



Campaign/
Adventures

Overview

Legend of Modern Earth

The Darkening

The seas of the Earth grow dark as the Silmaril Maglor threw into the sea finally washes up on the East Coast, lighting the surface of the Earth like a beacon. Communications satellites are blinded all over the planet. From his imprisonment in the Outer Void, beyond the Walls of the World, where he has been since the end of the First Age, Melkor is finally able to see the Arda within the Circles of the World, illuminated by the Silmaril, and a way out of the Timeless Void, and casts an orb of evil magic at the planet. This breaches a hole in the Outer Void into our world, allowing magic from Ages past to seep into the Seventh Age.

The meteor-sized magical orb hits the earth's surface in Baja California. Large amounts of dust kicked up into the atmosphere from the impact blocks sunlight from reaching the Earth's surface over California, and creeps eastward. It is the manifestation of Melkor's evil power. Melkor's darkening magic effects electrical light, and without it, California is in perpetual darkness. People speculate that the impact of a meteor or some terrorist missile has destroyed the West Coast's power grid, causing snarling traffic and the shutdown of transit and communication systems. Melkor establishes Ún Utumno (New Utumno) in Los Angeles.

Dwarves of "Blog-Dûn" (Black Dome, in the Catskills) find the Silmaril and bring it to Alatar (a/k/a Morinehtar or "Darkness-slayer") the White, formerly one of the Ithryn Luin (Blue Wizards). (What happened to Pallando, a/k/a Romestamo or "East-helper"?)

All over the world, Goblins and Orcs return to the surface, wreaking havoc. Scott (former member of the "Horse Lords") encounters them as they steal a motorcycle from outside a roadside bar north of NYC.

The dragon Madderdaug, asleep since the Fourth Age, awakens on the East Coast & wants to add the Silmaril to his hoard. The disruption in modern communications and surveillance equipment disables authorities from spotting it during its nighttime rampages.

Alatar tells the Dwarves of the Darkness of Melkor and suggests that the Silmaril can be used to fight against it. The light of the Silmaril is too seductive to bear, so Alatar suggests choosing a Hobbit as the Light-Bearer...Steve. There is a meeting at Steve's house, much like in *The Hobbit*, where they convince him to go with them. They can sweeten the deal with Sting, which they can either give to Steve, or which may be part of the dragon's hoard. Honoring Thorin's debt to Bilbo, the dwarves can say they're going to help Steve acquire his birthright (if appropriate) the way Bilbo helped Thorin recover his.

The Council of Elrond learns from Galadriel ("I amar prestar aen, han mathon ne nen, han mathon ne chae, a han noston ned 'wilith."; "The world is changed; I can feel it in the water, I can feel it in the earth, I can smell it in the air.") of Melkor's finding his way from Outer Void into Arda and suspects (mistakenly) that perhaps a Palantír has surfaced, and allowed Melkor to see Earth from the Outer Void, and escape. Matt is sent from Valinor to sail to the East Coast as a scout, find the Palantír, and report with it back to the Council. He is to deliver it to its rightful owner, the Last Scion of the Dúnedain, and alert him of the evil of Melkor. Matt meets Steve & the Dwarves in battling the dragon, & in slaying it, it crashes into the Empire State Building. People think it was another terrorist plane crash, causing the FAA to shut down all airlines. Matt discovers from the Dwarves, Steve & Alatar that it was not a Palantír that washed up, but a Silmaril. This is bad because now Matt has no way to communicate back with Elrond. But Alatar info dumps to Matt (& Steve) about Melkor's Darkness in the West, and explains that the Silmaril is the only weapon that can dispel it.

- In the mundane setting of Modern Earth, however, each use of the Silmaril – by its very exposure – drains it of its magic. If too much is drained, it will not be potent enough to quell the Darkness at the end.

Alatar, Gymbylwyck, Veryardamir, Grim, Jacob, Thain Cubbie Ottabuck & the 3 Dwarves must create a Fellowship of the Light to bear the Silmaril, greatest of the elfstones save Eärendil the Evening Star, to Fiin Utumno ("New Utumno" in the Black Speech) in the West to vanquish Melkor's Darkness.

The adventure/campaign culminates in the Dagor Dagorath, the End of Days.

Flavor:

The elves name Matt "Veryardamir" which means "who dares into Arda"

Dwarves of "Blog-Dûn" (Black Dome, in the Catskills):

Burinn (son) Strifespear, son of Yngvi (lordly)

Uni (calm), son of Loni (dawdler)

Uri (smith), son of Barri (clumsy)

Council of Ingwë (set at the two trees, Telperion & Laurelin):

Ingwë, High King - gives Veryardamir the boat Alquarâmë ("Swan-Wing," a boat that can ride on any waters)

Elrond - gives Veryardamir Miruvor, the cordial of Imladris

Galadriel - gives Veryardamir lembas

Sam - gives Veryardamir athelas (kingsfoil)

Frodo - gives Veryardamir a Rope of Lothlórien

Legolas - gives Veryardamir the Longbow of the Galadhrim

Gimli - gives Veryardamir the Amulet of Gimli Elf-Friend, which he asks to pass onto his kin

Olórin (Gandalf) - gives Veryardamir Westmansweed (Old Toby) and a pipe

The Ringwraiths are now 8 in number and led by Khamûl, since Éowyn & Merry slew the Witch King.

Plot Ideas:

The Entwives

Alatar is killed while traveling with the Fellowship, but not before sending a bird messenger to Pallando the Grey, who returns in his stead when the party most needs him.

Session Outlines

Chapter One: The Darkening of Arda

Leonidas takes onto the path to Ingwë's Halls in Valmar, & **Elves converge** to watch, calling him Veryardamir

- He passes the **shadow of Ilmarin** (Manwë's Halls) upon Taniquetil (High White Peaks)
- Enters the Halls for **exposition re: his quest**
- Each council member **gives Veryardamir a gift** for his journey across the Great Sea

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Legolas - gives Veryardamir his Elven Cloak

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In the Shire (Brandywine River in DE), **Farmer Ham calls for help as his crops burn.**

- Thain **Cubbinbold & Shirriffs try to help** but to no avail.

Thain Cubbinbold "Cubbie" Ottabuck

Shirriff Nobbin Goodbody

Shirriff Dowdy Fastham

Shirriff Griffon Cotton

- 1 wk. later Cubby escorts **Uni** (son of Loni) & **Uri** of the Black Hand (son of Barri) to Gymby
- **Burinn Strifespear**, son of Yngvi, & **Alatar** arrive separately ("Blog-Dûn," Black Dome, Catskills)
- they explain that "**Darkness**" has overtaken Arda & suggest that the Silmaril can be used to fight it
- the light of the **Silmaril is too seductive** to bear, so Alatar suggests Gymbylwyk as the Light-Bearer
- Cubbie fetches **Sting & Bilbo's mithril coat** from the mathom-house

Jacob is a diner in Mid-Town at 3 am to return to Queens

- while walking to the subway, sees **car driven into Columbus Circle fountain**
- **sees bulldozer** blocking donut shop on his way to the 1/9 to Times Square (& R/N to Queens)
- **goblins steal the subway train** & Jacob thinks it's terrorists
- train crashes at Battery Park where **Veryardamir arrives** in the Hudson River
- he **understands no one** & can read nothing (not in the Tengwar script)
- **punks tease him** (gets into a fight with some thugs)
- he **finds Jacob** & helps him fight goblins

Somewhere in the **Meadowlands**, **Gymby & co. must rest.** They see the dragon.

- All the PCs **converge on the Dragon** for a climactic battle

Chapter Two: The Desolation of Madderdaug

Alatar leads the Fellowship through the **Lincoln Tunnel, which is closed** due to fear of terrorist attack

- **they are unseen**, per Alatar's magic
- **goblins race** into the tunnel in stolen vehicle, killing guards, & battle ensues
- **Alatar can't help** because he must keep his magic veil up

Leonidas & Jacob walk to R/N Train to Queens

- **2d4 punks** pick on them in subway train; combat ensues

In the tunnel, other goblins drive an **explosive tanker** through, & it blows up, collapsing the tunnel around them

- **Alatar's magic protects** them
- the **Dwarves must tunnel** out; it takes until nightfall

Leonidas & Jacob **make it to Queens** & chit chat

The **dragon attacks**, drawing all the party members to it.

Maddaraug & Alatar's Info Dump:

Alatar: Calls Maddaraug "**Dale's Bane**" & says he's lain waste to the Realm of Men from the Mountains to the Coast.

Maddaraug:

- scoffs at the name "**Dale's Bane**" – he razed Dale to find the last scion of the **Dúnedain**; he can smell his **watered-down Elvish blood** from here. The Age of Men has ended, and I am the **catalyst of doom**
- calls Alatar "**Darkness-Slayer**" (Morinehtar) & mocks him: How did he earn that name, or the rank of **White Wizard** when he and **Pallando East-Helper** (Romestano) so soundly failed as **Blue Wizards** to turn the hearts of **Men of the East** from Sauron. He failed then and he'll fail again now.

Alatar: "I shall not fail this time. I am the **servant of the secret fire**, wielder of the **flames of Telperion and Laurelin**. The **Dark Fire** will not avail you, **Flame of Udûn!**"

Lay of the Popcorn Lady:

*A Popcorn Heri
Silivren popcorn penna míriel
O menel aglar*

[O Popcorn Ladi,
White glittering slivers of popcorn down
sparkling like jewels from firmament glory]

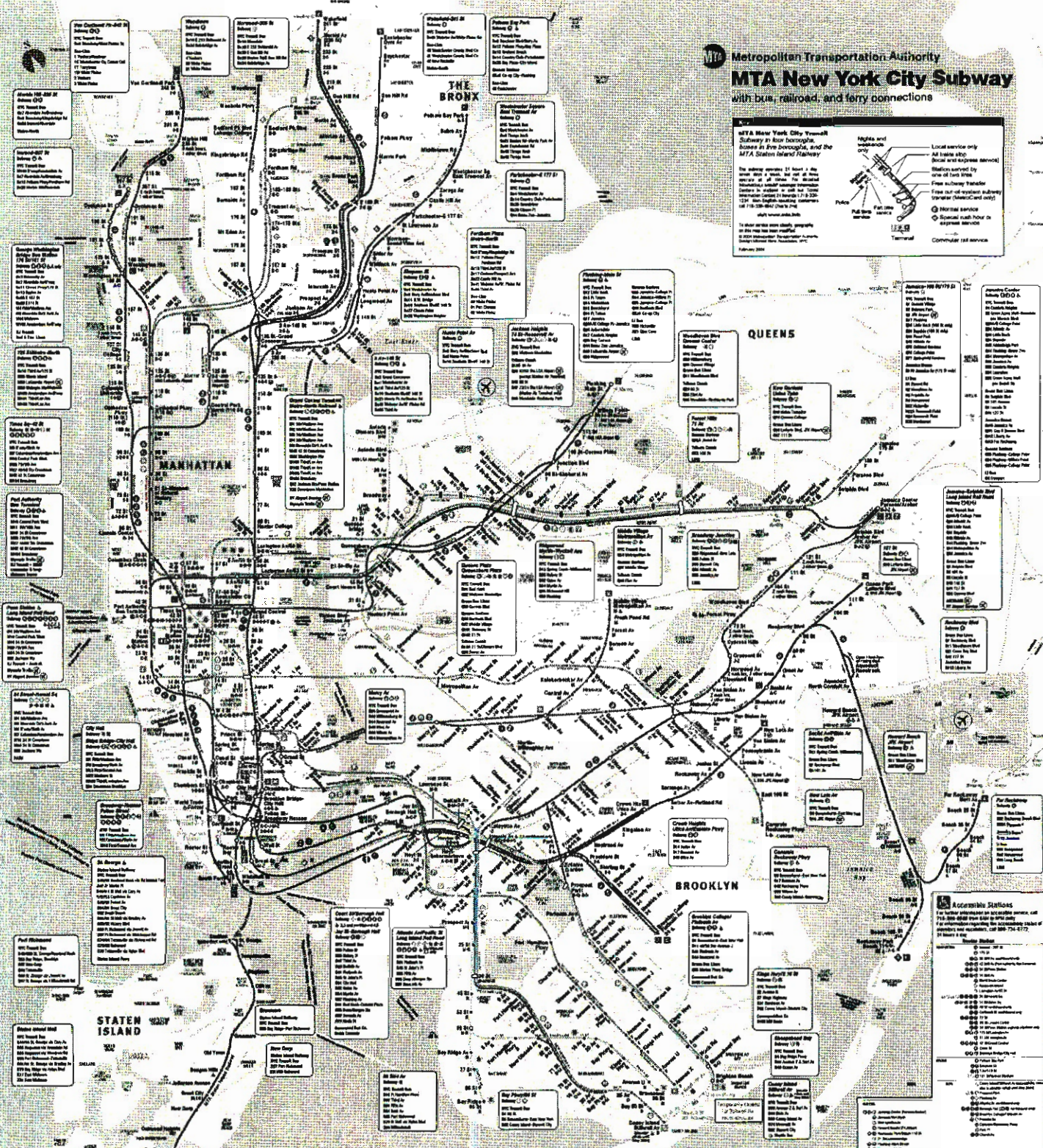
MTA New York City Subway

with bus, railroad, and ferry connections

MTA New York City Transit
Subway in five boroughs, and the
MTA Staten Island Railway



February 2004



**• FULL SERVICE RESTORED OVER
MANHATTAN BRIDGE ON FEBRUARY 22**

Express service is extended along 6 Ave to Grand Street in Manhattan and to Grand Street in Brooklyn, replacing the 6 Ave to Grand St. Express service is extended south to 96th Street in Queens and to the Manhattan Bridge for service into Brooklyn. A new line from Astoria, Queens to Manhattan is identified. All routes unchanged. This map shows the new service patterns.

Route	Hours	Middays	Evenings	Weekends	Late Nights	Route	Hours	Middays	Evenings	Weekends	Late Nights
1	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	2	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
2	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	3	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
3	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	4	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
4	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	5	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
5	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
6	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	7	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
7	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	8	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
8	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	9	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
9	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	10	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
10	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	11	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
11	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	12	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
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13	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	14	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
14	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	15	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
15	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	16	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
16	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	17	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
17	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	18	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
18	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	19	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
19	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	20	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
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24	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	25	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
25	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	26	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM
26	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM	27	6:00 AM	6:00 AM	6:00 AM	6:00 AM	6:00 AM

Scott:

Amulet of Gimli Elf-Friend: Galadriel gave Gimli three strands of her hair, which he promised to set in imperishable crystal as an heirloom of his house. The amulet, when shown, grants the wearer a +3 bonus to CHA-based skill checks when dealing with Elves or Dwarves. The Amulet also receives (or grants to the carrier's throw) a +3 bonus to all Saving Throws to resist damage to the device.

Athelas (a/k/a "King's Foil"): Use of the healing herb athelas, with its pungent and refreshing fragrance, by anyone with the Heal skill provides a +2 on that character's Heal skill checks, +5 if the attending character is the rightful heir of the throne of the Dúnedain.

Cloak of Lothlórien: As cloak of elvenkind (grants +10 to Hide).

Lembas: The waybread of the Elves. The secret of its making was originally held by Melian of Doriath, but this secret was passed on to Galadriel and possibly others. When one relies on lembas & does not commingle it with other food, it feeds the will & gives strength to endure, to master sinew and limb without measure, granting a +2 to Will and Fortitude Saves.

Rope of Lothlórien: as a rope of climbing, 60' long, can sustain 3000 lbs, snakes in any direction upon command at 10'/rnd, attaching, knotting & unfastening as user desires. It can be commanded to knot at 1' intervals, shortening the rope to 50', but reducing climb DCs by 10. A user must hold the rope at one end to invoke the magic.

=====

Steve:

Sting: This Elven blade, forged in the dark ravines of lost Beleriand, is little more than an outsized dagger for beings of man-size or larger, but makes a fine sword for a hobbit. Discovered by Bilbo Baggins in a troll-hoard, it served the hobbit well in his adventures. He subsequently passed it on to his heir, Frodo, who bore it through many trials. He, in turn, passed the blade to his faithful companion Sam Gamgee, who had grievously wounded the great demonic spider Shelob with it. Sting is a +3 Keen (doubles the critical threat range), Orc-Bane Shortsword (ie. +5 to Hit, +2d6+3 damage vs. Orcs) that glows blue in the presence of orcs. The closer the orcs are to Sting, the more brightly it glows; this detection ability extends out to approximately 1000 feet.

Mithril Shirt - This lightweight, beautifully made chain shirt was made for a young Elf-prince of a long-gone age. It was given to Bilbo Baggins by Thorin Oakenshield from the hoard of the great dragon Smaug, and Bilbo passed it on to Frodo years later. It is a Moderate Fortification Chain Shirt +2 (no skill penalties, +6 max Dex, 10 lbs.)

Goblins

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

Bonus Feat: Goblins are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Goblins read, write, and speak Goblin.

Goblin: CR 1/4, Small humanoid, HD 1d8, hp 4; Mas 11; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 leather jacket); BAB +0; Grap -5; Atk +0 melee (1d2-1, slam or 1d4-1, knife); Full Atk +0 melee (1d2-1, slam or 1d4-1, knife), or +2 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep -0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Colt Python (.357 revolver), 25 rounds of .357 ammunition, hip holster, basic walkie-talkie.

Advancement: By character class.

Goblin Fast Hero 3: CR 3, Small humanoid, HD 3d8, hp 17; Mas 11; Init +2; Spd 35 ft.; Defense 18, touch 17, flat-footed 16 (+1 size, +2 Dex, +4 class, +1 leather jacket); BAB +2; Grap -3; Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton); Full Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +3, Ref +4, Will +1; AP 1; Rep +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +8, Knowledge (streetwise) +2, Listen +3, Move Silently +6, Read/Write Goblin, Sleight of Hand +5, Speak Goblin, Spot +3, Tumble +5.

Feats: Alertness, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, Increased speed.

Possessions: Metal baton, Desert Eagle (.50AE auto-loader), 25 rounds of .50AE ammunition, windbreaker, concealed carry holster, basic walkie-talkie.

Thugs

Low Level Street Punk (Fast Ordinary 1/Tough Ordinary 1) [277]

HP: 14

Init +2

Atk +2 Melee (1d6+1 non-L or 1d4+1 / 19-20, Knife); Grapple +1

+2 Ranged (rock 1d2, bottle 1d3, brick 1d4, garbage can 1d6);

Def: 17 w/leather jacket (16 Touch, 15 Flat-foot)

Spd 30 ft

Fort +3, Ref +3, Will +1

Str 13, Dex 15, Con 14, Int 8, Wis 12, Cha 10

Skills: Drive +4, Hide +4, Intim +2, Knowl (Streetwise)

+2, Move Silent +4 Read/Write English, Speak English,

Speak Spanish, Sleight of Hand +4

Feats: Brawl, Simple Weapons Proficiency

Madderaug:

HP: 59

4C: 16 (+6 natural)

Fort: +7

Ref: +5

Will: +5

Attacks: +10, 1 Bite (1d4+3) &
+5, 2 Claws (1d3+1)

Skills: Bluff +8, Concentration +9, Diplomacy +8, Escape Artist +8, Jump +7, Knowledge (Arcana) +8,
Listen +11, Spot +12, Search +9

Feats: Alertness (+2 Listen & Spot), Cleave (drop one foe, attack another)

Frightful Presence: Will Save @ 17 or panic for 4d6 rounds

Blindsight: can "see" w/other senses up to 30 feet

Keen Vision: can see 4x as well in low-light; 2x as well in low light; Darkvision to 100'

Flyby: take move action & other partial action at any point during move

Hover: able to attack with bite and all four feet (as claws); create detritus cloud in 30' hemisphere
- creatures in hemisphere blinded until 1 rnd after emerging (Con @ DC 13 to cast spells)

Snatch: +2 to Grab Atk, deal damage each round (double bite if does nothing else)

- drop as free action

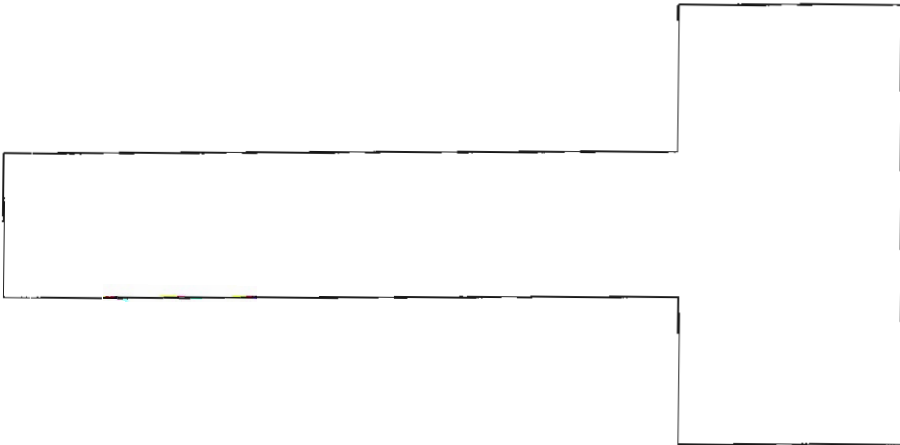
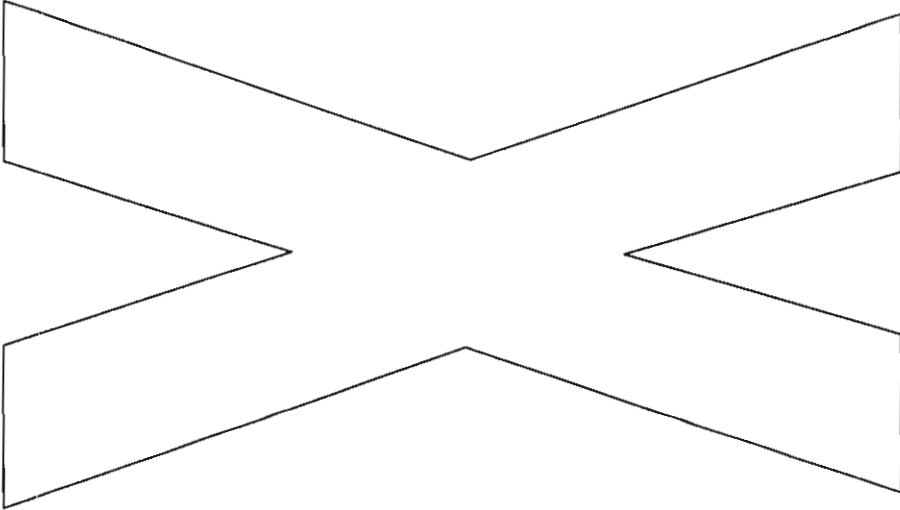
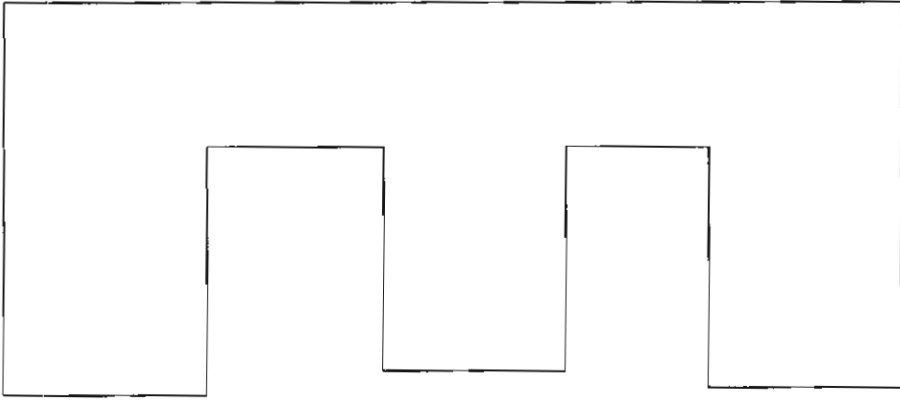
- fling as standard action (victim travels 10' & takes 1d6 dam or takes falling, whichever is greater)

Wingover: change direction quickly once each round

Locate Object: once per day; casting time 1 action, range 440' r, duration 1 minute, lead blocks it

- for a specific object, caster must have seen it

Speed: 40' / 150' fly



100 Aire pts
90

Chapter Three: ~~Dale's Bane~~

Everybody fights Madderaug.

- When Simon and Leonidas arrive, Madderaug smells elf-blood from both of them.

Madderaug & Alatar's Info Dump:

Alatar: Calls Madderaug "**Dale's Bane**" & says he's lain waste to the Realm of Men from the Mountains to the Coast.

Madderaug:

- scoffs at the name "**Dale's Bane**" – he razed Dale to find the last scion of the **Dúnedain**; he can smell his **watered-down Elvish blood** from here. The Age of Men has ended, and I am the **catalyst of doom**

- calls Alatar "**Darkness-Slayer**" (Morinehtar) & mocks him: How did he earn that name, or the rank of **White Wizard** when he and **Pallando East-Helper** (Romestano) so soundly failed as **Blue Wizards** to turn the hearts of **Men of the East** from Sauron. He failed then and he'll fail again now.

Alatar: "I shall not fail this time. I am the **servant of the secret fire**, wielder of the **flames of Telperion and Laurelin**. The **Dark Fire** will not avail you, **Flame of Udûn!**"

Madderaug:

HP: ~~50~~ 53 46 35 19 3
AC: 16 (+6 natural)

Fort +7, Ref +5, Will +5

Speed: 40' / 150' fly

Attacks: +10, 1 Bite (1d4+3) &
+5, 2 Claws (1d3+1)

Skills: Bluff +8, Concentrate +9, Diplomacy +8, Escape Artist +8, Jump +7, Know. (Arcana) +8, Listen +11, Spot +12, Search +9

Feats: Alertness (+2 Listen & Spot), Cleave (drop one foe, attack another)

Frightful Presence: Will Save @ 17 or panic for 4d6 rounds

Blindsight: can "see" w/other senses up to 30 feet

Keen Vision: can see 4x as well in low-light; 2x as well in low light; Darkvision to 100'

Flyby: take move action & other partial action at any point during move

Hover: able to attack with bite and all four feet (as claws); create detritus cloud in 30' hemisphere

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Snatch: +2 to Grab Atk, deal damage each round (double bite if does nothing else)

- drop as free action

- fling as standard action (victim travels 10' & takes 1d6 dam or takes falling, whichever is greater)

Wingover: change direction quickly once each round

Locate Object: once per day; casting time 1 action, range 440' r, duration 1 minute, lead blocks it

- for a specific object. caster must have seen it

All are lost in the battle save the PCs and Alatar

- With his last breath, Cubbie beseeches Gymblywyck to save the world

Alatar recognizes ^{Jacob} Simon as Dúnedain.

- Alatar info dumps on ^{Jacob} Simon and Leonidas about the razing of Dale, etc.

Alatar urges the company to proceed West while he scouts ahead; he'll meet with them again.

- Let the company choose their route.

