


AffiliationsSOLO BUDDY TEAM **Distinctions**

HEIR OF NÚMENOR



or



GUARDIAN OF THE NORTH

+1 PP

TRAVEL WEARY

Power Sets**DÚNADAN**NATURE'S SENSES INVISIBILITY ANIMAL CONTROL SPEED 

SFX *Honed awareness:* If a pool includes a RANGER power, you may replace two dice of equal size with one die one step larger.

SFX *Resourceful:* Add a D6 to the Doom Pool to step up a resource that you create.

SFX *Return unlooked for:* 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 *Weary of distrust:* Step up mental or emotional stress from those whom you seek to protect to gain 1 PP.

Power Sets**WANDERER**WEAPON CLOAK 

SFX *Valour:* Spend 1 PP or take D6 physical stress to step up or double your WEAPON die.

SFX *Wrath:* Against a single target step up or double your WEAPON die. Remove the highest rolling die and use three dice for your total.

SFX *Overshadowed face:* Add a D6 and step up the effect die when using CLOAK to create a disguise-related asset.

SFX *Leave all that can be spared behind:* 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 *Gear:* Shut down a WANDERER power to gain 1 PP. Recover by taking an action vs the Doom Pool.

SpecialtiesCOMBAT MASTER OUTDOOR MASTER CUNNING EXPERT RIDING EXPERT 

[You may convert Expert D8 to 2D6, or Master D10 to 2D8 or 3D6]