



## - BARDINGS -

### LIFSTAN, SON OF LEIKNIR

Your father was a smith. When you were a child, the sound of the hammer ringing in his forge was as music to your ears. One day, when the city of Dale was finally rebuilt and the entrance to the Lonely Mountain opened once again, your father brought you to see the forges of the Mountain-folk. There, you have seen the work of the Dwarf-smiths of old, a treasure beyond what your imagination could dream up.

From that day you haven't stopped thinking about the vast hoards that lie unmolested in deep places beneath the mountains...



# ADVENTURES IN MIDDLE-EARTH™

**CHARACTER NAME** Lifstan son of Leiknir

<b>class &amp; level</b>	Warrior 1	<b>back-ground</b>	Seeker of the Lost	<b>player name</b>	
<b>culture</b>	Barding	<b>shadow weakness</b>	Lure of Power	<b>experience points</b>	0

**Strength**  
15  
+2

**Dexterity**  
12  
+1

**Constitution**  
13  
+1

**Intelligence**  
11  
+0

**Wisdom**  
8  
-1

**Charisma**  
16  
+3

**Shadow**  
Permanent

Inspiration

+2 Proficiency Bonus

- saving throws**
- +4 Strength
  - +1 Dexterity
  - +5 Constitution
  - +0 Intelligence
  - -1 Wisdom
  - Corruption
  - +3 Charisma

- skills**
- +1 Acrobatics (Dex)
  - -1 Animal Handling (Wis)
  - +4 Athletics (Str)
  - +3 Deception (Cha)
  - +0 History (Int)
  - +1 Insight (Wis)
  - +5 Intimidation (Cha)
  - +2 Investigation (Int)
  - +2 Lore (Int)
  - -1 Medicine (Wis)
  - +0 Nature (Int)
  - -1 Perception (Wis)
  - +3 Performance (Cha)
  - +3 Persuasion (Cha)
  - +0 Riddle (Int)
  - +0 Shadow-lore (Int)
  - +1 Sleight of Hand (Dex)
  - +1 Stealth (Dex)
  - -1 Survival (Wis)
  - +0 Traditions (Int)

<b>Armour Class</b> 14 (16 with brdswd 18 with shield and broadsword)	<b>Initiative</b> +1	<b>Speed</b> 30 feet
<b>current hit points</b> 11		
Hit Point Maximum 11		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1d10 per Warrior level Total	<b>death saves</b> Successes ○○○○ Failures ○○○○	

**CHARACTER TRAITS**

**Distinctive Quality**  
**Adventurous.** You enjoy seeking out new challenges and experiences.

**Specialty**  
**Burglary.** Finding what you seek often means finding a way into places where you're not supposed to be.

**Hope**  
I know that the Shadow will tremble the day we recover a lost relic.

**Despair**  
I'm certain that when I find what I am looking for that it will be something that was better left alone.

**attacks**

Name	Att. Bonus	Damage/Type
Broadsword	+4	1d8+2 slashing
Short Bow*	+5	1d6+1 piercing

\*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.  
**Archery.** You gain a +2 bonus to attack rolls you make with ranged weapons. This benefit is included in your ranged weapon bonus.

**FEATURES, TRAITS, AND VIRTUES**

**Second Wind.** On your turn, use a bonus action to regain hit points equal to 1d10 + your Warrior level. You must finish a short or long rest before you can use it again. (See page 92)

**Lore of the Lost.** When you hear about a new region or ruin for the first time, you probably know at least a bit of lore about it and where you can likely find even more information. (See page 140)

**Cultural Virtue: Swordmaster.** When fighting with either a broadsword or a long sword, add your proficiency bonus to your AC.

9 Passive Perception (wisdom)

**other proficiencies & languages**

**Proficiencies:** All armour, shields, simple weapons, martial weapons.

**Languages:** You can speak, read, and write Dalish – an archaic version of the Common Speech.

**Clear Eyed:** You have proficiency in the Insight skill. (See page 33)

**equipment**

G Ring mail, shield, broadsword, short bow with a quiver of 20 arrows,  
S 32 fur-lined travelling cloak, travelling gear for the current season, bedroll,  
C backpack, comfortable boots, rope and amulet of a raven's feather.