- If there's time, have goblins be stealing Simon's car in Queens when they get there.

Alatar info dumps about the razing of Dale, etc.

Alatar urges the company to **proceed West while he scouts ahead**; he'll meet with them again.

- Let the company **choose their route**.

Goblins (2d6 in number) are **stealing Jacob's car** in Queens when they get ready to leave

- Goblins **may crash the car**...if so, that will effect how they travel

Goblins

Skill Bonus: Goblins gain a +4 species bonus on Move Silently checks.

Bonus Feat: Goblins are keenly aware of their surroundings and receive the bonus feat Alertness.

Automatic Language: Goblins read, write and speak Goblin.

Goblin: CR 1/4; Small humanoid. HD 1d6. hp 4. Mas II; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 leather jacket); BAB +0; Grap -5; Atk +0 melee (1d2-1, slam or 1d4-1, knife); Full Atk +0 melee (1d2-1, slam or 1d4-1, knife), or -2 ranged (2d6, Colt Python); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +2, Ref +1, Will +0; AP 0; Rep +0; Str 8, Dex 13, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +6, Listen +3, Move Silently +4, Read/Write Goblin, Speak Goblin, Spot +3.

Feats: Alertness, Simple Weapons Proficiency.

Possessions: Knife, Colt Python (357 revolver), 25 rounds of 357 ammunition, hip holster, basic walkie-talkie.

Advancement: By character class.

Goblin Fast Hero 3: CR 3; Small humanoid. HD 3d8. hp 17; Mas II; Init +2; Spd 35 ft.; Defense 18, touch 17, flat-footed 16 (+1 size, +2 Dex, +4 class, +1 leather jacket); BAB +2; Grap -3; Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton); Full Atk +2 melee (1d2-1, slam or 1d6-1/19-20, metal baton), or +5 ranged (2d8, Desert Eagle); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ darkvision 60 ft.; AL evil, tribe; SV Fort +3, Ref +4, Will +1; AP 1; Rep +1; Str 8, Dex 14, Con 11, Int 10, Wis 11, Cha 8.

Skills: Hide +8, Knowledge (streetwise) +2, Listen +3, Move Silently +6, Read/Write Goblin, Sleight of Hand +5, Speak Goblin, Spot +3, Tumble +5.

Feats: Alertness, Dodge, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents (Fast Hero): Evasion, increased speed.

Possessions: Metal baton, Desert Eagle (50AE auto-loader), 25 rounds of 50AE ammunition, windbreaker, concealed carry holster, basic walkie-talkie.

Verne Shillinger

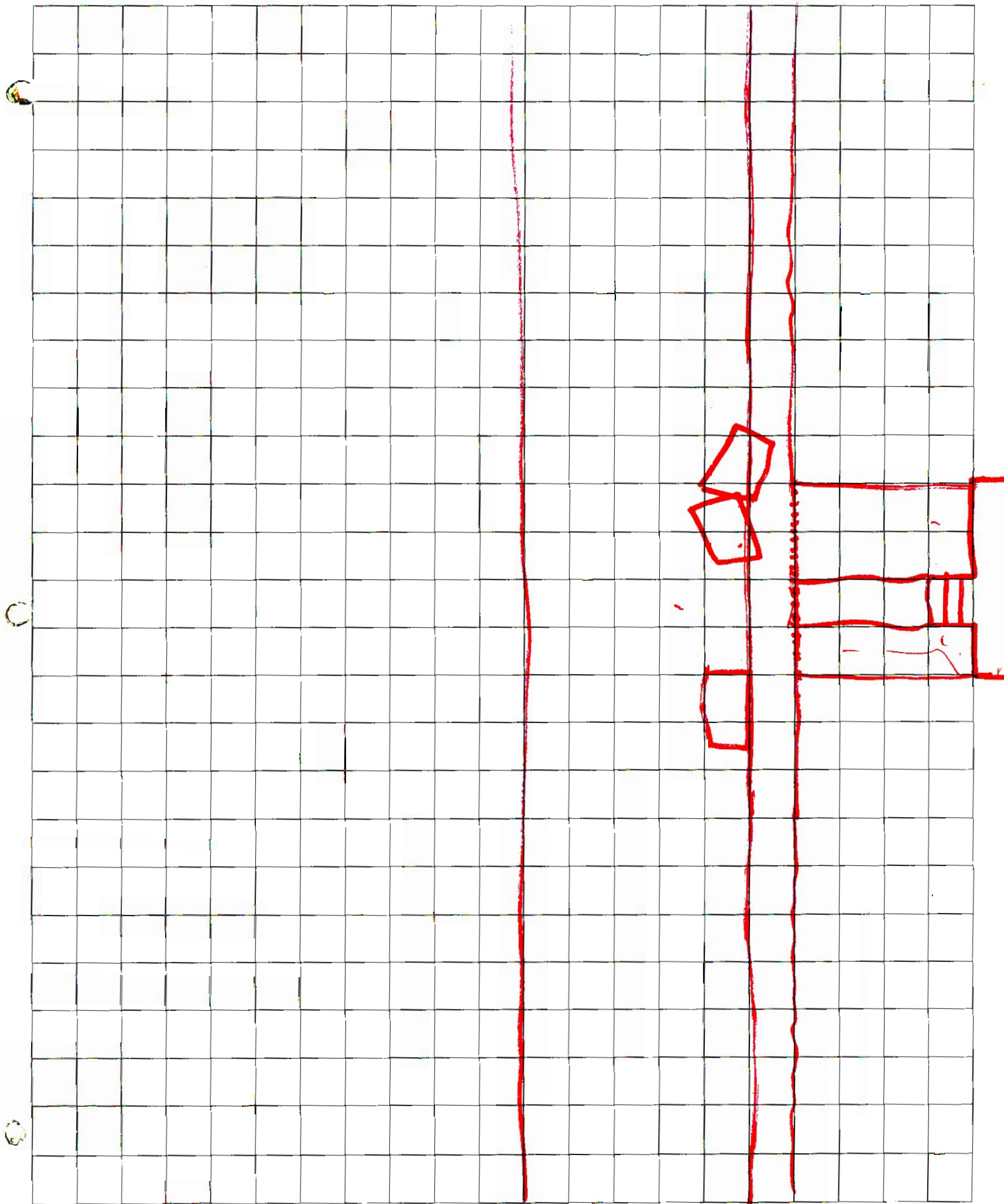
21 Stewo
20 Leonidas
16 Jacob
17 Cobby
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~~Dead~~

11 Goblins

3 Alatar

Silmaril has 90/100 Are pts.



Played: 9/1/04

Chapter Five: ~~Shadows of the Past~~ **Barreling Out of Bend**

The company heads toward Dale & is attacked by Goblins, who blow out the tire of the pickup with **caltrops**

The party has an **easy victory over the Goblins**

CR ¼; Small Humanoid (orc); HD 1d8; hp 5; Init +1 (Dex); Spd 20ft; AC 16 (+3 studded, +1 size, +1 Dex, +1 small wooden shield); Melee shortsword +1 (1d6-1/crit 19-20/x2); Ranged shortbow +3 (1d6/crit x3); SQ darkvision, light sensitivity; AL NE; SV Fort +2, Ref +1, Will +1; Str 8, Dex 13, Con 11, Int 10, Wis 12, Cha 8. Skills and Feats: Hide +6 (2), Listen +5 (2), Spot +3, Move Silently +4 (4); Alertness. Equipment: studded leather, small wooden shield, shortsword, shortbow, 20 arrows.

- Cubbie blows a **horn**.

A **HORDE of Hobgoblin Warg-riders** emerge over a bank in response to the war horn.

A race of Orcs that inhabited the Misty Mountains. They were of a recognizably different kind to other Orcs, being somewhat larger than most, and well adapted for life in their tunnels beneath the Mountains. Their most important contribution to history was at the beginning of the Third Age, when they descended from their Mountains to attack Isildur as he rode home from the War of the Last Alliance. Thus, the Orcs of the Mountains were directly responsible for the loss of the Ruling Ring that Isildur carried.

Long centuries after that fateful raid, their chieftain Azog slew the Dwarf-king Thrór, and so triggered the long War of the Dwarves and Orcs. After that War, most of the Orcs of the Mountains were slain or scattered, but some survived under the leadership of Azog's son Bolg. They still had a part to play in history: not least because it was the capture of Bilbo Baggins and his companions by a band of these Orcs that led to the finding of the Ring - the same Ring their ancestors had caused to be lost nearly 3,000 years before.

► CR ½; Medium-size Humanoid (orc); HD 1d8+1; hp 6; Init +1 (Dex); Spd 20ft; AC 17 (+4 scale, +1 Dex, +2 large wooden shield); Melee battleaxe +2 (1d8+1/crit x3); Ranged javelins +2 (1d6+1); SQ darkvision, light sensitivity; AL NE; SV Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 11, Cha 8.

Skills and Feats: Hide -3, Listen +6 (4), Spot +6 (4), Move Silently -3; Alertness.

Equipment: scale mail, battle axe, large wooden shield, 4 javelins.

- Warg: **Medium-Size Magical Beast**

Hit Dice: 4d10+8 (30 hp)

Initiative: -2 (Dex)

Speed: 50 ft.

AC: 14 (+2 Dex, +2 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Scent

Saves: Fort +6, Ref -6, Will +3

Abilities: Str 12, Dex 15, Con 15, Int 6, Wis 14, Cha 10

Skills: Hide +7, Listen +9, Move Silently +7, Spot +9

Wilderness Lore: -2*

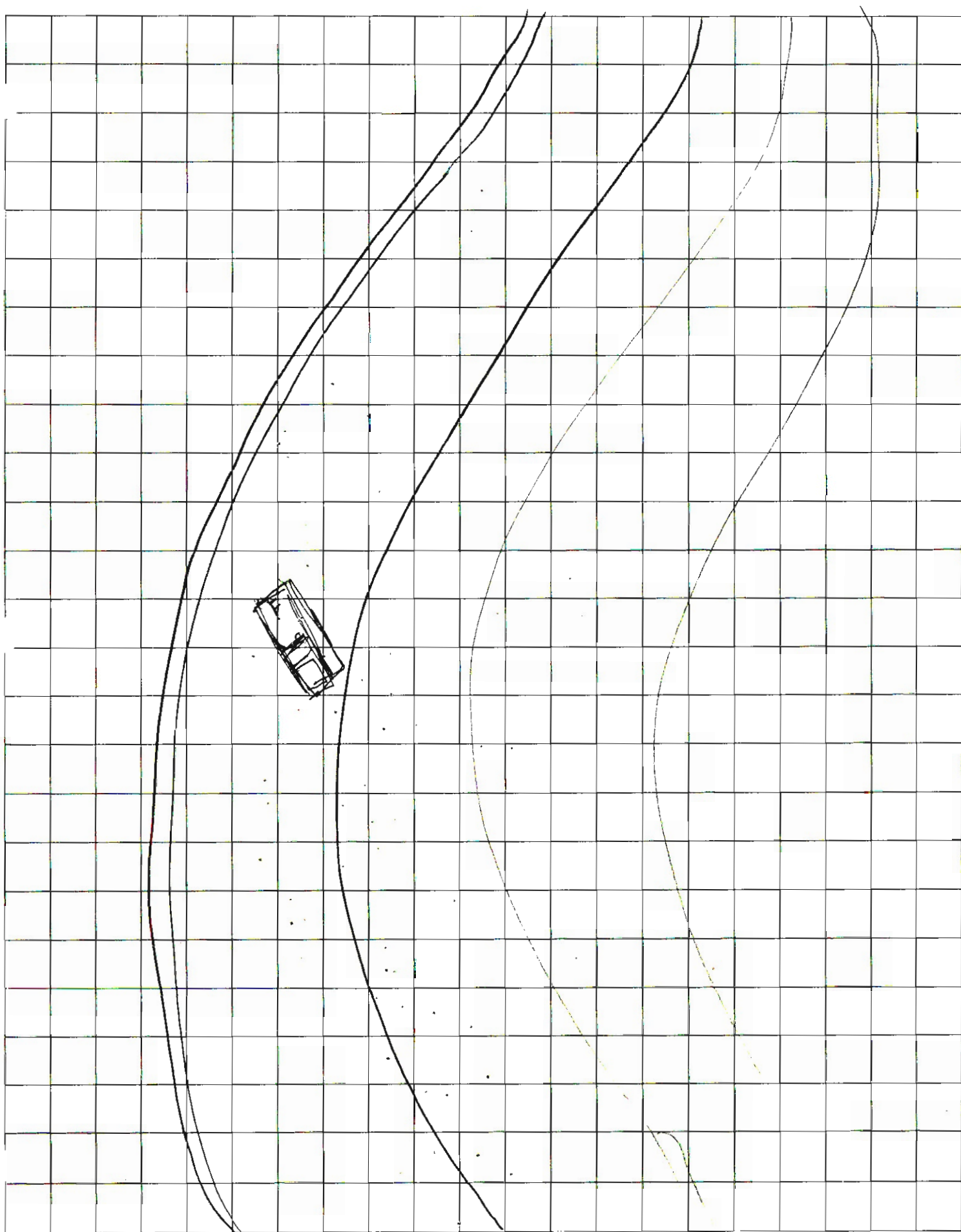
Feats: Alertness

The **Hor4e Lord4** (with 4's like the Schutzstaffel, led by Elmer Roehem) emerge and drive them off.

The use of the Silmaril also attracted **Black Riders**, whom "Erk" (Erkenbrand, Elmer's 2nd) hears & identifies

The **Black Riders** kill all of the **Hor4e Lord4** except for Bronwyn (Elmer's sister) who gets **amnesia** à la Níniel

- successful Lore roll: her sickness is brought on by the Fell magic of the Darkness (& **story of Níniel**)



Chapter Six: The Shadow of the Past

The Black Riders kill all of the Hor⁴e Lord⁴ except for Bronwyn (Elmer's sister) who gets **amnesia** à la Níniel

- one carries the gouged eye of Madderaug, which still inflicts the dragon spell on all who gaze upon it
- successful Lore roll: her sickness is brought on by the Fell magic of the Darkness (& **story of Níniel**)

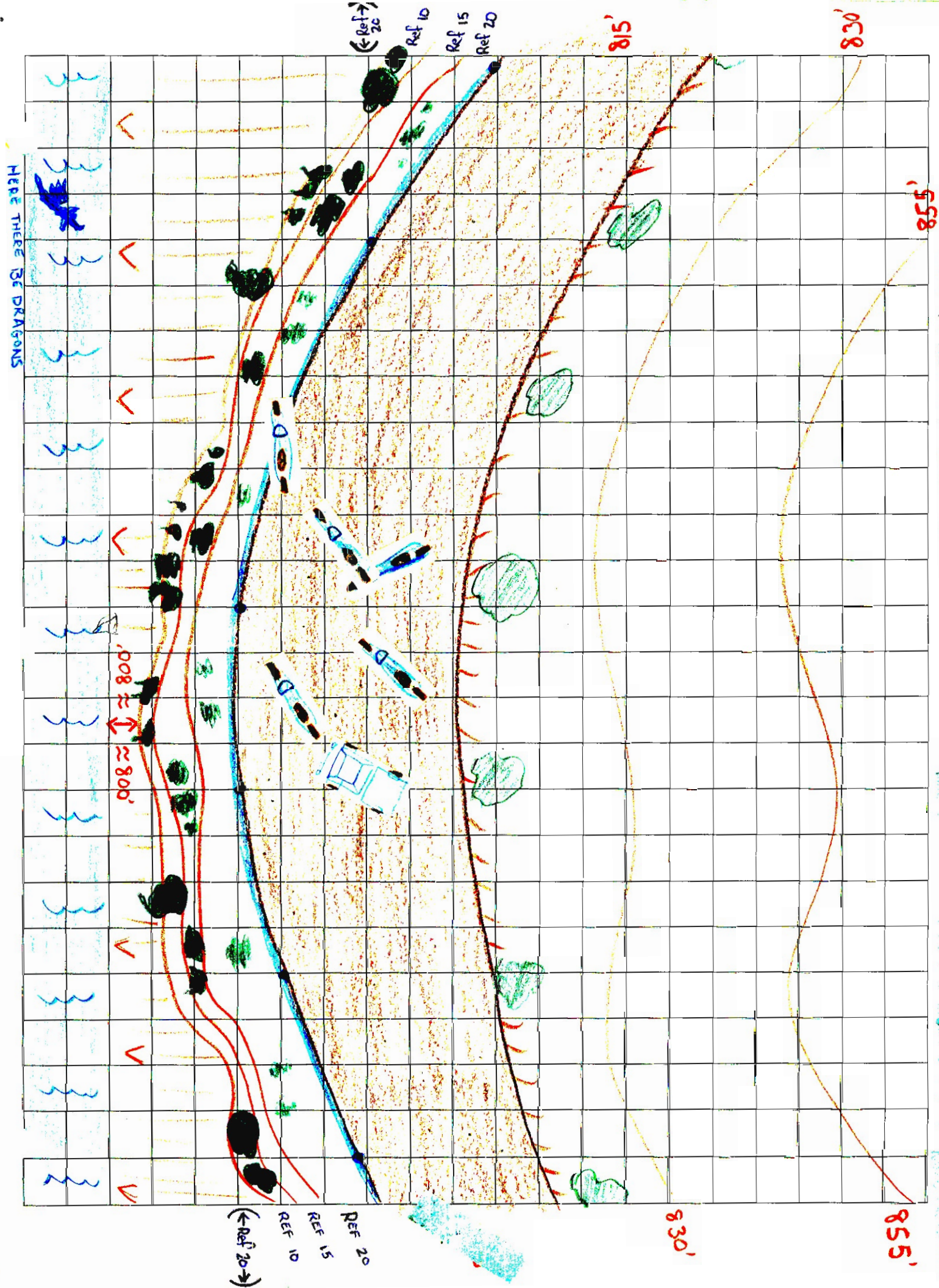
Nienor Níniel – (Tear Maiden) Daughter of Húrin and Morwen; traveling from Doriath in search of her brother Túrin, she came under the dragon-spell of Glaurung. Fleeing to Brethil, she found Túrin there, but because of the spell failed to recognize him, and unwittingly wedded him.

'What are the names of the Nazgul?

One of them, the second in rank after the Lord of the Nazgûl himself, was named **Khamûl**, and also known as **the Black Easterling**. *This is the only one of the nine Nazgûl explicitly named by Tolkien.*

This may come as a surprise if you've come across one of the many sources that list a set of names of the other eight: **Murazor (the Witch-king himself), Dwar, Ji Indur, Akhorahil, Hoarmurath, Adunaphel, Ren and Uvatha**. These names are common across the Web, and often have detailed biographies to go with them. They're also consistent with what Tolkien had to say about the origins of the Nazgûl: *in the Akallabêth it is stated '...among those whom he ensnared with the Nine Rings three were great lords of Númenórean race'*, and indeed three of these names are Númenórean in form: **Murazor, Akhorahil and Adunaphel**.

None of these eight names, though, have their origins in Tolkien's own work. Instead, they come from a series of role-playing and trading card games produced by Iron Crown Enterprises. The names of Murazor, Dwar and the rest emerged from the unavoidable need for these games to develop and expand Tolkien's universe to meet the needs of the gaming fraternity. The games' popularity accounts for the regular appearance of the names, to the extent that they're now frequently presented as the 'true' names of the remaining eight Nazgûl.



Chapter Seven: Smog on the Barrow Downs

On the route to Dale, the signs are down & **Cubbie determines Southwest by the Wain** (Big Dipper)

- **all nine Nazgûl** pursue the party (including Elmer), in an all-out highway combat
- the Nazgûl's **motorcycles get wrecked**

The party makes it to Dale & finds it razed, liken it to the Barrow Downs, with **burial mounds growing over**

- smell athelas (Entwives are weeding), see mallos, niphredil, elanor, & **lots of bell-shaped simbelminë**

Aeglos – white-flowered thornbush found on the slopes of Amon Rûdh in West Beleriand
Asphodel – pale yellow flowers of the woodlands
Athelas (Kingsfoil, Asëa Aranion) – weed with healing properties
Culmalda – red-golden trees of North Ithilien
Elanor – golden star-shaped flower
Mallorns – gold-leafed trees of Lórien
Mallos – golden bell-shaped flowers of Gondor
Niphredil – pale flowers of Lórien
Seregon – blood-red flower of Amon Rûdh
Simbelmyne (Alfirin, Evermind, Uilos) – white bell-shaped flowers that grow on men's

- party is **attacked by a Mewlip** from the barrows wielding a “Barrowblade”
- the party can have the barrow blade **only if they defeat the mewlip** (if saved by Entwives, no blade)

Mewlips

Medium Undead

Hit Dice: 5d12 (33 hp)
Initiative: +2 (+2 Dex)
Speed: 30 ft, swim 30 ft
Armor Class: 17 (+2 Dex, +0 size, +5 natural)
Attacks: 2 claws +5 melee, bite +0 melee; or weapon +5 melee
Damage: claws 1d6+3, bite 1d6+1, or weapon +3
Face/Reach: 5 ft by 5 ft/ 5 ft
Special Qualities: Undead, +2 turn resistance, blood drain, frightful presence (DC 15), create spawn
Saves: Fort +1, Ref +3, Will +7
Abilities: Str 16, Dex 14, Con -, Int 13, Wis 14, Cha 16
Skills: Climb +8, Escape Artist +5, Hide +9, Jump +4, Listen +8, Move Silently +10, Swim +11
Feats: Multiattack, Weapon Finesse (bite)
Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-5), or pack (6-10)
Challenge Rating: 3
Treasure: Barrowblade
Alignment: Always chaotic evil
Advancement: Medium (6-8 HD)

Mewlips are creatures of nightmare, cannibalistic spirits that haunt mortals, feeding on their flesh and blood. Commonly found near graveyards, battlefields, swamps and other unpleasant areas, they lurk in the shadows, waiting for victims. Mewlips appear human at first glance, but upon closer inspection, they can be seen to have horribly hunched backs, slanted eyes, sharp claws and teeth, glistening brownish-gray skin.

From Tolkien's poem "The Mewlips":

*The shadows where the Mewlips dwell
Are dark and wet as ink
And slow and softly rings their bell
As in the slime you sink*

Barrowblade: Men in ancient days built burial chambers in the mounds of Tyn Gorthad. In the Third Age, they lay within the bounds of Arnor, and later of Cardolan. The Dúnedain used to bury their dead with their weapons. A sword from the Barrow-downs is a +1 short-sword that ignores damage resistance of undead.

Blood Drain (Ex): If a mewlip scores a bite hit, it will latch on to its victim, and drain 1d3 Con points per round, until the victim is dead, or the creature is driven away. Every Con point drained by a mewlip restores 1d6 hp to the creature. Lost Con points return at the rate of one per day of complete bedrest.

Frightful Presence (Su): The appearance of a mewlip causes any creature of 5 HD or less that sees it to make a DC 15 save or become shaken for 5d6 rounds. Creatures that make their saves are immune to the fear effect of that mewlip for one day. If multiple mewlips are encountered, only roll once per character, against the highest HD mewlip.

Create Spawn (Su): If a mewlip drains all of the Con from its victim, he will rise again as a mewlip in 4d6 hours.

The **Entwives are replanting** in the wake of Madderaug

- Olbavanya (**Boughfair**), Laiquafindl (Greenylocks), Tavarlissë (Sweetwood), Maxaparma (Softbark).
- Jacob finds the home of his sister-in-law, and the **corpses of his son and sister-in-law**
- **“Only the healing hands of the King”** could save one dealt a mortal wound by the agents of Darkness
- Jacob cannot heal them and, thus, **he is not the King**, nor the last scion of the Dúnedain.

A **star falls** from Menelmakar, Swordsman of the Sky (Orion); ngc 2141, 2169, & 2194 are not visible

- The Entwives determine to go there, to **replant the land** the falling star has damaged
- At the site, **Jacob finds the shards** of a Black Sword in a crater
- The starfall attracted **Nîl the Petty Dwarf** (Nibin-Nogrim, Noegyth Nibin, Azan-Khuzûd [“dark dwarves”]), who keeps the Black Sword as Gurthang (née Anglachel, originally forged by Eöl) as his heirloom and family wergild.

13

Chapter Eight: ~~Gateway to the West~~ THE GREAT RIVER

Leonidas & Gymbylwyck realize that Jacob is not the Last Scion, but the Second Coming of Túrin Turambar
- Nil the Petty Dwarf will reforge Gurthang as Élantala / Quingelen / Quingailë (Falling Star)

The Black Sword is a +5, Keen (doubles the critical threat range), Lightning Blast (on critical hit, weapon crackles with electrical energy and lightning coruscates around the target, inflicting +3d6 of electricity damage), Intelligent Longsword (CHA 14, INT 10, WIS 3; Empathy; Neutral; Weilder has free use of Combat Reflexes & Sunder, Detect Evil at will, Feather Fall on weilder 1x/day). The sword was powerful; it broke when Túrin fell upon it.

Follow the Entwives' gardens to the Mississippiuín

4

Aeglos – white-flowered thornbush found on the slopes of Amon Rúdh in West Beleriand
Asphodel – pale yellow flowers of the woodlands
Athelas (Kingsfoil, Asëa Aranion) – weed with healing properties
Culumalda – red-golden trees of North Ithilien
Elnor – golden star-shaped flower
Mallorn – gold-leaved trees of Lórien
Mallos – golden bell-shaped flowers of Gondor
Niphredil – pale flowers of Lórien
Seregon – blood-red flower of Amon Rúdh
Simbelmynë (Alfirin, Evermind, Uilos) – white bell-shaped flowers that grow on men's

41

Move on to St. Louis, where they find trolls guarding the bridge crossing the Mississippiuín and battle a Watcher in the Water at the Gateway Arch Riverfront.

