

Tathanain

Race: Dunadan

Racial Abilities:

Adaptable: +2 Willpower

The Dominion of Man: extra point of Courage

Skilled: +2 Search

Attributes:

Bearing 10 (+2)

Nimbleness 8 (+1)

*Perception 12 (+3)

Strength 8 (+1)

Vitality 9 (+1)

*Wits 10 (+2)

Reactions:

Stamina +1

Swiftness +3

*Willpower +4

Wisdom +3

Order: Noble

Order Abilities:

Deference: +2 all social skills except Inspire and Intimidate with the people of Morthond, and +1 to the same with all other peoples (not included in skill table)

Advancements: 2

Skills:

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL BONUS
Inquire (Conversation)	Social	Bearing	2	6	0	8
Insight	Social	Perception	3	2	0	5
Observe (Spot)	Physical	Perception	3	5	2	10
Search	Physical	Perception	3	7	0	10
ACmbt: Blade (Isword)	Physical	Nimbleness	1	6	0	7
Sindarin	Academic	Wits	2	6	0	8
Westron	Academic	Wits	2	6	0	8
Lore: Realm (Gondor)	Academic	Wits	2	6	0	8
Lore: History (Gondor)	Academic	Wits	2	5	0	7
Lore: Race (Men)	Academic	Wits	2	4	0	6
Lore: Group (Duned.)	Academic	Wits	2	4	0	6
Debate (Negotiate)	Social	Wits	2	2	2	6
Inspire	Social	Bearing	2	2	0	4
Intimidate (Majesty)	Social	Bearing	2	2	0	4
Persuade (Charm)	Social	Bearing	2	2	2	6
Ride (Horse)	Physical	Bearing	2	4	0	6

Edges:

Keen-eyed: +2 Observe (Spot) tests

Rank: third son of Duinhir, Lord of Morthond

Eloquent: +2 Debate and Persuade

Flaws:

Duty: to the Lord and People of Morthond

Defence: 11

Health: 10

Courage: 4

Gear: Warhorse, longsword, chainmail hauberk (absorb 6 damage), small shield, camping gear, 50sp

Backstory: Tathanain is the third son of Duinhir, the Lord of Morthond (a region in Southern Gondor), and is a fairly young man at 26 years. Always curious, Tathanain enjoys solving mysteries and puzzles. As war gathers in the East, the young Noble has discovered that he has a gift for ferreting out spies and solving difficult crimes. To this end, he has traveled from the remote region of Morthond (his home) to Pelargir and has joined the Royal Investigators, a group dedicated to discovering spies and seeking out criminals. He has brought with him a childhood friend, Oranen, and at his father's insistence he has also brought Eyandor, a trusted man-at-arms who also served as Tathanain's martial instructor. Eyandor has been charged with Tathanain's safekeeping. Oranen is a commoner, but has been a great friend of Tathanain's since they were very young and were busy making mischief in the kitchens of Duinhir's manor. Tathanain's talents have not gone unnoticed in Pelargir, and he has been sent to discover the truth about the disappearances in Berthand. He is eager to prove himself, so that he might move on to more important cases in Pelargir itself.

Description: Tathanain is tall (6'4"), and has a charming demeanor. His hair is black, and he has grey eyes. Though his people are a mixture of Dunedain and lesser Men, the ruling family of Morthond is nearly purely Dunedain. Because of this, Tathanain commands respect from the people of Gondor with his noble bearing. He has a strong and youthful face, and is not as dour-seeming as his father and brothers. He is not lacking in courage and strength.

Notes: _____

Weapons:

Name	Ranges	Damage	Parry Bonus	Size	Attack Bonus
Longsword	n/a	2d6+5	+1	M	+7

Wealth:

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

Health:

- Healthy (-0) ____/10
- Dazed (-1) ____/10
- Injured (-3) ____/10
- Wounded (-5) ____/10
- Incapacitated (-7) ____/10

Weariness:

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