons and pouches _____	[_---_]	[_--_]
Pouch (2) _____	Holds up to 30 sling pellets or 3 different types of herbs ready for use _____	[_0_]	[_--_]
Sling Pellets _____	Lead pellets (30) _____	[_2_]	[_--_]
Bedroll _____	Oiled ground cloth plus blankets, needed for healing rest _____	[_4_]	[_--_]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[_1_]	[_--_]
Water Skin _____	One day's water per skin carried _____	[_4_]	[_--_]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[_1_]	[_--_]
Scribe's Kit _____	Ink, pens and nibs in a wooden box, plus a few sheets of parchment in a leather folder _____	[_1_]	[_--_]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
Herbs _____	(3) Arrowweed, (3) Hart's Glory, (3) Sarah's Root _____	[_0_]	[_--_]
_____	_____	[__]	[__]
_____	_____	[__]	[__]

Coinage: _____

Encumbrance Limit: [__] Totals: [__] [__]

[] **Melee OB Skill Group**

[] Unarmed Combat

[X] Knives

[] Swords

[] Axe/Mace/Hammer

[] Spear/Polearm

[] Staff (w/ automatic parry)

[] Parry (w/ trained weapons)

[] Dual Attack (w/ trained weapons)

[] Bows

[] Crossbow

[X] Sling

[X] Knives

[] Axe/Hammer

[] Spear

[] Pitch (stones, grapnels, etc.)

[] Ranged Spell Attack

[] Climbing

[] Riding

[] Swimming

[] Jumping

[+1] Cooking

[X] First Aid/Herbal Healing

[+1] Trade/Craft - Gardener

☐ Trade/Craft

[X] Stalk/Hide

[] Pick Locks

[] Pick Pockets

[X] Disarm/Set Traps

[X] Forgery

[] Trickery

[X] Art/Music

[X] Spot Traps/Hidden

[X] Naturalism

[] Tracking

[] Persuasion

[] Detect Lies

[] Weather Sense

[] Navigation/Orienteering

[X] Read Runes/Script†

[] Cast Spells*

[] Sense Magic Objects/Beings

[] Sense Magic Spells

[] Alchemy (Potions, etc.)†

[] Enchantment (Scrolls, etc.)

* Cast Spells can only be used if a Character's Magical Skill Group bonus is +1 or higher **at Character Creation.**

[illegible]

Galfaroth

Race: Dunadan Human.

Profession: He is a Ranger, and a Ranger of the North.

Nickname: His nickname is Galfar.

Livelihood/Specialization: Though his regular mission is to patrol the area around Bree, he's occasionally assigned to deliver urgent messages between Ranger commanders due to his skill at Riding and traveling long distances in a short time.

Special Ability: Galfar has an especially keen eye for weather changes and forecasts.

Special Item: As one of the Rangers of the North, he's been presented with a seven-pointed silver star cloak pin as token of his authority and duty, and a grey Ranger's cloak of fine Dunedain workmanship.

Negative Trait: The local "Bandit King" is hunting him. Thus it's dangerous to be in his company for long.

Home: Galfar has no real "home" as he spends most of his time on patrol or carrying messages. He has claim of hospitality at any Ranger safe-house or fort.

Family: His father, Harathorn, is also still a Ranger (near Fornost) and the two occasionally meet when time allows. His mother passed away several years ago. His sister, Marinwe, is a Seer for the Dunedain, but is sequestered with the rest of the Seers at their Order's secret location somewhere along the Blue River valley. He also has a few aunts, uncles and cousins scattered about Eriador, but rarely gets to see them anymore.

Friends: Outside of family and other Rangers, Galfar deliberately tries to keep his distance from other people, as to better fade into the background and so that few people will take notice of his arrivals and departures. Tolman the Hobbit is a rare exception (see below).

Galfaroth, son of Harathorn, proudly follows in the family tradition of service in the Rangers of the North. As with all Rangers, he fosters the image of a nearly-wild outlander to prevent anyone from prying too closely into his business. In general, the Rangers in this part of the Third Age give the image of a clan of people who make their "living" preying on bandits and outlaws. This "predator among predators" image causes them to be barely tolerated in most civilized areas – and the Rangers prefer it that way as it allows them to perform their duty with minimal interference.

Pursuing his role as a taciturn Ranger avoided by the Bree-landers, he actively sought to prevent an acquaintance between himself and the outgoing Hobbit, Tolman (Tom). As an appointed guardian of the Free Peoples inhabiting the lands that once comprised Arnor, Galfaroth routinely faces rabid beasts, Orcs, bandits and other nasties roaming the wilds north, east and south of Bree-land. He can be a dangerous person with whom to spend time, since his foes often seek vengeance. Luck, and Tom's gregarious personality, conspired against Galfaroth's reticence.

Early one morning, just outside of Bree, the Ranger lost his left boot to an overly bold racoon. The furry bandit fled out of sight while his victim hopped up and down cursing and laughing. Tom, out for a dawn stroll, came upon Galfaroth in his comical plight. Finding the racoon's den was not difficult, nor was persuading it to relinquish the boot. Galfaroth, however, abandoned his reserved demeanor (it's hard to remain dignified after being discovered helpless with laughter) and consented to smoke a bowl of pipeweed with Tom. Since then, the two will often meet by a wild apple tree in a clearing of the Chetwood to exchange news. At Galfaroth's request, Tom has been careful not to let anyone else know the true purpose of the Rangers.

MEAG Character Sheet

Character Name Galfaroth Race Human Profession Ranger

Hair Black Eyes Grey Height 6' Weight 170 Encumbrance Limit 42 Alignment Good/Lawful

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [+2] + NA + =

Agility [+1] + NA + =

Intelligence [+0] + NA + =

Movement [+0] + NA + =

Defense [+0] + NA + =

Endurance [45] + NA + =

Skills: Stat + Skill + Special = Total

Melee OB [+0] + [+1] + =

Missile OB [-1] + [+1] + =

General [+0] + [+1] + =

Subterfuge [-1] + [+1] + =

Perception [-1] + [+2] + =

Magical [-1] + [-2] + =

Specialization: Courier -

(+1) Riding(General) and

(+10) Endurance for calculating long distance travel

Special Ability: Weather Eye:

(+1) Weather Sense(Perception)

Special Item:

[1] Ranger Star Pin - (+1) DB (& credentials)

[2] Ranger Cloak - (+1) Stalk/Hide(Subterfuge)

Negative Trait: Enemy – local “Bandit King”

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
 = +

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[Westron] [X][X] [Sindarin] [X]

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Leather _____	[+1]	[-1]	[+0]	[+0]	_____	[(20)]	[--]
Ranger Star pin _____	[+1]	[+0]	[+0]	[+0]	_____	[0]	[--]
_____	[]	[]	[]	[]	_____	[]	[]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Bow _____	[2h]	[+0]	[--]	[+0]	[+0]	[100']	Can be used from horseback, w/ belt quiver	[1]	[--]
Longsword _____	[1h]	[+2]	[+0]	[--]	[+2]	[--]	Carried on the back	[4]	[--]
“ _____ ” _____	[2h]	[+2]	[+1]	[--]	[+2]	[--]	When used with two hands	[--]	[--]
Dagger _____	[1h]	[-1]	[-1]	[-1]	[-1]	[50']	_____	[1]	[--]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothing _____	Protects from exposure from 85° to 55°F _____	[--]	[--]
Cloak _____	Keeps clothes dry in wet or snowy weather, special Ranger grey cloak _____	[1]	[--]
Belt _____	Holds one-hand weapons and pouches ready for use _____	[--]	[--]
Bedroll _____	Oiled ground cloth plus blankets; needed for healing rest _____	[4]	[--]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[1]	[--]
Water Skin _____	One day's water per skin carried (about 2 quarts) _____	[4]	[--]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[1]	[--]
Quiver _____	Holds up to 24 arrows, on belt _____	[1]	[--]
Arrows _____	Arrows (24) _____	[2]	[--]
Pouch _____	Carries up to three different types of herbs ready for use _____	[0]	[--]
Rope _____	30' of strong rope that will hold up to 400 Encumbrance Units _____	[5]	[--]
Grapple _____	Attached to a rope, it's used to snag objects for retrieval or anchor the rope for climbing _____	[3]	[--]
Food _____	Wrapped trail rations; these rations will keep for several weeks, (7) days _____	[7]	[--]
_____	_____	[]	[]
_____	_____	[]	[]
Riding Horse _____	Mv(+5), DB(+2), End(60); can carry 400 Encum. Units _____	[(1200)]	[--]
Saddle and Tack _____	Equipment necessary to ride or pack a horse or pony _____	[15]	[--]
Fodder _____	(3) days; Stretch to 2X days if grazed for three hrs/day _____	[30]	[--]
_____	_____	[]	[]
_____	_____	[]	[]
Herbs _____	Arrowweed (3), Sarah's Root (3), Athelas (1) _____	[0]	[--]
_____	_____	[]	[]
_____	_____	[]	[]

