

dúnedain of ~ the north ~

body than most man. Although they are of a race of Kings of Men, they do not have a kingdom of their own now a days, but they have an order. The Rangers of the North, and it has a chieftain, Aragorn, son of Arathorn.

“But when dark things come from the houseless hills, or creep from sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if the Dúnedain were asleep, or were all gone into the grave?”

The Ancient Realm of Arnor is no more. Its last remaining Kingdom of the Dúnedain, Arthedain has been destroyed by the forces of the Witch-King. Yet, the battle against the servants of the Shadow never stops. Angmar was defeated and its king fled from the forces of the Southern Men, but the Realms of the North were never reunited. Its people scattered. Some journeyed south to live with its kin, in Gondor. Some went to Rivendell to live with the fair folk, but others remained in the wilderness of the north. They became the Rangers of the North.

Since then they have been protecting the Free People of the North from threats, making sure their lives can continue with peace and prosperity. They act as invisible protectors, lurking in the shadows, performing their duty without wanting recognition. They are enemies of the Shadow from unmemorable time, and continue the struggle their forefathers have fought with it.

The Dúnedain are descendent of the Númenóreans who survived the fall of their Kingdom and stayed true to their allegiances. They are from a Lineage of great man, blessed with a longer life, stronger spirit and healthier





description

The Dúnedain are descendent from the Noblest of the men. They are usually taller than the average man, with hair ranging from dark brown to black. Their skin is pale as are most of the Men of the West. They have eyes of colors such as gray, pale green or pale blue. Men usually don't shave their beard completely and have wild hair. Women usually have their hair braided. They dress dark colored clothes that don't attract much attention, preferring to be discreet. They are rangers and travellers, not caring much for appearances in these times.

standard of living

The Dúnedain of the North live a life of duty and vigilance. They are constantly on the move, fighting the darkness wherever it may be lurking. What they have is what they can carry. Their armors and weapons are their greatest treasures, together with the relics they keep from ancient times. Their culture ranks as Frugal.

dúnedain adventurers

The life of a Dúnedain is of an adventurer. Although not all of them take arms to oppose the Enemy, their duty is to preserve the peace and the knowledge of the Free People. Even though they do not have a Kingdom they formed an order that is loosely organized but has roles for everyone. Some of them, however defy this order and leave to do justice and protect the people the way they think is best.

Suggested Callings: Warden, Scholar. The Dúnedain are natural protector of the Free People. It's a duty they chose for themselves. They also seek to recover the knowledge they lost when their Kingdoms were destroyed.

Unusual Calling: Treasure-Hunter. Although the Dúnedain seek to recover their relics, they do not seek riches for the sake of comfort or mere gold. They are a folk of noble lineage and nobler spirit, far more concerned with their mission of fighting the Shadow.

what gilraen says...

-Barding

"They are noble men, fighters against the threats in the East. Their King did a great service to all killing Smaug. I hope his followers are as wise and strong willed as he is."

-Beornings

"Beorn is a great warrior and a great ally against the Enemy. His folk keep vigilance on the eastern side of the Lonely Mountains. If only they were more accepting of other people."

-Dwarves of the Lonely Mountain

"The folk of Durin has long been fighting the same darkness as we are, but they sometimes seem more concentrated on their own business and finding reasons to bicker with other Free People that they often forget that."

-Elves of Mirkwood

"The Elves of Mirkwood are a noble people as our friends of Rivendell. They are more reclusive and suspicious of others than most elves but in their heart they are just and noble."

-Hobbits of the Shire

"The Hobbits of the Shire have been enjoying our protection for generations and although they do not seem capable of heroic deeds, they can surprise you in the strangest moments."

-Woodmen of Wilderland

"Those fellow men are at home in the wilderness as we are and they have been fighting the Shadow as we have. We have much in common with them and we can learn a lot from their struggle."

cultural blessing

- strong willed -

"But when the dawn came, cold and pale, Aragorn rose at once, and he led the company forth upon the journey of greatest haste and weariness that any among them had known, save he alone, and only his will held them to go on. No other mortal men could have endured it, none but the Dúnedain of the North."

