


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 *Will you aid me or thwart me?:* If a pool includes a DÚNADAN power, you may replace two dice of equal size with one die one step larger.

SFX *Foresighted:* 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]

Milestones**ALL THAT IS GOLD DOES NOT GLITTER**

- 1 XP when you approach a stranger to seek or offer aid
- 3 XP when you persuade a stranger to accept your aid, or provide you with aid
- 10 XP when you bring your labours in aid of others to fruition, or when you abandon your guardianship of the North

NOT ALL WHO WANDER ARE LOST

- 1 XP when you reflect on your deeds of errantry
- 3 XP when you succeed in an action despite a travel-related complication
- 10 XP when your travels through the wilds come to an end, either because you have done your part in the restoration of the northern kingdoms, or because you have resigned yourself to their fall and begun your life anew