

# Maxen Br udda

**Race:** Dunlending (Middle Man)

**Racial Abilities:**

Adaptable: +2 Stamina

The Dominion of Man: extra point of Courage

Skilled: +1 stonecraft, and craft:stonecarving

**Attributes:**

Bearing 4 (+0)

\*Strength 12 (+3)

\*Nimbleness 12 (+3)

Vitality 9 (+1)

Perception 8 (+1)

Wits 10 (+2)

**Reactions:**

\*Stamina +5

Willpower +2

Swiftiness +3

Wisdom +2

**Order:** Craftsman (mason)

**Order Abilities:**

Speedy Work: may spend 1 courage to halve the time to build buildings

Masterwork: buildings built are 2x stronger than normal

Advancements: 3

**Skills:**

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL BONUS
A.Cmbt:Axes (mattock)	Physical	Nimbleness	3	4	0	7
Climb	Physical	Strength	3	1	0	4
R.Cmbt:Bows (s.bow)	Physical	Nimbleness	3	1	0	4
Ride (horses)	Physical	Bearing	0	1	0	1
Survival (mountains)	Physical	Perception	1	2	0	3
Lore:language (Dunael)	Academic	Wits	2	6	0	8
Lore:lang (Westron)	Academic	Wits	2	6	0	8
Lore:Realm (Dunland)	Academic	Wits	2	6	0	8
Lore:History (Dunland)	Academic	Wits	2	6	0	8
Appraise: gems	Academic	Wits	2	4	0	6
Craft: stonecrafting	Physical	Nimbleness	3	5	2	10
Debate (bargain)	Social	Bearing	0	2	0	2
Observe (spot)	Physical	Perception	1	2	0	3
Persuade (oratory)	Social	Bearing	0	2	0	2
Smithcraft: jewelsmith	Physical	Nimbleness	3	2	2	7
Stonecraft: building	Physical	Strength	3	8	2	13
Lore: stone	Academic	Wits	2	6	0	8

**Edges:**

**Craftmaster:** +2 to all crafting skills (craft, stone, and smith)

**Flaws:** None.

**Health:** 12

**Defense:** 13

**Courage:** 4

**Gear:** mattock, camping gear, shortbow, letter of recommendation, horse

**Backstory:** Maxen Brudda is a very talented stoneworker from Dunland. He is successful, but does not like the political situation in his homeland. He does not want his people to go to war, but he knows it is coming. He fears for his family, so he has decided to come north to see if there is someplace he can settle his family. His wife and four children are staying with relatives while he scouts for a place to settle. On the way north, he came across an abandoned wagon on the Greenway. When he stopped to investigate, he found a dead man and the belongings of a family strewn about – there were apparently survivors, because he could find no other victims. He buried the unfortunate man, and quickly came north to Bree (only two days’ travel), telling everyone on the way what he had found. He wishes to find those responsible so that he can safely move his family to Breeland – he has discovered that many are in need of a stonemason, and there is little talk of war. He quickly convinces Tom Oakroot, Harry Milkvine, and Rory Hedgehill to join him (he is quite amused by Hobbits, but has learned to respect them after having been thwacked by a frying pan wielded by an angry old cook). He plans on at least finding out what’s happened. When confronted by Feredir and Thorlag, he does his best to convince them that he and his new friends should come along, and succeeds (with Tom’s help).

**Description:** Maxen is typical of his race (short and dark-complexioned) in everything but his strength. He is very strong for such a short (5’4”) man. His hair is black, his eyes are brown, and he is fairly stocky (155 lbs). He has very large and strong hands.

**Notes:** \_\_\_\_\_  
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**Weapons:**

Name	Ranges	Damage	Parry Bonus	Size	Attack Bonus
Mattock	n/a	2d6+4	+0	M	+7
Shortbow	5/25/50/100	2d6+2	n/a	S	+4

**Wealth:**

Copper pennies: \_\_\_\_  
 Silver pennies: \_\_\_\_ Silver pieces: \_\_\_\_  
 Gold pennies: \_\_\_\_ Gold pieces: \_\_\_\_

**Health:**

- Healthy (-0) \_\_\_\_/12
- Dazed (-1) \_\_\_\_/12
- Injured (-3) \_\_\_\_/12
- Wounded (-5) \_\_\_\_/12
- Incapacitated (-7) \_\_\_\_/12

**Weariness:**

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