Standard of Living Prosperous



## - BEORNINGS -

### BERAN OF THE MOUNTAINS

You were born into a family of shepherds and hunters near the eastern edge of the Misty Mountains. Since you were a child you felt a great fascination for the high and snowy peaks, and spent most of your time climbing and looking for new paths over the mountains. After you met Beorn and embraced his cause, you chose to protect any friendly traveller that finds himself journeying through the mountain passes in these times of growing peril.



# ADVENTURES IN MIDDLE-EARTH™

<b>class &amp; level</b>	Warden 1	<b>back-ground</b>	Loyal Servant	<b>player name</b>	
<b>culture</b>	Beorning	<b>shadow weakness</b>	Lure of Power	<b>experience points</b>	0

**CHARACTER NAME** Beran of the Mountains

**Strength**  
16  
+3

**Dexterity**  
14  
+2

**Constitution**  
12  
+1

**Intelligence**  
10  
+0

**Wisdom**  
9  
-1

**Charisma**  
14  
+2

**Shadow**

**Permanent**

Inspiration

+2 Proficiency Bonus

**saving throws**

- +3 Strength
- +4 Dexterity
- +1 Constitution
- +0 Intelligence
- 1 Wisdom
- Corruption
- +4 Charisma

**skills**

- +2 Acrobatics (Dex)
- 1 Animal Handling (Wis)
- +5 Athletics (Str)
- +2 Deception (Cha)
- +0 History (Int)
- +1 Insight (Wis)
- +4 Intimidation (Cha)
- +0 Investigation (Int)
- +0 Lore (Int)
- 1 Medicine (Wis)
- +0 Nature (Int)
- +1 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- +0 Riddle (Int)
- +0 Shadow-lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +1 Survival (Wis)
- +2 Traditions (Int)

<b>Armour Class</b> 14 (16 with Shield)	<b>Initiative</b> +2	<b>Speed</b> 30 feet
<b>current hit points</b> 9		
<b>Hit Point Maximum</b> 9		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1 d8 per Warden level Total	<b>death saves</b> Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

**attacks**

Name	Att. Bonus	Damage/Type
Short Sword	+5	1d6+3 piercing
Dagger*	+5	1d4+3 piercing
Great Bow**	+2	1d8+2 piercing

\*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

\*\*You can shoot your great bow 150 feet, or up to 600 feet with disadvantage on the attack roll.

**CHARACTER TRAITS**

**Distinctive Quality**  
**Trusty.** You are someone people know they can trust

**Speciality**  
**Enemy-lore.** You focus much of your efforts against a single enemy, the one that vexes your master.

**Hope**  
I would place myself in danger for a friend.

**Despair**  
I know that when the agents of the Shadow come, I will be amongst the first to fall.

**FEATURES, TRAITS, AND VIRTUES**

**Warden's Gift.** You can inspire others through stirring words, through music or by your presence alone. (See page 87)

**Ever Watchful.** Wardens make a point of keeping up with the latest news both local and from afar, as well as making an effort to know the wise and the powerful. (See page 87)

**Inseparable.** You are always close at hand when your master is concerned, though your presence is often ignored. (See page 121)

**Cultural Virtue: Night-goer.** At night you can choose to slip into a dream-like state, and leave your body in spirit form to swiftly travel along the tracks made by animals across the length and breadth of Wilderland. (See pages 102-103)

11 **Passive Perception (wisdom)**

**OTHER PROFICIENCIES & LANGUAGES**

**Proficiencies:** Light armour, shields, simple weapons, broadswords, long swords, and short swords.

**Languages:** You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

**Angry:** You have proficiency in the Intimidation skill. (See page 35)

**equipment**

G Brightly coloured travelling cloak, travelling gear for the current season, backpack, belt, dagger, boots,

S 14 necklace of orc-teeth, short sword, great bow with a quiver of 20 arrows, leather corslet and shield.

C

**Standard of Living** Martial



# - DWARVES - of the lonely mountain

BELI

When you were a child, your father went north to find the hoard of an ancient Dragon and never returned. In his absence, you honed your skills preparing to follow him on the road to adventure and now you think the day has arrived to take up the challenge: you are clever, well-equipped and without fear - you are ready to go and seek what secret treasures are still hidden in the remote corners of the world.