21 Jacob

19 Troll

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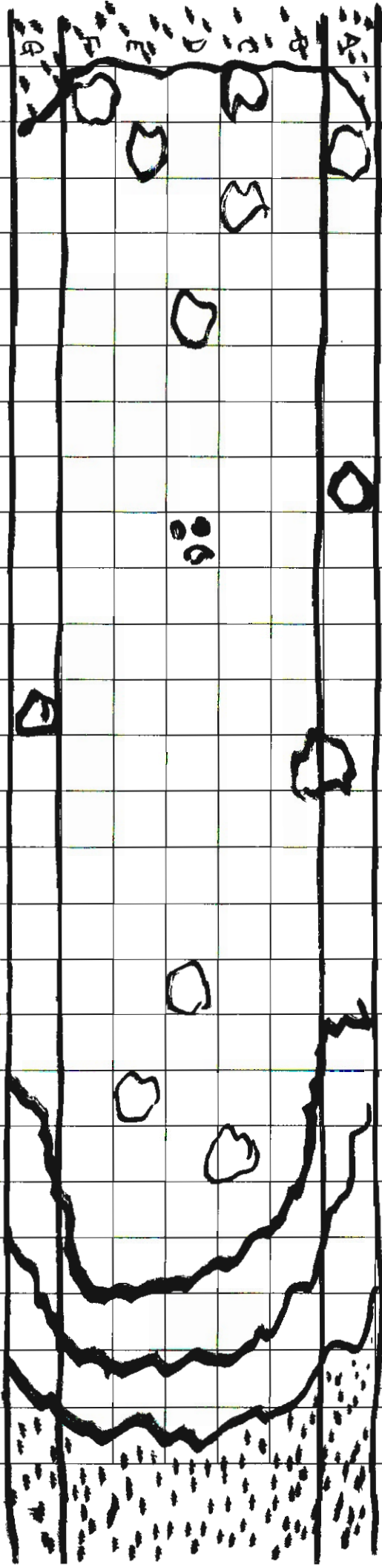
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Menelvagor, The Swordsman of the Sky (a/k/a Menelmacar, Swordsman of the Sky, Telumehtar)

Menelvagor, the Swordsman of the Sky, was the name given by the Elves of Middle-earth to the bright and prominent star-group that we know today as Orion. The brilliant red star that marks the Swordsman's shoulder is known as Borgil. The stars of Menelvagor were originally given their shape in the sky more than three Ages before the beginning of the First Age by Varda, who in Middle-earth has the name Elbereth, 'Star-lady'. In an ancient time when Melkor still lurked in Utumno, she used the stars to fill the sky with symbols of watchfulness and guardianship. Together with the Valacirca (The Sickle of the Valar, the stars of Ursa Major that we know today as the Plough or Big Dipper), Menelvagor was one of the two most important of these. To the Elves, this constellation had huge symbolic importance, representing an eternal guardian of the World. In the oldest tradition, The Lost Tales, Menelvagor is the enemy of the exiled Melkor, protecting Arda from his return. In later developments of the story, the stars came to represent none other than Túrin Turambar, who was fated to return from the dead and face Melkor in the Last Battle. This tradition can be seen in the words of the Silmarillion, where Menelvagor (there called Menelmacar) 'forebodes the Last Battle that shall be at the end of days.' (Of the Coming of the Elves and the Captivity of Melkor). This perhaps helps to explain the Elves' name for the red star, Menelvagor's brightest, that we call Betelgeuse. They called it Borgil, which can be translated as 'ever-star'.

If Menelvagor represents Túrin, then his sword represents Gurthang, Túrin's famous black weapon. Bearing this in mind, perhaps it is significant that the iron used to forge Gurthang itself came from the sky as a meteorite - the sword's original name was Analachel, meaning 'Iron of the Flaming Star'.

Túrin Turambar, Son of Hurin, of the House of Hador

His mother was Morwen, of the house of Beor. Turin, born in the year 464 First Age, suffered several disasters throughout his whole life. His beloved sister died at 8, from a plague spread by Morgoth. Later, his father was captured during the Nirnaeth Arnoediad (the fifth and last of the great battles of Beleriand, called the Unnumbered Tears, in which the Noldor and their allies the Edain purposed the final overthrow of Morgoth, but were themselves defeated utterly) and his family was cursed by Morgoth, who also sent the easterlings to Hithlum, where Túrin lived. The easterlings did not dare, though, to hurt Morwen, but she feared for her son and unborn child, and in the end sent him away. She sent him south, to the realm of Doriath, begging Thingol to take him as his foster-son. He became friend with Beleg Cúthalion, and grew in strength until he appeared more as an elven lord than a man. He laughed seldom, and his face was ever solemn, but he was quick to pity. Then messengers stopped returning from his mother and sister in Hithlum, and Túrin feared greatly for their safety. He asked Thingol to send more messengers north, but the king would not, fearing that his men would die like the rest. Instead, Túrin began fighting against the orcs north of Doriath as revenge.

One day, when Túrin returned from the fighting, still in his worn clothes, Saeros the minstrel, who was jealous of the good will Thingol showed Túrin, taunted Túrin and insulted him and his family. Enraged, Túrin threw a goblet at his head. Saeros, seeking revenge waylaid Túrin, who with ease stripped him of his weapons and chased him into a river where he died.

Beleg and Nellas the maiden defended Túrin in Thingol's court and he was deemed innocent. Túrin did not discover this, though, and fearing Thingol's punishment he fled and became the leader of a group of outlaws. One night, they met Mîm the petty-dwarf and shot and killed one of his sons. In return for his life, Mîm granted them refuge in his house. Soon, Beleg found Túrin and the two now hunted the orcs together. But the dwarf betrayed him, for he was captured by orcs, and in return for his life he showed the orcs the secret way to his house, and Túrin was captured by orcs. Beleg rescued him in the middle of the night, cutting his bounds, but when Túrin felt the blade he thought it was his foe and seized the sword, and slew Beleg not knowing it was his friend. Although his grief was great, he had to leave at once to avoid the orcs. He took Beleg's sword Anglachel, which was reforged as the black sword Gurthang, "Iron of Death", and left to Nargothrond with Gwindor, an elf escaped from the Thralldom of Morgoth whom he had met Beleg on his way to rescue Túrin.

At Nargothrond Túrin began fighting against the orcs again, making them fear the black sword Mormegil, as he called himself. And at Túrin's advice, the elves of Nargothrond abandoned their secret warfare and attacked the orcs openly. And, also at Túrin's advice, they built a great bridge across the river Narog so their warriors could quickly move out. But in the end this meant that Morgoth discovered the whereabouts of Nargothrond, and sent an army against it, with the father of dragons Glaurung as its leader. Glaurung destroyed Nargothrond, but he spared Túrin, and put a spell on him instead, and sent him searching in vain for his sister and mother, leaving his love, the elf Finduilas, to die ere he returned. Meeting sister Nienor, who had come searching for Túrin near Nargothrond, Glaurung laid an amnesiac spell upon her, to increase the misery of Húrin's kin. Nienor was found by Mablung who took her with him and they tried to return to Doriath, but were ambushed by orcs. Nienor fled, and was found by the woodsmen of Brethil, who took care of her, since the dragon's spell had made her forget who she was and where she came from.

Returning from his search in Dor-lomin for his lost family, Túrin returned to Brethil, and he lived there among the men there, once again fighting the orcs. Finally, he married Nienor, not knowing that she was his sister, and she made him swear not to enter the fighting again unless Brethil itself was threatened. But it was too late; Morgoth had discovered that the Black Sword was in Brethil, and Glaurung came against it, seeking Túrin. He and two brave men went off to kill the worm. One, Dorlas, lost his courage and left; the other Hunthor drowned in a river. But Túrin managed to kill Glaurung by hiding in the earth and thrusting his sword in Glaurung's belly. But when Túrin tried to get his sword back, Glaurung put another spell on him, and hit him with the venom in his blood from his wound, leaving him in a swoon. Nienor came there, and the dragon told her that Túrin was her brother, and she, thinking him dead, jumped into the river. Túrin, still alive, woke up and found that Nienor was dead; he then thrust Gurthang into his stomach, dying as well.

Túrin Turambar, Son of Húrin, of the House of Hador

Morwen, of the House of Bëor (one of the three Houses of Men that later became the Númenóreans, predecessors of the Dúnedain) gave birth to the tragic hero Túrin in the year 464 of the First Age. Túrin's beloved sister died at 8, from a plague spread by Morgoth, the fallen Ainur. His father was captured during the "Battle of Unnumbered Tears," the fifth and last of the great battles against Morgoth in which the Noldor Elves and the Three Houses of the Edain allied and overthrew him, but were themselves defeated utterly. Húrin's family was cursed by Morgoth, who sent easterlings to Hithlum, where Túrin lived. Morwen, fearing for her son and unborn child, sent Túrin south to the Elven realm of Doriath, begging King Thingol to take Túrin as his foster-son, which he did. Túrin befriended Beleg "Strong Bow" Cúthalion, and grew in strength until he appeared more as an Elven lord than a man. Túrin laughed seldom, and his face was ever solemn, but he was quick to pity. When messengers stopped returning from his mother and sister in Hithlum, Túrin feared greatly for their safety and asked Thingol to send more messengers north. The king would not, fearing that his men would die, and Túrin departed Doriath, living as wild man of the woods and fighting against nearby tribes of orcs.

One day, Túrin returned to Doriath and was provoked by Saeros the minstrel, who, jealous of the good will Thingol had showed him, insulted Túrin and his kin. Túrin threw a goblet Saeros' head and Saeros, seeking revenge, waylaid Túrin in the woods. Túrin bested him, stripped him of his weapons and clothes and chased Saeros into a river where Saeros fell, hit his head and died.

Beleg and the maiden Nellas defended Túrin in Thingol's court for the slaying of Saeros and he was deemed innocent. Túrin, having refused to appear at the court, did not discover his acquittal and, fearing punishment, fled the realm, becoming the leader of a group of wandering outlaws. One night, they met Mîm the petty-dwarf and shot and killed one of Mîm's sons. In return for his own life, Mîm granted them refuge in his house. But Mîm eventually betrayed Túrin, when, captured by orcs, he showed the orcs the secret way to his house in return for his life. The orcs captured Túrin, but Beleg, having departed Doriath to find Túrin, later rescued Túrin in the night in the orc camp. When the sleeping Túrin felt Beleg's blade cutting his bonds, he thought it was the orcs, seized Beleg's sword and slew his friend in the darkness. Although his grief was great upon discovering his mistake, he left at once to avoid the orcs and took Beleg's sword Anglachel, forged from a meteorite by the Dark Elven smith Eöl. The sword was later reforged as the black sword Gurthang, "Iron of Death", and Túrin wielded it against the orcs of Nargothrond, making them fear the "black sword Mormegil," as he called himself.

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Túrin came to Brethil, and lived there among the men there. There, he met his sister for the first time, but, not knowing her to be his kin, nor she he (due to the dragon's amnesiac spell), Túrin married and impregnated Nienor. Morgoth discovered that the "Black Sword" was in Brethil, and Glaurung came against it, seeking Túrin. Túrin managed to deliver a mortal wound to Glaurung's belly with his sword, but the venomous bile of Glaurung's blood splattered upon Túrin, leaving him in a swoon. Nienor came there, and the dragon told her that Túrin was her brother, and she, thinking Túrin dead, jumped off the cliff into the river. Túrin, still alive, woke up and found that Nienor and his unborn child were dead, and fell upon his own sword, which broke under his weight.

Túrin Turambar, Son of Húrin, of the House of Hador

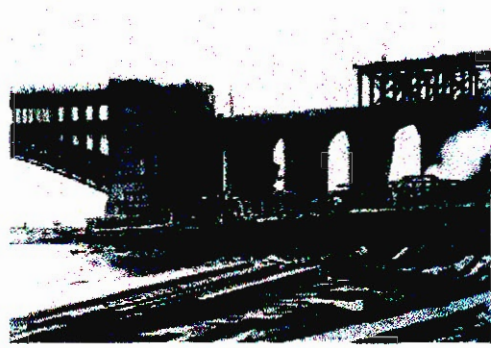
Morwen, of the House of Bëor (one of the three Houses of Men that later became the Númenóreans, predecessors of the Dúnedain) gave birth to the tragic hero Túrin in the year 464 of the First Age. Túrin's beloved sister died at 8, from a plague spread by Morgoth, the fallen Ainur. His father was captured during the "Battle of Unnumbered Tears," the fifth and last of the great battles against Morgoth in which the Noldor Elves and the Three Houses of the Edain allied and overthrew him, but were themselves defeated utterly. Húrin's family was cursed by Morgoth, who sent easterlings to Hithlum, where Túrin lived. Morwen, fearing for her son and unborn child, sent Túrin south to the Elven realm of Doriath, begging King Thingol to take Túrin as his foster-son, which he did. Túrin befriended Beleg "Strong Bow" Cúthalion, and grew in strength until he appeared more as an Elven lord than a man. Túrin laughed seldom, and his face was ever solemn, but he was quick to pity. When messengers stopped returning from his mother and sister in Hithlum, Túrin feared greatly for their safety and asked Thingol to send more messengers north. The king would not, fearing that his men would die, and Túrin departed Doriath, living as wild man of the woods and fighting against nearby tribes of orcs.

One day, Túrin returned to Doriath and was provoked by Saeros the minstrel, who, jealous of the good will Thingol had showed him, insulted Túrin and his kin. Túrin threw a goblet Saeros' head and Saeros, seeking revenge, waylaid Túrin in the woods. Túrin bested him, stripped him of his weapons and clothes and chased Saeros into a river where Saeros fell, hit his head and died.

Beleg and the maiden Nellas defended Túrin in Thingol's court for the slaying of Saeros and he was deemed innocent. Túrin, having refused to appear at the court, did not discover his acquittal and, fearing punishment, fled the realm, becoming the leader of a group of wandering outlaws. One night, they met Mîm the petty-dwarf and shot and killed one of Mîm's sons. In return for his own life, Mîm granted them refuge in his house. But Mîm eventually betrayed Túrin, when, captured by orcs, he showed the orcs the secret way to his house in return for his life. The orcs captured Túrin, but Beleg, having departed Doriath to find Túrin, later rescued Túrin in the night in the orc camp. When the sleeping Túrin felt Beleg's blade cutting his bonds, he thought it was the orcs, seized Beleg's sword and slew his friend in the darkness. Although his grief was great upon discovering his mistake, he left at once to avoid the orcs and took Beleg's sword Anglachel, forged from a meteorite by the Dark Elven smith Eöl. The sword was later reforged as the black sword Gurthang, "Iron of Death", and Túrin wielded it against the orcs of Nargothrond, making them fear the "black sword Mormegil," as he called himself.

When Morgoth sent an army against Nargothrond, he sent the father of dragons, Glaurung, as its leader. Glaurung destroyed Nargothrond but spared Túrin, putting a spell on him instead, sending him searching in vain for his sister and mother and leaving his love, the elf Finduilas, to die ere he returned. Meeting Túrin's sister Nienor, who had come searching for Túrin near Nargothrond, Glaurung laid an amnesiac spell upon her. Nienor was found by the woodsmen of Brethil, who took care of her, since the dragon's spell had made her forget who she was and where she came from.

Túrin came to Brethil, and lived there among the men there. There, he met his sister for the first time, but, not knowing her to be his kin, nor she he (due to the dragon's amnesiac spell), Túrin married and impregnated Nienor. Morgoth discovered that the "Black Sword" was in Brethil, and Glaurung came against it, seeking Túrin. Túrin managed to deliver a mortal wound to Glaurung's belly with his sword, but the venomous bile of Glaurung's blood splattered upon Túrin, leaving him in a swoon. Nienor came there, and the dragon told her that Túrin was her brother, and she, thinking Túrin dead, jumped off the cliff into the river. Túrin, still alive, woke up and found that Nienor and his unborn child were dead, and fell upon his own sword, which broke under his weight.



5

The Eads Bridge after being struck by a tornado.

Eads Bridge is a combined road and railway bridge over the Mississippi River at St. Louis. It is named for its designer and builder, James B. Eads. When completed in 1874, Eads Bridge was the longest bridge in the world, with an overall length of 6,442 feet (1,964 m). The ribbed steel arch spans were considered daring, as was the use of steel as a primary structural material. Eads Bridge was the first bridge to be built using cantilever support methods exclusively, and one of the first to make use of pneumatic caissons. The Eads Bridge caissons, still among the deepest ever sunk, were responsible for one of the first major outbreaks of "caisson disease", and thirteen workers died.

Subject: Re: Phantasy Physics
Date: 9/23/2004 10:24:57 AM Eastern Daylight Time
From: nebulousmenace@yahoo.com
To: RobPetrone@aol.com

Ok, let's see if I've got this straight. 50 MPH train. Lassoed by unbreakable Lothlorien rope that is TIED to three doughty heroes. So the basic thing is, the heroes are going to accelerate from 0 to 50 MPH. In a very short distance.

Here is where I move into metric because it works better.

60 mph = 88 feet per second = about 26 meters per second. [this is just a number I know. Don't ask.]

50 MPH = 5/6 of that, or about 22 meters per second.

AD= 1/2 V^2. Acceleration times distance is the crucial thing. (Accel. x Distance = 1/2 V^2)

In the best case, the rope of Lothlorien stretches [because the rope does what it should, not what you expect] about 10%, almost like a good climbing rope. If we assume 100 feet of rope, or 30 meters, we've got $A \times 3 = 1/2 (484)$. Or an acceleration of 81 m/s^2, or 8 G's. It's a very quick 8 G's so they will just have red vision for a couple seconds and some truly nasty bruising where the rope's tied.

The worst case is the rope basically doesn't stretch at all. So your entire distance-over-which-the-acceleration-happens is... the rope tightening around the various party members. So if we assume that there is one foot of "squish" in three party members, we've got them getting jerked off their feet at 80 G's. Which will break their spines [assuming the rope is wrapped around their waist] or rip their arms off.

The locomotive won't slow down measurably, which is the usual way lassoing works- you grab the animal and attach it to your saddle, ie your animal, and the weights are roughly equal so you end up both going about the same speed.

Worse case: Their bodies will be dragged across the landscape. 50 MPH, trees bushes rocks gravel railbed and... traintrack ties. If it was just the Elf he might be able to surf along the train tracks [hotfeet! hotfeet!] but with the three of them they're bouncing like a sack of cats. Indiana Jones had it easy... they're gonna look like roadkill.

Slightly better case: They're running their little legs off and accelerating from 15 MPH to 50 instead of 0 to 50. 35 MPH not 50, 15 Meters per second not 22, and with the stretchy rope it's about 4 G's. With no stretch in the rope, 40 G's.

Dare I ask the context of the question?

-S

--- RobPetrone@aol.com wrote:

- > Sandy,
- >
- > I wanted to tap your expertise in Physics for a gaming question...
- > Imagine Lord of the Rings meets Shadowrun...
- > Okay...here's the physics problem.
- > A train leaves NYC for St. Louis, traveling 90 miles per hour. At a stop Elmira, a horde of goblins hijack the train and travel the
- > countryside packing it with human prisoners. An Elf, a Hobbit and a Petty Dwarf hear the train traveling through the quiet upstate
- > New York countryside in the middle of the night, and ascend a promontory, spotting it in the distance. The Elf's keen ears hear,
- > carried on the wind, the goblin's cackles, accompanied by the woeful wails of the human prisoners. He and his companions
- > hide in the weeds alongside the train tracks as the train, now heavily weighed down with hundreds of human slaves and traveling at
- > about 50 mph approaches. The Elf takes out his rope of Lothlórien, secures one end around his waist and the waists of his two small
- > companions, and starts swinging the other end over his head, preparing to lasso hi'self a lokey-motive.
- >
- > Assuming the rope of Lothlórien is unbreakable, what would happen, from a physics point of view, if the Elf successfully lassoes
- > the back rail of the train's caboose? Or perhaps a knobby protrusion on the roof of one of the cars?
- >
- > Extra credit will be given for gruesome details.
- >
- > Thanks,
- > Rob

GATEWAY ARCH RIVERFRONT

The Gateway Arch

The Gateway Arch, one of the newest monuments in the National Park system – and its tallest – is stainless steel structure rising 630 feet high from a 60-foot foundation and spanning 630 feet at ground level. Its classic weighted catenary curve sways 1/2" - 1" in 20 mph wind. The Arch is 75 feet taller than the Washington Monument and more than twice as tall as the Statue of Liberty.

There is a museum, two movie theatres and exhibits underneath the Arch, and a tram system in each leg, which delivers visitors to the top for stunning views of the city. The floor plan of the Underground Visitor Center follows a circular pattern with galleries depicting a 100-year span of westward expansion and the Tucker Theatre. Additional attractions include two passenger trams to the observation room at the top and the Museum of Westward Expansion.

The Gateway Arch commemorates the Louisiana Purchase and the westward expansion of the United States. It also symbolizes St. Louis' role as the Gateway to the West.

A grand staircase leading from the Arch to the Mississippi riverfront was added in 2003. The stairway, part of the original vision of Arch designer Eero Saarinen, provides access to the river, but more importantly, serves as seating for special events and activities that are held on St. Louis' riverfront. Also, a new system of 44 powerful exterior floodlights illuminates the Arch each evening.

A 40-passenger tram system of eight five-passenger capsules in each leg of the Arch takes visitors on a four-minute trip to the top. Plate-glass windows at the top provide views that on a good day can stretch 30 miles to the east and 30 miles to the west.

Tram System

The highlight of a visit to Jefferson National Expansion Memorial is a ride to the top of the 630-foot Gateway Arch, for a panoramic view of the surrounding area. The trams are a one-of-a-kind invention, conceived in just two short weeks by amazing man who never received a college degree. His name is Dick Bowser. For the complete story of Dick Bowser and the Arch's Unique Tram System, read the essay by JNEM Historian Bob Moore.

Passenger volume of 3,500 people in an 8-hour day, or up to 700 people in a 14-hour day, as visitors to the Arch. In no way could the conveyance system distort the exterior of the Arch. Before arriving at the tram solution, many other options were considered, including the following, but each posed problems rendering the ideas either impractical or impossible: Elevators, Escalators, Ferris wheel.

Riding the tram to the top of the Arch is like stepping into the future as it was envisioned in the 1960's. Each of the 16 tram cars, or "pods", holds five seated persons. While taking the 4-minute journey to the top riders may look out a small window for a view of the Arch interior. Once at the top visitors may stay as long as they like in the observation area, which features 16 windows looking east over the Mississippi River and the Illinois communities and countryside, and 16 windows looking west over the city of St. Louis. Finally, a combination of the elevator principle and the Ferris wheel principle was developed into a train of capsules, and Bowser had his solution: Eight small capsules, used in each of the two Arch trains.

Each train capsule has a 5-foot diameter barrel that is open on the front and closed on the back.

There are five seats in each barrel, so the weight of the passengers helps keep the capsule in an upright position. Each capsule rotates approximately 155 degrees during the trip to the top of the Arch. Each of the Arch trains carries 40 passengers and is capable of making a round trip with passengers in 9 minutes including loading and unloading passengers in both directions. When running near capacity each train typically carries 200 to 225 passengers per hour. The trains have been operating for over 25 years, traveling a total of approximately 200,000 miles and carrying over 18 million passengers.

Elevators & Stairs

Elevators (for stand-by emergency and maintenance service)

Number of Elevators 2

Capacity of Elevators 12 persons

Maximum Elevators' Speed 400 ft/min (2.0m/s)

Type of Motor D.C. Worm Gear

Service Elevator's Rise Angle 78 degrees (1.36 radians)

Stairs (for emergency maintenance use only)

Number of steps 1,076

Number of Landings 105

Cahokia mounds: the pyramids of Illinois

The Cahokia Mounds, an archeological site, located in western Illinois.

The Midwest and Southern states are home to numerous Native American earth mounds. When our country was being settled, explorers found thousands of these mounds in the Ohio Valley alone. Iowa, Georgia and Indiana among others, all have similar ancient mounds you can visit. Another well-known mound in Ohio resembles a writhing snake with a egg in its mouth, and is called fittingly, Serpent Mound. Although they're less spectacular than some prehistoric constructions such as the pyramids of Egypt, these mounds reveal some fascinating insights into the early cultures of North America. Mystery still surrounds these Native-Americans. They disappeared and left little evidence as to where they went and why. Was it famine, warfare, natural disaster or a breakdown in social order?

No discussion of Moundbuilders would be complete without including Cahokia in western Illinois. The site is the largest and most sophisticated prehistoric Indian city north of Mexico. At its zenith, A.D. 1050-1150, population estimates range from 8000 to 40,000 inhabitants, though the most constant figure is 20,000. In its day, Cahokia was a major trading center, whose influence extended throughout much of North America. The city covered roughly six square miles, only part of which can be seen today.

The people of this area were known as Mississippians and they built as many as 120 earthen mounds in this vicinity. The part of the mounds made from dirt were dug with tools of stone, wood or shell, and transported on people's backs in baskets to the mound site...very hard work indeed! The digging left large depressions called borrow pits, which can still be seen. Experts believe most of the mounds were built in several construction stages.

Cahokia was laid out in neat rows with a ceremonial central plaza featuring "stepped" pyramid temples. At the heart of the central plaza was Monks Mound. Monks Mound, named for French Trappist monks who farmed its terraces in the early 1800s, is the largest Indian mound north of Mexico. It's also considered the largest prehistoric earthen construction in the New World. At 100 feet tall, the four-tiered platform was probably built in stages over a period of 300 years. Its base covers more than 14 acres. A large building sat atop Monks Mound, where the scientists speculate the principal ruler may have lived, conducted ceremonies and governed the city below. Modern man can't be absolutely sure of its purpose however, because the Cahokians left no written language and relatively few artifacts have been found. Climbing to the top of Monks Mound is now easier, as new stairways and railings were recently added.

Surrounding Monks Mound were once hundreds of smaller burial, boundary and minor ceremonial mounds. Some were flat-topped, others conical and the some ridge-shaped. Of these, only about 80 remain today. The others were victims of the urban progress and farming.

One of the most interesting features of Cahokia is a reconstructed sunrise horizon calendar, known as "Woodhenge" because its astronomical function was similar to that of Stonehenge in England. The circle consists of 48 large cedar posts arranged in a 410 foot diameter circle around a central observation post. This calendar marked the seasons and important dates for the ancient Cahokians. Evidence suggests there were four other similar "calendars" at this site.

So what did happen to the Cahokians? One theory says their increasing reliance on lumber for fuel, houses and temples may have caused its collapse. Removing too much timber from the area would have left nothing to anchor the soil, so that heavy rainfall would have washed it away, wiping out the crops. As the decades pass, Cahokia is slowly emerging from the shadows, thanks to the work of scientists and archeologists. Perhaps someday we'll know the fate of these people.

Appendix A:
Pre-Game
Correspondences

To: Scott

So, finishing up the Two Towers and now moving on to the Return of the King, I'm really starting to give serious consideration to my storyline for the Legend of Modern Earth campaign I want to run.

I'd like to start to get a clearer idea of your character concept and thought I'd bounce a few ideas off you. I took your basic idea of a motorcyclist being the descendant of the Rohirrim, and thought, okay...how might that play out? I thought maybe your character could be in a motorcycle *gang,* similar to the Hell's Angels, but called something like the "Horse Lords" (which, incidentally, is the translation of Rohirrim, "Rohir" meaning Lord and "rach" meaning horse...don't ask me what kind of bizarre orthographic changes convert "rach" to "rim"...it's a Tolkien thing...). I'm thinking they're maybe a mid-west organization, from maybe Michigan, where all the automotive factories are located, hence blending the automotive concept with the Rohirrim concept. The Horse Lords are all blonde, long-haired, bearded, leather-clad bikers and biker chicks who custom build their own "Steel Horses" since many of them lost their jobs when their plants were closed down. You ride a beauty you built yourself called the "Shield Maiden" or something.

I figure your ties into the campaign can come about when you and some of the other Horse Lords are riding to NYC for a motorcycle rally, when you suddenly get waylaid by adventure!

Do you like that idea? Did you have a different concept?

Rob

To: Steve

from: [REDACTED]

Mae govannen, mellon nin.

