

GANDALF THE GREY

Affiliations

SOLO



BUDDY



TEAM



Distinctions

OLÓRIN I WAS IN MY YOUTH IN THE WEST

WIELDER OF THE FLAME OF ANOR

A WIZARD IS NEVER LATE



or



+1 PP

Power Sets

ISTAR

SORCERY NOVICE



MIND CONTROL



MYSTIC RESISTANCE



ENHANCED STRENGTH



SFX *Something else at work:* Spend 1 PP to reroll when using any ISTAR power.

SFX *Servant of the Secret Fire:* 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.

SFX *I once knew every spell:* Activate an opportunity and add D6 to the Doom Pool to create a Resource as if you were an EXPERT in any specialty.

SFX *Subtle and quick to anger:* If you suffer Mental stress, you may change it to Emotional stress instead

SFX *Fána:* Spend 1 PP to ignore stress, trauma, or complications resulting from disease or poison

Limit *Music of the Ainur:* SORCERY NOVICE and MIND CONTROL may be used only to create Assets or Complications.

Power Sets

GLAMDRING

WEAPON



SFX *Foe-hammer:* When using WEAPON to attack orcs, or to create a forewarning-based asset against orcs, add d6 and step up your effect.

Limit *Gear:* Shut down GLAMDRING to gain 1 PP. Recover by taking an action vs the Doom Pool.

Power Sets

NARYA

FIERY BLAST



SUPERHUMAN STAMINA



FIRE CONTROL



SFX *Rekindle hearts:* Add FIRE CONTROL to your dice pool when helping others recover stress.

SFX *Area effect:* If a dice pool includes FIERY BLAST or FIRE CONTROL, add D6 and keep an additional effect die for each additional target.

Limit *The enemy seeks it:* 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).

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