Being descendants of the Númenóreans, used to be set against the forces of the Enemy, the Dúnedain are a brave people. They have grown to be fearless and resistant to the Shadow.

- When invoking an Attribute Bonus on Wisdom or Valor tests, Dúnedain add their favored Heart score.

starting skill scores

common skills

Copy the following skill ranks onto the character sheet and underline the favored skill:

Awe	0	Inspire	1	Persuade	0
Athletics	1	Travel	2	<u>Stealth</u>	2
Awareness	3	Insight	1	Search	1
Explore	1	Healing	2	Hunting	1
Song	1	Courtesy	0	Riddle	1
Craft	0	Battle	2	Lore	2

weapon skills

Choose one of the following weapon skill sets, and record it on the character sheet:

- 1) (Swords) 2, Bow 1, Dagger 1
- 2) Great Bow 2, Sword 1, Dagger 1

specialties

Choose two Traits from:

Old-Lore, Woodright, Fire-Making, Herb-Lore, Leechcraft, Eriador-Lore





BACKGROUNDS

1 - the watcher

Your duty among your people was to keep your eyes open for the presence of the Enemy. You wandered the land near the western side of the Misty Mountains watching the move of goblins and worgs, ready to alert your folk in any sign of trouble.

Basic Attributes

Body 4, Heart 4, Wits 6

Favored Skill

Awareness

Distinctive Features

(Choose two Traits from those Listed)

Elusive, Cautious, Grim, Keen-Eyed, Swift, Wary, Determined, Stern

2 - the healer

Your parents taught you the secrets of the herbs and how they can save a men's life. Since then you have learned a lot about the magic contained in the wild and about their power to harm or heal others. Your role on the Rangers of the North order was to treat the injured and to research the powers of the herbs.

Basic Attributes

Body 2, Heart 6, Wits 6

Favored Skill

Healing

Distinctive Features

(Choose two Traits from those Listed)

Clever, Eager, Generous, Just, Merciful, Patient, Nimble, Trusty

3 - the tracker

You have learned the secrets of the wilderness. Whenever someone is lost, you can find them following its trails, no matter how much they try to hide it. You know where the wild beasts dwell and where are their hunting grounds just by analyzing the area. Your duty among the Dúnedain of the North was to locate lost people and track beasts when needed.

Basic Attributes

Body 3, Heart 5, Wits 6

Favored Skill

Hunting

Distinctive Features

(Choose two Traits from those Listed)

Keen-Eyed, Wary, Cunning, Adventurous, Hardened, Swift, Secretive, Fierce

4 - the keeper

You have learned the traditions and legends of your people from your parents, and they from your grandparents. You know the names of the places and people of your kin past. The history of the struggle the Dúnedain have against the Shadows is well known to you. Your role in the Order was to instruct the new ones and advise your brothers in those matters as well as make sure this knowledge would not get lost.

Basic Attributes

Body 2, Heart 5, Wits 7

Favored Skill

Lore

Distinctive Features

(Choose two Traits from those Listed)

Cautious, Clever, Curious, Fair-Spoken, Honourable, Patient, Steadfast, Trusty



5 - the warrior

Your heritage is of a family of warriors. Your ancestors were great enemies of the Shadow. You've studied their techniques and their strategies. The battlefield is your home. Weapons are your tool of trade. You are ever vigilant about the forces of the enemy, and your duty among your kin is to prepare their forces for the battles to come.

Basic Attributes

Body 4, Heart 5, Wits 5

Favored Skill

Battle

Distinctive Features

(Choose two Traits from those Listed)

Bold, Energetic, Gruff, Proud, Robust, Reckless, Stern, Steadfast

6 - the seeker

You know how much the Dúnedain have lost in their struggle against the Shadow, and you want to recover what is left behind. You seek ancient relics of your people, be it arms, armors, jewelry or records. The duty assigned to you was to gather all that you could find that was worth preserving.