(That's Elf for "well met, my friend.") Now that I've finished reading the Two Towers, and am beginning Return of the King, I'm really starting to give serious consideration to my storyline for the Legend of Modern Earth campaign I want to run.

I have pretty much all I need to know about your character. I'll help you roll it up when the time comes. I just have a few questions.

Personality. I'm trying to figure out how much of a home-body your Hobbit will be and, hence, how resistant he will be to adventuring (and, hence, how hard I'll have to work to make a plausible hook for you).

Another inextricable issue I need your input on is his/her familial lineage.

The two are inextricably linked because Hobbits place a great deal of import on family ties. Also, Hobbits tend to behave in ways that are stereotypical to their family names.

For instance, the Took (as in Pippin), are known to be troublesome because they are, by nature, adventurous. In the Third Age (that's the era of the War of the Ring, covered by the films), Bandobras "Bullroarer" Took, was the nearest thing in Hobbit history to a great warrior. Tall enough to ride a horse, the Bullroarer was most famous for his rout of the goblins at the Battle of Greenfields. Pippin took after his forebear by being adventurous, but in a roguish sense. Bilbo and Frodo also were related to the Took by indirect lineage (most, if not all Hobbits were relatively closely related to each other somehow, in the Third Age).

Brandybucks, on the other hand, are rulers by nature. They are an old family of the Shire found mostly in Buckland, and descended from the Oldbucks, and ultimately from Bucca of the Marish, the first Thain of the Shire. The family was founded by Gorhendad Oldbuck who, claiming the Eastmarch of the Shire (Buckland), changed his family name to Brandybuck. Probably the most famous member of the family was Meriadoc Brandybuck, who was part of the Company of the Ring.

Another old family of the Shire, the Baggins family, found mostly in the Hobbiton region of the Westfarthing in the Third age, were generally wealthy, stay-at-home types, until, of course Bilbo and, in turn, Frodo.

And, of course, the Gamgees were gardeners (at least Samwise and his father, Hamfast "The Gaffer" were), and their name was renamed "Gardner" in honor of Sam's replanting of the Shire after Saruman "scoured" it (an event left out of the movies).

Or you could make up your own family, or use one of the lesser-described families, like the Proudfoots ("Proudfet!") or what have you. Taking one of the big two, however (Took or Baggins) may entitle you to boons not otherwise accessible.

Rob

Subj: Re: Dúnedain
Date: 2/27/2004 3:31:43 PM Eastern Standard Time
From: Michael Walters <michael_walters74@[REDACTED]>
To: RobPetrone@aol.com
Sent from the Internet (Details)

Okay's here what I'm thinking, just running with ideas in my head ...

I like the idea of destiny pushing him to leadership, even if he is fighting it.

How about, he went through ROTC in college (or maybe actually one of the academies), and became a military intelligence officer. (perhaps a linguistics specialist).

He really believed he could make a difference, and volunteered to work on counter-terrorism and other efforts. He served with distinction for a few years, as a squad team leader, receiving decorations, and then a mission went bad. Bad intelligence from the CIA, compromised a mission he was leading, and although he tried to recover and minimize the damage, the mission was a total botch, and he lost multiple squad members. American GI's were killed, and the army needed a cover-up and a scapegoat, so he was blamed (as both the mission leader and a member of military int) and discharged (honorably or dishonorably?) from the service.

Following these events, disillusionment set in, he now has an "average joe" job (not sure exactly what this should be) and he has taken up drinking, smoking, and gambling to ease his pain. He's still haunted by seeing his men killed, and be having the army turn it's back on him, when he felt he had given them the best years of his life.

Subj: Stevewise, or whatever his name is...
Date: 3/16/2004 4:55:58 PM Eastern Standard Time
From: RobPetrone
To: finneganL@[REDACTED]

Steve,

What do you think about making your Modern Earth character (who will start at 3rd level) the Mayor of the Shire? Before you scoff at the idea as too uncharacteristic of a Gardner, please bear 2 things in mind:

First, the Mayor is a political office in name only...his sole purpose is to preside at banquets and parties (very Boggan-like). He doesn't really do law enforcement (that's the Shirriffs' job) or military stuff (that's the Thain's job).

Second, when Frodo left Middle Earth for Valinor, Sam held the office of Mayor six consecutive times, until Rosie died, and he eventually sailed to Valinor himself.

Rob

Subj: Re: Stevewise...
Date: 3/17/2004 8:09:57 AM Eastern Standard Time
From: RobPetrone
To: FinneganL@[REDACTED]

Okay, cool. The only reason I suggest it is because I'm trying to build on the Loyalty theme, as you suggested, but knowing next to nothing about who the important people in your character's life are, for instance, I don't know *which* relationship of loyalty to build on. So I figured, a good way to mix the "epic" with the personal is to play on Stevewise's loyalty to the *Shirefolk* in general, to whom he feels a sort of sense of duty, ex officio, much the way Sam felt a sense of duty to Master Frodo.

And I'm in no real hurry for a name. You can even just wait until we all sit down for the first episode. In all my adventure notes, I just write "Stevewise" and then, when folks give me real names, I just do a Search-and-Replace in all my computerized notes.

This week (today, in fact), we're doing Mike's Pirates game (Mike had a previous engagement this past Monday). Next Monday, we'll do Matt's Anime game. The next, Scott's Champions game. Then, the following week, I think I'm going to tie up my 70s game in one last final episode. Normally, we'd cycle through again, and I'd begin my Modern Earth game on my next turn around, but I may just request to start it a little earlier, out of turn, since I'm so excited to get you back into the mix.

Rob

Subj: WHAT in the World are Dúnedain and other Númenóreans?!

Date: 3/23/2004 10:12:35 AM Eastern Standard Time

From: RobPetrone

To: pspleasant@msn.com

To answer your question from last night, Dúnedain and other Númenóreans are kinsmen of the Rohirrim from "afar off" as Tolkien puts it. So are the Beornings. Aragorn was a Dúnedain. No one in the movies was a Beorning. Beorn is from the Hobbit, and his ancestors are only mentioned in passing in the other books.

Here's how the lineage works:

Dúnedain, the children of the Númenóreans, are Kings of men that came over the Sea from Westernesse (the Isle of Elenna). The Men of Númenor are descendants of the Edain of the First Age (the movies take place in the Third Age), who were Men that allied with the Elves in their war against the evil Ainur (think "angel") named Melkor (think "Lucifer"), and were granted the island of Elenna as a dwelling place in return. They turned against the Valar (a subset of or synonym for "Ainur"...depending on who you ask), seeking to sail to the Undying Lands of Valinor (where the Ainur lived with some of the Elves) in search of everlasting life, against the will of Illúvatar (think "God"), and their island home was destroyed in the last years of the Second Age as punishment. Thus, they came over the sea, settled in what is now Gondor, and became Kings of Men. The exact lineage from here to the Rohirrim is not detailed in anything I've read beyond the phrase "from afar off."

Beornings are the descendants of the Skinchanger Beorn (a character from the Hobbit), people who dwelt in the Vales of Anduin between Mirkwood and the Great River, and who for many generations retained their ancestor's ability to take the shape of a bear.

The people of Rohan are originally descended from the Éothéod of the North. The House of Eorl, son of Léod of the Éothéod, was "close in origin" to the Beornings (that's all I got for that lineage). When Eorl was granted the land of Rohan, his people became known as the Rohirrim, from the Elvish for 'People of the Horse-lords'.

When Gondor was assailed beyond hope, they sent north to Eorl for aid, and he came south in force to rout the enemies of the South-kingdom. As reward, Steward Cirion granted Eorl and his people the land of Calenardhon to dwell in, which later became Rohan.

I'm thinking that your character, before he joined the "Horse Lords" motorcycle gang, grew up on a commune in upper Michigan. His father was one of those militia guys who hates the Federal Government, tall, broad, blonde, bearded, with a camouflage cap and overalls, always at the outdoor shooting range with the other men from the commune. Your character's mother was a hippie who hated "the man." She was tall, lithe, blonde and dressed always in taffeta and lace with flowers in her hair. Mom used to tell your character "fairy tales" (or so he thought) of the magical kindgom of Rohan, and about kings and princesses and what not. Now, as an adult, you can't help but remember all these stories in full detail. Little do you know (at the outset of the game), the stories are all actually the *history* of your ancestors.

Here's one story, for example, mom used to tell you.

There was once a great and powerful king, tall, broad, blonde and bearded, by the name of King Helm. Helm was a strong and stern king, and all the people loved and obeyed him. One day, a fat usurper named Freca settled in the west of his lands, and paid little heed to King Helm. King Helm, being the wise, patient and benevolent king he was, did not force Freca out of Rohan, but let him and his people stay, enjoying the land. King Helm even invited Freca to his councils at the Keep of Meduseld, but Freca only ever came when he was so inclined.

One day, Freca came to Meduseld and tried to strengthen his power in the land by suggesting that King Helm give the hand of his daughter to Wulf, Freca's son. King Helm jested that Freca's boldness was growing as great as his waist, and the people in the court had a laugh at Freca's expense. Freca was so incensed, that he threatened King Helm, saying that his kingdom would fall without Freca's people to lean on.

King Helm invited Freca outside, into the woods, just the two of them, without weapons or armor, to settle the matter. They stood, face to face, bare-handed, and King Helm punched Freca in the nose so hard, he fell, and died shortly thereafter.

One day, however, terrible monsters attacked the magical kingdom of Rohan, and Wulf and his people joined their forces. Wulf drove King Helm and his people out of Meduseld, and King Helm's sons died defending its doors. They fled into an old fortress built deep into the side of the White Mountains, and fended off Wulf's forces. There they stayed, holed up throughout the cold winter, cut off from their fields and farms. The place came to be known as Helm's Deep.

At night, it was said, King Helm would blow a great horn on the roof of the fortress and walk out alone in the snow, unarmed, wearing white furs, and venturing into the camps of his enemy. Though he carried no weapons, Wulf's men would be found shredded to pieces the next morning, as if by a feral beast. Soon, Wulf's men came to fear the sound of the horn.

After the thaw, when Wulf's men were lessened by the nightly slaughters, King Helm led his people back to Meduseld, and retook their Keep.

You always thought this was a fairy tale, and as you grew older, figured it was some subversive allegory for how the militia were going to overthrow the evil Federal Government or something. But your character will soon learn otherwise.

When you build your character, buy some ranks (at least one) in Knowledge Arcana. All these stories, which you don't (yet) think are true, will represent this Knowledge.

Rob

Subj: RE: WHAT in the World are Dznedain and other Nzmensreans?!
Date: 3/24/2004 8:34:33 AM Eastern Standard Time
From: RobPetrone
To: psplesant@msn.com

A poignant question. I'm afraid only the Smart, Dedicated and Charismatic get "Knowledge (Arcane Lore)" as a class skill.

But here's my rationale from a game mechanics point of view.

No one in the game is playing a "normal human." Everyone's either playing a demi-human or what the d20 Urban Arcana supplement calls "Shadowkind" (including you...you're like a "special" human, and there's a type of "Shadowkind Human" in the d20 UA supplement). The d20 UA supplement indicates that Shadowkind (including SK Humans) don't get the four Skill Points at 1st level and 1 additional SP each subsequent level that the typical d20 Modern Hero (who is typically Human, since, like in the 70s game, there aren't *other* species of PC) get. Thus, *everyone* in the Legend of Modern Earth game would be subtracting these points, so I just "factored it out" to borrow from my 9th-grade algebra class, and let everyone keep those points. (It also helps to simplify CharGen, because no one has to subtract Skill Points from what the book gives you). But I'm requiring everyone to take Knowledge (Arcane Lore) to eat up some of those extra points...so it all evens out more or less.

Rob

Subj: Re: WHAT in the World are Dznedain and other Nzmensreans?!

Date: 3/24/2004 7:25:07 PM Eastern Standard Time

From: RobPetrone

To: pspleasant@msn.com

It's all built into the d20 Modern character generation process. You gave Hawk the 4/1 & extra feat but didn't realize it. Building non-humans in d20 Modern involves an inelegant *subtraction* process...taking away SPs & one feat.

Rob

Subj: Hobbit Names
Date: 3/31/2004 9:52:04 AM Eastern Standard Time
From: RobPetrone
To: FinneganL@[REDACTED], sgrabania@[REDACTED]

Since you share my interest in linguistics, etymology & philology, I thought you might enjoy this info from the appendices of Return of the King.

Appendix C provides lots of given names by family (I've listed only male names since I get the impression Mayor Gardner is male):

Gamgee/Gardner family:

Hamfast, Holman, Cottar, Carl, Hending, Erling, Rowan, Hob, Hobson, Andwise, Halfred, Tolman, Wilcome, Ansom, Hamson, Halfred, Samwise, Tolman (Tom), Bowman, Holdfast, Fastred, Harding

Baggins family:

Mungo, Ponto, Largo, Bungo, Longo, Bingo, Polo, Fosco, Bilbo, Otho, Odo, Falco (rock me Amadeus), Posco, Drogo, Dudo, Lotho, Olo, Frodo, Milo, Griffio, Sancho, Mosco, Moro, Minto

Took family:

Isengrim, Isumbras, Ferumbas, Bandobras, Gerontius, Isembold, Isembard, Isengar, Fortinbras, Aldagrim, Flambard, Sigismond, Pimpernel, Peregrin, Reginard, Adelard, Ferdinand, Ferdibrand

Brandybuck family:

Sadoc, Madoc, Gormadoc, Marroc, Gorbodoc, Marmadoc, Rorimac, Merimac, Ilbaric, Doderic, Berilac

And Appendix F has this to say about Hobbit languages and naming conventions:

"The Hobbits of the Shire and of Bree had at this time [the 3rd Age], for probably a thousand years, adopted the Common Speech [a Man-tongue which, as the Appendix says earlier, was "enriched and softened under Elvish influence"...I guess that's what I was thinking when I said it was an Elvish patois]. They used it in their own manner freely and carelessly, though the more learned among them had still at their command a more formal language when the occasion required.

"There is no record of any language peculiar to Hobbits. In ancient days they seem always to have used the languages of Men near whom, or among whom, they lived. Thus they quickly adopted the Common Speech after they entered Eriador [near the lair of Smaug the Dragon in "The Hobbit"], and by the time of their settlement at Bree [where Frodo et al. meet Aragorn] some had already begun to forget their former tongue. This was evidently a Mannish [as in "Man"] language of the upper Anduin [River], akin to that of the Rohirrim; though the southern Stoors [Sméagol & Déagol] appear to have adopted a language related to Dunlendish [another Mannish tongue] before they came north to the Shire. [A footnote here indicates "The Stoors of te Angle, who returned to Wilderland, had already adopted the Common Speech; but Déagol and Sméagol are names in the Mannish language of the region near the Gladden" fields].

"Of these things in the time of Frodo there were still some traces left in local words and names, many of which closely resembled those found in Dale or in rohan. Most notable were the names of days, months, and seasons: several of the words of the same sort (such as "mathom" and "smial") were also still in common use, while more were preserved in the place-names of Bree and Shire. The personal names of the Hobbits were also peculiar and many had come down from ancient days.

"Hobbit was the name usually applied by the Shire-folk to all their kind. Men called them Halflings and the Elves [called them] Periannath. The origin of the word hobbit was by most forgotten. It seems, however, to

have been at first a name given to the Harfoots by the Fallohides and Stoors, and to be a worn-down form of a word preserved more fully in Rohan: *holbytla* [meaning] 'hole-builder'."

I can't get enough of this stuff! In Appendix F, Tolkien also offers this apologia regarding translating Bilbo & Frodo's Red Book into the English of the Seventh Age:

"In presenting the matter of the Red Book, as a history for people of today to read, the whole of the linguistic setting has been translated as far as possible into terms of our own times. Only the languages alien to the Common Speech have been left in their original form; but these appear mainly in the names of persons and places.

"The Common Speech, as the language of the Hobbits and their narratives, has inevitably been turned into modern English. In the process the difference between the varieties observable in the use of the Westron has been lessened. Some attempt has been made to represent these varieties by variations in the kind of English used; but the divergence between pronunciation and idiom of the Shire and the Westron tongue in the mouths of the Elves or of the high men of Gondor was greater than has been shown in this book [or the movie, which was true to the book in this respect]. Hobbits indeed spoke for the most part a rustic dialect, whereas in Gondor and Rohan a more antique language was used, more formal and more terse."

He goes on to describe how the Westron also had a formal and familiar form of "you," but that the Hobbits ceased to use the formal, except that it "lingered only among the villagers, especially of the Westfarthing, who used them as endearments," which is what the Costa Ricans do with the Spanish formal *usted*, interestingly.

Lastly, there is this on Hobbit names vis-à-vis language:

"The name of the Shire (*Sûza*) and all other places of the Hobbits have thus been Englished. This was seldom difficult since such names were commonly made up of elements similar to those used in our simpler English place-names; either words still current like *hill* or *field*; or a little worn down like *'ton'* beside *town*. But some were derived, as already noted, from old hobbit-words no longer in use and these have been represented by similar English things, such as *'wich'*, or *'bottle'* [meaning] *'dwelling'*, or *'michel'* [meaning] *'great'*.

"In the case of persons, however, Hobbit-names in the Shire and in Bree were for those days peculiar, notably in the habit that had grown up, some centuries before this time, of having inherited names for families. Most of these surnames had obvious meanings in the current language, being derived from jesting nicknames, or from place-names, or (especially in Bree) from the names of plants and trees. Translation of these presented little difficulty; but there remained one or two older names of forgotten meaning, and these I have been content to anglicize in spelling: as *Took* for *Tûk*, or *Boffin* for *Bophin*.

"I have treated Hobbit first-names, as far as possible, in the same way. To their maid-children Hobbits commonly gave the names of flowers or jewels. To their man-children they usually gave names that had no meaning at all in their daily language; and some of their women's names were similar. Of this kind are *Bilbo*, *Bungo*, *Polo*, *Lotho*, *Tanta*, *Nina* and so on. There are many inevitable but accidental resemblances to names that we now have or know: for instance *Otho*, *Odo*, *Drogo*, *Dora*, *Cora*, and the like. These names I have retained though I have usually anglicized them by altering their endings, since in Hobbit-names *'a'* was a masculine ending, and *'o'* and *'e'* were feminine."

I could go on, but he then just describes how different families had different conventions, like the high-sounding names of the *Tooks*, where they came from etc.

But this should do ya.
Hope you enjoyed it.
Rob

I helped Steve roll up his Modern Earth character last night, and it raised a few issues I should address to help folks roll up their characters.

Whatever reasonable method folks have used in our d20 games for rolling their stats is fine. I'm not concerned about such things.

Languages...these should be described in the description of your racial templates I gave you. Mike, I didn't give you a racial template, so I'll e-mail it to you separately for your mystery character. Briefly, the languages are any of the languages of modern Earth (English, Spanish, etc., and even "made up" languages like Esperanto and Klingon are acceptable, but of course these will be "made up" in the game-world too. Speakers of Klingon will be nerdy Trekkies, for instance). Characters who didn't grow up in Modern Earth, like Matt's Elf, for instance, who grew up in the faerie realm of Valinor, wouldn't know these tongues, and would have to buy them separately. We can always contrive a reason as to just how he learned them. We can say, for instance, Matt, that your Elf can have learned English because Galadriel's scrying pool can pick up HBO or something.

Languages from Middle Earth are much fewer than in D&D. In fact, there's only about half a dozen:

Quenya (the Elven language now, in the 7th Age, used almost exclusively by the elves),

Sindarin (a more vernacular Elven tongue, predominant in the 3rd age, but now disused in the 7th Age),

Dwarf (a secret language spoken and known to no one but the dwarves, although Appendix F of Return of the King does say "and few others"),

Hobbit (which is really just a patois commingling Elvish and Man tongues),

and the various Man tongues of the Westron family (Adunaic spoken by Aragorn's peoples, the "language of the Rohirrim" which is never given a name by Tolkien, and some other more vulgar tongues).

There is also the Black Speech, which is spoken by Orcs, Trolls, and other fell minions of evil.

Characters who grew up in modern Earth should not really know these languages unless they have some tie to them, like a kindly grandmother who used to talk to them in this funny "gibberish" speech when he was a kid, or a character who has an interest in the etymology of language (and, thus, might have access to obscure books) and so on. Again, I'm willing to contrive reasons.

Also, I may not have made clear that in the first session of the game, the "watershed event" that brings magic back to the world will happen (or just have happened), so for all intents and purposes, assume that in episode 1, the world will be just as it is now. No magic, no awareness of magic by the average Joe on the street, etc.

That's all I can think of at the moment.

Rob

Subj: Re: LoME Character Generation, Part II
Date: 3/31/2004 10:53:46 AM Eastern Standard Time
From: RobPetrone
To: RobPetrone, pspleasant@msn.com, mhicks@[REDACTED] michael_walters74@[REDACTED]
m.hicks@sap.com

Oh yeah...and *everyone* should take at least one rank in Knowledge (Arcana). You might not *know* you have a knowledge in Arcana (which, I'm defining for purposes of this game as "Tolkien lore"), but you all will one way or another.

Matt, you can have as many ranks in it as your level allows. Since I'm starting everyone at THIRD LEVEL, that would be $3 + 3 = 6$. The lore of Middle Earth has been preserved in Valinor.

Rob

Subj: Your Dúnedain/Númenórean

Date: 3/31/2004 10:51:29 AM Eastern Standard Time

From: RobPetrone

To: michael_walters74@[REDACTED]

Size: Medium. No special bonuses or penalties due to their size.

Ability Modifiers: None.

Base Speed: 30 feet.

For all effects related to species, a Númenórean is treated like an elf. Númenóreans, for example, are just as susceptible to special effects that affect elves as the elves are, and they can use magic items that are only usable by elves.

Spell Immunities: Númenóreans are immune to sleep spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Skill Bonuses: Númenóreans gain a +1 species bonus on Listen, Search, and Spot checks. They gain a +2 species bonus on Diplomacy and Gather Information checks.

Bonus Feat: Númenóreans gain the bonus feat Archaic Weapons Proficiency.

Free Language Skills: Read/Write Common (or local language), Read/Write Sindarin, Speak Common (or local language), Speak Sindarin.

They get the same Feats and Skill Points available to normal humans.

Also, since you're a linguist, I recommend taking Quenya, since I'm going to use this as a plot device. You bought a book in an old used book store that describes the language of Quenya. You studied it extensively, never having heard of Quenya and wondering who used this language and when (you never found out) and what language it's derived from (you never figured that out either). You studied it so hard, you can actually speak it, like the guy in Stargate (the movie) was able to speak Ancient Egyptian.

Also, you can take a rank or two in Knowledge (Arcana), to represent things you gleaned from studying the etymology of this bizarre "Quenya" language.

Rob

Subj: Re: Your Dznedain/Nzmen'srean
Date: 4/2/2004 11:30:10 AM Eastern Standard Time
From: Michael Walters <michael_walters74@[REDACTED]>
To: RobPetrone@aol.com
Sent from the Internet (Details)

Rob,

I was working on this character last night, and I have a question about languages. It lists bonus languages of Speak and Read/Write Sindarin (3rd world elvish). How is it that I know this? Should I use the same explanation as for my learning Quenya (7th world Elvish)? Perhaps I've learned them together?

Also, in "Modern Earth," do the works of Tolkien exist? Can the character have read "The Lord of the Rings?"

I'll send details as I have them.

Mike

Subj: Character Info

Date: 4/2/2004 4:46:51 PM Eastern Standard Time

From: Michael Walters <michael_walters74@ [REDACTED]>

To: RobPetrone@aol.com

Sent from the Internet (Details)

Rob,

I've finished character generation. To give you preview and get those creative juices flowing, here are some highlights. I'll bring the full sheet to the game on Monday. I'll work on some background info and send that to you in the near future (I'm still planning on the basic story of former Army Ranger Intelligence, who is now a washed out drunk).

Jacob Eaton (that's my working name; possibly subject to change)

Smart 1/Charismatic 1/Fast 1

Profession: Military

Noteworthy high skills (including bonus and modifiers)

Diplomacy +11

Gather Information +9

Demolitions / Knowledge Tactics / Search +8

Decipher Script / Disable Device +7

Also note I took

Craft (Chemical) and (Electronic) +6 each; I can build bombs and timers.

I have Speak and Read/Write for:

English, Spanish, Russian, Quenya, and Sindarin (I might swap the Spanish or Russian for something else modern).

Feats:

Archaic Weapons Proficiency (bonus)

Defense Martial Arts (1st)

Improved Initiative (1st)

Personal Firearms Prof (Military)

Simple Weapons Prof (Free)

Trustworthy (3rd)

Talents:

Linguist

Coordinate

Evasion

Subj: More Character Info

Date: 4/5/2004 11:31:57 AM Eastern Standard Time

From: Michael Walters <michael_walters74@██████████>

Jacob Eaton was born in Colorado Springs, Colorado in 1970. Although his father was a Captain the the United States Air Force, he did not have to endure the life of a stereotypical military brat. His father was a kind man, not a strict disciplinarian, and, as he had an administrative job at a local USAF base, the family was not constantly on the move. As an only child, Jacob was the apple of his parents eye, although they were careful not to spoil the boy, teaching him the values of hard work and self-reliance. Jacob excelled at schoolwork generally earning A's and B's, in fact, he won his school spelling bee 5 years in a row and went on to compete in some of the larger regional spell bees. Jacob continued to be a good student through his high school years, and was also a good athlete, being named captain of the football and basketball teams his senior year.

When the time for college came, Jacob was offered an opportunity to attend the West Point Military Academy. Although his father did not put any pressure on him, he was quite proud when his son decided to accept the appointment and follow in the family tradition of military service. Jacob graduated in the top 10 of his class at West Point, and was assigned to the Army Rangers as a 2nd lieutenant. At West Point, Jacob was noted for his interest and abilities with languages (cultivated in those childhood spelling bees), and as a result, the Army selected him to do post graduate work at Oxford and Cambridge, specifically studying language and cryptology.

During his studies at Oxford he came across an old book written in a strange language, which Jacob later realized was, in fact, two languages, almost like an ancient and modern version of the same tongue. Try as he might, he could never track down additional sources of the language, or determine the culture it came from. He had always felt (and wished), had he not been in the Army, that he could have written an doctoral thesis on the study of the language(s). But, he was in the Army, and as duty called, the book was buried in his personal possessions, and forgotten.

It was also during his post-graduate studies that Jacob met Mary. While Jacob had had women in his life before, none of them could hold a candle to Mary, she truly became the light of his life. They courted through college, and were married prior to Jacob's being given his full time assignment with the Army.

When Jacob completed his post-graduate studies, he was assigned as the Ranger's liason to Military Intelligence. As he spoke Spanish and Arabic, he was assigned to trouble spots in Central America and the Middle East. Jacob led several mission teams to deal with "Hot Spots," and all those other classified things the world at large never hears about. Jacob served with distinction, and was promoted to the rank of Captain, with potential for even bigger things in his future. Life was good, and things were looking even better, as Mary was pregnant with their first child.