# ADVENTURES IN MIDDLE-EARTH™

<b>class &amp; level</b>	Treasure Hunter 1	<b>back-ground</b>	The Harrowed	<b>origin</b>	Erebor
<b>culture</b>	Dwarves of the Lonely Mountain	<b>shadow weakness</b>	Dragon-sickness	<b>experience points</b>	0

**character name** Beli

**Strength**  
12  
+1

**Dexterity**  
14  
+2

**Constitution**  
17  
+3

**Intelligence**  
13  
+1

**Wisdom**  
10  
+0

**Charisma**  
8  
-1

**Shadow**

**Permanent**

Inspiration

+2 Proficiency Bonus

**saving throws**

- +1 Strength
- +4 Dexterity
- +3 Constitution
- +3 Intelligence
- +0 Wisdom
- Corruption
- 1 Charisma

**skills**

- +2 Acrobatics (Dex)
- +0 Animal Handling (Wis)
- +3 Athletics (Str)
- 1 Deception (Cha)
- +1 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- +3 Investigation (Int)
- +3 Lore (Int)
- +0 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- 1 Performance (Cha)
- 1 Persuasion (Cha)
- +5 Riddle (Int)
- +1 Shadow-lore (Int)
- +4 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +0 Survival (Wis)
- +1 Traditions (Int)

<b>Armour Class</b> 13	<b>Initiative</b> +2	<b>Speed</b> 25 feet* <small>*speed is not reduced by heavy armour.</small>
<b>current hit points</b> 11		
<b>Hit Point Maximum</b> 11		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1d8 per Treasure Hunter level Total	<b>death saves</b> Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

<b>attacks</b>		
Name	Att Bonus	Damage/Type
Short Sword	+4	1d6+2 piercing
Dagger*	+4	1d4+2 piercing
Short Bow**	+4	1d6+2 piercing

\*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

\*\*You can shoot your bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

**Sneak Attack.** Beginning at 1st level, you know how to strike subtly and exploit a foe's distraction. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. (See page 77)

10 Passive Perception (wisdom)

**other proficiencies & languages**

**Proficiencies:** Light armour, simple weapons, broadsword, short sword, and thieves' tools.

**Languages:** You can speak, read, and write Dalish, which is the tongue of the Bardings, who speak an older version of the Common Tongue. You can also speak, read and write the secret language of your people, which has never been shared with any others.

**Night Vision, Dwarven Resilience, Dwarven Combat Training, Tool Proficiency, Stonecunning and Road Wisdom.** (See page 40)

**equipment**

G Leather jerkin, short sword, short bow with a quiver of 20 arrows, two daggers, fur-lined travelling cloak,

S 68 travelling gear for the current season, bedroll, ornamented walking stick,

C backpack, comfortable boots, a gold coin from the hoard of Smaug the Magnificent, a fine beard comb and mirror.

**Standard of Living** Rich

**character traits**

**Distinctive Quality**

**Cunning.** Your sharp wit is a way in which you cope with the gravity of your burden.

**Specialty**

**Dark Secrets.** You are certain that your dreams touch the Shadow. You are learning all that you can about it.

**Hope**

I am destined to strike a mortal blow against the Shadow.

**Despair**

I believe my dreams are being fed by the Shadow; they are leading me to my doom.

**features, traits, and virtues**

**Expertise.** Your proficiency bonus is doubled whenever you make an ability check using Intimidation or Riddle. These benefits are included in your Intimidation skill and Riddle skill bonuses. (See page 77)

**Foreknowledge.** Your dreams often grant you riddles, verses and visions that not only directly aid you on your quest but also tangentially give you an insight into people and places that may only be peripherally related to your dream. (See page 129)

