

Affiliations

SOLO 	BUDDY 	TEAM 
--	--	--

Distinctions

HEIR OF NÚMENOR GUARDIAN OF THE NORTH TRAVEL WEARY	 or  +1 PP
--	---

Power Sets

DÚNADAN	
NATURE'S SENSES 	INVISIBILITY 
ANIMAL CONTROL 	SPEED 
SFX	<i>Honed awareness:</i> If a pool includes a RANGER power, you may replace two dice of equal size with one die one step larger.
SFX	<i>Resourceful:</i> Add a D6 to the Doom Pool to step up a resource that you create.
SFX	<i>Return unlooked for:</i> Step up your Mental or Emotional stress die and move it to the Doom Pool. You may spend 1 PP to do the same to Mental or Emotional trauma.
Limit	<i>Weary of distrust:</i> Step up mental or emotional stress from those whom you seek to protect to gain 1 PP.

Power Sets

WANDERER	
WEAPON 	CLOAK 
SFX	<i>Valour:</i> Spend 1 PP or take D6 physical stress to step up or double your WEAPON die.
SFX	<i>Wrath:</i> Against a single target step up or double your WEAPON die. Remove the highest rolling die and use three dice for your total.
SFX	<i>Overshadowed face:</i> Add a D6 and step up the effect die when using CLOAK to create a disguise-related asset.
SFX	<i>Leave all that can be spared behind:</i> Shut down one WANDERER power to step up another WANDERER power. Recover the shut down power by activating an opportunity or during a Transition Scene.
Limit	<i>Gear:</i> Shut down a WANDERER power to gain 1 PP. Recover by taking an action vs the Doom Pool.

Specialties

COMBAT MASTER 	OUTDOOR MASTER 
CUNNING EXPERT 	RIDING EXPERT 
[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]	