Then, the wheels fell off. Jacob was leading a Ranger team to "neutralize" leaders of a known Middle Eastern terrorist cell, when the mission when bad, in the worst kind of way. It was almost as though the terrorists had been warned. Most of Jacob's team was massacred. Word leaked to the press, and it became a major black-eye for the US administration. There had to be a fall-guy, and Jacob was the choice. There were Senate hearings to testify before, along with all the associated hoopla. Ultimately it lead to a court marshal and a dishonorable discharge from the Army. Jacob was devastated, the institution he had built his life around had betrayed and abandoned him. But the madness wouldn't stop. One week after the court marshal, Mary went into labor with their son, what was to be a joyous occasion turned to tragedy as Mary died during childbirth. Distraught, Jacob moved back home to see his father, trying to turn back the clock and find a sense of normalcy.

This too, would not last. Less than a month after returning to Colorado, his father was diagnosed with Brain cancer. The struggle was brief, and Jacob buried his father 3 months after burying his wife.

Shattered, Jacob moved to (insert GM starting city here), to be alone, and raise his infant son. He was able to secure a job as an associate professor of linguistics at a tiny college (the best he could do with a dishonorable discharge on his record). He spends his days as alone and anonymous as possible, and spends his evenings trying to wash away his pain at the bottom of a bottle. He feels he has nothing left to live for, but his young son, and he currently exists in an almost surreal state going through the motions of life with no passion or feeling.

Subj: RE: LoME Character Levels
Date: 4/7/2004 6:49:14 PM Eastern Daylight Time
From: "Steve Grabania" <FinneganL@[REDACTED]>
To: <RobPetrone@aol.com>
Sent from the Internet (Details)

I think I have settled on a name...
Mayor Gymbylwyck Hobson Gardner
I am just about done with char gen...i can show you on Monday at SoF

Later
Steve

Subj: My Rohirrim.
Date: 4/7/2004 9:37:58 PM Eastern Daylight Time
From: "Scott Schenck" <pspleasant@msn.com>
To: "Rob Petrone" <RobPetrone@aol.com>
Sent from the Internet (Details)

Rob,

Here's the bulk of it, with the pertinent character info (finally rolled a decent set of stats :) and some flavor text. Having trouble with a name...but will let you know when I've got one. You can take a look at the character sheet this Mon. Any recommendations, questions or comments are certainly welcome.

Scott

The Long Journey Home

Heat still shimmers off the black stretch of highway in the dying hours of the day, blurring the shape of the two wheeled thunder gliding smoothly over the urban scar called I-70. Neon flashes seductively from the shadows, and the machinegun reports from the muffler as the engine revs down are the only signal given as the big cycle turns into the gravel parking lot.

Another of a thousand identical watering holes, with the telltale spread of a dozen odd bikes in tight rank and file and a handful of junkers, most only weeks from being up on blocks. The engine cuts off and the reflex lowering of the kickstand happens as the steel helmet comes off. The name of this crap trap, Zipper's, in neon, reflects in the dark glasses.

Honky-tonk and testosterone flood the senses when the door swings open. The crack of billiard balls and the curse that follows are the only greetings. Leather and chain creak a well worn welcome to the stool taken by the stranger, followed by the usual query from the bartender.

"Chu' have?"

That's twice as many syllables as is customary. The stranger offers a smile that doesn't quite reach his blue eyes and replies, "Burger. Rare. The works. Fries and a pitcher."

The bartender turns with a grunt, that's more like it, and yells the grill order back through a window at the far end of the bar.

The stranger is stroking his thick blonde mustache with his left thumb and finger, tracing it down towards his chin and looking into the mirror at his likeness. The reflected image tattooed into the web of his hand is faded and indiscernible at this distance. The right hand unconsciously begins the routine of freeing up a smoke. The Zippo flares to life and one long drag later, the stranger turns his head from side to side, cracking his neck and causing the wide, braided ponytail of hair to sway back and forth across the smooth leather on his back.

The dance begins ninety seconds later.

"Hey, man. Who you wit'?"

The question comes not even half way through his Winston. Damn. The stranger takes another long drag on the smoke, holds it, and exhales slowly.

"Hey! I said, who you wit'?" The question comes a second time from directly behind him, and the thrum in the bar drops down a couple of degrees, to respectfully wary.

The stranger cocks his head over his shoulder and says, "Not lookin' for any trouble. Just rollin' through."

Turning his head, turning, turning it, back, turning back to the mirror, turning his head, turning through déjà vu, turning his head, back, turning, how many times, turning his head back toward the mirror, how many times has he done this? He waits, again, to see, this time, will it be the lady...or the tiger?

A moment of silence passes through the bar as the young kid considers, and perhaps having noticed the streaks of gray in the stranger's hair, he chooses.

"I don't care what you want. I wanna know who you ride with."

So it's the tiger then. Seems like nowadays, it's always the tiger.

The stranger gauges the kid's approach in the greasy mirror and sets his Winston firmly in the ashtray.

"Hey! You don't--", the kid starts, dropping a hand on the stranger's shoulder to yank him around, but he hesitates when he pulls on the stranger's shoulder, and the stranger doesn't budge.

Then it all happens so quickly.

The stranger grabs the kid's hand and twists it savagely, sending the kid half-sprawling over the bar, face up. His other hand locks over the kid's narrow throat as he rises slowly from the barstool. Movement from the corner of his eye alerts the veteran biker, but he's done this so many times, it's second nature to him now. He hauls the kid off the bar and spins him around just in time to intercept the pool cue slicing down through the air. The narrow stick snaps in half across the kid's shoulder blades, and he slumps over onto a barstool.

The snap of knife blades is followed by the shouts and curses of the rest of his pack.

The stranger reaches behind the bar near the till and discovers a thirty-four inch pine Louisville which he pulls out in a slow arc, making sure each of the kid's friends gets a good look at it.

They come at him anyway. They always do.

But he is not here to harm anyone, that is not his intent. He is searching. This rabble is just one more obstacle to be negotiated. They are no more than potholes along the highway of his journey.

Moving with practiced precision, he swings the slugger and knocks away knives, pool cues and even a length of chain. There are some bruises birthed and a few fingers crushed, but their spirits are broken long before their bodies. The fledgling biker gang scatters to the wind, engines cutting into the night.

The kid is the last to retreat. Swaying to his feet, he staggers toward the door, but the stranger's hand finds him again and curls into the fabric of his jacket, drawing him close. The hot breath of the stranger in his face.

"You may wanna reconsider the next time you go to lay your hands on an Iron Horse Lord."

The stranger then shoves the kid out through the front door of the now deserted roadhouse, and turns back to the bar, setting the bat down. Picking up his Winston, he sees the bartender staring at him with that all too familiar look of awe and horror, and the stranger knows that his time here is done.

"You better make that burger to go."

Background Info

Father is deceased since 1998 of colon cancer. Mother, 64, is beginning to destabilize mentally due to her frequent drug use. She is living out the remainder of her days in their hometown of Ann Arbor, MI with her brother (his uncle) who lost a leg above the knee in Vietnam. All my Rohirrim's on-the-grid info is sent to an apartment above the garage of his mom's place. He only cycles through a couple of times a year to deal with license/registration paperwork, taxes and what not.

He's currently 44. Was married. Wife and child both died in childbirth over 18 years ago (1986). I see him now as leathery, rugged and weathered.

Has a record of two narcotics possessions, one assault and various minor traffic violations. He never served any time, and the major offenses occurred in his twenties when he was involved with a gang. He hasn't had a run in with the law in over six years.

Is questing for others who uphold the same beliefs as him. Considers himself the sole member of a biker gang he calls the Iron Horse Lords. Travels from place to place doing construction, automotive/bike repair or any type of Manpower day-to-day labor to earn a wage.

Just couldn't see him having any specific weapons 'training' despite the militant father figure. Despite his grim shell, he actually shirks violence if possible, but he relies on simple clubs and knives when necessary. He carries a wooden bat (it's not a lance, but it gets the job done :) on his bike and a buck knife on his person.

He drives a black 1984 Harley Davidson Low Rider with silver trim which he bought new the year he met his wife. He's made some engine adjustments, and his ride accelerates to over 90 mph in an 1/8 of a mile and turns out a 1/4 mile in 11.8 seconds at 114 mph. One horse is nice, but 95 are better. :) I'll read up on the driving/stunt rules...

Tough 3

Blue Collar - Drive, Intimidate, Repair

Str 15

Dex 14

Con 18

Int 14

Wis 12

Cha 9

HP 35 (14, 12, 9)

DEF 15 (Dex +2, Class +2, Leather Jacket +1)

Wealth Bonus +7

Talents

1st Level - Cold Resistance 4/-

3rd Level - Damage Reduction 1/-

Feats

Free - Simple Weapons Prof

1st (Rohirrim) - Confident

1st - Drive By Attack

2nd (Tough) - Power Attack

3rd - Sunder

Skill Ranks

	1st Level - 20	2nd Level - 5	3rd Level - 5
Concentration	1	1	
Craft Mechanical	1		
Craft Structural	1		
Drive	2	2	1
Intimidate	1	1	
Know Arcana	2		
Know Streetwise	1		
Repair	1	1	1
Ride	2		1
Spot	4		2
Survival	2		

Subj: The Naming.
Date: 4/10/2004 9:06:04 PM Eastern Daylight Time
From: "Scott Schenck" <pspleasant@msn.com>
To: "Rob Petrone" <RobPetrone@aol.com>
Sent from the Internet (Details)

Okay, so here it is. They finally came to me.

First Name: Lucien (LOO-shen) son of Herrold

Last Name: Hastrem (HAY-strum) A bastardized version of the two Norse words for "horse" and "strong".

Day-to-day Name: Luke (...*I* am your father... :)

Biker Handle: Grim (There are only a few folks left from his long ago days who know this one, although he's got it tattooed on himself somewhere I'm sure. Just don't know where yet.)

Scott

Subj: Being a Contemporary of Fëanor
Date: 4/29/2004 2:09:44 PM Eastern Daylight Time
From: RobPetrone
To: mhicks@[REDACTED], m.hicks@sap.com

Matt,

That's perfectly cool if you want your elf to have been alive since the First Age. If you choose to do so, however, you **should** have a huge-horkin' Tolkien Lore roll (i.e., Knowledge: Arcana). I'd require you to Max that score out. At 3rd level, you'd be able to have up to six ranks in Knowledge: Arcana if it's a class skill, and three if it's a cross-class.

If you didn't want to waste so many skill points on K:A, I'll let you work around it by making one of your three levels a level in Dedicated Hero, and taking the "Skill Emphasis" talent (with your emphasis in K:A). This way, you'll only need to buy three ranks in K:A, and the Skill Emphasis talent will give you an extra +3, thus making up the difference.

I understand that neither of these options are probably terribly palatable. I'm sure that in order to most effectively make your character into the archetype you're looking for, you'd probably want to stick to 3 levels of Fast Hero or something, and spend your Skill Points on more Legolas-like stuff, like skill ranks in Spot, Balance, Jump, Climb, etc.

The other option, then, is to make your elf younger, like having been born in Valinor sometime after the end of the 3rd Age. There's really no downside to this, except in terms of "flavor." He won't get to have been a contemporary of Fëanor, for instance, and wasn't around when the Silmarils were created. He's never seen Middle Earth like the older elves, since he was **born** in Valinor. But the upside is that you won't have to max out your "Knowledge: Arcana" skill. You can buy as many or as few ranks (tho' I'm requiring a minimum of 1) as you like. The younger you make him, the fewer ranks in "Knowledge: Arcana" you'll need.

Also, just FYI, elves **do** grow older in appearance, albeit VERY SLOWLY. (They just don't **die** of old age -- only from being slain or from grief -- which implies that Ingwë must look ANCIENT by now.) That's why Elrond was played by Agent Smith, and not by a younger actor, and why Arwen actually **looks** young enough in the movie to be Elrond's daughter. If your elf has been around since the days of Fëanor, he'd look the part. Whereas, if he was born in the Fifth or Sixth Age (as I'd originally imagined), he'd look young enough to be played by Matthew McConaghy.

Rob

Subj: RE: Being a Contemporary of Fëanor
Date: 4/29/2004 4:27:46 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com

Okay...born in the 3rd Age, shortly after Arwen is cool. That would put you at about year 250ish in the 3rd Age (Arwen was born in year 241 of the 3rd Age).

I guess I won't require you to Max Out your K:A skill in that case, but it should still be pretty high...five ranks sounds ok...*maybe* 4 ranks if you were particularly inattentive. You'd have been of age to remember the War of the Ring first hand, and might even have been one of the Elven Archers who fought at Helm's Deep (although, in the book, it doesn't appear that the Elves *did* help out at Helm's Deep...that may just be a film thing...so I'm not sure how I'm going to reconcile that).

You could also choose to have been born in Valinor at the turn of the 4th Age. You'd only be about 3,000 years younger than Arwen, which is still "a little younger" by Elven standards. In that case, I wouldn't require 5 ranks in K:A. Three or four would do.

Either way is fine.

Rob

Subj: RE: Being a Contemporary of Fëanor, Part II
Date: 4/29/2004 4:33:21 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com

>I hadn't decided yet if he stayed in Middle-Earth with the >elves who migrate from Lothlorien (can't find little accent >mark ><) or if he returns with everyone to Arda.

Whoops...I missed this part.

Of course, if you were one of the elves who returned to Aman (not Arda..."Arda" is the "Elder Day" word for "Earth"), then, of course, you wouldn't have experienced the War of the Ring first-hand, though all the people of Aman probably *would* have been all abuzz about it. I guess if you were one of the Elves who returned to Aman in the Third Age, that'd be enough reason to lower your K:A a rank.

Rob

Subj: Write-up
Date: 4/29/2004 4:42:22 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com

>I will provide you with my complete idea in a writeup over >the weekend. I'm very open to all your ideas, but let me >clearly set out what mine are (and I just don't have the time >nor materials to do that at work :)

Sure, no problem. Take your time. Whatever you want to do is fine. To be perfectly honest, the only reason I'm subliminally trying to discourage you from playing an older elf is because you've already got a schtick -- the kick-ass archer (and/or the magic user). Steve's schtick is going to be the book-snooker/historian. If your character has first-hand knowledge of everything Tolkien, then it kind of steps on Steve's schtick. You, in essence, have **two** schticks (three, if you are a mage as well), killing thirty orcs with one well-placed arrow, (casting spells,) AND knowing everything about the universe. Steve only knows stuff about the universe, so he may feel useless if he doesn't get to flex his character's "Knowledge: Arcana" muscles.

If your elf is a little too young to remember the War of the Ring, then that gives Steve some room to play the-guy-who-knows-stuff-about-the-history-of-Middle-Earth. But, of course, I want you to play the character **YOU** want to play. If you choose to be older, and, consequently, have a high K:A score, that's fine. I'll just have to make sure Steve gets stuff that makes his character feel useful. And that's no problem.

Rob

Subj: RE: Write-up
Date: 4/29/2004 5:11:26 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com

Gotcha.

>Did I say mage? I don't think mage is necessary unless it's >needed in the party.

No, actually, it was *I* who mentioned the Mage in an earlier e-mail. It's not *necessary*, but it's an option that's open only to you, as an elf (since Elves and Maiar are the only ones who do magic in Tolkien's universe). Take a look at the Mage Prestige Class on pg. 318 of the d20 Modern book. I'm neither encouraging you nor discouraging you to take it...I'm just letting you know you've got the go-ahead if you ever wanted to take it (*and* if you qualify, which you might not at 3rd level). At the very least, you could pick it up at a later level if you wanted to.

Rob

Subj: An Amusing Look at Life in Valinor
Date: 4/30/2004 1:41:33 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com, mhicks@

Thought you might enjoy this brief, but amusing essay on what life must be like in Aman since the end of the Third Age, before you embark on character generation this weekend...

What Does An Elf Do In Aman?

When you stop to think about it, what is there to do in Aman?

Before they went into Exile the Noldor quarried the hills and mountains of Valinor for stone with which to build their homes and towers. They must have paved a lot of roads throughout Aman

just to help them move the stone around. But what else did they do while they were building their civilization? They mined the mountains for ores and gems and hunted in the woods of Oromë (probably alongside the Vanyar). It may also be that some of the Noldor went sailing with the Falmari on occasion (the Falmari dove for pearls, which they traded to the Noldor for gemstones and in payment for their help in building Alqualondë). But basically there must have been very little to do except sit around singing all day long, or feasting with the Valar and Maiar. To a Noldo, who had to be doing something constructive, life in the Blessed Realm may have been quite boring. Why else would Melkor's subtle suggestions that they could have had so much more in Middle-earth have struck a nerve with the Noldor? After the Exiles returned to Tol Eressëa in the Second Age they don't seem to have remained

content with sitting around and singing all day long. Quite possibly the Eldar who sailed to Numenor to teach the Dunedain included many Noldor who wanted to get back into the swing of

things. Helping the Edain build a new nation might have been just the trick for them. The Sindar probably were the Elves who took trees, plants, and animals to Numenor. They, too,

may have gotten bored with the dull life of living in the Blessed Realm. What must the Valar have had to do to keep the Elves happy through all those thousands of years? There could have been quite a few horse races, hunting competitions, and probably an excruciatingly long tradition of poetry and singing contests. How many variations on "Lament for the Two Trees" could the Vanyar have composed?

Librarians may have been in great demand among the Elves. Once Rumil invented the Tengwar and Fëanor revised them, the Elves must have composed a storm of songs, stories, histories, etc.

They must also have spent ages just analyzing all the linguistic knowledge the Noldor and Sindar brought from Middle-earth. After Aman was taken away from the circles of the world, the Elves must have felt pretty isolated. Sure, a ship or two would come sailing up to Tol Eressëa every now and then, bearing fresh news of events in the mortal lands, new additions for the genealogies (that probably only changed slightly every few hundred years), and the occasional new idiom

from some half-known dialect in the more distant regions of Middle-earth.

And just where exactly did all the Elves who sailed to Aman settle down? How large did Avallonnë become? Did anyone ever leave the city permanently? The Valar or Noldor of Tirion

must have given the tree named Celeborn to the Elves of Beleriand as a symbol of restored communion. But were the Elves of Tol Eressëa allowed to move to the mainland?

Since there was supposedly a Palantir in Avallonnë that was attuned to the "Elendil stone" which was kept on the Tower Hills near Mithlond, did the Elves set up some sort of message system whereby the folks in Middle-earth could exchange greetings and news with the folks back in Aman? Gildor Inglorion apparently spent a lot of time visiting this Palantir. Surely, with memories as good as they were among the Elves, he didn't need to refresh his vision of the West

every couple of years?

And isn't it strange how we know what happened to Ar-Pharazôn after he attacked Valinor? How did that knowledge survive, unless Elendil (who wrote the "Akallabeth") got on the line with someone in Tol Eressëa and found out what happened?

One must wonder who the Elven lords of Tol Eressëa were. They visited Numenor for the wedding of Aldarion and Erendis. Was Finrod Felagund one of them? Yet he is said to "walk with Finarfin his father beneath the trees in Eldamar". Maybe he didn't have to settle in Tol Eressëa.

And did Finrod ever marry Amarië, the Vanyarin Elf who was not allowed to accompany him into exile? If so, perhaps there were a lot of weddings in Aman after the return of the Exiles. The

Noldor did tend to intermarry with the other Elves a great deal.

One might do well to ask what the Elves do all day, now that they've left a legacy of great wars and dooms behind them in Middle-earth. They're unlikely to rebel against the Valar again, nor to be threatened by any evil creatures. Maybe they spread out into all the uninhabited regions of Aman, building cities, planting forests, digging new mines and quarries, and generally just having a grand old time building a new civilization that surpassed the ancient one in too many

ways to count.

There must have been quite a few "tribes" in Aman by the time Numenor was destroyed: the Vanyar, the Noldor of Finarfin, the Falmari, the Noldor of Tol Eressëa, the Sindar of Tol

Eressëa, and any Silvan Elves who were starting to show up.

Where did Legolas and Gimli finally settle? For that matter, was Galadriel forced to stay in Avallonnë? What if she wanted to visit Finarfin in Eldamar (or Valinor, assuming Eldamar was too damaged for the Noldor of Tirion to return there after Ar-Pharazôn's little party)?

Where would Celeborn end up staying once he finally showed up? Would he have to settle for visiting relatives for the next couple of thousand years?

What about Elrond and Celebrian? And Elladan and Elrohir (assuming they chose to be of Elven kind)? Did they go north to visit Elwing and Eärendil? Was Elwing still living in that tower in the far north?

Does Eärendil ever bring out the Silmaril on high feast days? If Aman was not made into a new world with new continents to explore, maybe the Elves perfected space travel and interdimensional warping so they can occasionally check up on things back in the mortal lands. If so, we might finally have an explanation of what all those strange sightings of UFOs relate to....

Subj: Pre-Game Info
Date: 5/4/2004 2:00:01 PM Eastern Daylight Time
From: RobPetrone
To: FinneganL@[REDACTED], sgrabania@[REDACTED]

In response to your request for info, here's all you'll need to know before the beginning of the game. Feel free to e-mail me with any questions.

Gymbylwyk is the Mayor of "the Shire," which isn't much of a political distinction. You're just like everyone else, except you get to give speeches at parties.

In recent years, however, particularly, in your lifetime (and less so in your predecessor's lifetime...who was probably your father or uncle or something), the job of Mayor of the Shire has become more work. With the rise of what the Men call "industrialization," they have begun to break the oath made by King Elessar (a/k/a Aragorn) at the turn of the Fourth Age (Sauron's defeat pretty much marked the end of the Third Age) that Men would not encroach on the lands of the Shire. Of course, *that* was a *long* time ago...and the Men of today aren't likely to remember King Elessar of Gondor, much less that specific decree. In fact, the world has been changed by the raging seas. The land mass upon which Hobbiton stood in the Third Age may not even exist as far as you know.

Although, with all the research you've done, you've probably determined by latitudes and longitudes that a landmass called "Asia" now stands where the original Hobbiton once did, and it's a land populated by the descendants of the Easterlings (those guys riding the *mûmakil*, a/k/a oliphaunts). Not that they took Hobbiton over or anything -- it's just that the lands shifted and you and your folk ended up here, across a wide sea (it was called the Great Sea in the Third Age...now Men call it the "Atlantic Ocean"). There are probably Hobbits on the other side of that sea, although you've got no real evidence of that. There was quite a diaspora when the world was changed.

Mostly, you and the Shirefolk don't care. (I mean, you *can* care if you want to, but no one else around you does.) The Shirefolk mainly care about the Shire, which exists in what the Men call "New England" or "Connecticut," probably depending on which dialect of modern Adûnaic (the language of Men in the first few Ages) they speak. They don't come around often. There's a paved road a few miles away, which was built when your predecessor was in office. That was a debacle. The Shire almost entirely up and moved. Fortunately, though, with a little hiding, the Men paved their road and moved on.

A few years later, they came back, building pyramidal, scaffold-like towers connected at their pinnacles by heavy black wires. Apparently, they send their voices over these wires, presumably akin to the old string and cup trick.

In your administration, the Men came again only a few years ago to build a few more towers. These **didn't** have any wires at the top. But just about the time they started going up, the Shirefolk noticed a new star or two in the sky. Farmer Ham swears the stars blink.

And that's where the work comes in. Whenever these annoying encroachments occur, the Shirefolk come to **you** to figure out what to do. New tower on farmer Ham's fields? Ask Mister Gymbylwick. (And you help farmer Ham and his neighbors come to some property agreement to help him continue to farm despite the change in the landscape.) Loggers coming and cutting down the trees we use for the Harvest celebration? Tell Mister Gymbylwick. (And you figure out a new grove to hang the ribbons from.) Mad hound wandering in the woods? Report it to Mister Gymbylwick! (And you, the Thain and the Shirrifs will go out and put it down.)

Otherwise, life's relatively idyllic. Men leave you alone for the most part, mostly because they're unaware you're there, and that's the way everyone likes it. For that reason, life still is much as it was depicted in the films.

Shirefolk of note include:

Thain Cubbinbold Otterbuck (known as "Cubbie" to you)
Shirriff Nobbin Goodbody
Shirriff Dowdy Fastham
Shirriff Griffon Cotton

The Thain is responsible for military stuff, of which there's never any. Hence, he's grown a bit pudgy (which is the norm for Hobbits).

The Shirriffs are a bit younger and in good shape. They're responsible for policing, which, in this idyllic society is more like helping spinster Bellalocks get her cat out of the tree, or helping Fibber M'Thenty, who **insists** on living down by the creek, scoop the water out of his woodshed after floods.

Nobby Goodbody's pretty good at getting in and out of Men towns without being seen. He's your eyes and ears on what goes on in Men's society. He even picks up a mathom here and there for you...like that "stun gun" thing he gave you a few years back.

Theoretically, there could always be a threat of war by the Dwarves, who live in Blog-Dûn down South. The Men call it "Black Dome Mountain" or the "Catskills," again probably depending on what dialect of Adûnaic they're speaking. The Dwarves aren't **really** hostile. They just don't like to have anything to do with **anyone**...not even the Shire. This is not for lack of **your** efforts. You've sent messengers to try to open up dialogues with them. But they've never responded. In fact, they're position has bordered on rude. But, they've never done anything to hurt anyone in the Shire.

The Elves, of course, are long gone. They all either died off (yes, Elves can be slain or die of grief) or sailed to the Undying Lands of Valinor at the turn of the Fourth Age. There isn't a one in Arda (the "Elder Days" word for Earth).

Men come in many shapes colors and sizes, although none seems to give any indication that there is any remembrance whatsoever of the glory of Gondor or the outlying kingdoms. In fact, the Men don't even seem to have a king. They've adopted a sort of Shire-like government...only bigger. Unless you have Ranks in "Knowledge: History" or somesuch, you can't even purport to fathom it.

And the "others"...Ents, Fay, Fell Beasts, or ... goodness forbid.... Orcs...are nowhere to be found in Arda...as far as you've ever known...

In your spare time, you like to study lore. You've got a copy of the Red Book of Westmarch, which was handed down from generation to generation in your family since the Third Age. It's still in good shape, considering it was written and bound on elven parchment. The stuff Men make doesn't even compare. That crap deteriorates after only a few decades.

Some other heirlooms you own are a sword and mail shirt. It is said that the ringbearers wielded/wore them in the Third Age, including your ancestor Samwise Gamgee. Frodo Baggins actually *gave* the sword, Sting, to Samwise, and it's been in the family ever since. He never officially gave the mail shirt away, but he did leave it behind when he sailed for Valinor, and it's been in the mathom-house (think "museum")ever since under the bailment of your family. Sting's been with it, in the mathom-house, as well, for as long as anyone can remember.