**Cultural Virtue:** None.

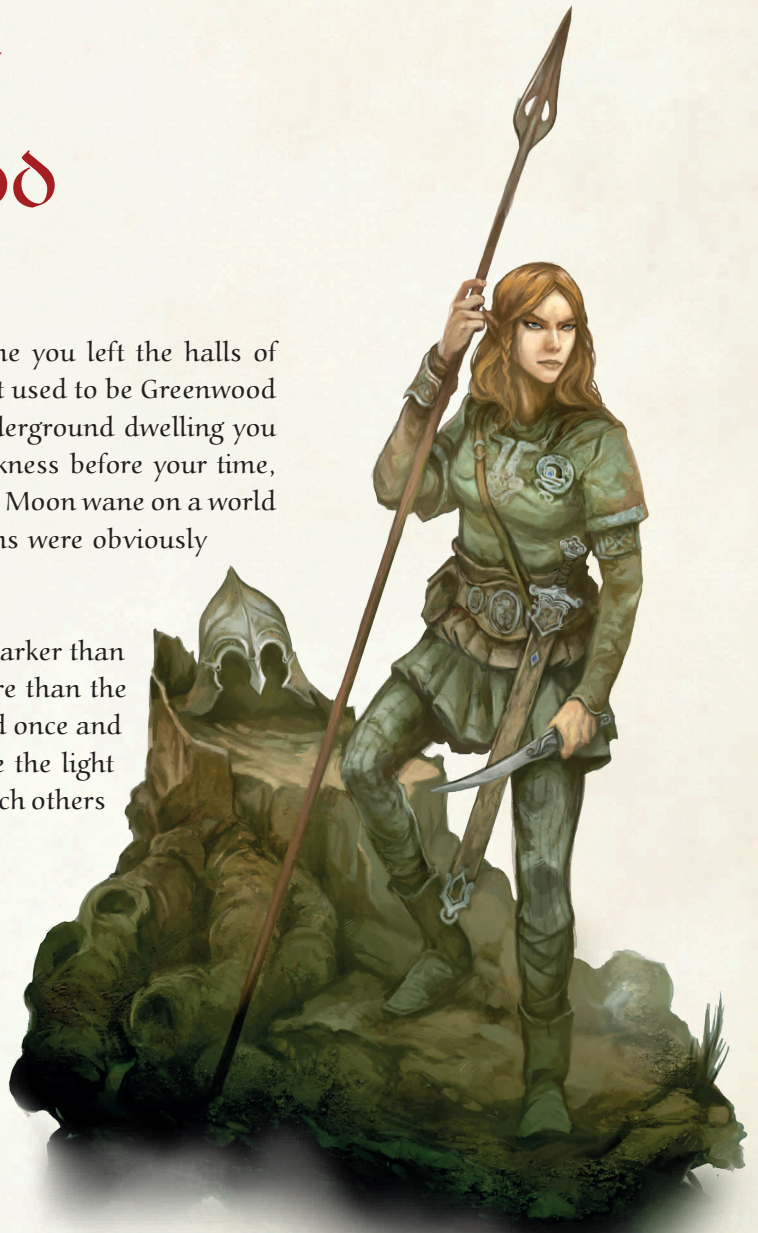


## - elves - of MIRKWOOD

### CARANTHIEL

Many decades have passed since the last time you left the halls of your King to once again breathe the air of what used to be Greenwood the Great. In the hallowed silence of your underground dwelling you studied the lives of those who fought the darkness before your time, secretly hoping that you would return to see the Moon wane on a world already free from the Shadow. But your dreams were obviously just that, dreams.

What was waiting for you was a place much darker than your King's dusky palace, and it will take more than the red torch-light of your folk to cleanse Mirkwood once and for all. But you have resolved that you can be the light that chases away the shadows, and you will teach others how to do the same.



# ADVENTURES IN MIDDLE-EARTH™

<b>class &amp; level</b>	Scholar 1	<b>back-ground</b>	Emissary of Your People	<b>player name</b>	
<b>culture</b>	Elves of Mirkwood	<b>shadow weakness</b>	Lure of Secrets	<b>experience points</b>	0

**character name** Caranthiel

**Strength**  
10  
+0

**Dexterity**  
15  
+2

**Constitution**  
14  
+2

**Intelligence**  
15  
+2

**Wisdom**  
13  
+1

**Charisma**  
8  
-1

**Shadow**

**Permanent**

Inspiration

+2 Proficiency Bonus

- saving throws**
- +0 Strength
  - +2 Dexterity
  - +2 Constitution
  - +4 Intelligence
  - +3 Wisdom
  - Corruption
  - 1 Charisma

