

MERP-True20 Hero Backgrounds

Noldor Elves

+2 Cha, -2 Wis

Bonus Feats: Night Vision, Skill Focus (Craft), Benefit (Elf Lord Status)

Favored Feats: Inspire, Fascinate

These are elves who once lived in the Blessed Realm of Aman across the sea. All of them are of noble bearing and imposing presence. They are noted for their love of knowledge and their passion for the arts. Because of their thirst for knowledge and their immense skill, Noldor have sometimes fallen prey to corruption and hubris.

A Noldo's Elf Lord status grants the benefits of nobility or aristocracy among Elves, Dunedain, and the Realms in Exile. It also grants a +2 Fortitude Save bonus against poison, and immunity from natural disease and death. Elves do not sleep, but enter a trance-like meditative state which is equivalent to restorative sleep.

Sindarin Elves

+1 Cha, -1 Con

Bonus Feats: Night Vision, Talented (Drive: Watercraft, Craft: Woodworking), Benefit (Elf Status)

Favored Feats: Fascinate, Jack-of-All-Trades

These are those Teleri elves that began the journey to the Blessed Realm, but stayed behind in Middle Earth, failing to complete their journey. They display a calm, self-possessed air, and love epic poetry and majestic song. They are natural sailors, and craft speedy and beautiful ships and boats.

A Sinda's Elf Status grants the benefit of aristocracy among Avari, Dunedain, and the Realms in Exile. It also grants a +2 Fortitude Save bonus against poison, and immunity from natural disease and death. Elves do not sleep, but enter a trance-like meditative state which is equivalent to restorative sleep.

Avari Elves

+1 Dex, -1 Con

Bonus Feats: Night Vision, Talented (Stealth, Notice), Benefit (Elf Status)

Favored Feats: Favored Opponent (Orc, Warg, Spider), Sneak Attack

The Avari are those elves that were unwilling to journey to the Blessed Realm, and never saw the light of those lands. They tend to be more rustic and playful than other elves. They enjoy music, dancing, and hunting, and often live in secluded woodlands.

An Avar's Elf Status grants a +2 Fortitude Save bonus against poison, and immunity from natural disease and death. Elves do not sleep, but enter a trance-like meditative state which is equivalent to restorative sleep.

Half-Elves

No ability adjustments.

Bonus Feats: Night Vision, Talented (Diplomacy, Gather Information), Talented (Notice, Search)

Favored Feats: choose two from the half-elf's home culture

Half-Elves are exceptionally rare in Middle Earth, being the offspring of Dunedain and Elves.

High Men

+1 Str, -1 Dex

Bonus Feats: Weapon Training, Armor Training, Benefit (Noble Status)

Favored Feats:

Dunedain*: Tough, Inspire

Black Numenorean: Tough, Rage

Corsair: Tough, Favored Opponent (Men of Gondor)

High Men are descendants of the Numenoreans, including the Dunedain, some Black Numenoreans, and the Corsairs of Umbar. This background represents an individual of relatively pure blood; such an individual is always a member of the aristocracy or nobility.

Common Men

No ability adjustments.

Favored Feats: see Favored Feats by Human Culture

This broad category includes all men except for pure-blooded descendants of the Numenoreans, and the Woses, who get their own background.

Dwarves

+1 Con, -1 Cha

Bonus Feats: Night Vision, Great Fortitude, Talented (Craft: stonework, Search - stonework)

Favored Feats: Diehard, Favored Opponent (Orcs)

You know what a Dwarf is. Don't try to toss one; real dwarves don't like it.

Hobbits

+1 Dex, -1 Str

Bonus Feats: Lucky, Talented (Climb, Jump), Talented (Stealth, Notice)

Favored Feats: Evasion, Attack Specialization (thrown or ranged weapon)

* includes nobility of Arnor, Arthedain, Cardolan, Rhudaur, and Gondor

You know what a Hobbit is, too. You may toss them. Hobbits are small heroes, and get +1 to their combat bonus due to their size, and +4 on Stealth checks. They suffer a -1 penalty on Toughness saves, move two-thirds as fast as a medium-sized hero, and have a carrying capacity of three-quarters normal.

Woses

+1 Dex, -1 Cha
 Bonus Feats: Track, Scent (the creature trait)
 Bonus Skills: Stealth, Survival
 Favored Feats: Trailblazer, Trackless

Woses, or Druedain, are a relatively primitive, tribal people. However, their wood-craft skills know no peer among men.

FAVORED FEATS BY HUMAN CULTURE	
Dorwinrim	Well-Informed, Fascinate
Dunlendings	Rage, Favored Opponent (Northmen, Woses, Dunedain, Dwarves, or Orcs)
Easterlings	Favored Opponent (Dunedain), Skill Mastery (Ride, Handle Animal, Drive, Jump)
Haradrim	Attack Specialization (scimitar), Favored Opponent (Dunedain or Elves)
Lossoth	Jack-of-All-Trades, Favored Opponent (Wargs or Trolls)
Northmen, Bejiabar	Rage, Chokehold
Northmen, Eothraim	Attack Specialization (spear), Spirited Charge
Northmen, Dale-men	Attack Specialization (spear or longbow), Favored Opponent (Wargs or Orcs)
Northmen, Gramuz	Jack-of-All-Trades, Attack Specialization (spear)
Northmen, Lake-men	Attack Specialization (spear or longbow), Favored Opponent (Wargs or Orcs)
Northmen, Rohirrim	Attack Specialization (spear), Spirited Charge
Northmen, Woodmen	Attack Specialization (axe or longbow), Favored Opponent (Spiders, Wargs, or Orcs)
Realms in Exile, Rural*	Jack-of-All-Trades, Favored Opponent (Wargs or Orcs)
Realms in Exile, Urban*	Well-Informed, Favored Opponent (Wargs or Orcs)
Umli	Jack-of-All-Trades, Favored Opponent (Dragons or Wargs)
Variags	Crippling Strike, Cleave

* The Realms in Exile include Arnor and Gondor, and also Arthedain, Cardolan, and Rhudaur after the division of Arnor.