Rob

Subj: Re: Pre-Game Info

Date: 5/4/2004 2:04:04 PM Eastern Daylight Time

From: RobPetrone

To: RobPetrone, FinneganL@[REDACTED]sgrabania@[REDACTED]

Whoops! Sorry...not "New England" or "Connecticut"...it's called "Delaware" and you're near a river called the Brandywine, which is a river that ran through Hobbiton in the Third Age. Of *course* the original Hobbit settlers chose this place to set up the Shire!

Rob

Subj: Pre-Game Info
Date: 5/6/2004 12:25:28 PM Eastern Daylight Time
From: RobPetrone
To: m.hicks@sap.com, mhicks@

Matt,

Thanks for lending me the MEfDummies book...it's given me a new perspective on a few things. For example, I **assumed** that Celeborn and the elves he led from Lothlórien eventually died from grief or "weariness of the world" the way Arwen did...but I've since realized that we actually don't **know** of their fate.

This means that elves actually **could** have existed in Arda through the Fourth to Seventh Ages. However, for simplicity's sake, I'm going to say that by the Fifth Age at the latest, those of Celeborn's elves eventually either were slain, died of "weariness of the world" or high-tailed it to Valinor. So even if you **were** one of those elves, you've at least been in Valinor since the Fifth Age.

Your sojourn in Arda during the Fourth & Fifth Ages could explain why, in a world of peace, art and happiness (see the e-mail I sent you a few days ago, regarding "Life in Valinor"), he'd have the kind of deadly assassin skills he does. Alternately, if you decide you **weren't** one of Celeborn's travelers, we can just say Zeppel's always had a perverse interest in archery, climbing and hunting, rather than in art and poetry and all the other useless stuff they do in the Utopian Valinor.

In any event, pursuant to Steve's request for some "pre-game info," here's all you'll need to know. **Something's** going down in Arda. You don't know what, but the rumor mill has it that Galadriel's got that feeling in her gut again that the "Earth has changed." People whisper that it's got something to do with the forces of Morgoth, but no one's got any evidence to back that up. But High King Ingwë's taking it **very** seriously...enough to have Lord Elrond call a "Second Council" (which folks are calling colloquially, the "Second Council of Elrond," despite the fact that technically, Ingwë presides) to discuss what to do. All the big whigs are there...Galadriel & what's left of the Fellowship of the Ring, and they're asking for a volunteer...someone brave enough to take on a terrible task...a scout with the moxie to "dare into Arda" and see what's really going on. It's unheard of. No one's sailed the Straight Road since the last of the Elves returned to Valinor. To sail it **back** the other way is just crazy. Few have volunteered for the task, but of them, you were chosen. You have been summoned to attend the Second Council, in Ingwë's halls at the foot of Taniquetil.

Lastly, pursuant to your request, here are the "other" Starting Occupations from the Urban Arcana supplement (with a Tolkien twist):

Occupations:

In d20 Modern, PCs arriving to Arda from Valinor should choose from the following list of Starting Occupations. Hobbits, Dwarves and other denizens of Arda who are estranged from the modern world may also choose from this list:

Apothecary

Apothecaries are people who study the science of mixing chemicals, elements, and naturally occurring materials together for predictable results. They often go on to be research scientists, inventors, pharmacists, or alchemists.

Prerequisite: Age 20+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Craft (chemical, mechanical, pharmaceutical, or

writing), Disable Device, Knowledge (arcane lore, earth and life sciences, history, or physical sciences), Repair, Research.

Bonus Feat: Select either Arcane Skills or Educated.

Wealth Bonus: +3.

Conjurer (of Cheap Tricks)

A Conjurer is someone who has spent a great deal of time studying the arcane arts without the benefit of having any formal training or mentoring from an Istari.

Prerequisite: Intelligence 10.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (chemical or writing), Decipher Script, Gather Information, Knowledge (arcane lore, art, earth and life sciences, history, or physical sciences), Research.

Bonus Feat: Select either: Magical Heritage or Magical Affinity.

Wealth Bonus: +2.

Faithful

Faithful draw quiet strength from their belief in Illúvatar or the Ainur. They do not necessarily have ties to a religion or denomination—their faith is enough. Some are lay clergy, counselors, motivational speakers, social workers, or any other position involved with helping people who have lost hope and faith.

Prerequisite: Wisdom 10.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Concentration, Craft (writing), Decipher Script, Diplomacy, Knowledge (arcane lore, art, behavioral sciences, history, or theology and philosophy), Sense Motive.

Bonus Feat: Select either: Divine Heritage or Magical Affinity.

Wealth Bonus: +2.

Psychic

Psychics can be people with innate, low-level psionic abilities or simply con-artists looking to make a buck off those gullible enough to believe their ruses.

Prerequisite: Age 15+.

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Bluff, Concentration, Diplomacy, Gather Information, Intimidate, Knowledge (behavioral sciences, current events, popular culture, or streetwise), Sense Motive.

Bonus Feat: Select either Iron Will or Wild Talent.

Wealth Bonus: +2.

Red Book Scholar

Red Book Scholars fall into two categories—learned magical beings and mundane folk who have spent time studying non-mundane culture, magic, and other supernatural occurrences.

Prerequisite: Age 15+.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Decipher Script, Gather Information, Knowledge (arcane lore, art, behavioral sciences, earth and life sciences, history, physical sciences, tactics, or theology and philosophy), Research, or add a new Read/Write Language or a new Speak Language.

Bonus Feat: Select either Arcane Skills or Educated.

Wealth Bonus: +1.

Squire

Squires serve as assistants to warriors in hopes of learning the skills they will need to be warriors themselves one day.

Prerequisite: Strength 13 or Dexterity 13.

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Balance, Climb, Handle Animal, Jump, Ride, Tumble.

Bonus Feat: Select either Archaic Weapons Proficiency or Armor Proficiency (light).

Wealth Bonus: +1.

Subj: Pre-Game Info
Date: 5/6/2004 12:43:58 PM Eastern Daylight Time
From: RobPetrone
To: michael_walters74@[REDACTED]

Mike,

Here's what you'll need to know as background for Monday's game.

You're en route from upstate New York, where you live, after having just dropped your son off at boarding school for the summer. You're on your way to Queens, in NYC, to your father's house, to settle his affairs. You've got to get all his possessions cleaned out, so you can eventually sell the house. When the boy's gone off to school, it's particularly hard, and that's when the ol' alcohol demon rears its ugly head. So, to get your mind off things, you've decided to take this opportunity to load up the ol' station wagon and head down I-80 into Queens to finally take care of dad's house.

There's been some news, though. The day before yesterday, there's been what many say is another terrorist attack. LA's suffered a terrible blackout. They think it might have been another plane crash or a missile or something that hit the west coast. Folks are worried that the same thing's going to happen in NYC, and they're working overtime to keep the midwest power-grid safe. Folks are nervous, and the effects of that nervousness are felt even as far as upstate NY.

Something's fishy to you about these allegations of a terrorist attack, because whatever has caused the blackout - some sort of projectile, actually impacted in Baja California, which isn't a part of the United States, and al Queda's got no beef with Mexico as far as you know...and you know a lot about that stuff.

In any event, there's been no official word yet on what exactly has happened. And the world waits with baited breath to find out.

That's about all you'll need to know, I suppose. Feel free to e-mail with any questions.

Rob

Subj: Re: Pre-Game Info
Date: 5/7/2004 4:08:18 PM Eastern Daylight Time
From: RobPetrone
To: michael_walters74@[REDACTED]

The news reports are vague. But you know that the West's power grid was built in the days before quick-reacting microprocessors and fiber optics. These networks were never designed to detect and squelch systemwide disturbances. Instead, each transmission line and power plant has to fend for itself, shutting down when power flows spike or sag. The shortcomings of this system *are all too familiar* to the 50 million North Americans from Michigan to Ontario whose lights went out last August when we had a problem with the Niagara-Mohawk power grid...as individual components sense trouble and shut down, the remaining power flows become even more disturbed, and neighboring lines and plants fall like multimillion-dollar dominoes. Often-needless shutdowns result, costing billions, and the problem only gets worse as expanding economies push more power onto grids.

You also know from your military know-how that the Bonneville Power Administration, which controls grids in the Pacific Northwest is a nice up-graded system. In this system, measurements from sensors hundreds to thousands of kilometers apart are coded with Global Positioning System time stamps, enabling a central computer to synchronize data and provide an accurate snapshot of the entire grid 30 times per second — that's fast enough to glimpse the tiny power spikes, sags and oscillations that mark the first signs of instability.

An earlier version of Bonneville's system helped explain the dynamics of the 1996 blackout that crippled 11 western U.S. states (including California), Alberta, British Columbia, and Baja California...which explains why an impact in Baja California might shut down Los Angeles. LA is covered by the Direct Current Intertie and the Western Power Grid. Utilities in the Western Power Grid have become highly interdependent.

Although, with a successful Knowledge: Military roll, you'd probably know that western utilities subsequently rejiggered their operations and have thus far avoided a repeat of the 1996 disaster. So...this does seem kinda fishy to you. It could be the work of multiple terrorist cells.

Rob

Subj: Re: XP.
Date: 5/11/2004 8:02:35 AM Eastern Daylight Time
From: RobPetrone
To: pspleasant@msn.com

>Did Matt send you any Elven character related info that you'd
>like me to work from? Or am I starting with a relatively
>clean slate? Anything you could offer to help jump start the
>process would certainly be welcome.

He didn't send me much. I have a record of all our correspondence, and it's mostly mine. I'll send it to you. You'd have free reign to design the character as you please. The bulk of the correspondence regarded what life for Elves has been like in Valinor for the last Four Ages.

Are you **sure** you're interested in playing an elf? I don't want you to take on a character you're not jazzed about. It's kinda backwards the way the game came about. When I first mentioned the seed of the idea to you and Matt (Mike hadn't arrived to your house yet), Matt got an excited look in his eye and immediately said, "I want to play the Legolas-type character!" Well, his enthusiasm, coupled with elf-slot being accepted, was the sine qua non of the game. That cinched it. I figured, even if no one else wants to play a hobbit, I could swing this game with an elf and whatever other characters. Then Steve took the hobbit and I was as thrilled as ever. I knew at least **one** of you would take a human, and I figured that's all I needed.

Now that the elf's out, it's kinda like French toast without the egg, "Friends" without Rachel, or a zebra without stripes. But I can **do it** if you'd really rather play the Rohirrim. I think it'd be worse to have you disinterested in the character you're playing than have to fill the slot with an NPC or some other contrivance.

So think about it, let me know, and when I get home from work I'll send you the D&D XP stuff.

Rob

Subj: Playing the Elf
Date: 5/11/2004 6:06:48 PM Eastern Daylight Time
From: RobPetrone
To: pspleasant@msn.com

Scott,

Here's all the correspondence between Matt and me regarding his LoME character. Any messages that may be missing didn't have any information of note in them.

Subj: Re: Playing the Elf.
Date: 5/12/2004 1:04:35 AM Eastern Daylight Time
From: "Scott Schenck" <pspleasant@msn.com>
To: RobPetrone@aol.com
Sent from the Internet (Details)

Quite sure. :)

Had Matt not leapt upon it, an Elf would have probably been my first choice. My only hesitation was based on the work invested in the Rohirrim vs. my woefully inadequate knowledge of Tolkien lore.

Upon reading some of the material you included in your last e-mail, after wiping the stupified drool from my chin, I have -no- problem permitting Steve the Knowledge: Arcana schtick. I will however attempt to read most of the Dummies by Monday.

I believe a younger Elf, 4th-5th Age, would be more prudent, but one who has at least working knowledge of what happened during the 3rd Age, since I can't honestly unlearn what I've seen (repeatedly) in the movies. I'll be modeling him roughly on Legolas...of course. :)

Considering the utopian nature of Valinor, would the majority of Elves actually -care- what was happening in Arda? They were prepared to leave the world of Men to its fate during the 3rd Age. Why not now? There would certainly be those who would wish to intervene/investigate, Galadriel among them, and I envision my Elf as a staunch supporter of her beliefs as well as one who believes that the old alliance between Men and Elves should be honored should the need arise.

That's it for now, until I can get some reading done. And, without having looked at any of the Elven language info that's been circulating, I was leaning towards a name like Leonidas.

Scott

Subj: Re: Playing the Elf.
Date: 5/12/2004 8:29:38 AM Eastern Daylight Time
From: RobPetrone
To: pspleasant@msn.com

>Quite sure. :)
>Had Matt not leapt upon it, an Elf would have probably been
>my first choice.

REALLY?! Oh, WHEW! That is a major relief. I'm very pleased to hear that.

>My only hesitation was based on the work invested in the Rohirrim vs. my woefully inadequate knowledge of Tolkien lore.

I've already planned to compensate you generously for the Herculean efforts you put into the Rohirrim's background. And as for lack of player knowledge of Tolkien lore, I'll help you with that as the game goes along, filling you in on names, situations and significance on an as-the-stuff-arises basis.

>Upon reading some of the material you included in your last e-
>mail, after wiping the stupified drool from my chin, I have ->no- problem permitting Steve the Knowledge: Arcana schtick.

Thanks.

>I will however attempt to read most of the Dummies by Monday.

That will certainly be nice, but don't kill yourself. The closer you get to the last few chapters, the more the book focuses on comparative literature (and philosophy) and less on explaining the characters and events in the mythos, but I found it all **very** entertaining.

>I believe a younger Elf, 4th-5th Age, would be more prudent,
>but one who ~~has~~ at least working knowledge of what happened
>during the 3rd Age, since I can't honestly unlearn what I've
>seen (repeatedly) in the movies.

That sounds great.

>I'll be modeling him roughly on Legolas...of course. :)

I'll keep that in mind.

>Considering the utopian nature of Valinor, would the majority
>of Elves actually -care- what was happening in Arda? They
>were prepared to leave the world of Men to its fate during
>the 3rd Age. Why not now?

In the words of Wormtongue, "A just question, my lord." And that's certainly the general consensus among the Elves of Valinor. That's why so few have volunteered for this quest. Just what the Second Council of Elrond is thinking is quite the mystery.

>There would certainly be those who would wish to
>intervene/investigate, Galadriel among them, and I envision
>my Elf as a staunch supporter of her beliefs as well as
>one who believes that the old alliance between Men and Elves
>should be honored should the need arise.

Excellent. In the words of Obi-Wan Kenobi, "Your insight serves you well." Galadriel's deep insight and magical ability to see the larger picture is certainly the animus (at least in part) of her position. Also, bear in mind (or, perhaps you didn't know this...), Elrond is actually *half* Elven, which might explain his sympathy for the plight of Men. But despite the speculation of the Valinoreans, this all doesn't seem to be enough of a reason. There must be something more. Could it be that Valinor itself risks being threatened by the forces of evil? Take a gander at ME f/ Dummies, and see what you think.

>That's it for now, until I can get some reading done. And,
>without having looked at any of the Elven language info
>that's been circulating, I was leaning towards a name like
>Leonidas.

That's a great name. :-)

Rob

Subj: Sundry.
Date: 5/14/2004 2:57:33 AM Eastern Daylight Time
From: "Scott Schenck" <pspleasant@msn.com>
To: RobPetrone@aol.com
Sent from the Internet (Details)

Rob,

Thanks for thinking it, but I wouldn't really call my efforts on Grim herculean..., and you certainly don't need to compensate me for it. I may very well use him somewhere down the road in a different game, or the skeleton of him at least.

So I've all but finished building Leonidas, but I wasn't sure what racial traits the Elves were given. You gave me the info for the Rohirrim, but I didn't see any Elf info in the e-mail thread you sent previously.

I went with Smart at level one to represent the wealth of skill/info that Elves possess due to their longevity. Then I went with two levels of Fast to represent the classic Elf scout training plus his training for this sojourn to Arda.

Although I know he'll probably never touch a bow in game, the feats I chose represent the training he has received in Aman. I can envision him throwing blades...

Simple Weapons Proficiency (Free)
Archaic Weapons Proficiency (Starting Occupation - Adventurer)
Dodge (1st Level)
Point Blank Shot (Fast 2nd Level)
Precise Shot (3rd Level)

I also took the tongues of Men/English as a spoken and written language, assuming that it could have been learned from written histories and/or other Elves/Maiar that speak the language. Any other languages you'd like him to have?

Just a note on the Wayfinder. The actual 'vault' is protected by various magics and cannot even be located without knowing the proper 'procedures'.

It is also guarded by a Djinn. :)

We'll say that Meepo had found his way into (one of) Naebius' working laboratories, where various items were being studied, researched or repaired. That would also account for a few of the mishaps the Kobold initiated. Our next couple of scenes on board will make the nature of the ship's inventory system somewhat clearer.

Scott

Subj: Re: Sundry.
Date: 5/14/2004 8:23:57 AM Eastern Daylight Time
From: RobPetrone
To: pspleasant@msn.com

>So I've all but finished building Leonidas, but I wasn't sure
>what racial traits the Elves were given.

Good heavens! Here they are...you get to pick an elf type...there are different tribes, which you probably know if you've been reading ME f/Ds:

Elves:

1) Wood Elves:

The Silvan Elves who dwelt in the forests of Middle-earth, and especially the people ruled by Thranduil in the northern parts of Mirkwood. Wood Elves distrust strangers, wield strong magic and are more dangerous & less wise than the High Elves of the West. They are descended from ancient tribes that never went to Faerie in the West. They prefer twilight and night.

Size: Medium. Elves have no special bonuses or penalties due to their size.

Ability Modifiers: +2 Dexterity, -2 Constitution.

Base Speed: 30 feet.

Low-Light Vision: Wood Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Spell Immunities: Wood Elves are immune to sleep spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Skill Bonuses: Wood Elves gain a +2 species bonus on Listen, Search, Spot, Perform (Sing) and Wilderness Lore checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

Special Qualities: +2 racial bonus to resist fire or heat, +2 racial bonus against poison, Immune to natural cold Immune to disease (mundane or magical), Immune to scarring, Movement unimpeded by snow or wooded terrain, Immune to any fear effects caused by undead, Cannot be turned into undead.

Bonus Feat: Elves gain the bonus feat Archaic Weapons Proficiency.

Free Language Skills: Read/Write Common (or local language), Read/Write Sindarin, Speak Sindarin (or local language), Speak Elven.

Automatic language: Sindarin, Can communicate silently with other Elves, and Maiar and Valar, by direct thought. This is similar to the psionic power Mindlink.

Equivalent Character Level +1

Favored class: ranger

2) Sindar:

An Elvish people of Telerin origin. Coming to the western shores of Middle-earth with the others of their kin, they did not pass across the sea, but remained in Beleriand. Some had tarried there searching for their lord, Elwë, while others were persuaded to remain by Ossë the Maia.

Before the return of the Noldor to Middle-earth, the Sindar were found in most parts of Beleriand; all claimed Elwë (known as Thingol in the Sindarin tongue) as their high king. There were two main countries of the Sindar, however; in Doriath under the rule of Thingol and Melian, and in the Falas, under the lordship of Círdan the Shipwright.

Before the Return of the Noldor

For two ages, the Sindar dwelt in peace and plenty; they roamed throughout Beleriand, from the shorelands of the Falas in the west to the Blue Mountains in the east, and all owned Thingol as their lord and king. In the third age of the Captivity of Melkor (that is, the last age of the Years of the Trees), evil things that had dwelt east of the Blue Mountains began to trouble the Sindar. At this time, they first considered the need for weapons and armour, which they had not needed before. They traded with the Dwarves of Nogrod and Belegost, and learned smithcraft from them. Thus armed, they drove the invading wolves and Orcs and other foul things from their land and had peace again, for a time.

Size: Medium. Elves have no special bonuses or penalties due to their size.

Ability Modifiers: Wis +2, Charisma +2, Dex +2.

Base Speed: 30 feet.

Low-Light Vision: Sindar Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Spell Immunities: Sindar Elves are immune to sleep spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Skill Bonuses: Sindar Elves gain a +2 species bonus on Listen, Search, Spot, Profession (Sailor) and Craft (Shipwright) checks. +4 racial bonus on Perform (Sing) checks.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

Special Qualities: +2 racial bonus to resist fire or heat, +2 racial bonus against poison, Immune to natural cold Immune to disease (mundane or magical), Immune to scarring, Movement unimpeded by snow or wooded terrain, Immune to any fear effects caused by undead, Cannot be turned into undead.

Bonus Feat: Elves gain the bonus feat Archaic Weapons Proficiency.

Free Language Skills: Read/Write Common (or local language), Read/Write Sindarin, Speak Common (or local language), Speak Sindarin.

Automatic Languages: Sindarin, Westron, Can communicate silently with other Elves, and Maiar and Valar, by direct thought. This is similar to the psionic power Mindlink.

Equivalent Character Level +2

Favored class: any

3) Noldor:

The division of the Elves that followed Finwë as their lord. They are dark-haired & gray-eyed, save the House of Finarfin (Finrod Felagund), who were Princes of the Noldor. In the long march from Cuiviënen to the western shores of Middle-earth, they were the second great host. When they reached Valinor, they learned much from Aulë the Smith, and were accounted the greatest of the Elves in matters of lore and craft.

They dwelt in Aman for many Ages, but after the Darkening of Valinor many of the Noldor forsook the Undying Lands and followed Melkor to Middle-earth. Melkor had slain Finwë and stolen the Silmarils, the work of Fëanor, the greatest craftsman of that people, and the Noldor returned to make war on him until he gave up the Great Jewels.

Size: Medium. Elves have no special bonuses or penalties due to their size.

Ability Modifiers: Str+2, Dex+2, Con+2, Int+2, Wis+2, Chr+4

Base Speed: 30 feet.

Low-Light Vision: Noldor Elves can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Spell Immunities: Noldor Elves are immune to sleep spells and effects, and they gain a +2 species bonus on saves against Enchantment spells or effects.

Skill Bonuses: Noldor Elves gain a +2 species bonus on Listen, Search, Spot, Perform (Sing) checks. +4 racial bonus on any Craft skill of the player's choice - it should be noted that Noldor were legendary for their work with precious metals and jewelry. Noldor glow with a faint luminescence which imposes a -2 penalty to Hide checks.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for the door.

Special Qualities: +2 racial bonus to resist fire or heat, +2 racial bonus against poison, Immune to natural cold
Immune to disease (mundane or magical), Immune to scarring, Movement unimpeded by snow or wooded terrain, Immune to any fear effects caused by undead, Cannot be turned into undead.

Bonus Feat: Elves gain the bonus feat Archaic Weapons Proficiency.

Free Language Skills: Read/Write Common (or local language), Read/Write Elven, Speak Common (or local language), Speak Elven.

Automatic Languages: Sindarin, Quenya, Westron, Can communicate silently with other Elves, and Maiar and Valar, by direct thought. This is similar to the psionic power Mindlink.

Equivalent Character Level +3

4) Other Elves include Hill Elves & mountain elves, who are also descended from the same tribes from which the Wood Elves are descended. Light, Deep & Sea Elves went to Faerie & grew fairer, wiser, more learned, magical and crafty before returning to the Wide World.

>I went with Smart at level one to represent the wealth of >skill/info that Elves possess due to their longevity. Then I >went with two levels of Fast to represent the classic Elf >scout training plus his training for this sojourn to Arda.

Sounds great.

>Although I know he'll probably never touch a bow in game, the >feats I chose represent the training he has received in >Aman. I can envision him throwing blades...

Wow...how cool.

>I also took the tongues of Men/English as a spoken and
>written language, assuming that it could have been learned
>from written histories and/or other Elves/Maiar that speak
>the language. Any other languages you'd like him to
>have?

Eeesh...I guess it's only fair that I give you heads up on this...the men's tongue is called "Adûnaic," and the texts you've studied from are from Númenor in the 2nd Age. There's stuff written by Frodo and Sam, which represents more closely the language spoken by Men in the Third and turn of the Fourth Ages, but you've got nothing more recent than that -- unless you decide to be of a small group of Wood Elves that actually followed Galadriel's husband Celeborn into the woods *east* of Middle Earth, after the rest of the Elves left for Valinor at the end of "Return of the King"...these would be the only Elves left in Earth, and Canon doesn't mention their fate. I've decided that Celeborn eventually died of "weariness of the world" sometime at the end of the Fourth or beginning of the Fifth Age, and his followers finally built grey ships of their own and sailed to Valinor. But these Elves would have a working knowledge of the language(s) of Men as recent as the early Fifth Age. Alternately, you can just choose to put that "language of Men" skill point elsewhere, if you like.

Rob

Subj: Re: Of Elves and words and weapons.
Date: 5/16/2004 10:30:32 AM Eastern Daylight Time
From: "Scott Schenck" <pspleasant@msn.com>
To: <RobPetrone@aol.com>
Sent from the Internet (Details)

Okay. I'm thinking on this too much. Better to keep it simple.

Not knowing anything about present day Arda, this is what I see:

He would have studied and learned Adunaic both out of genuine interest and the hope it would aid him in his discussions with modern day Men. The points are spent for both speak and read/write Adunaic, so we'll leave them there. At the very least, we can say that this knowledge of old Men tongues (there's a yucky visual) assists him in learning the current tongue of Men more quickly. No bonus skill points necessary, thanks! As for what form of Elven he speaks, I'll stick with Quenya, although I'm a little confused by the language info that was included with the Wood Elf acrhetype. We can talk about that Mon though.

"Free Language Skills: Read/Write Common (or local language), Read/Write Sindarin, Speak Sindarin (or local language), Speak Elven.

Automatic language: Sindarin, Can communicate silently with other Elves, and Maiar and Valar, by direct thought. This is similar to the psionic power Mindlink."

"I'll take Brawl. I think I was just turned off by the word itself, and the imagery it invoked. I'll use a different word to describe his unarmed combative techniques...perhaps something in Elven. :) So then no disc, which is fine. I was attempting to contrive a means for him to still have some sort of ranged attack, which didn't ring true to me anyway. He'll be traveling to Arda with his bow and arrows, and he'll deal with necessary change as it comes.

Okay, that's all for now. If you want any more specific background info for him, just prompt me. I've been spending what time I have working on the lore.

Looking forward to it!

Scott

Subj: Re: Of Elves and words and weapons.
Date: 5/16/2004 2:37:30 PM Eastern Daylight Time
From: RobPetrone
To: pspleasant@msn.com

>"Free Language Skills: Read/Write Common (or local language), >Read/Write Sindarin, Speak Sindarin (or local language), >Speak Elven.
>Automatic language: Sindarin, Can communicate silently with >other Elves, and Maiar and Valar, by direct thought. This is >similar to the psionic power Mindlink."

Sorry...that "Speak Elven" part is from the original d20 Modern Urban Arcana information that I forgot to delete. Wood Elves are considered "Dark Elves" because they were never enlightened by a trip to Valinor. They didn't speak Quenya in the Third Age, they spoke Sindarin, but they could communicate psionically with Elvenkind with images that transcended the language barrier.

Some options for the Elven form of "empty hand" martial arts might be:

Mahtacambë, from the Quenyan infinitive "Mahta-" meaning "to fight" and "cambë" meaning "hollow/empty of hand"

Or

Angamaitë, meaning "iron-handed"

Or

Mahtacurwë, incorporating "curwë" meaning "skill of the hand"

Or, my personal favorite aesthetically, but it explicitly defies denotation:

Mahtaquárë, incorporating "quárë" meaning "closed hand," but Tolkien went out of his way to explain that this refers to the closing of a hand around a tool, not a fist used for punching...