- skills**
- +2 Acrobatics (Dex)
  - +1 Animal Handling (Wis)
  - +0 Athletics (Str)
  - 1 Deception (Cha)
  - +4 History (Int)
  - +1 Insight (Wis)
  - 1 Intimidation (Cha)
  - +2 Investigation (Int)
  - +4 Lore (Int)
  - +3 Medicine (Wis)
  - +2 Nature (Int)
  - +3 Perception (Wis)
  - 1 Performance (Cha)
  - +1 Persuasion (Cha)
  - +2 Riddle (Int)
  - +2 Shadow-lore (Int)
  - +2 Sleight of Hand (Dex)
  - +4 Stealth (Dex)
  - +1 Survival (Wis)
  - +4 Traditions (Int)

<b>Armour Class</b> 13	<b>Initiative</b> +2	<b>Speed</b> 30 feet
<b>current hit points</b> 10		
<b>Hit Point Maximum</b> 10		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1d8 per Scholar level Total	<b>death saves</b> Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

**attacks**

Name	Att Bonus	Damage/Type
Spear*	+2	1d6+2 piercing†
Dagger**	+4	1d4+2 piercing
Short Bow***	+4	1d6+2 piercing

† (versatile 1d8+2)  
\* You can throw your spear 20 feet, or up to 60 feet with disadvantage on the attack roll.  
\*\* You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.  
\*\*\* You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

13 Passive Perception (wisdom)

**other proficiencies & languages**

**Proficiencies:** Light armour, simple weapons, broadswords, short swords.

**Languages:** You can speak the old language of your people, the Woodland tongue, along with the ability to speak, read, and write Sindarin. You can also speak the Common Tongue.

**The Eyes of Elves, A Whisper Through the Leaves.** (See page 43)

**equipment**

G Leather jerkin, spear, short bow and quiver of 20 arrows, grey traveling cloak, traveling gear for the current season, backpack, belt dagger, boots, a white jewel on a chain of silver, healing kit and smith's tools.

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**Standard of Living** Martial

**character traits**

**Distinctive Quality**  
**Secretive.** Your thoughts are your own and you are very difficult to read.

**Speciality**  
**Rhymes of Lore.** Much knowledge is contained in the verses of poetry and song. You have learned to use the effect such compositions have on those with whom you negotiate to your advantage.

**Hope**  
Only by joining forces can we hope to push back the Shadow.

**Despair**  
The Shadow's influence is too strong; my entreaties often fall on deaf ears.

**features, traits, and virtues**

**Night Vision.** Accustomed to the twilight forests and the night sky, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot see in complete darkness.

**Elvish Dreams.** Your sleep is not like that of mortals. When you sleep, you can choose to send your mind into an "Elvish Dream" retaining full consciousness of your surroundings and you needn't close your eyes. Four hours spent in such dreams acts on you as if you had rested an entire night.

**Hands of the Healer.** You know how to treat wounds and cure illness and poison. You have a pool of healing tricks and techniques that replenishes when you take a short rest. (See page 64)

**News from Afar.** You know many things that are hidden from most and tidings of distant events tend to reach you with astonishing speed. (See page 64)

**Tongues of Many Peoples.** You know a little of many languages. You can hold a simple conversation in any of the tongues of Men or Elves, and know a few common phrases in the tongues of the other peoples – enough to offer a greeting, shout a warning, or insult someone (See page 64)

**Sigil of Your Master.** As an emissary you are entitled to a certain consideration amongst foreign peoples. (See page 126)

**Cultural Virtue:** None.





## - hobbits - of the shire

### TROTTER

You left your peaceful life in the Shire when you ran away to find Gandalf, the Conjuror, after he paid a visit to your family at your coming of age party. He tried to convince you to turn back, but as you stubbornly refused, he caught something in your eyes that convinced him to let you have your way. You spent many weeks with him, until he deemed you ready to find your own path.

The dreams you had in the Shire are now your plans for the future: you want to light your broken-stemmed pipe in the halls of Beorn the Shapeshifter and walk side by side with the Wizard Radagast in the fenced garth of Rhosgobel, you want to visit the royal palace of Dale and see the throne of the King under the Mountain.