Coinage: _____

Encumbrance Limit: [] Totals: [] []

[] **Melee OB Skill Group**

[] Unarmed Combat

[X] Knives

[X] Swords

[] Axe/Mace/Hammer

[] Spear/Polearm

[] Staff (w/ automatic parry)

[X] Parry (w/ trained weapons)

[] Dual Attack (w/ trained weapons)

[X] Bows

[] Crossbow

[] Sling

[] Knives

[] Axe/Hammer

[] Spear

[] Pitch (stones, grapnels, etc.)

[] Ranged Spell Attack

[X] Climbing

[+1] Riding

[] Swimming

[] Jumping

[] Cooking

[] First Aid/Herbal Healing

[] Trade/Craft _____

☐ Trade/Craft

[X] Stalk/Hide (+1 w/ Ranger Cloak)

[] Pick Locks

[] Pick Pockets

[X] Disarm/Set Traps

[] Forgery

[] Trickery

[] Art/Music

[X] Spot Traps/Hidden

[] Naturalism

[X] Tracking

[] Persuasion

[] Detect Lies

[+1] Weather Sense

[X] Navigation/Orienteering

[X] Read Runes/Script†

[] Cast Spells*

[] Sense Magic Objects/Beings

[] Sense Magic Spells

[] Alchemy (Potions, etc.)[†]

[] Enchantment (Scrolls, etc.)

* Cast Spells can only be used if a Character's Magical Skill Group bonus is +1 or higher **at Character Creation.**

[illegible]

Glain Longstride

Race: Dwarf

Profession: Warrior

Nickname: (none)

Livelihood/Specialization: Trader of goods all over northern Eriador. He's also a fairly good metalsmith in his own right.

Special Ability: He's especially adept at all forms of negotiation (rare among Dwarves). He also has the legendary Dwarven resistance to magic and enchantments.

Special Item: A Magic Battleaxe from his combat arts teacher. It was presented when he finally defeated his teacher in a full-contact sparring match.

Negative Trait: Cannot show mercy to bandits, since his father was nearly killed in a bandit attack.

Home: Merlost, in the Blue Mountains (NW of the Shire)

Family: Mother, Lis, and father, Gralin. Both live in Merlost and rarely leave anymore.

Friends:

- **Tom and Lily Greenthumb (Hobbits).** Tom helped Glain find a letter of introduction to Rivendell that had become misplaced at the Prancing Pony.
- **Tatharina (Human).** When the orphan Tatharina lost her guardian and teacher, Eliana, in an accident at a castle north of Bree, Glain (who was there trading goods) offered to transport her to Bree so she could live with Fanuira (who had been a teacher to Eliana years ago). As Tatharina grew up and became good friends of Tom and Lily, too, the four would get together and visit whenever Glain was in town.

MEAG Character Sheet

Character Name Glain Longstride Race Dwarf Profession Warrior

Hair Brown Eyes Brown Height 4.5' Weight 160 Encumbrance Limit 56 Alignment Good/Neutral

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [+2] + NA + [] = []

Agility [+0] + NA + [] = []

Intelligence [+0] + NA + [(+3) vs. Magic] = []

Movement [+0] + NA + [] = []

Defense [+0] + NA + [] = []

Endurance [60] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [+1] + [+1] + [] = []

Missile OB [-2] + [+1] + [] = []

General [+0] + [+1] + [] = []

Subterfuge [-4] + [+1] + [] = []

Perception [-2] + [+2] + [] = []

Magical [-4] + [-2] + [] = []

Specialization: Trader/Traveller -

(+10) Endurance for calculating long distance travel

Special Ability:

[1] Negotiation - (+1) Persuasion(Perception)

[2] Magic Resistance - (+3) Intell. when used to

resist spells and enchantments

Special Item: Magic Battleaxe -

(+1) MeOB and (+1) Additional Damage

Negative Trait: Intolerance towards Bandits -

Since his father's attack by bandits, Glain is unable

to show mercy to any bandit he may encounter.

Endur.	Damage Taken	Mana Points (5 x Magical Bonus)	Total XP = Spent + Earned
<u>[]</u>	<u>[]</u>	<u>[]</u>	<u>[]</u> = <u>[]</u> + <u>[]</u>

Native Language	Trade Language Rank	Trade Language Rank	Trade Language Rank	Trade Language Rank
<u>[] Kuzdul [X X]</u>	<u>[] Westron [X X]</u>	<u>[] Sindarin [X]</u>	<u>[]</u>	<u>[]</u>

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>		
Chain _____	[+2_]	[-2_]	[-1_]	[-1_]	_____	[(40)]	[--_]		
Shield _____	[+2_]	[-2_]	[+0_]	[-1_]	Effective vs. all front and left-side attacks _____	[6_]	[--_]		
_____	[]	[]	[]	[]	_____	[]	[]		
<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Magic* Battleaxe _____	[1h_]	[+0_]	[+1*]	[--_]	[+3*]	[--_]	_____	[4_]	[--_]
“_____” _____	[2h_]	[+0_]	[+2*]	[--_]	[+3*]	[--_]	used with two hands _____	[--_]	[--_]
Axe _____	[1h_]	[-1_]	[+0_]	[-2_]	[+1_]	[50']	Hand axe, can be thrown _____	[3_]	[--_]
Crossbow _____	[2h_]	[+1_]	[--_]	[+2_]	[+2_]	[300']	_____	[3_]	[--_]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothing _____	Protects from exposure from 85° to 55°F _____	[--_]	[--_]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[2_]	[--_]
Belt _____	Holds one-hand weapons and pouches ready for use _____	[--_]	[--_]
Bedroll _____	Oiled ground cloth plus blankets; needed for healing rest _____	[4_]	[--_]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[1_]	[--_]
Water Skin _____	One day's water per skin carried (about 2 quarts) _____	[4_]	[--_]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[1_]	[--_]
Case _____	Holds up to 20 crossbow bolts, on belt _____	[1_]	[--_]
Crossbow Bolts _____	Bolts (20) _____	[2_]	[--_]
Scribe's Kit _____	Ink, pens and nibs in a wooden box, plus a few sheets of parchment in a leather folder _____	[1_]	[--_]
_____	_____	[]	[]
_____	_____	[]	[]
Cart (1 horse) _____	Can carry up to 1500 Encum units, but movement is ½ normal for a horse if not on a road _____	[(500)]	[--_]
Draft Horse _____	Mv(+3), DB(+1), End(70); For drawing carts and wagons; Can carry 600 Encum. Units _____	[(1800)]	[--]
Fodder _____	(3) days; Stretch to 2X days if grazed for three hrs/day _____	[30_]	[--_]
Rope _____	30' of strong rope that will hold up to 400 Encumbrance Units _____	[5_]	[--_]
Grapple _____	Attached to a rope, it's used to snag objects for retrieval or anchor the rope for climbing _____	[3_]	[--_]
Food _____	Wrapped trail rations; these rations will keep for several weeks, (7) days _____	[7_]	[--_]
Lantern _____	Covered lantern; One pint of oil burns 12 hours; Gives +2 to Perception in darkness; 25' range _____	[2_]	[--_]
Oil _____	(2) pints of oil of suitable quality to burn in a lantern _____	[2_]	[--_]
(Trade Goods) _____	(Various trade goods, Glain's family only owns a share of these) _____	[1000]	[--_]
Smithing Tools _____	Tools needed for simple repairs to weapons, armor, cart and tack _____	[50_]	[--_]
Tarpaulin _____	Oilcloth tarp (with ropes and pegs); Keeps clothes and gear dry when sleeping _____	[5_]	[--_]
_____	_____	[]	[]

