

Gaelindor

Race: Man of Gondor

Racial Abilities:

Adaptable: +2 Stamina

The Dominion of Man: extra point of Courage

Skilled: +1 Craft: netmaking; +1 sea-craft

Attributes:

Bearing 4 (+0)

*Nimbleness 11 (+2)

Perception 10 (+2)

*Strength 12 (+3)

Vitality 10 (+2)

Wits 10 (+2)

Reactions:

Stamina +6

*Swiftiness +3

Willpower +3

Wisdom +2

Order: Mariner (fisherman)

Order Abilities:

Sea legs: Does not suffer -2 penalty when on sea-going vessels

Sailor's Eye: +4 to weathersense when on or near the sea

Ship: small fishing trawler with two crewmen

Advancements: 4

Skills:

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL BONUS
A.Cmbt:Clubs (staff)	Physical	Nimbleness	2	3		5
Craft: Netmaking	Physical	Wits	2	7	1	10
Lore: sealore	Academic	Wits	2	6		8
Observe (spot)	Physical	Perception	2	3		5
R.Cmbt Bow (s.bow)	Physical	Nimbleness	2	1		3
Run	Physical	Strength	3	2		5
Language: Westron	Academic	Wits	2	6		8
Lore:Realm (Lebennin)	Academic	Wits	2	6		8
Lore:History(Lebennin)	Academic	Wits	2	6		8
Lore: devices (ships)	Academic	Wits	2	5		7
Lore: fauna (sea)	Physical	Wits	2	2		4
Climb	Physical	Strength	3	3		6
Games (wrestling)	Physical	Nimbleness	2	1		3
Jump	Physical	Strength	3	1		4
Seacraft (sailing)	Physical	Wits	2	8	1	11
Weather sense	Physical	Perception	2	3	4	9
Swim	Physical	Strength	3	5		8

Edges:

Travel sense: never loses sense of compass direction

Resolute: +1 to stamina and willpower tests

Flaws:

Stiff-necked: must spend a courage point to change mind once it's made up

Defence: 12

Health: 13

Courage: 4

Gear: leather armor (2pt damage), staff, short bow, camping gear, 100' heavy rope

Backstory: Known by his friends as Gael, Gaelindor is a gruff, stubborn, suspicious, and outspoken man. He owns one of the most successful fishing boats (the

Niema's Pride) in Berthand, and employs two crewmen (Tero and Cidur). He is fairly well-off and works hard for his position. He is a member of the town council (representing the fishermen), and many of the other council members dread when Gael has made up his mind about something. His wife, Niema, is distraught over their missing son Nathyr, and Gael will do just about anything to placate her. They have no other children. Niema has locked herself in their house and refuses to come out until Gael brings her "baby" home. While stubborn, Gael is not necessarily garrulous. He doesn't like most townsfolk, but doesn't go looking for trouble, either. He is distrustful of anyone from outside of Berthand or those who have traveled far from the town. He will listen to Ailorin and the strangers from Pelargir, but will question nearly every decision they make. If confronted with an obstacle keeping him from rescuing his son, he will do anything in his power to overcome it. His anger is deep, and can turn to rage at any time – which can make him unpredictable and perhaps dangerous.

Description: Gaelindor is not a terribly large man (5'10", 190 lbs), but is stocky, tough, and strong. His appearance is somewhat unremarkable - his brown eyes and hair do little to set him apart from his fellow villagers. His skin is dark and wrinkled from his time on the sea, and he wears his hair in a long ponytail (which is tied at the end with a leather thong holding a silver locket). He is very touchy about the locket.

Notes: _____

Weapons:

Name	Ranges	Damage	Parry Bonus	Size	Attack Bonus
Staff	n/a	2d6+2	+2	M	+5
Shortbow	5/25/50/100	2d6+2	n/a	M	+3

Wealth:

Copper pennies: ____
 Silver pennies: ____ Silver pieces: ____
 Gold pennies: ____ Gold pieces: ____

Health:

- Healthy (-0) ____/13
- Dazed (-1) ____/13
- Injured (-3) ____/13
- Wounded (-5) ____/13
- Incapacitated (-7) ____/13

Weariness:

- Hale (-0)
- Winded (-1)
- Tired (-2)
- Weary (-4)
- Spent (-8)
- Exhausted (**)