# ADVENTURES IN MIDDLE-EARTH™

<b>class &amp; level</b>	Wanderer 1	<b>back-ground</b>	Lure of the Road	<b>family ties</b>	Harfoot
<b>culture</b>	Hobbits of the Shire	<b>shadow weakness</b>	Wandering-madness	<b>experience points</b>	0

**CHARACTER NAME** Trotter

**Strength**  
8  
-1

**Dexterity**  
16  
+3

**Constitution**  
15  
+2

**Intelligence**  
10  
+0

**Wisdom**  
13  
+1

**Charisma**  
13  
+1

**Shadow**

**Permanent**

Inspiration

+2 Proficiency Bonus

- saving throws**
- +1 Strength
  - +3 Dexterity
  - +4 Constitution
  - +0 Intelligence
  - +1 Wisdom
  - Corruption
  - +1 Charisma

- skills**
- +3 Acrobatics (Dex)
  - +3 Animal Handling (Wis)
  - -1 Athletics (Str)
  - +1 Deception (Cha)
  - +0 History (Int)
  - +1 Insight (Wis)
  - +1 Intimidation (Cha)
  - +0 Investigation (Int)
  - +0 Lore (Int)
  - +1 Medicine (Wis)
  - +0 Nature (Int)
  - +3 Perception (Wis)
  - +1 Performance (Cha)
  - +1 Persuasion (Cha)
  - +0 Riddle (Int)
  - +0 Shadow-lore (Int)
  - +3 Sleight of Hand (Dex)
  - +5 Stealth (Dex)
  - +3 Survival (Wis)
  - +2 Traditions (Int)

<b>Armour Class</b> 15 (17 with Shield)	<b>Initiative</b> +3	<b>Speed</b> 25 feet
<b>current hit points</b> 12		
<b>Hit Point Maximum</b> 12		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1d10 per Wanderer level Total	<b>death saves</b> Successes ○○○○ Failures ○○○○	

**attacks**

Name	Atk Bonus	Damage/Type
Short sword	+5	1d6+3 slashing
Short Bow*	+5	1d6+3 piercing

\*You can shoot your short bow 80 feet, or up to 320 feet with disadvantage on the attack roll.

13 Passive Perception (wisdom)

**other proficiencies & languages**

**Proficiencies:** Light armour, medium armour, shields, simple weapons, martial weapons, pipes, cartographer's tools

**Languages:** You can speak, read, and write the Common Tongue. Whatever native tongue the Hobbits once had is all but gone, save for a few unique words such as "mathom" – an object one has no immediate use for, but for whatever reason, is unwilling to throw away.

**Noble Pursuits, The Art of Disappearing.** (See page 47)

**equipment**

G Corset of mail, short sword, shield, short bow with a quiver of 20 arrows, fur-lined travelling cloak, travelling gear for the current season, bedroll, backpack, comfortable boots, a fine walking stick, pipe and pipeweed.

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Standard of Living Prosperous

**CHARACTER TRAITS**

**Distinctive Quality**

**Keen-eyed.** You are adept at spotting stormy weather and other dangers before they can affect you.

**Speciality**

**Story-telling.** You've heard many stories while on the road and you have a gift for imparting them to others.

**Hope**

If you only live at home, then you have never truly lived.

**Despair**

I can never forge strong bonds; I'm always on the move.

**FEATURES, TRAITS, AND VIRTUES**

**Resilient.** You have advantage on saving throws against Corruption.

**Hobbit Nimbleness.** You can move through the space of any creature who is at least one size larger than yours.

**Unobtrusive.** You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

**Known Lands.** Long years spent roaming over the land have given you vast amounts of knowledge about some of the regions of Middle-earth. You know the terrain of such lands like the backs of your hands and your lore can seem almost unnatural to any companions travelling with you. (See page 82)

**Ways of the Wild.** You have a great deal of experience from travelling through the wilderness and surviving the various dangers that the wild constantly offers. (See page 82)

**Weather Lore.** As a seasoned traveller you have an uncanny ability to predict the weather; (See page 133)

**Cultural Virtue:** None.



## - woodmen - of WILDERLAND

### THE BRIDE

You were born west of the Great River, in one of the villages nearest the mountains. You were scarcely fifteen when you first saw him who would become your groom, at a folk-moot held at Mountain hall, in a time when the Orcs were sorely threatening your people. Only a few months later you moved across the river to be near him, as he was from the folk dwelling in the forest. As you waited for your wedding, you learned how to seek a prey among the trees, and your love for the hunt rivalled that for your future husband.

