

GANDALF THE GREY

Affiliations

SOLO 	BUDDY 	TEAM 
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Distinctions

<p>OLÓRIN I WAS IN MY YOUTH IN THE WEST</p> <p>WIELDER OF THE FLAME OF ANOR</p> <p>A WIZARD IS NEVER LATE</p>	 or  +1 PP
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Power Sets

ISTAR	
SORCERY NOVICE 	MIND CONTROL 
MYSTIC RESISTANCE 	ENHANCED STRENGTH 
<p>SFX <i>Something else at work</i>: Spend 1 PP to reroll when using any ISTAR power.</p> <p>SFX <i>Servant of the Secret Fire</i>: Step up or double any ISTAR power for one action. If the action fails, add a die to Doom Pool equal to the normal rating of your power die.</p> <p>SFX <i>I once knew every spell</i>: Activate an opportunity and add D6 to the Doom Pool to create a Resource as if you were an EXPERT in any specialty.</p> <p>SFX <i>Subtle and quick to anger</i>: If you suffer Mental stress, you may change it to Emotional stress instead</p> <p>SFX <i>Fána</i>: Spend 1 PP to ignore stress, trauma, or complications resulting from disease or poison</p> <p>Limit <i>Music of the Ainur</i>: SORCERY NOVICE and MIND CONTROL may be used only to create Assets or Complications.</p>	

Power Sets

GLAMDRING	
WEAPON 	
<p>SFX <i>Foe-hammer</i>: When using WEAPON to attack orcs, or to create a forewarning-based asset against orcs, add d6 and step up your effect.</p> <p>Limit <i>Gear</i>: Shut down GLAMDRING to gain 1 PP. Recover by taking an action vs the Doom Pool.</p>	

Power Sets

NARYA	
FIERY BLAST 	SUPERHUMAN STAMINA 
FIRE CONTROL 	
<p>SFX <i>Rekindle hearts</i>: Add FIRE CONTROL to your dice pool when helping others recover stress.</p> <p>SFX <i>Area effect</i>: If a dice pool includes FIERY BLAST or FIRE CONTROL, add D6 and keep an additional effect die for each additional target.</p> <p>Limit <i>The enemy seeks it</i>: Unless you are performing a recovery action you must spend 1 PP to include a NARYA power in a pool, in which case both 1s and 2s on your dice count as opportunities (but only 1s are set aside).</p>	

Specialties

ARCANA MASTER 	LORE MASTER 
COMBAT EXPERT 	SOCIAL EXPERT 
CUNNING EXPERT 	
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	

Milestones

MESSANGER FROM THE WEST	
1 XP	when you first provide counsel in a scene
3 XP	when you suffer or inflict stress in a debate about the best course of action
10 XP	when you accomplish your purpose, or when you renounce your mission and seek a new course
GREY PILGRIM	
1 XP	when you recognise a person as someone you have already met
3 XP	when your travels allow you to establish an asset for yourself or an ally
10 XP	when you cease your wandering, either by sailing from the Grey Havens, or establishing a permanent dwelling in Middle Earth