...which to me is telling. Apparently, Tolkien didn't imagine his Elves going around punching people. So perhaps a more elegant form of martial arts, involving throws and karate chops, would be more in keeping with his vision. Hence, "open-handed fighting" or "fighting skill of the hand" may be more appropos. I'll leave the ultimate naming of the Art up to you.

Rob

Appendix B:

Post-Session E-mails



100's of 1000's found who
they were looking for on Love@AOL

Subj: **Fwd: Conversation in the Car**

Date: 5/18/2004 8:48:56 PM Eastern Daylight Time

From: RobPetrone

To: RobPetrone

In a message dated 5/18/2004 8:41:30 PM Eastern Daylight Time, RobPetrone writes:

Steve,

Due to the fact that I only had 1/3 of a 2 1/2-hr. session to do your character intro, I was, of necessity, overly succinct with Alatar & Burinn's introductory appearance and the expository info dump they provided. My apologies.

What they *didn't* say at your smial, they told you in the car, which goes something like this:

Burinn tells you how the Dwarves of Black Dome notice from their lofty vantage point that the seas of the Great Sea (Atlantic Ocean) grew dark a few days ago. A blinding light appeared on the shoreline, the source of which the Men apparently couldn't even locate, much less approach, due to its astounding brightness. Because the Dwarves lived in a mountain range, they were able interpose the peak of Black Dome between themselves and the horizon, and pinpoint where the blinding light was coming from. They then tunneled beneath the earth for days until they arrived at the coastline of New York, directly under the source of the light, and then surfaced to find the Silmaril.

You know from your Red Book knowledge that Maglor, an Elf from before the First Age (the era known as the Age of the Trees, referring to the two trees of Valinor, Telperion and Laurelin, whose radiance once lit Valinor until Melkor/Morgoth destroyed them...but not before the foresighted Feanor the Elf stored some of their light within three Silmarils that he forged) stole one of the Silmarils after a slew of battles in which they repeatedly changed hands from the Elves to Morgoth to the Elves again to the Dwarves (the Nauglamir debacle) back to the Elves again...and *then* in and amongst families of Elves...it was a mess. But due to his treachery, the Silmaril burned Maglor's hands...the Silmarils do not suffer the touch of mortals (such as Men, Dwarves or Hobbits...unless said Man, Dwarf or Hobbit is particularly virtuous) or of treacherous beings. Hence, Maglor cast his Silmaril into the sea and it was never seen again. This may well be *that* Silmaril. (The other stolen Silmaril was cast by Maglor's brother into a volcano. The third Silmaril is set in a mithril crown on the brow of Earendil, who sails the heavens in a magic ship as the Morning and Evening Star, which Men, in their ceaseless delusions, seem to think is something called a "planet" which they call "Venus.")

The Dwaves of Black Dome attempted to retrieve the Silmaril -- Uri of the Black Hand, son of Barri, to be precise. Now you know how he got his name "of the Black Hand." They put it in a led coffer and, knowing how the Silmarils incited the greed of their ancestors to their doom (the whole Nauglamir debacle), they decided to contact Alatar the White Wizard, who, in his seemingly boundless wisdom, decided to bring it to *you* to carry West.

Why?



Reply



Forward



Reply All



Add
Address

Help

Well, it seems he's become "aware" in his magical Wizard way, of the sudden return of magic to the Earth. He's not quite sure what's caused it or what the exact nature of it is, and he intends to depart from you and the Dwarves after you take out Madderdaug so he can go investigate. He knows the source of this phenomenon is somewhere in the West of this continent. Could be the Mississippi, could be North Dakota, could be Mexico. But wherever or whatever it is, it's seemed to have opened a rift between Arda and the Timeless/Outer Void (where Morgoth/Melkor, Sauron and all the forces of evil have been imprisoned for many Ages). This can't be good. Fell beasts are popping up all over the country and it's got him worried. Madderdaug is the *least* of his worries.

Alatar suspects the Silmaril may have something to do with the re-emergence of the forces of evil. Prior to it's surfacing, the Earth appeared dark from the Timeless/Outer Void (which, from what you can gather, Men seem to call "outer space"). Once it appeared, he postulates that its light lit the world like a beacon, making it visible from the Timeless Void. Morgoth/Melkor, or possibly Sauron, or possibly some other evil abomination imprisoned therein, was finally able to see the earth from their dark prison, that prompted them to attempt an escape (finally seeing a destination to leap toward in the endless darkness).

The details aren't filled in, but that's the basic outline of Alatar's theory. Being the resourceful Wizard (the Elves call them "Istari") that he is, he's decided that we might be able to use the light of the Silmaril to vanquish the forces of Darkness that have arrived in Arda. He wants to test this theory first, though, and Madderdaug seems the perfect guinea pig. Hence your journey to NYC.

Alatar's theories seem to jive with what he's heard from the world of Men. He has a magical box in his "car" which he calls a "radio"...a sort of a scrying device without the visuals. The group of you listened to the radio device on much of your trip, and heard "news reports" about some sort of impact that hit in the West in a land called "Baja California." The Men seem to think it was a "terrorist attack" by Easterling enemies...presumably from a really, really, *really* big catapult or something. Or that perhaps the Easterlings caused one of their iron "plane" birds to crash. Others suggest it was a falling star, which they call a "meteor" in their neo-Adunaic tongue, because it has caused the skies to darken over the western coast of the continent. They attribute it to dust kicked up by this impact. But no one's really sure...except Alatar, who assures you this is neither an Easterling attack *nor* meteor.

The news reports also indicate that some strange man-made heavenly bodies called "communications satellites" have been knocked out all over Arda as a result of this impact, and as a result of some strange blinding glare that appeared on the East Coast. You know the glare was the Silmaril, but again the Men blame Easterling treachery for that mysterious phenomenon too.

If you have any questions not covered by this information, please ask away. No detail or topic is too insignificant.

Rob

Subj: Conversation in the Car

Date: 5/18/2004 8:41:30 PM Eastern Daylight Time

From: RobPetron

To: FinneganL@[REDACTED]grabania@[REDACTED]

Steve,

Subj: XPs & Next Session
 Date: 5/18/2004 8:06:48 PM Eastern Daylight Time
 From: RobPetrone
 To: pspleasant@msn.com, michael_walters74@
 FinneganL@ sgrabania@

Fellas,

Hope you all enjoyed the first session as much as I did. It's now chronicled at the website, with updated character and player profiles and everything, at:

<http://www.geocities.com/robertpetrone/redblog.html>

500 XPs for everyone for our first session. Since it was mostly exposition and character introductions, I'm afraid it was, by necessity, short on encounters. Two-and-a-half hours is just too little time for a good meaty RPin session. I do intend to be generous with the XPs so we can advance our characters in a noticeable fashion. One of the down-sides of class-and-level-based systems is the way characters seem to stagnate if you're not playing *a whole lot*...it's not very satisfying for those of us who like short-term gain, the way point systems such as Champions or BESM are.

Also, please e-mail me with your intentions for the beginning of next session. Thankfully, Steve had something to keep him from getting bored while I tried to bring the other PCs together with some celerity. I apologize to Scott and to Mike for making you guys wait so long while I handled the other PCs. My hope is to draw all the PCs together quickly in the next session. Since you're all in the general vicinity of Manhattan, it shouldn't be *too* hard.

Steve, you needn't e-mail me unless you have something out of the ordinary you want to do. Otherwise, I'm presuming you're just following Alatar and company through the Meadowlands toward Manhattan. I'll e-mail you separately with the content of some of the conversation the six of you had in Alatar's car on the drive from Delaware to New Jersey (the Meadowlands are technically New Jersey...it doesn't become NY until you cross the Hudson into NYC, as you may recall from your many jaunts to my apartment in Washinton Heights). You can stop reading here if you like. The rest is for Mike & Scott.

Mike and Scott, we left off with Jacob inviting Leonidas to join him, presumably for a drink or something, so they can get to know each other. What exactly are you guys planning to do? For example, go to a bar for a few drinks to talk about this strange language you both speak, go to a Kenneth Cole outlet to buy Leonidas some less anachronistic clothing, go to Jacob's father's house in Queens to watch football, whatever. What I'd *like* to do at the top of the next session is roleplay out any conversations you guys might have, but just summarily handle any other stuff (bar, shopping, football, etc.) in a quick montage. This way, I can move you guys together with Steve's company. If either of you responds to this, please CC: the other so we're all on the same page. Thanks.

Rob



Mortgage rates
are still low!



Subj: **Re: XPs & Next Session**

Date: 5/19/2004 7:54:06 AM Eastern Daylight Time

From: Michael Walters <michael_walters74@...>

To: RobPetrone@aol.com, pspleasant@msn.com

Sent from the Internet (Details)

My intention was initially to head for a bar and get a drink. After taking a closer look at his clothes (we have to have a discussion about them), I'm not sure I want to be seen in public with him, so I think I'd invite him back to my father's house for a drink. My intention is to continue discussing the language and how he came to know it.

RobPetrone@aol.com wrote:

Mike and Scott, we left off with Jacob inviting Leonidas to join him, presumably for a drink or something, so they can get to know each other. What exactly are you guys planning to do? For example, go to a bar for a few drinks to talk about this strange language you both speak, go to a Kenneth Cole outlet to buy Leonidas some less anachronistic clothing, go to Jacob's father's house in Queens to watch football, whatever. What I'd *like* to do at the top of the next session is roleplay out any conversations you guys might have, but just summarily handle any other stuff (bar, shopping, football, etc.) in a quick montage. This way, I can move you guys together with Steve's company. If either of you responds to this, please CC: the other so we're all on the same page. Thanks.

Rob

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Subj: **Clothing.**

Date: 5/20/2004 12:31:43 AM Eastern Daylight Time

From: "Scott Schenck" <pspleasant@msn.com>

To: michael_walters74@ [REDACTED] RobPetrone@aol.com

Sent from the Internet (Details)



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Leonidas is wearing well crafted clothing in browns and subtle greens that seem to have pieces of leather armor integrated into the weave at various locations. The leather comes in two distinct forms: as individual pieces of slightly more supple, leaf-shaped leather that have been dyed green and sewn into overlapping patterns (sort of like classic scale mail), or as ridged 'plates' of molded leather that have been impressed or carved with elegant images and designs.

In addition, he has on a long, hooded cloak that shows magnificent craftsmanship and appears to be woven from various earthen-colored threads, but when viewed on the whole, the colors blend smoothly together.

Other than the obvious bow and quiver of arrows, Jacob would notice the hilt of a sword hanging on Leonidas' belt and a form fitting pack on his back that appears to have been tailor made to fit him.

And oh yes, he does have the circlet of flowers on his head with the big orchid in front... :)

His intention is to follow Jacob's lead into the city, but we will definitely have to roleplay out any clothing 'exchange' scenes...

Scott

>My intention was initially to head for a bar and get a drink. After taking
>a closer look at his clothes (we have to have a discussion about them),
I'm
>not sure I want to be seen in public with him, so I think I'd invite
him
>back to my father's house for a drink. My intention is to continue
>discussing the language and how he came to know it.



Mortgage rates
are still low!



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Subj: **Jacob's son**
Date: 6/2/2004 3:48:04 PM Eastern Daylight Time
From: RobPetrone
To: [michael_walters74@](#)

Mike,

I'll print this out in case you don't check your e-mail in time, but just before Jacob arrived in NYC to take care of his father's estate, he dropped off his son (what's the boy's name?) with Mary's sister Sally Mae in Dale, New York. That's Dale, New York. It's a small town in upstate NY, about 2 hours from NYC along Route 88. Also, for my own convenience, let's make the child less an infant and more a toddler...like, maybe 4 years old. How's that?

Rob

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Subject: Re: Bronwyn.
Date: 9/2/2004 8:21:22 AM Eastern Daylight Time
From: RobPetrone
Reply To:
To: pspleasant@msn.com

It's certainly sound logic. Technically, there's still a bit of the splinter in Bronwyn's wound, since Mike failed the roll. So, if it's not fully removed, or (as the Entwines seemed to imply) if a "Wizard" doesn't work some magic on her, she will pass into Shadow like the former Horse Lord upon death. When her death will be, you're not certain (i.e., technically, she could still be at nearly full hit points, which still leaves mysterious the cause of her stagnant condition). It's as mysterious to Leonidas in-character as it is to you the player OOC. If you like, remind me at the beginning of next session to let you make **another** Lore roll to see if any historical precedent gives you insight.

And that's right (**d'oh**)...you did immolate the body of all the Horse Lords, so technically, there should have been no "blood" or remainder of a corpse. Between the edge of his glove and sleeve of his leather jacket, you'd have seen empty, but dark, space.

Rob

Subject: For Special Features, Press >>
Date: 9/2/2004 8:42:49 AM Eastern Daylight Time
From: RobPetrone
Reply To:
To: pspleasant@msn.com, FinneganL@██████████, mhicks@██████████, m.hicks@sap.com, michael_walters74@██████████

You gotta love the advent of DVD, and the "special features" selection...

Special Features: Bloopers

Scott reminded me that Leonidas did immolate the body of **all** the Horse Lords, so technically, there should have been no "blood" dripping up the arm of the former Horse Lord Nazgûl or remainder of a corpse visible between the edge of his glove and the sleeve of his leather jacket, as I mistakenly narrated in the Nazgûl chase scene. You'd have seen empty, but dark, space where his wrist should have been. It's a small point, I know, but I don't need all the Tolkien nerds registering their objections on all the fansites.

Special Features: Deleted Scenes

I forgot to narrate this small but significant thing too...uh...let's say it's in the **book**, but was left on the cutting room floor in the theatrical release of the film. Thankfully, on the Special Features disk of the DVD, we can see it among the "Deleted Scenes":

At the gravesite in Dale that the Entwines and Jacob dug for Jacob's son and sister-in-law, as Jacob tucked the Teddy Bear under his son's crocheted funeral caul, Leonidas' keen eyes would have seen Mannish characters scrawled on the little white tag of the Teddy Bear. The characters are written in black ink in the script of an uncoordinated hand...in other words, as if a child had written them. Technically, Leonidas can't read Mannish, but his keen Elven philological ability does allow him to recognize a few letters and their associated sounds. He recognizes the word scrawled on the tag in the childish hand as "MORCO," the Quenyan word for the mythical creature called a "bear" in Mannish tongues. And sure enough, the stuffed toy does indeed look like a bear. Unless Jacob writes like a child (or perhaps wrote on the tag while stinking drunk) it's pretty obvious that it was not an adult who wrote the word on there.

If Leonidas may have asked, Jacob might have volunteered that his son, whom he was teaching Quenyan and Sindarin "for fun" -- as sort of play languages between the two of them (the way other kids talk "pig latin"), chose the name himself for his Teddy Bear.

Scott...more info for you is coming in a private email...

Rob

Subject: Special Features (just for Leonidas)
Date: 9/2/2004 9:00:38 AM Eastern Daylight Time
From: RobPetrone
Reply To:
To: pspleasant@msn.com

Scott, before reading this e-mail, you might **first** want to read the one entitled "Special Features, Press >>" that I sent to the whole group. This is the follow-up e-mail to **that** one, and is meant for Leonidas only.

I wrote in the previous e-mail:

>If Leonidas may have asked, Jacob might have volunteered that
>his son, whom he was teaching Quenyan and Sindarin "for fun" -
>as sort of play languages between the two of them (the way
>other kids talk "pig latin"), chose the name himself for his
>Teddy Bear.

It will occur to Leonidas that this has significant meaning. It has now become clear that Jacob is **not** the last scion of the Dúnedain Elrond charged him to find, despite the fact that he "spoke the Elven tongues" as Galadriel predicted.

It was Leonidas' understanding that the speaking of the Elven tongues was supposed to be an "earmark" of the last scion, since the tongues were supposedly forgotten by Men in the Seventh Age. If this child spoke the Elven tongues, then perhaps **he** was the last scion of the Dúnedain, and you have, in fact, found him, although now that he's dead, that doesn't help anybody.

HOWEVER, if Jacob's son was the last scion of the Dúnedain, and the son is now **dead**, how is it that his living father is not now, by default, the last scion?

(It's a rhetorical question. I'm not actually expecting you to e-mail me an answer.)

Rob

Subject: Fast 3
Date: 9/20/2004 11:34:12 AM Eastern Daylight Time
From: RobPetrone
Reply To:
To: FinneganL@[REDACTED], sgrabania@[REDACTED]

Steve,

Here's the relevant information for Fast Hero 3 as you requested:

Base Attack Bonus +2

Fort Save +1

Ref Save +2

Will Save +1

Def Bonus +4

Rep Bonus +1

Class Features: New Talent from the following Talent Trees:

1. Defensive Talent Tree (Evasion, Uncanny Dodge 1, Uncanny Dodge 2, Defensive Roll, Opportunist)
2. Increased Speed Talent Tree (Increased Speed, Improved Increased Speed, Advanced Increased Speed)

Evasion: If the fast hero is exposed to any effect that normally allows a character to attempt a Ref save for half dam, the hero suffers no dam with a successful save.

Uncanny Dodge 1: Retain Dex bonus to Def regardless of being flat-footed or struck by a hidden attacker (but not if immobilized)

Uncanny Dodge 2: Can no longer be flanked: react to opponents on opposite sides as easily as if to a single attacker

Defensive Roll: roll with a potentially lethal attack to take less damage. When you would be reduced to zero hp or less by damage in combat (ranged or melee), roll with it. Spend 1 AP to make a Ref save (DC = damage dealt) to take only half. You must be able to react to the attack; if you're immobilized, you can't use this talent. Evasion doesn't apply to the defensive roll, but it is a prerequisite, as is UncDodge1)

Opportunist: Spend 1 AP to make AoO vs. opponent who has just been struck for damage in melee by another character. This counts as your AoO for that round. Even if you have Combat Reflexes, you can't use this talent more than once per round.

Increased Speed: Base Speed increases by 5 ft.

Imp. Inc Spd: increases by five more feet. (IncSpd is a req.)

Adv Inc Spd: increases by five MORE feet. (IncSpd and ImpIncSpd are req's)

Rob

Subject: RE: Fast 3
Date: 9/20/2004 5:58:29 PM Eastern Daylight Time
From: FinneganL@[REDACTED]
To: RobPetrone@aol.com

Okie doke...thanks for the info...

I will prolly follow the Defensive talent tree...so I think that means Uncanny Dodge 1 for me

Steve

Subject: Linguistic Aesthetics
Date: 9/20/2004 11:39:40 AM Eastern Daylight Time
From: RobPetrone
Reply To:
To: psplesant@msn.com

Scott,

From a purely aesthetic point of view, which word do you like the best?

Élantala (EH-lan-tah-lah)

Quingelen (kwin-GEH-len)

Qungailë (kwin-ga-EE-leh...or kwin-ga-EE-lay in the 5th Age pronunciation)

Thanks,

Rob

Subject: The word.
Date: 9/20/2004 9:44:06 PM Eastern Daylight Time
From: cmcgrath7@
To: robpetrone@aol.com

Rob,

Quingelen (kwin-GEH-len)

Sounded the best to me. Just rolled off of my tongue.

See you at Tue night's game!

Scott

Subject: Gurthang
Date: 9/22/2004 9:36:40 PM Eastern Daylight Time
From: RobPetrone
Reply To:
To: pspleasant@msn.com

Scott,

Funny how things just "come" to you at the most inopportune times...

One thing that occurs to Leonidas, as he's getting ready to lasso hi'self a train (and this is described in the write-up that I handed you), is that Gurthang **broke** under the weight of Túrin's corpse when he cast himself upon the sword. The black sword Nîl is carrying is in one piece. It doesn't appear broken at all. I'll leave it up to you to look into reconciling that discrepancy in our next session.

Rob

Appendix C:

d20 Modern Resources

D20 Mod Differences:

Each character selects one starting occupation from pp. 32-34 of the Modern book. A starting occupation provides additional class skills feats, a reputation bonus and/or a wealth bonus for your character [7, 13].

Every character starts play with 5 action points [13]. Spending an action point adds 1d6 to a d20 roll [9]. You get them when you go up a level, and at character generation, but generally not as rewards [205].

Your character has a speed of 30 ft. [12].

You start play with two feats [13, 76]. You also get one feat from your class (Simple Weapons Proficiency) and you might get one feat from your starting occupation [13, 76]. At 3rd, 6th, 9th, 12th, 15th, and 18th level, you get a new one [76].

When creating a character, you may chose up to 3 "allegiances," ranking them from most to least important. You can discard an allegiance at any time, but may only gain a new one when you attain a new level. They give you a +2 bonus on CHA-based skill checks when dealing with someone with the same allegiance, as long as you have discovered their allegiance [37].

If an NPC succeeds at a Rep check for your hero, they'll recognize you, and a +/- 4 will apply to Bluff, Diplomacy, Gather info, Intimidate, and Perform [38].

There is no money in the d20 Modern system. Instead, the system uses a "Wealth Bonus" [90]. To determine your starting wealth bonus, roll 2d4 and add the bonus for your starting occupation (plus that of the Windfall feat, if appropriate, +1 more for having 1 to 4 Ranks in the Profession Skill) [91]. Over the course of play, your WB will decrease as you purchase expensive items and increase as you gain levels (with a Profession or just plain WIS check) [39, 92]. Your WB can never fall below 0, but there's no limit as to how high it can go [39, 92]. A Middle Class person has a WB of between +5 to +10 [38]. You make a WB check to purchase things; each item or service has a Purchase DC [39, 90]. If you fail, you can't afford the object "at this time" – you don't have the cash on hand or your credit cards are maxed out. If your current WB is equal to or greater than the DC, you automatically succeed without a roll [90]. (So, essentially, you can buy at CharGen any and all items with a Purchase DC equal to or lower than your WB. But there are encumbrance rules...see p. 121!) If you successfully purchase an object or service with a Purchase DC that's HIGHER than your WB, your WB decreases as per a table on p. 91 [90-91]. Rules for the time it takes to shop, taking 10 & 20 on WB checks, Trying again, and aiding another are all on p. 91. Buying used stuff is detailed on p. 112.

Some things, like guns, require having a license, which is simply just another WB check as per the chart on p. 93. Other stuff, you can get on the black market with a DC increase as per the same chart. Mastercraft +1 items can be bought on the open market with a +3 to the Purchase DC [94].

To make a bribe, decide how many points you want to reduce your current Wealth bonus by. Each point by which you reduce your current WB provides a +2 bonus on your Diplomacy check. The max bonus is +10 which requires a 5-pt. reduction to your WB [58].

When multi-classing, add the Def. Bonus for each class together [40].

Gambling is a skill in this game. Check out the rules for it on pages 61-62 if you're considering taking it. Investigate is its own skill and allows you to discern patterns in clues or turn clues into evidence or prepare a crime scene/evidence for further analysis by a crime lab. You generally use Search to discover clues and Investigate to analyze them [65].

Knowledge encompasses a finite set of categories, each of which is a separate skill: Arcane Lore (not necessarily applicable in my 70d20 game), Art, Behavioral Sciences, Business, Civics, Current Events, Earth &

Life Sciences, History, Physical Science, Pop Culture, Streetwise, Tactics, Technology, Theology & Philosophy [66-67].

Perform is its own skill. The number of Perform categories is also finite: Act, Dance, Keyboards, Percussion, Sing, Strings, Wind Instruments [69].

Profession checks improve your WB every time you attain a new level. The DC is your current WB. If you succeed your WB increases by +1. For every 5 by which you exceed the DC, your WB increases by an additional +1. You can't take 10 or 20 for this check. How many ranks you have in the Profession skill (including those you just acquired from gaining a level) add to your WB increase you receive upon gaining a new level and from the WB increase you gain from a successful "leveling-up" Profession check, as per a chart on p. 70. You can sometimes add your Profession modifier for Rep checks dealing with work-related situations [70].

Treat Injury restores hit points as per the skill desc on pp. 74-75.

The biggest difference in combat is the way non-lethal damage works. Just like in D&D3e, when you take damage from a single hit that exceeds your massive damage threshold (your CON score), but somehow you manage to avoid losing all your HPs, you must make a Fort save at DC 15 or immediately drop to -1 HPs. HOWEVER, unlike any other d20 system we've played yet, two unarmed combatants with no combat related feats can often battle indefinitely with no real ill effects. Nonlethal damage is death by unarmed attackers and some weapons. Non-L damage DOES NOT AFFECT YOUR HPs – or ANYTHING for that matter. Only when you deal MORE points of Non-L damage IN A SINGLE BLOW than your opponent's CON score (or equal to the CON score), your target must make a Fort save at DC 15. If he succeeds, he's dazed for a round. If he fails, he is unconscious for 1d4+1 rounds. You CAN deal lethal damage in a fistfight, but you take a -4 to Atk [141]. So consider those unarmed combat feats, fellas!

Also different is the way burst and autofire works. Some feats allow characters armed with semiautomatic (or fully automatic) weapons to fire shots in rapid succession, getting in more than one shot per attack. Only weapons with the auto rate of fire can be set on autofire or be used with these feats. Autofire affects an area and everyone in it, not a specific individual. You target a 10x10 foot area and make an attack roll at DC 10 (take a -4 penalty to Atk without the Advanced Firearms Proficiency). If your attack succeeds, everyone in the area must make a Ref save at DC 15 or take the damage. Autofire shoots 10 bullets and can only be used if the weapon has 10 bullets in it [148].

Burst fire is not the same as autofire. Burst fire involves firing at a specific individual and requires the Burst Fire Feat. If you fire a blast of automatic fire at a specific individual without the Burst Fire feat, it's treated as a standard attack. You may hit, but if you do, you only deal normal weapon damage, and all the extra ammo is wasted. Some firearms, such as machine guns, can only be fired on autofire and can't fire single shots [148].

Explosives and splash weapons require no feat to use with proficiency unless they are fired or propelled from a launcher, which requires a Weapon Proficiency feat for the launcher to avoid the -4 penalty

STR modifiers apply to improvised melee weapons (which impose a -4 penalty to Atk) that are size Tiny or larger. Diminutive objects are too little for your strength to make a difference. All improvised items have a 50% chance of breaking after striking a surface/target.

Because of the differences in combat in d20 Modern, the combat feats [79-89] bear looking over, especially these: Brawl, Burst Fire, Combat Martial Arts, Improved Brawl, Improved Knockout Punch, Knockout Punch, Power Attack, Streetfighting.

Healing naturally gives you 1 HP per character level per evening of rest (8 hours) [142].