Coinage: _____

Encumbrance Limit: [] Totals: [] []

[] **Melee OB Skill Group**

[] Unarmed Combat

[] Knives

[] Swords

[X] Axe/Mace/Hammer

[] Spear/Polearm

[] Staff (w/ automatic parry)

[] Parry (w/ trained weapons)

[] Dual Attack (w/ trained weapons)

[] Bows

[X] Crossbow

[] Sling

[] Knives

[X] Axe/Hammer

[] Spear

[X] Pitch (stones, grapnels, etc.)

[] Ranged Spell Attack

[X] Climbing

[] Riding

[] Swimming

[] Jumping

[] Cooking

[] First Aid/Herbal Healing

[X] Trade/Craft Metalsmith

[] Trade/Craft

[] Stalk/Hide

[] Pick Locks

[] Pick Pockets

[] Disarm/Set Traps

[] Forgery

[] Trickery

[] Art/Music

[X] Spot Traps/Hidden

[] Naturalism

[] Tracking

[+1] Persuasion

[X] Detect Lies

[] Weather Sense

[] Navigation/Orienteering

[X] Read Runes/Script†

[] Cast Spells*

[] Sense Magic Objects/Beings

[] Sense Magic Spells

[] Alchemy (Potions, etc.)†

[] Enchantment (Scrolls, etc.)

* Cast Spells can only be used if a Character's Magical Skill Group bonus is +1 or higher **at Character Creation.**

[illegible]

Rilwen

Race: Half-Elf (Father - Human, Mother - Elf)

Profession: Ranger

Nickname: (none)

Livelihood/Specialization: Naturalist – she studies plants and animals all over Eriador.

Special Ability: She has an uncanny sense of direction and always knows where North is. She also inherited Elven sight from her mother.

Special Item: A silver amulet in the shape of a walnut with the magical power to allow the wearer to experience the five senses of any creature she concentrates on, but she can't use her own senses while this is occurring. This was loaned to her by her Naturalism teacher, Tatharial. At the time, Rilwen and her family lived at the court of the Elven King in Mirkwood. Tatharial, an Elf from Lorien, visited the court for a time and Rilwen's interest in the natural world caught her eye. Rilwen's family left Mirkwood before she was old enough to make a trip to Lorien to return the amulet.

Negative Trait: Rilwen is greatly distressed whenever underground, whether the place is natural or artificially worked. Her sister, Ranian, has this weakness even worse than Rilwen. It was because of this that Rilwen's family moved from Mirkwood to Rivendell. Mirkwood had become too dangerous and the King had brought all his people to live inside his great Halls with only limited trips outside. Even though the columns of the Halls were carved and decorated to look like trees, and tiny lanterns hung from the ceiling to simulate the stars of the night sky, Rilwen and her sister became more and more ill from the anxiety of being underground so much. Finally, their parents obtained permission to move to Rivendell for their children's sake.

Home: Formerly northern Mirkwood, but now Rivendell.

Family: Father, Cuorn (Dunadan Human Ranger); mother, Merethiel (Nandorin Elf) and sister, Ranian (who has now traveled West over the sea).

Friends:

- Tom and Lily Greenthumb (Hobbits). Tom helped her find the ring Ranian had given to her just before sailing West. She visits with Tom and Lily whenever in Bree-land.
- Gallind (Elf). He is an Elf Mage living in Rivendell. He was always a distracted loner, but for some reason Rilwen took a liking to him and gradually convinced him to get out and to explore the world. This has been good for his mood and he often accompanies her on her trips now.
- Lauriel (Elf). A joyful Elf-maid who also lives in Rivendell. She appreciates the skill of Gallind with the harp and flute, and likes to dance to his music with Rilwen. Lauriel does not share Rilwen's wanderlust and rarely leaves Rivendell.

MEAG Character Sheet

Character Name Rilwen Race Half-Elf Profession Ranger

Hair Blond Eyes Hazel Height 5.5' Weight 105 Encumbrance Limit 33 Alignment Good/Lawful

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [+0] + NA + [] = []

Agility [+2] + NA + [-1 when underground] = []

Intelligence [+0] + NA + [-1 when underground] = []

Movement [-1] + NA + [] = []

Defense [+0] + NA + [] = []

Endurance [35] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [-1] + [+1] + [] = []

Missile OB [+0] + [+1] + [-1 when underground] = []

General [-2] + [+1] + [] = []

Subterfuge [+1] + [+1] + [-1 when underground] = []

Perception [+0] + [+1] + [-1 when underground] = []

Magical [+0] + [+1] + [-1 when underground] = []

Specialization: Naturalist -

(+1) Naturalism(Perception) and

(+1) Stalk/Hide(Subterfuge); both only in wilderness

Special Ability: [1] Sense of Direction -

Always know where North is and this gives:

(+2) Navigation/Orienteering(Perception) when
above ground.

[2] Elven Sight - (+1) Perception, MeOB & MiOB
in daylight; (+2) under starlight or moonlight.

Special Item: Magic Amulet – allows the wearer
to use the senses (see, hear, touch, taste, smell) of
any animal within 300'. The wearer is not able to use
his/her own senses while doing this.

Negative Trait: Speleophobia – anxious whenever
underground (natural or worked). See rules for the
effects of facing a phobia.

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
[] [] [] [] [] [] [] = [] + []

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[Sindarin] [X][X] [Westron] [X][] [Nandorin] [X][] [] [] [] []

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Leather _____	[_+1_]	[_-1_]	[_+0_]	[_+0_] _____		[(20)]	[_--_]
_____	[____]	[____]	[____]	[____] _____		[____]	[____]
_____	[____]	[____]	[____]	[____] _____		[____]	[____]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Bow _____	[_1h_]	[_+0_]	[_--_] _____	[_+0_] _____	[_+0_] _____	[_50'] _____		[_1_] _____	[_--_]
Sword _____	[_1h_] _____	[_+1_] _____	[_+0*] _____	[_--_] _____	[_+1] _____	[_--_] _____	* +1 vs. No Armor or Leather Armor	[_3_] _____	[_--_]
Dagger _____	[_1h_] _____	[_-1] _____	[_-1] _____	[_-1] _____	[_-1] _____	[_50'] _____		[_1_] _____	[_--_]
_____	[____]	[____]	[____]	[____]	[____]	[____] _____		[____]	[____]
_____	[____]	[____]	[____]	[____]	[____]	[____] _____		[____]	[____]
_____	[____]	[____]	[____]	[____]	[____]	[____] _____		[____]	[____]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothing _____	Protects from exposure from 85° to 55°F _____	[_--_] _____	[_--_]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[_2_] _____	[_--_]
Belt _____	Holds one-hand weapons and pouches ready for use _____	[_--_] _____	[_--_]
Bedroll _____	Oiled ground cloth plus blankets; needed for healing rest _____	[_4_] _____	[_--_]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[_1_] _____	[_--_]
Water Skin _____	One day's water per skin carried (about 2 quarts) _____	[_4_] _____	[_--_]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[_1_] _____	[_--_]
Quiver _____	Holds up to 24 arrows, on back _____	[_1_] _____	[_--_]
Arrows _____	Arrows (24) _____	[_2_] _____	[_--_]
Pouch _____	Carries up to three different types of herbs ready for use _____	[_0_] _____	[_--_]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
_____	_____	[____]	[____]
Herbs _____	(3) Arrowweed, (3) Hart's Glory, (3) Sarah's Root _____	[_0_] _____	[_--_]
_____	_____	[____]	[____]
_____	_____	[____]	[____]

