

# Tom Oakroot

**Race:** Man of Bree (Middle Man)

**Racial Abilities:**

**Adaptable:** +2 Swiftess

**The Dominion of Man:** extra point of Courage

**Skilled:** +2 Acrobatics:Tumble

**Attributes:**

Bearing 10 (+2)

Nimbleness 9 (+1)

Perception 8 (+1)

Strength 8 (+1)

Vitality 7 (+0)

Wits 9 (+1)

**Reactions:**

Stamina +1

Swiftess +3

Willpower +2

Wisdom +2

**Order:** Minstrel

**Order Abilities:**

**Jugglery:** +2 Acrobatics, Games, Legerdemain, and R.Combat:Thrown

**Advancements:** 4

**Skills:**

| SKILL                   | TEST CATEGORY | ATTRIBUTE  | ATTRIBUTE MODIFIER | SKILL RANK | MISC. MODIFIER | TOTAL BONUS |
|-------------------------|---------------|------------|--------------------|------------|----------------|-------------|
| Perform: sing           | Social        | Bearing    | +2                 | +3         | +0             | +5          |
| Observe: spot           | Physical      | Perception | +1                 | +2         | +0             | +3          |
| A.Combat: longsword     | Physical      | Nimbleness | +1                 | +4         | +0             | +5          |
| Debate: bargain         | Social        | Wits       | +1                 | +1         | +0             | +2          |
| Persuade: Oratory       | Social        | Bearing    | +2                 | +3         | +0             | +5          |
| Language: Westron       | Academic      | Wits       | +1                 | +6         | +0             | +7          |
| Lore: Breeland songs    | Academic      | Wits       | +1                 | +5         | +0             | +6          |
| Lore: Breeland history  | Academic      | Wits       | +1                 | +5         | +0             | +6          |
| Lore: Breeland myths    | Academic      | Wits       | +1                 | +5         | +0             | +6          |
| Lore: Shire myths       | Academic      | Wits       | +1                 | +5         | +0             | +6          |
| Lore: Shire songs       | Academic      | Wits       | +1                 | +2         | +0             | +3          |
| Acrobatics: Tumbling    | Physical      | Nimbleness | +1                 | +2         | +4             | +7          |
| Games: Gambling         | Physical      | Wits       | +1                 | +2         | +0             | +3          |
| Legerdemain: Prestidig. | Physical      | Nimbleness | +1                 | +3         | +2             | +6          |
| Mimicry: Voices         | Physical      | Bearing    | +2                 | +1         | +0             | +3          |
| Perform: tambor         | Social        | Bearing    | +2                 | +3         | +0             | +5          |
| R.Combat: Thr.knife     | Physical      | Nimbleness | +1                 | +4         | +2             | +7          |
| Stealth: hide           | Physical      | Nimbleness | +1                 | +3         | +0             | +4          |
| Language: Sindarin      | Academic      | Wits       | +1                 | +2         | +0             | +3          |

**Edges:**

**Travel Sense:** never get lost in area you've been, never lose N/S/E/W

**Honey Tongued:** +2 social skills when pleasant speech is involved

**Quickdraw:** drawing weapon is one free action per round

**Flaws:** None.

**Health:** 8

**Defense:** 11

**Courage:** 4

**Gear:** Tambor, throwing knives (5), longsword, pony, camping gear, several costumes, tumbling paraphernalia, cooking gear, pipe and weed, pallet

**Backstory:** Tom Oakroot is a rarity in these times – a traveling performer, though he hails from right here in Bree. He most commonly travels between Bree and the Shire, but has made some trips farther afield – even as far as Dunland on one occasion where he was received poorly. He would dearly like to make another go at winning the southern folk over. To that end, he has agreed to help Maxen out (and has drafted his friends Harry and Rory to help him out). He has already composed a popular song about their exploits in the haunted manor, and wants to be there to see what happens on this outing. He was actually deeply touched by Maxen’s concern for his family’s well-being, and feels that it is his place to help since he’s got no family of his own.

**Description:** Tom is a fairly tall man (nearly 6 foot!), and is lithe and quick. His hair is a shocking red and he has pale blue eyes and freckles. He is very good with people, and can insert himself almost effortlessly into any conversation (which he often does).

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

| Name            | Ranges     | Damage | Parry Bonus | Size | Attack Bonus |
|-----------------|------------|--------|-------------|------|--------------|
| Longsword       | n/a        | 2d6+5  | +1          | M    | +5           |
| Throwing Knives | 5/10/20/40 | 2d6+2  | n/a         | S    | +7           |

**Wealth:**

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

**Health:**

- Healthy (-0) \_\_\_\_/8
- Dazed (-1) \_\_\_\_/8
- Injured (-3) \_\_\_\_/8
- Wounded (-5) \_\_\_\_/8
- Incapacitated (-7) \_\_\_\_/8

**Weariness:**

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