

# Thor alag

**Race:** Dunadan

**Racial Abilities:**

**Adaptable:** +2 Stamina

**The Dominion of Man:** +1 courage point

**Skilled:** +1 rank to A.Cmbt:Blades and Lore: Rangers

**Attributes:**

\*Bearing 10 (+2)

Nimbleness 10 (+2)

Perception 8 (+1)

Strength 8 (+1)

Vitality 9 (+1)

\*Wits 12 (+3)

**Reactions:**

Stamina +3

Swiftiness +2

Willpower +3

\*Wisdom +4

**Order:** Loremaster

**Order Abilities:**

**Vala Virtue:** Orome (see p.87)

**Ancient Scripts:** see p. 86

**Spellcasting:** Healing Spell (p182) x1, Kindle Fire (p183) x1

**Advancements:** 7

**Skills:**

SKILL	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	SKILL RANK	MISC. MODIFIER	TOTAL BONUS
A.Cmbt:Blade (l.sword)	Physical	Nimbleness	2	8	0	10
R.Cmbt:Bow (l.bow)	Physical	Nimbleness	2	5	0	7
Lore:Group (Rangers)	Academic	Wits	3	6	1	10
Climb	Physical	Strength	1	1	0	2
Run	Physical	Strength	1	1	0	2
Swim	Physical	Strength	1	1	0	2
Lore:lang (Westron)	Academic	Wits	3	6	1	10
Lore:lang (Sindarin)	Academic	Wits	3	6	1	10
Lore:hist (Arnor)	Academic	Wits	3	6	1	10
Lore:realm (Arnor)	Academic	Wits	3	6	1	10
Lore:realm (Angmar)	Academic	Wits	3	5	1	9
Debate (parley)	Social	Bearing	2	1	0	3
Healing (herbal)	Physical	Wits	3	5	0	8
Insight	Social	Perception	1	1	0	2
Lore:lang (Quenya)	Academic	Wits	3	5	1	9
Lore:hist (Elves)	Academic	Wits	3	3	1	7
Lore:Valar (Orome)	Academic	Wits	3	4	1	8
Observe (spot)	Physical	Perception	1	3	0	4
Perform (composition)	Social	Bearing	2	1	0	3
Persuade (oratory)	Social	Bearing	2	1	0	3
Weather-sense	Physical	Perception	1	1	0	2
Stealth (surveil)	Physical	Perception	1	2	0	3
Survival (tundra)	Physical	Perception	1	3	0	4
Track (orcs)	Physical	Perception	1	3	0	4

**Edges:**

**Wise:** +1 to all lore skills and to wisdom

**Flaws:** None

**Health:** 10

**Defense:** 12

**Courage:** 4

**Gear:** longsword (+1 damage), chain armor (+1, 6 dmg), small shield, camping gear, healing herbs (3)

**Backstory:** Thoralag was raised in Rivendell. He is the son of a Ranger, but showed an early interest in lore. Over the years he learned much from the Elves, and as he studied the history of his own people and lands he became convinced that there would be another threat from the north in Angmar. He continued to study the histories, but also began training himself for a journey to the land of the ancient enemy of the Dunedain. He did eventually make an initial trip to Angmar, and noted that though there were, indeed, orcs there, there was no figure of Power to direct them. Nonetheless, Thoralag remains dedicated to the eventual cleansing of this ancient seat of evil. He has begun spending more and more time training to be a Ranger – learning the martial skills of his ancestors. To that end, he has begun investigating rumors that to the south of Breeland, along the Greenway, groups of bandits are beginning to form. As the flow of immigration from the south increases, so too do the reports of evildoers waylaying travelers. Thoralag suspects that there might be some central power behind the growth of the bandit bands, and wishes to begin dismantling them to learn if this is so.

**Description:** Thoralag is tall (6'1") but lithe (170 lbs). His hair is black and his eyes are grey. He has a kind face, and often smiles gently. When kindled to anger, though, his eyes flash and his brow furrows – his mood can not then be mistaken.

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

Name	Ranges	Damage	Parry Bonus	Size	Attack Bonus
Longsword	n/a	2d6+6	+1	M	10
Longbow	5/30/60/150	2d6+2	n/a	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 (\*\*)