Coinage: _____

Encumbrance Limit: [____] Totals: [____] [____]

(+1) in sunlight; (+2) in star-/moonlight <u>[] Melee OB Skill Group</u>	(-1) when underground (+1) in sunlight; (+2) in star-/moonlight <u>[] Missile OB Skill Group</u>	[] <u>General Skill Group</u>
[] Unarmed Combat	[_X_] Bows	[] Climbing
[] Knives	[] Crossbow	[] Riding
[_X_] Swords	[] Sling	[_X_] Swimming
[] Axe/Mace/Hammer	[] Knives	[] Jumping
[] Spear/Polearm	[] Axe/Hammer	[] Cooking
[] Staff (w/ automatic parry)	[] Spear	[] First Aid/Herbal Healing
[_X_] Parry (w/ trained weapons)	[] Pitch (stones, grapnels, etc.)	[] Trade/Craft _____
[] Dual Attack (w/ trained weapons)	[] Ranged Spell Attack	[] Trade/Craft _____
(-1) when underground <u>[] Subterfuge Skill Group</u>	(-1) when underground (+1) in sunlight; (+2) in star-/moonlight <u>[] Perception Skill Group</u>	(-1) when underground <u>[] Magical Skill Group[†]</u>
[_+1^] Stalk/Hide (^in wilderness)	[_X_] Spot Traps/Hidden	[_X_] Read Runes/Script [†]
[] Pick Locks	[_+1^] Naturalism (^in wilderness)	[_X_] Cast Spells*
[] Pick Pockets	[] Tracking	[] Sense Magic Objects/Beings
[] Disarm/Set Traps	[] Persuasion	[] Sense Magic Spells
[] Forgery	[] Detect Lies	[] Alchemy (Potions, etc.) [†]
[] Trickery	[] Weather Sense	[] Enchantment (Scrolls, etc.)
[] Art/Music	[_+2^] Navigation/Orienteering (^above ground)	

Potions Learned:

[illegible]

Spells Learned:

Sorcerer Spells

- ☐ **Analyze Item** [3] Cast on item, allows caster to know the special properties (if any) of item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to caster's Magical bonus. The success roll should be made secretly by GM.
- ☐ **Concentration** [3] Gives a +2 bonus to the Perception of the target character for 10 minutes.
- ☐ **Firebolt** [5] Missile Attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100'). Affects physical Undead, but does not affect Spirits. This spell causes light, flammable materials to ignite (e.g. cloth, thin wood, parchment, dry grass and leaves, lamp oil, etc.).
- ☐ **Ice Arrow** [6] Missile Attack (RSA = [+2], AD = [2 x Magical Bonus], Range 100'). AD = (Magical Bonus) vs. physical Undead, but does not affect Spirits. AD = (3 x Magical Bonus) vs. creatures of a fiery nature.
- ☐ **Light** [3] Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.
- ☐ **Lightning** [5] Missile Attack [RSA = +3, AD = (Magical Bonus), Range 100']. If spell damage is more than ¼ of the target's original Endurance points, the target is Stunned (cannot attack or move) for [Magical Bonus] rounds. Note that some foes (e.g. Undead) may be resistant or immune to Stun effects.
- ☐ **Mage Lock** [5] Seals a door or gate and adds [Magical Bonus] to the difficulty level to break it down by force, for one hour.
- ☐ **Mage Shield** [4] On caster only, this spell doubles the caster's Magical Bonus for resisting hostile magic spells and adds the caster's normal Magical Bonus to his DB vs. spells that make a Missile Attack. Lasts for one day, or until one spell is successfully resisted/avoided.
- ☐ **Shield** [4] This will increase the Defensive Bonus (DB) of the target character by +2 for six rounds.

Healer Spells [X]

- ☐ **Calm** [4] Target is any living animal or humanoid being. If successful, the Calmed being will not attack caster, or those within 25' of caster, unless attacked itself. This will last as long as the caster is within sight of target and target is not attacked. Spell range is 100'.
- ☒ **Charm Beast** [5] Cast on any normal animal (hostile or not), it will befriend caster and can be sent to fight caster's foes. The animal will remain with the caster until involved in one fight, then it will leave peacefully. The caster may only have one Charmed animal at a time. Range 50'.
- ☐ **Grace** [3] Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.
- ☐ **Healing** [4+X] Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.
- ☐ **Rage** [4] This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.
- ☐ **Shapeshift** [8] Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.
- ☐ **Sleep** [6] If target is unaware of any foes (including caster), then spell will cause target to fall soundly asleep for 2D6+3 minutes (unless awakened by a very loud noise, deliberate shaking and/or taking Damage). Spell range is 50'.
- ☒ **Speed** [4] The target character of this spell may perform two Actions per round for three rounds.
- ☐ **Steady Aim** [4] Increases the target character's Missile OB by +2 for six rounds.
- ☒ **Sustenance** [6] This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells

- ☐ **Blessing** [9] Target character gets +1 to his Defensive Bonus until a "U" or "K" result occurs against him. Then the spell converts the result to just damage (character goes to a maximum of Damage Taken = Endurance) and then ends. Caster cannot Bless himself.
- ☐ **Bind** [16] Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of caster when cast. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage Point per hour until back in line or falls unconscious. This damage will not heal until he is obeying oath/curse. Oath/curse may not be structured to directly damage/kill any party to it.
- ☐ **Ghostspear** [6] Missile attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100') that affects any (and only) Undead or Spirits. Target gets no Defensive Bonus from armor or shield vs. this spell.
- ☐ **Intuition** [5] When confronted with two to five choices, and limited information, gives caster a feeling for which is the "best" choice (based on simple criteria stated by caster). Momentary spell (on caster only), gives a single flash of insight. The success roll is rolled by GM.
- ☐ **Seek** [2] On caster only, this spell gives the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment. Subtract from the die roll if (material/item/object) held by caster is not an exact match for the target. The success roll to be rolled by GM.
- ☐ **Shadow Sight** [2] Allows caster (only) to see beyond this world and perceive the spirit world, invisible objects/beings, and auras of all beings. Perception for seeing in the physical world is at -2, though. Duration is 1D3+2 minutes. An aura shows a being's health, emotional state, race and special state (animal form, cursed, etc.). A separate Magical skill roll (rolled by GM) tells how much caster learns from an aura.
- ☐ **Spiritsafe** [4] On caster only, but all within 10' of caster take only ½ normal Endurance drain from Ghosts, Specters, Barrow-wights, Wraiths, etc. and resist Fear effects at +3. Duration is 1D3+1 hours.

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<input type="checkbox"/>	<input type="checkbox"/>	

Tatharina

Race: Human

Profession: Healer

Nickname: Tath

Livelihood/Specialization: Herbalist and Healer

Special Ability: An orphan, she is unaware of her birthright.

Special Item: A Magic bracelet that helps protect the wearer from harm. It was found among her (fatally wounded) mother's belongings when she brought the infant Tatharina to a castle north of Bree.