One night, only a handful of days before your wedding-day, he left with a company of men from the village, refusing to bring you with him and giving no explanations. Only his faithful hound returned, grievously wounded.

When the elders of the village saw the claw marks on the hound they shook their heads, speaking of the dreaded Beast of Mirkwood...



# ADVENTURES IN MIDDLE-EARTH™

<b>class &amp; level</b>	Slayer 1	<b>back-ground</b>	Reluctant Adventurer	<b>player name</b>	
<b>culture</b>	Woodmen of Wilderland	<b>shadow weakness</b>	Curse of Vengeance	<b>experience points</b>	0

**character name** The Bride

**Strength**  
15  
+2

**Dexterity**  
15  
+2

**Constitution**  
13  
+1

**Intelligence**  
9  
-1

**Wisdom**  
11  
+0

**Charisma**  
12  
+1

**Shadow**

**Permanent**

Inspiration

+2 Proficiency Bonus

**saving throws**

- +4 Strength
- +2 Dexterity
- +3 Constitution
- 1 Intelligence
- +2 Wisdom
- Corruption
- +1 Charisma

**skills**

- +2 Acrobatics (Dex)
- +2 Animal Handling (Wis)
- +2 Athletics (Str)
- +1 Deception (Cha)
- 1 History (Int)
- +0 Insight (Wis)
- +3 Intimidation (Cha)
- 1 Investigation (Int)
- 1 Lore (Int)
- +2 Medicine (Wis)
- +1 Nature (Int)
- +0 Perception (Wis)
- +1 Performance (Cha)
- +1 Persuasion (Cha)
- 1 Riddle (Int)
- 1 Shadow-lore (Int)
- +2 Sleight of Hand (Dex)
- +2 Stealth (Dex)
- +2 Survival (Wis)
- 1 Traditions (Int)

<b>Armour Class</b> 14 (13 unarmoured)	<b>Initiative</b> +2	<b>Speed</b> 30 feet
<b>current hit points</b> 13		
<b>Hit Point Maximum</b> 13		
<b>temporary hit points</b>	<b>miserable</b>	
<b>hit dice</b> 1d12 per Slayer level Total	<b>death saves</b> Successes <input type="radio"/> <input type="radio"/> <input type="radio"/> Failures <input type="radio"/> <input type="radio"/> <input type="radio"/>	

**character traits**

**Distinctive Quality**  
**Grim.** You can't conceal your misery and it makes others uneasy around you.

**Speciality**  
**Leech-craft.** The company brought you along because you are the only one who can patch them up when they invariably run into trouble.

**Hope**  
I know that one day I shall rest by my fire again.

**Despair**  
Fate hates me; I am constantly tossed into these dangerous situations in the hopes that the world will finally be rid of me!

**attacks**

Name	Atk Bonus	Damage/Type
Great Axe	+4	1d12+2 slashing
Dagger*	+4	1d4+2 piercing

\*You can throw your dagger 20 feet, or up to 60 feet with disadvantage on the attack roll.

**features, traits, and virtues**

**Battle-fury.** On your turn, you can enter a Battle-fury as a bonus action. (See page 72)

**Unarmored Defence.** While you are not wearing any armour, your Armour Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield (but not a great shield) and still gain this benefit. (See page 73)

**Pathetic and Bedraggled.** You can take on the mien of a sad, desperate and despondent figure. As long as you are not threatening, strangers will take pity on you and give you a warm place to sleep for the night, hot food and a bit of comfort. (See page 138)

**Cultural Virtue: Hound of Mirkwood.**  
(from page 116 -)  
**AC 14, HP 4 Bite.**  
**Melee Weapon Attack: +5 to hit, reach 5 ft, Hit: 6 (1d6 + 3) piercing damage.**

10 Passive Perception (wisdom)

**other proficiencies & languages**

**Proficiencies:** Light armour, medium armour, shields, simple weapons, martial weapons.

**Languages:** You can speak the Vale of Anduin Tongue – an archaic version of the Common Speech, closely related to Dalish.

**equipment**

G Hide armour, great axe, traveling cloak, travelling gear for the current season, belt dagger and a hunting trap.

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**Standard of Living** Frugal

**If the target is a Small or Medium creature, it must succeed at a DC 11 Strength saving throw or have disadvantage on its next attack.**