

BACKSTORY: Feredir is somewhat of a specialist among the Rangers. He has long been enamoured of ancient things – especially those things that can be used as weapons against the Enemy. Most of his time is spent searching throughout ancient Arthedain for the Heirlooms of the Great Houses. He has heard of Harry’s map, and has basically invited himself along. He knows that they are traveling to the ruined manor of a minor house of Arthedain, and also knows that this House did hold some weapons of worth that were not recovered after Arthedain’s fall. He suspects that Bert is up to no good, but is not interested in a confrontation. He has discovered that the old hermit who gave Harry’s grandfather the map was actually the only known heir of this minor House. He will therefore not insist on claiming any of the treasure, but will request that Harry give him anything useful against the Enemy to be used by the Rangers. Feredir requested that Darim accompany them on the quest, because he respect Darim’s reputation and has consulted with the Dwarves occasionally on matters dealing with the artifacts he hunts.

DESCRIPTION: Feredir has black hair and steel-grey eyes. He has a hard face, but not an unhandsome one. He is tall and stern, much like the rest of his kin. His face and hands hold many scars. He is not entirely dour and serious, however, as he is quick to laugh at a good jest, and his laugh is deep and heartfelt. Those around him find it hard to resist joining Feredir when he laughs good and well.

NOTES: _____

WEAPONS:

NAME	RANGES	DAMAGE	PARRY BONUS	SIZE	ATTACK BONUS
Longsword	n/a	2d6+5	+1	M	+10
Longbow	5/30/60/150	2d6+2	n/a	n/a	+7

WEALTH:

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

HEALTH:

- Healthy (-0) ____/14
- Dazed (-1) ____/14
- Injured (-3) ____/14
- Wounded (-5) ____/14
- Incapacitated (-7) ____/14

WEARINESS:

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