Negative Trait: (none)

Home: The home of Fanuira Edhellammen, the old healer of Bree.

Family: None, she is an orphan.

Friends:

- **Tom and Lily Greenthumb (Hobbits).** Lily had grown herbs for Fanuira long before Tatharina arrived and was glad to have someone her own age, and also interested in similar things, living nearby. They became fast friends.
- **Glain (Dwarf).** Glain came by the castle shortly after Tatharina's first guardian, Eliana, was killed in an accident. Eliana, before she died, requested that Tatharina be sent to Fanuira (who had been Eliana's teacher long ago). Glain offered to take her to Bree, as he was traveling to Bree next anyway. Glain felt for her sorrow and tried to brighten her mood with stories as they traveled. By the time they reached Bree, they were good friends. Glain visits whenever he's in town.
- **Fanuira Edhellammen (Human).** The ancient healer in Bree that everyone turns to when sick or injured. Fanuira took Tatharina in when her first guardian, Elaina (a former student), died. Fanuira saw the potential in Tatharina and instructs her not just in herbs, potions and binding wounds, but has helped develop her talent for healing magic.

MEAG Character Sheet

Character Name Tatharina Race Human Profession Healer

Hair Auburn Eyes Hazel Height 6' Weight 140 Encumbrance Limit 30 Alignment Neutral/Lawful

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [+1] + NA + =

Agility [+1] + NA + =

Intelligence [+2] + NA + =

Movement [+0] + NA + =

Defense [+0] + NA + =

Endurance [40] + NA + =

Skills: Stat + Skill + Special = Total

Melee OB [-2] + [+1] + =

Missile OB [-1] + [+1] + =

General [+0] + [+1] + =

Subterfuge [-1] + [-2] + =

Perception [+0] + [+1] + =

Magical [+1] + [+2] + =

Specialization: Healer -

(+1) First Aid/Herbal Healing(General) and

(+1) Alchemy(Magical), but both only for healing

herbs and potions

Special Ability: Secret Birthright

Special Item: Magic Bracelet - (+1) DB

Negative Trait:

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
 = +

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[Westron] [X][X]

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Magic Bracelet _____	[+1]	[+0]	[+0]	[+0]	_____	[0]	[--]
Staff _____	[+2]	[--]	[--]	[--]	Not vs. Missile Weapons _____	[--]	[--]
_____	[]	[]	[]	[]	_____	[]	[]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Staff _____	[2h]	[+1]	[+0]	[--]	[-2]	[--]	_____	[2]	[--]
Dagger (2) _____	[1h]	[-1]	[-1]	[-1]	[-1]	[50']	_____	[2]	[--]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothes _____	Normal clothing for temp range 85° to 55° F _____	[---]	[--]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[2]	[--]
Belt _____	Holds one-handed weapons and pouches _____	[---]	[--]
Pouch (2) _____	Holds 3 different types of herbs ready for use (each) _____	[0]	[--]
Bedroll _____	Oiled ground cloth plus blankets, needed for healing rest _____	[4]	[--]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[1]	[--]
Water Skin _____	One day's water per skin carried _____	[4]	[--]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[1]	[--]
Healer's Kit _____	Contains salve, bandages, needles and thread, etc. plus equip. needed to prep. herbs for use _____	[5]	[--]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
Herbs _____	(3) Arrowweed, (3) Hart's Glory, (3) Sarah's Root, (2) Nightrod, (1) Gemberry, (3) Aule Boon _____	[0]	[--]
_____	_____	[]	[]
_____	_____	[]	[]
Potions _____	(1) major Hart's Glory _____	[0]	[--]
_____	_____	[]	[]

Coinage: _____

Encumbrance Limit: [] Totals: [] []

Spells Learned:

Sorcerer Spells

- ☐ **Analyze Item** [3] Cast on item, allows caster to know the special properties (if any) of item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to caster's Magical bonus. The success roll should be made secretly by GM.
- ☐ **Concentration** [3] Gives a +2 bonus to the Perception of the target character for 10 minutes.
- ☐ **Firebolt** [5] Missile Attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100'). Affects physical Undead, but does not affect Spirits. This spell causes light, flammable materials to ignite (e.g. cloth, thin wood, parchment, dry grass and leaves, lamp oil, etc.).
- ☐ **Ice Arrow** [6] Missile Attack (RSA = [+2], AD = [2 x Magical Bonus], Range 100'). AD = (Magical Bonus) vs. physical Undead, but does not affect Spirits. AD = (3 x Magical Bonus) vs. creatures of a fiery nature.
- ☐ **Light** [3] Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.
- ☐ **Lightning** [5] Missile Attack [RSA = +3, AD = (Magical Bonus), Range 100']. If spell damage is more than ¼ of the target's original Endurance points, the target is Stunned (cannot attack or move) for [Magical Bonus] rounds. Note that some foes (e.g. Undead) may be resistant or immune to Stun effects.
- ☐ **Mage Lock** [5] Seals a door or gate and adds [Magical Bonus] to the difficulty level to break it down by force, for one hour.
- ☐ **Mage Shield** [4] On caster only, this spell doubles the caster's Magical Bonus for resisting hostile magic spells and adds the caster's normal Magical Bonus to his DB vs. spells that make a Missile Attack. Lasts for one day, or until one spell is successfully resisted/avoided.
- ☐ **Shield** [4] This will increase the Defensive Bonus (DB) of the target character by +2 for six rounds.

Healer Spells [X]

- ☒ **Calm** [4] Target is any living animal or humanoid being. If successful, the Calmed being will not attack caster, or those within 25' of caster, unless attacked itself. This will last as long as the caster is within sight of target and target is not attacked. Spell range is 100'.
- ☐ **Charm Beast** [5] Cast on any normal animal (hostile or not), it will befriend caster and can be sent to fight caster's foes. The animal will remain with the caster until involved in one fight, then it will leave peacefully. The caster may only have one Charmed animal at a time. Range 50'.
- ☒ **Grace** [3] Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.
- ☒ **Healing** [4+X] Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.
- ☐ **Rage** [4] This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.
- ☐ **Shapeshift** [8] Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.
- ☐ **Sleep** [6] If target is unaware of any foes (including caster), then spell will cause target to fall soundly asleep for 2D6+3 minutes (unless awakened by a very loud noise, deliberate shaking and/or taking Damage). Spell range is 50'.
- ☐ **Speed** [4] The target character of this spell may perform two Actions per round for three rounds.
- ☐ **Steady Aim** [4] Increases the target character's Missile OB by +2 for six rounds.
- ☐ **Sustenance** [6] This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells

- ☐ **Blessing** [9] Target character gets +1 to his Defensive Bonus until a "U" or "K" result occurs against him. Then the spell converts the result to just damage (character goes to a maximum of Damage Taken = Endurance) and then ends. Caster cannot Bless himself.
- ☐ **Bind** [16] Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of caster when cast. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage Point per hour until back in line or falls unconscious. This damage will not heal until he is obeying oath/curse. Oath/curse may not be structured to directly damage/kill any party to it.
- ☐ **Ghostspear** [6] Missile attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100') that affects any (and only) Undead or Spirits. Target gets no Defensive Bonus from armor or shield vs. this spell.
- ☐ **Intuition** [5] When confronted with two to five choices, and limited information, gives caster a feeling for which is the "best" choice (based on simple criteria stated by caster). Momentary spell (on caster only), gives a single flash of insight. The success roll is rolled by GM.
- ☐ **Seek** [2] On caster only, this spell gives the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment. Subtract from the die roll if (material/item/object) held by caster is not an exact match for the target. The success roll to be rolled by GM.
- ☐ **Shadow Sight** [2] Allows caster (only) to see beyond this world and perceive the spirit world, invisible objects/beings, and auras of all beings. Perception for seeing in the physical world is at -2, though. Duration is 1D3+2 minutes. An aura shows a being's health, emotional state, race and special state (animal form, cursed, etc.). A separate Magical skill roll (rolled by GM) tells how much caster learns from an aura.
- ☐ **Spiritsafe** [4] On caster only, but all within 10' of caster take only ½ normal Endurance drain from Ghosts, Specters, Barrow-wights, Wraiths, etc. and resist Fear effects at +3. Duration is 1D3+1 hours.

