




NOLDOR ELF



Affiliations

SOLO		BUDDY		TEAM	
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Distinctions






FIRSTBORN		or	
SINGER OF SONGS	+1 PP		
EXILED FROM THE WEST			

Power Sets

FAIR AND STATUESQUE			
UNHINDERED MOVEMENT			ENHANCED REFLEXES
			
SFX	<i>Focus:</i> If a pool includes a FAIR AND STATUESQUE power, you may replace two dice of equal size with one die one step larger.		
Limit	<i>Tired:</i> Shutdown a FAIR AND STATUESQUE power to gain 1 PP. Recover by activating an opportunity or during a Transition Scene.		

Power Sets

ESSENCE OF THE EARTH

ENHANCED SENSES		WEATHER INFLUENCE			
ENHANCED STAMINA		INVISIBILITY		TELEPATHY	

SFX *Unaffected:* Stress, trauma, or complications resulting from disease, poison or fear may be added to the Doom Pool instead.

SFX *Immortal:* Spend 1 PP to recover Physical stress to or step back Physical trauma; alternatively, move your Physical stress die to the Doom Pool or double your Physical trauma die and move both dice to the Doom Pool.

SFX *Cloaked traveller:* Add a D6 to the Doom Pool to step up INVISIBILITY until the end of the current Action Scene.

SFX *Deeds of grief:* Add a die to the Doom Pool equal to your Emotional stress, and step up that stress, to include it in your action pool








Limit *World weary:* To add an ESSENCE OF THE EARTH power to a pool, you must spend a PP or add a D6 to the Doom Pool.

Limit *Tears unnumbered:* Step up Emotional stress you suffer to gain a PP.

Power Sets

ELVEN ARMOURY (choose one of the two columns)	
WEAPON (SPEAR or SWORD)	BOW
ENHANCED DURABILITY	KNIFE
SFX (LHS)	<i>Armoured warrior:</i> Add both WEAPON and ENHANCED DURABILITY to an attack or reaction pool, stepping both down.
SFX (RHS)	<i>Twin shot:</i> You may use BOW to attack two targets, adding D6 to your pool and keeping an additional effect die.
Limit	<i>Gear:</i> Shut down an ELVEN ARMOURY power to gain 1 PP. Recover by taking an action vs the Doom Pool.
Limit (RHS)	<i>Mutually exclusive:</i> To activate BOW, shut down KNIFE. To activate KNIFE, shut down BOW.

Specialties

Choose one from this column:	
ACROBATICS EXPERT 	CRAFTING EXPERT 
COMBAT EXPERT 	CUNNING EXPERT 
OUTDOOR EXPERT 	LORE EXPERT 
	RIDING EXPERT 
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	

Milestones

HOLD BACK THE SHADOW	
1 XP	when you reassure an ally that there is still hope.
3 XP	when you help an ally recover from Emotional stress or trauma.
10 XP	when you are stressed out while helping an ally, or give up hope and inflict trauma on a foe
DWELLER IN MIDDLE EARTH	
1 XP	when you take an action that draws on your knowledge of nature
3 XP	if you admit to a friend that you love Middle Earth over the forgotten West, or if you suffer stress due to your longing for the West
10 XP	when you either sail from the Grey Havens, or resolve never to leave Middle Earth