D20 Modern Magic Rules

Cast Spell → AoO? Concentration check? → Spell resistance? Lvl. check? Saving Throw? → Apply Spell Result [334]

ARCANE SPELLS:

Activate Magic Item: Attack action to speak command word if no other activator is given in item's description [372-373]
Borrowed Spellbook: Spell must be in own book, Decipher, then Spellcraft @ DC 15 + Spell Lvl. (retry next day) [335-6]
Casting Spells: Incurs AoO and, if hit, make Concentration check @ DC 10 + Dam. or lose spell [53, 330]
Casting Spells Defensively: No AoO but must make Concentration check @ DC 15 + Spell Lvl or lose spell [330]
Copy Spell: Decipher writing, study spell f/1 dy., Spellcraft @ DC 15 + Spell Lvl. to copy (takes Spell Lvl + 1 dys) [335]

- Spells copied from a scroll disappear from the scroll, but not so for spells copied from another spellbook
- Failure of Spellcraft check prohibits retries until another rank in Spellcraft is acquired

Counterspell: Readied action to ID spell w/ Spellcraft @ DC 15 + Spell Lvl. & ruin it w/same spell or Dispel Magic [334]
Decipher: Spellcraft @ DC 20 + Spell Lvl. (may retry next day); Read Magic or author's help guarantees success [335]
Identify Magic Item Command Word: Spellcheck @ DC 30 for word itself, DC 25 for clue [337]
Leveling Up: Spellcaster gains 2 new spells of his choice of the newly associated Spell Level to add to spellbook [335]
Overcome Spell Resistance: make level check (1d20 + Caster's class lvl.) @ DC=target's spell resistance [333, 337]
Recent Spells: all spells cast within last 8 hrs. count against daily limit when preparing new spells [334]
Rest: must rest 8 hrs before preparing spells (+1 hr. per interruption) & must have ≥1 hr. of rest *immediately* prior [334]
Save vs. Spells: DC=10 + Spell Lvl. + Caster's Ability mod (INT for Mage, WIS for Acolyte) [333]
Save vs. FX Items: DC=1.5 x spell/power/effect level [374]
Touch Spells: an armed (no add'l AoO) melee/ranged touch attack (class+DEX+size, no armor/equip. bonus) [128, 331]

DIVINE SPELLS:

Activate Magic Item: Attack action to speak command word if no other activator is given in item's description [372-373]
Casting Spells: Incurs AoO and, if hit, make Concentration check @ DC 10 + Dam. or lose spell [53, 330]
Casting Spells Defensively: No AoO but must make Concentration check @ DC 15 + Spell Lvl or lose spell [330]
Counterspell: Readied action to ID spell w/ Spellcraft @ DC 15 + Spell Lvl. & ruin it w/same spell or Dispel Magic [334]
Decipher: Spellcraft @ DC 20 + Spell Lvl. (may retry next day); Read Magic or author's help guarantees success [335-6]
Leveling Up: May prepare any spells of the newly associated Spell Level [336]
Identify Magic Item Command Word: Spellcheck @ DC 30 for word itself, DC 25 for clue [337]
Overcome Spell Resistance: make level check (1d20 + Caster's class lvl.) @ DC=target's spell resistance [333, 337]
Recent Spells: all spells cast within last 8 hrs. count against daily limit when preparing new spells [336]
Rest: needn't rest but must meditate 1 hr. at designated time of day to prepare spells [336]
Save vs. Spells: DC=10 + Spell Lvl. + Caster's Ability mod (INT for Mage, WIS for Acolyte) [333]
Save vs. FX Items: DC=1.5 x spell/power/effect level [374]
Spontaneous Casting: May replace prepared spells with Cure/Inflict spells (per Allegiance) of same/lower level [336]
Touch Spells: an armed (no add'l AoO) melee/ranged touch attack (class+DEX+size, no armor/equip. bonus) [128, 331]

d20 Modern Vehicle Combat (Chase Scale Only)

Avoid Hazard: Drive @ DC 5 (tire), 10 (crate) or 15 (wreck/oil) or Collide (or Lose Control for oil slicks) [158]
Bootleg Turn: Move Turn # & Drive @ DC 5 to 20 (f/ 45 to 180° turn-&-stop) or turn 45° & reroll to regain control [159]
Chase Scale: each sq.=50' (rather than 5') & can contain multiple vehicles 20' apart for range purposes [155]
Changing Seats: same as 5' step if no obstructions, otherwise it's a move action to climb over someone [161]
Collision: Ref. @ DC 15 (x2) to ½ dam. to drivers & vehicles (see charts); everyone Drive @ DC 15 or lose control [160]
Copilot: passenger riding shotgun can *Aid* driver (as *Aid Another* [148]) as a move action [155]
Damaging Vehicles: Subtract hardness; 0 HP=disabled (drop 1 Speed Categ./rnd until stopped), -(2xHP)=destroyed [163]
Dash: Drive @ DC 15 to accel. 1 add'l speed category; total move f/rnd. may not exceed max sq.'s f/new speed [159]
Declare Speed: Driver must do this at beginning of each rnd.; may accel./decel. 1 Speed Category per rnd. [156]
Driving: at a minimum, a move action, & driver can take rest of action to attempt a maneuver / stunt [155, 157, 162]
Driving Defensively: +2 Def. & -4 to Atks.; +4 Def. & No Atk by driver (passengers get -8 to Atk) for *Total* Def. [162]
Energy Attacks: Vehicles (and all objects) incur only ½ dam. from Energy Attacks [163]
Explosion: If disabling Atk deals ≥½ of full HPs, explodes in 1d6 rnds for 10d6 dam to occupants (½ dam to 30' r) [163]
 • Occupants may Ref. Save @ DC 20 to halve; those in 30' radius may Ref. Save @ DC 15 to halve [163]
Fire Damage: Vehicles (and all objects) incur only ½ dam. from fire [163]
Firing Arcs: F/vehicle-mounted weapons, partial turret fires forward, L & R; full turret allows firing in any direction [155]
Hard Brake: Go ½ Turn # & Drive @ DC 15 to decel. ≤ 2 add'l speeds or lose control; max. move=min. f/new spd. [159]
Hard Turn: Go ½ Turn # & Drive @ DC 15 to turn w/o decel., or finish Turn # before turn & reroll to regain control [159]
Initiative: Use individual Init. if all aboard same vehicle; otherwise, roll for each vehicle using vehicle's Init. Mod. [156]
Jump: Go Turn # & Drive @ DC var. (by width & speed) or Collide; if jump exceeds max. move, jump on next turn [159]
Lose Control: Failing Drive roll can result in vehicle spinning (or, if driver fails by ≥10, rolling) & collision [160-1]
Lose Pursuer: Hide +8 in hvy. traffic vs. pursuer's Spot; Bluff vs. Sense Mot. by off ramp to impose -5 to Drive [161]
NPCs: For Skills & Attacks; Untrained (-4,-2), Normal (+2,0), Skilled (+4,+2), Expert (+8,+4), Ace (+12,+8/+3) [162]
Ram: Free action to move into target's sq.; As *Collision*, but driver may Reflex Save @ DC 15 to halve all damage [158]
Repair: After each hr. in garage/facility, make Repair check (@ -4 if no tool kit) @ DC 20 to restore 2d6 HPs [163]
Reverse: Top speed is Alley Speed for most vehicles [156]
Roll: Roll 1 sq., stop perpendicularly; veh. dam = 2d6xTurn#; passenger dam = 2d4xTurn#; Ref @ DC 15 f/ ½ dam [161]
Shoot Tire: Def=10 (+ spd, cover), HP=2 (from car total); each flat = -4 to Drive; regain control (Drive @ DC 15) [163]
Shoot Through Window: Window (Hard=3, HP=2) takes damage first & leftover damage is applied to occupant [163]
Shoot Window: Def=12 (for side) or 10 (for rear/front) + spd & cover, Hard=3, HP=2 (from car total) [163]
Sideslip: Free action to move 1 sq. forward & 1 sq. to side, for total cost of 3 sq.'s of movement [158]
Sideswipe: Enter same sq. & Drive @ DC 15 (±5 per size cat., -2 per speed cat.) to deal & receive ¼ collision dam. [159]
 • Sideswiper may make Ref. Save @ DC 15 to halve damage to both vehicles [159]
 • Victim must make Drive @ DC 15 on next turn or lose control [159]
 • Failing Sideswipe roll results in both vehicles taking ¼ collision damage but target needn't regain control [160]
Simple Maneuver: (e.g., 45° turn, Ram, Sideslip) free action, no skill check, limited only by cost of movement [157]
Size Mod's: Init./ Maneuv./ Def.; 0 Med (bike), -1 Lg. (car/Harley), -2 Huge (SUV), -4 Garg (limo), -8 Colos (semi) [155]
Spin: Move 1 square in current direction & vehicle stops; roll 1d8 to determine new facing [161]
Starting a Vehicle: generally, move action to enter, 2nd move action to start; thereafter ready to roll [155]
Stunt: Move action (or part of a move action to control a vehicle) & requires Drive check @ DC var. or Collide [157-8]
Targeting Occupants: Occupants get Def. Bonus from speed & cover (+2, 4, 7, 10 as per am't of cover) of vehicle [162-163]
45° Turn: Free action but costs 1 Sq. of movement, & must move forward ≥ Turn # before turning [158]

Speed Category	Chase Scale Movem. (sq.)	"Turn #" (no. of sq.'s vehicle must move before turning)	Def. Modifier	Skill Check & Attack Roll Modifier
Stationary	0	-	+0	-
Alley Speed	1-2 (running speed)	1	+0	0
Street Speed	3-5 (< 35 mph)	1	+1	-1
Highway Speed	6-15 (35-80 mph)	2	+2	-2
All-Out	16+ (80+ mph)	2	+4	-4

[156-7]

←

Ability Checks: 1d20 + Ability Score Modifier @ DC variable or vs. an opposed Ability Check [74]

Acid: Full immersion = 2x dam.; w/in 2 m of pool, Fort Save @ DC 15 or lose 1 temp. pt. CON (2nd Save each min or lose 1d4) [291]

Aid Another: Make skill/Atk roll at DC 10 as attack action; success grants +2 to the roll of the person being aided [73, 165-6]

Altitude Sickness: Each 6-hr. period @ >20,000', CON save @ DC 10 (+1 per prev.) or take 1 pt. temp. dam. to all Abil. Scores [288]

Autofire: Certain weapons give 2 extra atks/rnd @ highest base atk bonus as full-rnd action, but all atks take a -6 penalty [165]

Bacta Healing: While submersed in a Bacta Tank, VP return @ 3/hr., Wounds return @ 1/hr. [140]

Bantha Rush: After target's Atk of Op, win opp'd STR check (± 4 per size cat., +2 f/charge, +4 f/stable) to push 2+ m or bounce [169]

Break Another's Grapple/Pin: During grappling, win an opposed grapple check (same as melee atk but w/special size mod.) [170-1]

Breaking Objects: Using brute force rather than weapons is a STR check @ DC variable (-2 to DC if object lost $\frac{1}{2}$ + WPs) [169]

Build Lightsaber: Spend 1 FP, make CON, WIS, INT rolls @ DC 20 (-1/dy meditating) to gain 2 FP & Craft L'saber @ DC var. [175]

Call in a Favor: d20+1 @ 1st level, +2 @ 3rd, etc., @ DC 10 to 25, no retries/ Taking 10 / 20; can do $\frac{1}{2}$ Noble Level times/week [43]

Carried/Worn Objects or Weapons: Def = 10 + size mod + wearer's DEX mod + wearer's class bonus [168]

Charge: As full-round action, move 4+ m up to 2x speed f/ +2 Atk, but get -2 Def (f/1 rnd) & get double damage from set spears [156]

Combined Fire: For each shooter who forfeits a formal attack to combine fire, the primary shooter gains a +1 to Attack [161]

Concealment: Successful attacks miss 10% - 50% of the time as per degree ($\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$, 9/10, total) of concealment [163]

Coup de Grace: As full-rnd action, make automatic crit-hit to helpless target; if still alive, Fort Save @ 10 + dam inflicted or die [165]

Cover: Get +2, 4, 7, 10 to Def. & +1, 2, 3, 4 to Ref. Save as per degree of cover; cover is hit if atk w/have hit but for bonus [162-163]

Critical Hits: Apply weapon damage directly to Heroic characters' WPs or immediately reduce Mooks to -1 WPs [154]

Defensive Fighting: For full-rnd atks, take -4 to all Atks in the rnd & +2 to Def (+3 if Tumbling @ Rank 5+) that same rnd [101, 157]

Disabled: At 0 WPs take only single move/attack action (lose 1 Wound Pt. if attack) per round but no full-round actions [149-50, 159]

Disarm: Win opp'd melee atk (+4 f/larger weap. or 2-handed) to grab (unarmed) / knock down (melee) weap. or risk disarming [169]

Disease: Fort Save @ DC var. at exposure or suffer effects after incubation; if fail, Fort Save each day to avoid 2ndary effects [290-1]

Disease Healing: 2 tandem Fort Saves; can use Treat Injury result as Fort result if in care & rested; Abil. Scores return @ 1/dy [290-1]

Disengage: Take full-rnd to move 1st 2m, out of threat'd area, & more w/o provoking an Atk of Op. from melee weap's [148, 156, 158]

Drown: CON check @ DC 10 (+1 each round) or lose all WPs & become Fatigued; next round lose all WP; next round die [287]

Escape Grapple: Beat all opponents grappling in an opposed grapple check & take whatever movement you can [170-1]

Explosives: Failing a Demolitions check or setting charges w/o skill delivers only $\frac{1}{2}$ damage; general timers have max of 1 hr [137]

Falling: 1d6 WP f/every 4m (20d6 max); Reflex Save @ DC 10 (+1 / 4m) to apply to VP; Tumble @ DC 15 to subtract 4m [289]

Falling Objects: Table 12-22 WP dam. (≤ 4 m) +1d6 dam. / add'l 4m (up to 20d6); mod. by size/weight; Ref. save to apply to VP [289]

Fatigued: After WP loss, take -2 to STR/DEX, no run/charge & Fort Save @ DC5 + WPs lost in rnd or pass out f/1d4 rnds [150, 159]

Flanking: Get +2 to melee attacks if an ally is melee attacking on other side of opponent; 8 attackers max f/small-med targets [161-2]

Followers: At 10th & subseq. lvls, Rep. check @ DC 20 gathers # of lvls of followers = difference; max. levels = Rep. Score [123-4]

Forced March: each hour marching after 8 hrs., make CON check @ DC (10+1 per extra hr.) or lose 1d6 VP (4 hr. rest to heal) [126]

Grapple: Melee atk (At. of Op.), Grapple roll (melee atk w/special size mod), unarmed dam.; then Damage/Pin/Break/Escape [170]

Grapple Damage: While grappling, suffer -4 on next Grapple roll & deal unarmed damage if you win [170]

Grapple Pin: During grapple, win opp'd grapple roll to hold target immobile f/1 rnd; pinned target gets -4 Def & no DEX mod [170]

Grenades: To hit target's square (Def 10) take -2 range pen. f/each increment beyond 1st & roll for bounce (d8) & distance (d3) [165]

Healing: At 0+ WPs, regain 1 WP/day of lt. activity or rest and regain # of VP = to character level /hr. of lt. activity or rest [149, 160]

Heat Stroke: Fort Save (-4 f/hvy clothes) @ DC 15 (+1 for each prev.) each hr. or lose 1d4 VP (5 or 10 min & 1d6 f/extreme) [287]

Held Objects/Weapons: Def = 15 + size mod + holder's DEX mod + holder's class bonus (+2 if held with 2 hands), At. of Op [168-9]

Helpless Targets: Attacker gets a +4 to melee attacks & target's DEX modifier = -5 & is vulnerable to a "coup de grace" [163-4]

Hustle: Move 10km/hr as 2 move actions/rnd; @ 2nd hr. w/o sleep, lose 1 VP and keep doubling it each hour thereafter [125-6]

Hypothermia: Fort Save (+4 f/hvy clothes) @ DC 15 (+1 for each prev.) each hr. or lose 1d4 VP (5 or 10 min & 1d6 f/extreme) [287]

Improvised Weapons: Incur a -4 penalty to hit, such as throwing something not meant to be thrown or using an object untrained [153]

Inanimate/Immobile Objects: Def = 5 + size mod; melee atks get +4; full-rnd action to steady gives auto hit (melee) or +5 (range) [169]

Inspire: At 2nd Lvl, talk for 1 rnd, give moral bonuses (+2 save, +1 Atk/Dam) for 5 rnds., once per day every 4 Noble levels [44]

Inspire Greatness: At 11th level, same as "Inspire" but give only 1 ally +2 to Atk & Saves once per day; +1 Ally / 3 add'l levels [44]

Lifting: Lift hvy. load over head; lift 2x hvy. load off ground; drag/push 5x hvy. load, halved or doubled by surface conditions [127]

Long-Term Medical Care: Assisted Healing can double rate of healing to 2 WP / Abil. Pts. per day [160]

Melee Damage: Use of off-hand deals $\frac{1}{2}$ STR bonus; using a 1-H weapon of your size catag. 2-H'd deals $1\frac{1}{2}$ STR bonus [148-9]

Medpac Healing: Treat Injury @ DC 15 as full-rnd action to restore 1d2 Wound pts. 1x/24 hrs.; Medpacs have only 1 use each [142]

Missiles: A long range touch attack, i.e., ignore target's class bonus to Defense [150]

Modify Credit Chip: Comp Use @ DC 35 (40 to tap a different account) or the chip is ruined [141]

Multifire: Certain weapons give 1 extra attack / rnd @ highest base atk bonus as full-rnd action, but all attacks are at -4 penalty [165]

Overrun (Move Through): Charge straight 4+ m into target (Atk of Op.); if he Avoids, keep moving; if he Blocks, use Trip rules [171]

Poisoned: Fort Save @ DC var. or suffer effects; Fort Save again 1 min. later or suffer 2ndary effects [290]

Poisoning Other: 5% chance to expose self to poison; Roll 1 on Atk requires Ref. Save @ DC 15 or accidentally poison self [290]

Poison Recovery: Recover 1 Ability Score point / day unaided [290]

Prone: Prone character suffers -4 to melee atks & Def. vs. melee, but enjoys a +4 Def. vs. ranged atks; standing is a move action [171]

Radiation: Fort Save @ DC var. each 10 min. of exposure; recover temporary Abil. Score loss unaided at 1 pt. per 2 days of rest [290]

Recording Rods: Comp. Use @ DC 10 to record; @ DC 25 to restore deleted data [143]

Replace Breath Mask Filter/Canister: Repair @ DC 10 or mask fails to function for 1d6x4 min. after activated [140]

Reprogram Code Cylinder: Computer Use @ DC 15 (or 25 w/o properly equipped computers) or the cylinder is ruined [141]

Resource Access: At 3rd level, Value = Noble level x (CHA check x 20), obtained in 1d8 hrs; can do once per day [44]

Run: Move 4x speed (3x if in hvy armor) as full-round action & lose DEX bonus; w/CON 9+, run for 1-2 min. before rest [125-6, 157]



CHARACTER NAME _____ PLAYER _____

CLASS _____ CHARACTER LEVEL _____ STARTING OCCUPATION _____

AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____ SKIN _____



CHARACTER RECORD SHEET

ABILITIES	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL
STR STRENGTH					
DEX DEXTERITY					
CON CONSTITUTION					
INT INTELLIGENCE					
WIS WISDOM					
CHA CHARISMA					

HP hit points	TOTAL	CURRENT HP
DEFENSE	$\square = 10 + \square + \square + \square + \square + \square$	
	TOTAL	

CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

INITIATIVE modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus			
SPEED			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

REPUTATION	
ACTION POINTS	
WEALTH BONUS	

ATTACKS	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus					
RANGED attack bonus					

ATTACKS	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER
MELEE attack bonus					
RANGED attack bonus					

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	EQUIPMENT BONUS	PROFICIENT?
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAR. BCH
SPECIAL PROPERTIES				

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILLS				MAX RANKS	/
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
<input type="checkbox"/>	Balance	Dex	=	+	+			
<input type="checkbox"/>	Bluff	Cha	=	+	+			
<input type="checkbox"/>	Climb	Str	=	+	+			
<input type="checkbox"/>	Computer Use	Int	=	+	+			
<input type="checkbox"/>	Concentration	Con	=	+	+			
<input type="checkbox"/>	Craft ()	Int	=	+	+			
<input type="checkbox"/>	Craft ()	Int	=	+	+			
<input type="checkbox"/>	Craft ()	Int	=	+	+			
<input type="checkbox"/>	Decipher Script ■	Int	=	+	+			
<input type="checkbox"/>	Demolitions ■	Int	=	+	+			
<input type="checkbox"/>	Diplomacy	Cha	=	+	+			
<input type="checkbox"/>	Disable Device ■	Int	=	+	+			
<input type="checkbox"/>	Disguise	Cha	=	+	+			
<input type="checkbox"/>	Drive	Dex	=	+	+			
<input type="checkbox"/>	Escape Artist	Dex*	=	+	+			
<input type="checkbox"/>	Forgery	Int	=	+	+			
<input type="checkbox"/>	Gamble	Wis	=	+	+			
<input type="checkbox"/>	Gather Information	Cha	=	+	+			
<input type="checkbox"/>	Handle Animal ■	Cha	=	+	+			
<input type="checkbox"/>	Hide	Dex*	=	+	+			
<input type="checkbox"/>	Intimidate	Cha	=	+	+			
<input type="checkbox"/>	Investigate ■	Int	=	+	+			
<input type="checkbox"/>	Jump	Str*	=	+	+			
<input type="checkbox"/>	Knowledge ()	Int	=	+	+			
<input type="checkbox"/>	Knowledge ()	Int	=	+	+			
<input type="checkbox"/>	Knowledge ()	Int	=	+	+			
<input type="checkbox"/>	Listen	Wis	=	+	+			
<input type="checkbox"/>	Move Silently	Dex*	=	+	+			
<input type="checkbox"/>	Navigate	Int	=	+	+			
<input type="checkbox"/>	Perform ()	Cha	=	+	+			
<input type="checkbox"/>	Perform ()	Cha	=	+	+			
<input type="checkbox"/>	Perform ()	Cha	=	+	+			
<input type="checkbox"/>	Pilot ■	Dex	=	+	+			
<input type="checkbox"/>	Profession	Wis	=	+	+			
<input type="checkbox"/>	Read/Write Lang. ()	-	=	+	+			
<input type="checkbox"/>	Read/Write Lang. ()	-	=	+	+			
<input type="checkbox"/>	Read/Write Lang. ()	-	=	+	+			
<input type="checkbox"/>	Repair ■	Int	=	+	+			
<input type="checkbox"/>	Research	Int	=	+	+			
<input type="checkbox"/>	Ride	Dex	=	+	+			
<input type="checkbox"/>	Search	Int	=	+	+			
<input type="checkbox"/>	Sense Motive	Wis	=	+	+			
<input type="checkbox"/>	Sleight of Hand ■	Dex	=	+	+			
<input type="checkbox"/>	Speak Language ()	-	=	+	+			
<input type="checkbox"/>	Speak Language ()	-	=	+	+			
<input type="checkbox"/>	Speak Language ()	-	=	+	+			
<input type="checkbox"/>	Spot	Wis	=	+	+			
<input type="checkbox"/>	Survival	Wis	=	+	+			
<input type="checkbox"/>	Swim	Str*	=	+	+			
<input type="checkbox"/>	Treat Injury	Wis	=	+	+			
<input type="checkbox"/>	Tumble ■	Dex*	=	+	+			
<input type="checkbox"/>			=	+	+			
<input type="checkbox"/>			=	+	+			
<input type="checkbox"/>			=	+	+			

EXPERIENCE POINTS

GEAR

[illegible]

ALLEGIANCES

LANGUAGES

LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?

FX ABILITIES

[illegible]

FEATS

- ☐ Acrobatic
 - ☐ Aircraft Operation*
 - ☐ Alertness
 - ☐ Animal Affinity
 - ☐ Archaic Weapons Proficiency
 - ☐ Armor Proficiency (light)
 - ☐ Armor Proficiency (medium)
 - ☐ Armor Proficiency (heavy)
 - ☐ Athletic
 - ☐ Attentive
 - ☐ Blind-Fight
 - ☐ Brawl
 - ☐ Improved Brawl
 - ☐ Knockout Punch
 - ☐ Improved Knockout Punch
 - ☐ Streetfighting
 - ☐ Improved Feint
 - ☐ Builder
 - ☐ Cautious
 - ☐ Combat Expertise
 - ☐ Improved Disarm
 - ☐ Improved Trip
 - ☐ Whirlwind Attack
 - ☐ Combat Martial Arts
 - ☐ Improved Combat Martial Arts
 - ☐ Advanced Combat Martial Arts
 - ☐ Combat Reflexes
 - ☐ Confident
 - ☐ Creative
 - ☐ Deceptive
 - ☐ Defensive Martial Arts
 - ☐ Combat Throw
 - ☐ Improved Combat Throw
 - ☐ Elusive Target
 - ☐ Unbalance Opponent
 - ☐ Dodge
 - ☐ Agile Riposte
 - ☐ Mobility
 - ☐ Spring Attack
 - ☐ Drive-By Attack
 - ☐ Educated*
 - ☐ Endurance
 - ☐ Exotic Melee Weapon Proficiency*
 - ☐ Far Shot
 - ☐ Dead Aim
 - ☐ Focused
 - ☐ Frightful Presence
 - ☐ Gearhead
 - ☐ Great Fortitude
 - ☐ Guide
 - ☐ Heroic Surge
 - ☐ Improved Damage Threshold**
 - ☐ Improved Initiative
 - ☐ Iron Will
 - ☐ Lightning Reflexes
 - ☐ Low Profile
 - ☐ Medical Expert
 - ☐ Meticulous
 - ☐ Nimble
 - ☐ Personal Firearms Proficiency
 - ☐ Advanced Firearms Proficiency
 - ☐ Burst Fire
 - ☐ Exotic Firearms Proficiency*
 - ☐ Strafe
 - ☐ Point Blank Shot
 - ☐ Double Tap
 - ☐ Precise Shot
 - ☐ Shot on the Run
 - ☐ Skip Shot
 - ☐ Power Attack
 - ☐ Cleave
 - ☐ Great Cleave
 - ☐ Improved Bull Rush
 - ☐ Sunder
 - ☐ Quick Draw
 - ☐ Quick Reload
 - ☐ Renown
 - ☐ Run
 - ☐ Simple Weapons Proficiency
 - ☐ Stealthy
 - ☐ Studious
 - ☐ Surface Vehicle Operation*
 - ☐ Surgery
 - ☐ Toughness**
 - ☐ Track
 - ☐ Trustworthy
 - ☐ Two-Weapon Fighting
 - ☐ Improved Two-Weapon Fighting
 - ☐ Advanced Two-Weapon Fighting
 - ☐ Vehicle Expert
 - ☐ Force Stop
 - ☐ Vehicle Dodge
 - ☐ Weapon Finesse*
 - ☐ Weapon Focus*
 - ☐ Windfall**

*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type.

****You can gain this feat multiple times. Its effects stack.**

TALENTS/SPECIAL ABILITIES