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Alaric

Race: Human

Profession: Warrior

Nickname: (none)

Livelihood/Specialization: Alaric, like most all Rivermen, makes his living trading and transporting goods up and down the length of the Brandywine river. He's actually more at home on the water than on dry land.

Special Ability: Alaric has inherited the Berserker gift (curse?) of this people. Once per day he can bring the Berserker rage upon himself and charge his enemies. It gives him increased Strength and combat ability plus he is resistant to blows that would drop a normal warrior, but he will take few defensive actions – he's focused on attack. Also, once the rage comes over him, he will never run from the battle no matter how many foes descend upon him. He can only break from the rage once all foes he can perceive have been defeated, surrender or flee.

Item: After Alaric's Berserker rage helped his family defend their camp from a band of Orcs, his grandfather presented him with an heirloom spear that had been in the family for generations. Of fine Dwarven craftsmanship, it's been said this spear helped slay a dragon long ago.

Home: Alaric's family has a semi-permanent camp on the southern tip of an island just north of the bridge of Stonebows over the Brandywine.

Family: His father, Olaf, is the leader of a small camp of Rivermen. Nearly all in the camp are related by blood or marriage. Alaric's mother, Helga, oversees the day to day chores with a firm hand. He has several siblings, aunts, uncles and cousins either living at his parent's camp or in other camps up and down the Brandywine.

Friends: While most Rivermen are clannish and have few friends outside their own people, Alaric has had a bit more dealings with Hobbits than most other Rivermen and finds he likes their head for business and their hardworking nature. On the recommendation of some Brandybuck friends, he contacted Tom to help him find his mother's prized penknife. Since then, Alaric visits Tom and Lily in Bree when he is there to trade goods, and they've become good friends.

Background: Alaric Olafson was born to the river trade and he does it well. Unfortunately, he also has a touch of the wanderlust and so feels the need to broaden his experiences. Not that the river isn't exciting enough - with hidden sandbars, shifting rapids, bandits and the occasional Orc band, but he feels drawn by the stories of far away treasure hoarded by fantastic monsters. He is also more open to contact with people unlike himself, beyond simple trading, than other Rivermen. This has lead him to become friendly with some regular customers from the Shire. The Brandybucks are quite familiar with boats and swimming, unlike most Hobbits, and Alaric often trades news and stories with them, as well as goods. He's also taken up smoking pipeweed, though he only does it when he's not around other Rivermen.

One day his mother discovered that her prized penknife (with a handle and sheath inlaid with silver – a wedding gift) was missing. No one had entered or left her camp area during the time since she last saw it, and she had not gone near the river bank during that time either. A thorough search failed to locate it. Later, he mentioned this to his Brandybuck friends and they related how a Bree Hobbit named Tom had just found the long lost will of Reginald Took in Buck Hall. Alaric was skeptical, but asked Tom to help anyway. It wasn't long before Tom found that a large crow had taken the knife to the roof of Buck Hall. Tom and Alaric have been friends since. Alaric visits Tom and Lily in Bree when there to trade goods.

MEAG Character Sheet

Character Name Alaric Race Human Profession Warrior
 Hair Brown Eyes Blue Height 6' Weight 170 Encumbrance Limit 43 Alignment Neutral/Lawful

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [+2] + NA + [+2 when Berserk] = []

Agility [+1] + NA + [] = []

Intelligence [-1] + NA + [] = []

Movement [+1] + NA + [] = []

Defense [+1] + NA + [-2 when Berserk] = []

Endurance [55] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [+1] + [+1] + [+2 when Berserk] = []

Missile OB [-1] + [+1] + [] = []

General [+0] + [+1] + [] = []

Subterfuge [-3] + [+1] + [] = []

Perception [-2] + [+2] + [+1 on/near a river] = []

Magical [-3] + [-2] + [] = []

Specialization: Riverman Trader -

(+1) Boatman (General) gives +1 to Perception
whenever on or near a river.

Special Ability: Berserk – (usable once/day)

(+2) Strength & MeOB; (-2) DB; will not Parry;
“U” results become just damage; cannot stop until
all perceived foes are defeated, surrender or flee

Special Item: Heirloom Spear – (magical)

(+1) MeOB & MiOB, (+1) AD (Additional Damage)

Negative Trait:

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
[] [] [] [] = [] + []

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[] Northron [X] [X] [] Westron [X] [] [] [] [] [] [] []

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>		
Leather _____	[+_1_]	[-_1_]	[+_0_]	[+_0_]	_____	[(20)]	[--_]		
Shield _____	[+_2_]	[-_2_]	[+_0_]	[-_1_]	Only effective vs. front or left-side attacks _____	[_6_]	[--_]		
_____	[]	[]	[]	[]	_____	[]	[]		
<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Magic* Spear _____	[_1h_]	[+_1_]	[+_1*]	[+_0*]	[+_1*]	[_50']	_____	[_3_]	[--_]
“ _____ ” _____	[_2h_]	[+_2_]	[+_2*]	[--_]	[+_2*]	[--_]	_____	[--_]	[--_]
Battleaxe _____	[_1h_]	[+_0_]	[+_0_]	[--_]	[+_2_]	[--_]	_____	[_4_]	[--_]
“ _____ ” _____	[_2h_]	[+_0_]	[+_1_]	[--_]	[+_2_]	[--_]	_____	[--_]	[--_]
Axe _____	[_1h_]	[-_1_]	[+_0_]	[-_2_]	[+_1_]	[_50']	_____	[_3_]	[--_]
_____	[]	[]	[]	[]	[]	[]	_____	[]	[]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothes _____	Normal clothing for temp range 85° to 55° F _____	[---_]	[--_]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[2_]	[--_]
Belt _____	Holds one-handed weapons and pouches _____	[---_]	[--_]
Bedroll _____	Oiled ground cloth plus blankets, needed for healing rest _____	[4_]	[--_]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[1_]	[--_]
Water Skin _____	One day's water per skin carried _____	[4_]	[--_]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[1_]	[--_]
Food _____	Wrapped trail rations; these rations will keep for several weeks; (4) days _____	[4_]	[--_]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
Pack Pony _____	Mv(+2), DB(+1), End(55); For drawing carts and wagons; Can carry 300 Encum. Units _____	[(800)]	[--_]
Saddle and Tack _____	Equipment necessary to ride or pack a horse or pony _____	[15_]	[--_]
Fodder _____	(3) days; Stretch to 2X days if grazed for three hrs/day _____	[30_]	[--_]
(Trade Goods) _____	(Various trade goods, Alaric's family members own shares of these) _____	[250]	[--_]
Rope _____	30' of strong rope that will hold up to 400 Encumbrance Units _____	[5_]	[--_]
Grapnel _____	Attached to a rope, it's used to snag objects for retrieval or anchor the rope for climbing _____	[3_]	[--_]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]
_____	_____	[]	[]

Coinage: _____

Encumbrance Limit: [] Totals: [] []

(+2 when Berserk)

[X] Unarmed Combat

[] Knives

[] Swords

[_X_] Axe/Mace/Hammer

[_X_] Spear/Polearm

[] Staff (w/ automatic parry)

[] Parry (w/ trained weapons)

[] Dual Attack (w/ trained weapons)

[] Stalk/Hide

[] Pick Locks

[] Pick Pockets

 Disarm/Set Traps

[] Forgery

[] Trickery

☐ Art/Music

[] Bows

[] Crossbow

[] Sling

[] Knives

[X] Axe/Hammer

[_X_] Spear

[_X_] Pitch (stones, grapnels, etc.)