Basic Attributes

Body 3, Heart 4, Wits 7

Favored Skill

Search

Distinctive Features

(Choose two Traits from those Listed)

Adventurous, Curious, Determined, Keen-Eyed, Patient, Secretive, Tall, Wary

dúnedain names

The Dúnedain have kept the traditions of Númenor and as such have kept the names they used in that Kingdom. The names have a meaning in their old language, the Adûnaic. Sometimes the name of a child can be foretold in a prophecy and expectations are built onto that person as she grows up. Dúnedain as most men, often name their sons and daughters after a renowned ancestor or relative, or choose a name beginning with the same sound or sharing one element with that of the father.

Male Names: Amlaith, Anarion, Aragorn, Aranuir, Arantar, Aratan, Arathorn, Beleg, Celepharn, Ciryon, Earendur, Eldelcar, Elendil, Elendur, Isildur, Mallor, Meneldil, Ohtar, Tarcil, Tarondor, Valandur, Valandil.

Female Names: Averith, Firiell, Finael, Gilaren, Gilraen, Ivorwen, Ivoril, Lalaith, Nilufiel.

Adventuring Age: 30-80

Dúnedain live as much as three times the life span of common men, but they usually don't depart to be adventurers before the age of thirty and rarely continue beyond the age of 150, when they retire to serve their family and folk.

endurance and hope

Starting Scores

Endurance = 22 + Heart

Hope = 8 + Heart





cultural virtues

The Dúnedain are descendent of the Númenóreans, and, as such, carry the noblest of bloods among men. They are known to live much longer than normal men (usually three times as much), have powers of prophecy and be stronger and wiser than most. Although their number has diminished and their distance to their ancestors, they still carry strong powers with them.

destined for greatness

Prophecy says that he among the men shall be the one who will fight the darkness when most is needed.

The stars shone brighter at your birth and greet deeds are expected from you. Instead of being overwhelmed with such expectations you see them as an opportunity to prove yourself and achieve greatness.

You never lose standing score at a Year's End part of the Fellowship Phase, due the respect you have from your people and the strength of the prophecy.

If, during play, you receive a wound that would normally kill you (a coup de grace or a killing blow) you can choose between the following options:

- 1- You die, and let your direct descendent inherit the Destined for Greatness as an additional Cultural Blessing (a free virtue at character creation), or
- 2- You are saved by some miraculous circumstance that leaves you wounded but alive. You then reset your Standing rating to zero, as you are presumed dead by your folk and your destiny unfulfilled. You can do this only once, and never again.

hand of kings

His hands were masculine but delicate, and he had such skills with herbs and medicine that anyone he treated would recover twice as fast

The Dúnedain have long studied the art of healing with herbs and remedies, and you learned this craft from your elders. You are capable of finding the right herb for all kinds of harms and can soothe the suffering of the others.

You learn how to treat injuries on the battlefield quickly and efficiently with Soothe Pain when you first select this Virtue, and can master the secrets of Poison Remedies and Herbal Care as your undertaking during a Fellowship Phase, expending one Experience point for each.

-Soothe Pain

You know how to treat recent injuries with the use of a secret recipe of herbs taught to you by your mentor. This can alleviate the initial suffering and distress the harmed fell after the battle.

On a recovery after combat (a 30 minutes rest) you can make a Healing Roll and spend a hope point to increase the amount of Endurance points recovered by your allies. On a success, a number of people equal your Wisdom that is not wounded recovers one additional Endurance point. On a great success, they recover an additional two endurance points. On an extraordinary success, they recover three Endurance points or an amount equal to your Wisdom rating, whichever is higher.

-Poison Remedies

You know how to prepare a drink that, when ingested, will help a victim to shake off the effects of spider-poison, or to prepare a salve that, when applied to wounds will help the infected to fight off the harm of orc-poison.

You can spend a point of Hope and make a Craft Roll against a TN of 16 to neutralize the effect of a single poison type on all members of your Company.

-Herbal Care

You know how to treat injured people when they most need assistance. Speaking old words of power and wisdom you make their suffering go away and their wounds heal faster.

During a prolonged rest, you can forego the benefits you would gain and spend one Hope point to make a Song check to make a chosen companion recover additional Endurance points. On a successful roll he recovers two additional Endurance point. On a great success he recovers four additional Endurance Points and on an extraordinary success he recovers additional Endurance points equal to two plus your Wisdom score.

experienced ranger

The Rangers are at home in the wilderness, they know every creature that crossed the paths they tread and can find any of them if they wish.