[] Ranged Spell Attack

[_X_] Spot Traps/Hidden

[] Naturalism

[] Tracking

[] Persuasion

[] Detect Lies

[] Weather Sense

[X] Navigation/Orienteering

[] Climbing

[] Riding

[X] Swimming

[X] Jumping

[] Cooking

☐ First Aid/Herbal Healing

[+1] Trade/Craft _ Boatman _____

[] Trade/Craft _____

[] Read Runes/Script[†]

[] Cast Spells*

[] Sense Magic Objects/Beings

[] Sense Magic Spells

[] Alchemy (Potions, etc.)[†]

[] Enchantment (Scrolls, etc.)

Notes: † Only Read Runes/Script and Alchemy can be used if a Character's Magical Skill Group bonus is less than +1.

* Cast Spells can only be used if a Character's Magical Skill Group bonus is +1 or higher **at Character Creation.**

[illegible]

Gallind

Race: Elf

Profession: Mage

Nickname: (none)

Livelihood/Specialization: Musician (Bard)

Special Ability: When paying attention (and that is an issue), Gallind can sense the presence of someone who directly worships or reveres Morgoth and/or Sauron. This sense does not depend on sight, so is not affected by Elven Sight nor by whether it is dark or light. He also has the Elven Sight of all Elves.

Special Item: Magical harp, named Vanalasse (“Everlasting Joy”), that was given to him by his music teacher, Earwing, before she departed West over the sea. It increases his concentration while performing magic and also when performing music.

Negative Trait: Gallind is often miles away in his thoughts and not paying attention to the world around him. As a child he didn't speak or make eye contact with anyone until he was nearly seven years old (essentially the Elven equivalent of autistic). He began to speak and focus on the world around him when befriended by the newly arrived Rilwen and another Elf, Lauriel. It was after that he took an interest in Magic and Music, but his thoughts still often wander.

Home: Rivendell

Family: Father, Airalin, and mother, Lothiel. Both have recently departed over the sea. His father almost didn't go with his mother since he had long ago promised a family heirloom, a magical circlet called Rhivaran (“Crown of Refuge”), to the Lorien Elf, Tathariel, who had once saved his life. He had sent word when in Lorien to have Rhivaran delivered to him from Rivendell, but those who were carrying it were never heard from again. His father spent many years looking all over Middle-earth for it, until Gallind agreed to take up the search so his father could accompany Lothiel when she left over the sea.

Friends:

- Lauriel (Elf). A joyful Elf-maid who also lives in Rivendell. She appreciates the skill of Gallind with the harp and flute, and likes to dance to his music with Rilwen. Lauriel does not share Rilwen's wanderlust and rarely leaves Rivendell.
- Rilwen (Half-Elf). She was the one who opened his eyes to the beauty of the world around him. He often travels with her when she goes on her trips to explore Eriador.
- Turlomath (Elf). Gallind's teacher for Magery. He lives in Rivendell, and is so tied to his studies that he hasn't left Rivendell in centuries.

MEAG Character Sheet

Character Name Gallind Race Elf Profession Mage

Hair Black Eyes Violet Height 6' Weight 110 Encumbrance Limit 22 Alignment Good/Neutral

Stats and Skills:

Base Stats: Stat + Skill + Special = Total

Strength [-1] + NA + =

Agility [-2] + NA + =

Intelligence [-3] + NA + =

Movement [-0] + NA + =

Defense [-1] + NA + =

Endurance [-30] + NA + =

Skills: Stat + Skill + Special = Total

Melee OB [-3] + [-1] + =

Missile OB [-0] + [-1] + =

General [-1] + [-1] + =

Subterfuge [-0] + [-1] + =

Perception [-1] + [-1] + =

Magical [-2] + [-1] + [-(+1) when harp played] =

Specialization: Musician (Bard) -

(+1) Art/Music(Subterfuge) (flute & harp)

Special Ability: [1] Sense Evil – (Perception X 50')

Sense if anyone who reveres Morgoth/Sauron comes
within your radius, on a Perception roll

[2] Elven Sight – (+1) Perception, MeOB & MiOB
in sunlight, (+2) in starlight or moonlight

Special Item: Magic Harp (Vanalasse) -

(+1) Magical bonus if played during spellcasting
(does not add to Mana Point total) and
(+1) Music(Subterfuge) when played

Negative Trait: Distracted - (-3) Perception for
all “passive” perception rolls (things you are not
actively focused on or looking for)

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
 = +

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[- Sindarin -][X][X] [- Quenya -][X][X] [- Westron -][X][]

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	_____	[__]	[__]

<u>Weapon</u>	<u>Type</u>	<u>Init</u>	<u>MeOB</u>	<u>MiOB</u>	<u>AD</u>	<u>Range</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Short Sword _____	[_1h_]	[_+0_]	[_+0*]	[_--_]	[_+1_]	[_--_]	* +1 vs. No Armor or Leather Armor _____	[_2_]	[_--_]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]
_____	[__]	[__]	[__]	[__]	[__]	[__]	_____	[__]	[__]

Miscellaneous:

<u>Item</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
Std. Clothes _____	Normal clothing for temp range 85° to 55° F _____	[_---_]	[_--_]
Cloak _____	Keeps clothes dry in wet or snowy weather _____	[_2_]	[_--_]
Belt _____	Holds one-handed weapons and pouches _____	[_---_]	[_--_]
Bedroll _____	Oiled ground cloth plus blankets, needed for healing rest _____	[_4_]	[_--_]
Backpack _____	Can only carry ½ normal Encumbrance without a backpack _____	[_1_]	[_--_]
Water Skin _____	One day's water per skin carried _____	[_4_]	[_--_]
Camping Basics _____	Flint, steel, tinder, cup, knife, etc., allows prep of food - good for one day only _____	[_1_]	[_--_]
Food _____	Wrapped trail rations; these rations will keep for several weeks, (4) days _____	[_4_]	[_--_]
Magic Harp _____	Named: Vanalasse (“Everlasting Joy”), kept in a case slung on the back _____	[_5_]	[_--_]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]
_____	_____	[__]	[__]

Coinage: _____

Encumbrance Limit: [__] Totals: [__] [__]

Spells Learned:

Sorcerer Spells [X]

- ☒ **Analyze Item** [3] Cast on item, allows caster to know the special properties (if any) of item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to caster's Magical bonus. The success roll should be made secretly by GM.
- ☐ **Concentration** [3] Gives a +2 bonus to the Perception of the target character for 10 minutes.
- ☒ **Firebolt** [5] Missile Attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100'). Affects physical Undead, but does not affect Spirits. This spell causes light, flammable materials to ignite (e.g. cloth, thin wood, parchment, dry grass and leaves, lamp oil, etc.).
- ☐ **Ice Arrow** [6] Missile Attack (RSA = [+2], AD = [2 x Magical Bonus], Range 100'). AD = (Magical Bonus) vs. physical Undead, but does not affect Spirits. AD = (3 x Magical Bonus) vs. creatures of a fiery nature.
- ☐ **Light** [3] Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.
- ☐ **Lightning** [5] Missile Attack [RSA = +3, AD = (Magical Bonus), Range 100']. If spell damage is more than ¼ of the target's original Endurance points, the target is Stunned (cannot attack or move) for [Magical Bonus] rounds. Note that some foes (e.g. Undead) may be resistant or immune to Stun effects.
- ☐ **Mage Lock** [5] Seals a door or gate and adds [Magical Bonus] to the difficulty level to break it down by force, for one hour.
- ☒ **Mage Shield** [4] On caster only, this spell doubles the caster's Magical Bonus for resisting hostile magic spells and adds the caster's normal Magical Bonus to his DB vs. spells that make a Missile Attack. Lasts for one day, or until one spell is successfully resisted/avoided.
- ☐ **Shield** [4] This will increase the Defensive Bonus (DB) of the target character by +2 for six rounds.

Healer Spells

- ☐ **Calm** [4] Target is any living animal or humanoid being. If successful, the Calmed being will not attack caster, or those within 25' of caster, unless attacked itself. This will last as long as the caster is within sight of target and target is not attacked. Spell range is 100'.
- ☐ **Charm Beast** [5] Cast on any normal animal (hostile or not), it will befriend caster and can be sent to fight caster's foes. The animal will remain with the caster until involved in one fight, then it will leave peacefully. The caster may only have one Charmed animal at a time. Range 50'.
- ☐ **Grace** [3] Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.
- ☐ **Healing** [4+X] Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.
- ☐ **Rage** [4] This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.
- ☐ **Shapeshift** [8] Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.
- ☐ **Sleep** [6] If target is unaware of any foes (including caster), then spell will cause target to fall soundly asleep for 2D6+3 minutes (unless awakened by a very loud noise, deliberate shaking and/or taking Damage). Spell range is 50'.
- ☐ **Speed** [4] The target character of this spell may perform two Actions per round for three rounds.
- ☐ **Steady Aim** [4] Increases the target character's Missile OB by +2 for six rounds.
- ☐ **Sustenance** [6] This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells

- ☐ **Blessing** [9] Target character gets +1 to his Defensive Bonus until a "U" or "K" result occurs against him. Then the spell converts the result to just damage (character goes to a maximum of Damage Taken = Endurance) and then ends. Caster cannot Bless himself.
- ☐ **Bind** [16] Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of caster when cast. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage Point per hour until back in line or falls unconscious. This damage will not heal until he is obeying oath/curse. Oath/curse may not be structured to directly damage/kill any party to it.
- ☐ **Ghostspear** [6] Missile attack (RSA = [+1], AD = [2 x Magical Bonus], Range 100') that affects any (and only) Undead or Spirits. Target gets no Defensive Bonus from armor or shield vs. this spell.
- ☐ **Intuition** [5] When confronted with two to five choices, and limited information, gives caster a feeling for which is the "best" choice (based on simple criteria stated by caster). Momentary spell (on caster only), gives a single flash of insight. The success roll is rolled by GM.
- ☐ **Seek** [2] On caster only, this spell gives the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment. Subtract from the die roll if (material/item/object) held by caster is not an exact match for the target. The success roll to be rolled by GM.
- ☐ **Shadow Sight** [2] Allows caster (only) to see beyond this world and perceive the spirit world, invisible objects/beings, and auras of all beings. Perception for seeing in the physical world is at -2, though. Duration is 1D3+2 minutes. An aura shows a being's health, emotional state, race and special state (animal form, cursed, etc.). A separate Magical skill roll (rolled by GM) tells how much caster learns from an aura.
- ☐ **Spiritsafe** [4] On caster only, but all within 10' of caster take only ½ normal Endurance drain from Ghosts, Specters, Barrow-wights, Wraiths, etc. and resist Fear effects at +3. Duration is 1D3+1 hours.

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Race:

Profession:

Nickname:

Livelihood/Specialization:

Special Ability:

Special Item:

Negative Trait:

Home:

Family:

Friends:

Background:

MEAG Character Sheet

Character Name _____ Race _____ Profession _____
Hair _____ Eyes _____ Height _____ Weight _____ Encumbrance Limit _____ Alignment _____

Stats and Skills:

Specialization: _____

Base Stats: Stat + Skill + Special = Total

Strength [] + NA + [] = []

Agility [] + NA + [] = []

Intelligence [] + NA + [] = []

Movement [] + NA + [] = []

Defense [] + NA + [] = []

Endurance [] + NA + [] = []

Skills: Stat + Skill + Special = Total

Melee OB [] + [] + [] = []

Missile OB [] + [] + [] = []

General [] + [] + [] = []

Subterfuge [] + [] + [] = []

Perception [] + [] + [] = []

Magical [] + [] + [] = []

Special Ability: _____

Special Item: _____

Negative Trait: _____

Endur. Damage Taken Mana Points (5 x Magical Bonus) Total XP = Spent + Earned
[] [] [] [] = [] + []

Native Language Trade Language Rank Trade Language Rank Trade Language Rank Trade Language Rank
[] [X] [] [] [] [] [] []

Equipment:

<u>Armor</u>	<u>DB</u>	<u>Subt</u>	<u>Move</u>	<u>Magic</u>	<u>Notes</u>	<u>Encum</u>	<u>Price</u>
_____	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	_____	[]	[]
_____	[]	[]	[]	[]	_____	[]	[]

[illegible]

Miscellaneous:

[illegible]

Coinage: _____

Encumbrance Limit: [] Totals: [] []

Spells Learned:

Sorcerer Spells []

- ☐ **Analyze Item** [3] Cast on item, allows caster to know the special properties (if any) of item. Caster must touch item. Item "resists" with the Magical Bonus of the person who made it (GM will assign a number). One attempt/item/day. If caster sees some of the item's powers in action first, then detailed info can be obtained at a +3 to caster's Magical bonus. The success roll should be made secretly by GM.
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- ☐ **Light** [3] Cast on an object, creates light equal to a moonlit night (-2 to Perception, instead of -4) for 2D6+3 hours. Radius of 25'.
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- ☐ **Mage Lock** [5] Seals a door or gate and adds [Magical Bonus] to the difficulty level to break it down by force, for one hour.
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Healer Spells []

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- ☐ **Grace** [3] Increases the General and Subterfuge bonuses of the target character by +2 for five minutes.
- ☐ **Healing** [4+X] Spell heals 4+X points of Damage immediately, then allows the target to heal 6 points per hour as long as the target is resting. Spell ends when the target is either fully healed or stops resting.
- ☐ **Rage** [4] This increases the target's Melee OB by +2, but adjusts his Defense Bonus by -1, for six rounds.
- ☐ **Shapeshift** [8] Caster assumes the shape of the totem animal of his clan/god/race/sect. Duration is 1D3+3 hours. When in animal form, caster only has a +1 Intelligence above the norm for that animal and can only indicate yes/no answers to simple questions. Friends of the caster are friends of the animal, foes of the caster are foes of the animal. In animal form, caster may not cast spells or use weapons.
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- ☐ **Speed** [4] The target character of this spell may perform two Actions per round for three rounds.
- ☐ **Steady Aim** [4] Increases the target character's Missile OB by +2 for six rounds.
- ☐ **Sustenance** [6] This has the same health effects on the target as having eaten a full day's rations and a full day's water.

Seer Spells []

- ☐ **Blessing** [9] Target character gets +1 to his Defensive Bonus until a "U" or "K" result occurs against him. Then the spell converts the result to just damage (character goes to a maximum of Damage Taken = Endurance) and then ends. Caster cannot Bless himself.
- ☐ **Bind** [16] Binds oaths and curses. Person stating oath/curse and one(s) targeted (if any) must all be within 50' of caster when cast. If a party to the oath/curse attempts to act contrary to oath/curse, he will suffer one Damage Point per hour until back in line or falls unconscious. This damage will not heal until he is obeying oath/curse. Oath/curse may not be structured to directly damage/kill any party to it.
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- ☐ **Seek** [2] On caster only, this spell gives the direction to any one (possibly hidden) material, item, or person (within 300'). The caster must have a sample of the material, a similar item, or an object belonging to the person (respectively). The spell only lasts a moment. Subtract from the die roll if (material/item/object) held by caster is not an exact match for the target. The success roll to be rolled by GM.
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