You are and experienced ranger. You have threaded many paths, tracked many beasts and found many signs of the movements of the Enemy. By looking at the soil, the position of the footprints and the placement of the vegetation you can collect pieces of information that makes you understand what has happened.

You can, when in the wilderness, by spending one point of Hope, increase the quality of a success (from ordinary success to great success and from great to extraordinary) in a roll of Search, Hunting and Explore. In addition to that, during the day, you can make an Explore roll with a TN depending on you location and spend a point of Hope, to gather information about the creatures that passed the area you are in in a number of weeks equal your Wisdom rating.

noble lineage

His face had traces of ancient kings and his voice was inspiring to the men around him. He brought hope to the hearts of the one who fought at his side.

In you veins runs the blood of a noble lineage of kings. You look fairer than most and your presence alone can inspire the hearts of those that are at your side. Taking advantage of this, you learned to use your presence to boost your companions' confidence.

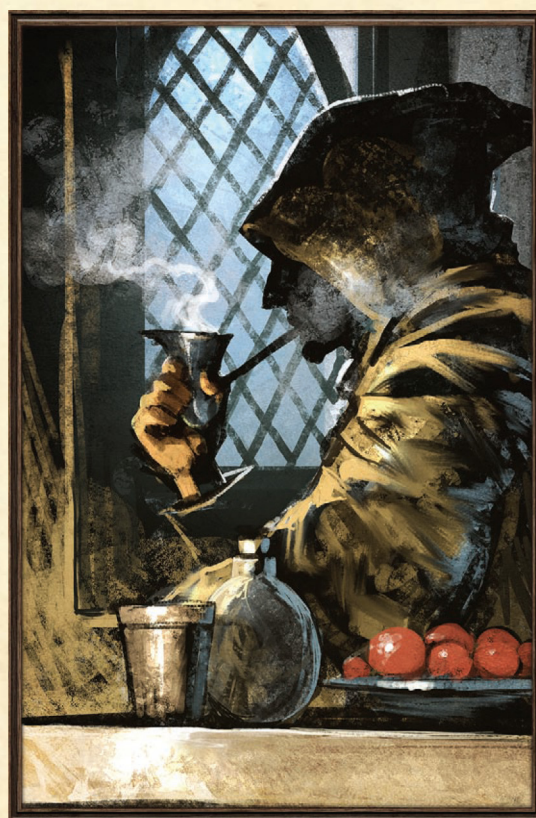
Raise your Company's Fellowship rating by one point. In addition, whenever you make an inspire roll, you can roll the feat die twice and keep the better result.

enemy of the shadow

They were enemies of the Shadow, never faltering in their constant battles against it.

The Dúnedain have been fighting an eternal battle against the forces of the Enemy. They never forget the loss they suffered in the hands of the servants of the Shadow and do everything they can to stop their corruption from spreading.

When you are fighting in Forward stance against servants of the Shadow, your attack rolls gain a bonus equal to +3, or you Valor rating (whichever is higher).



cultural rewards

The Dúnedain have kept many artifacts from their past and are ever looking for lost relics of their Númenorean ancestors. They are known to carry strong swords and armors that are lighter than they seem.

Blades of númenor (long sword)

Those blades have been forged by great craftsman a long time ago and never lost its cut. They are known to be the bane of the servants of the Shadow for when its wielded by a Dúnedain, even the smallest injuries can turn into a mortal wound.

You can spend a point of Hope after a successful attack to produce and automatic Piercing Blow.

armor of the rangers (leather corselet)

Those armors have been fashioned to be silent and invisible in the wilderness. They make almost no noise at all when its user moves and appear to blend in with the environment.

When you make Stealth rolls you can roll the Feat dice twice and keep the best result.

númenorean steel bow (great bow)

These bows were made by great artisans of Númenor and were famous by its potency and accuracy. In the hands of a trained archer, its arrows are capable of finding even the smallest gaps in the enemies' armor.

When you get a Rune of Gandalf on the Feat dice using the Bow of the Dúnedain, the target rolls one Success die less on his Protection test.

