

Nimloth (Elves of Lindon / Messenger)

You are part of a wandering company of Elves, used to trekking across hills and woodlands on paths hidden from mortal eyes. As you walk, you sing: songs of the old days, the fading beauty of the world, and your longing for the Sea. Like Lúthien of legends, your songs have the power to sway hearts and lift the weariness of the listeners, warding off the influence of the Shadow. You cherish this gift. Occasionally, you leave your Elvish company and join a band of heroes to shine your light in the darkest pits of the world.

Kings of Norbury: Men say Fornost is haunted. Such matters are more complicated than they understand, but evil spirits do exist, and it's unwise to disturb them.

Over hill and under hill: During your wanderings on the North Downs, you have come across many holes and cave openings. They invoke an ill feeling in you. Evil things are known to sleep in the deep recesses of the earth.

Fell Winter: Snow has never hindered the wandering folk, but this year there is something eerie in the wind, and the Men of these lands seem to be suffering. The Witch-king was driven away a long time ago, and he won't return, but someone else may be meddling with forces they don't understand.

Starting values

Treasure	11
Hope	11/13
Shadow	3

Elven-skill: If you are not Miserable, you can spend 1 point of Hope to achieve a Magical success on a roll when using a Skill in which you possess at least one rank.

Long Defeat: When it is time to remove accumulated Shadow during the Fellowship Phase, you can only remove a maximum of 1 point.

Elbereth! Gilthoniel! Raise your maximum Hope rating by 1 point (accounted for on the character sheet). During the Adventuring Phase you can become Inspired on a number of rolls equal to your Wisdom rating (3) (when Inspired, gain (2d) instead of (1d) when spending Hope).

Against the Unseen: All your Shadow Tests due to Dread are Favoured, and you additionally gain (1d) on those rolls forced upon you by an evil spirit or ghost (including creatures possessed by one).

Song of Victory: Once per adventure, in Combat: All heroes make Song rolls. Heroes succeeding in the roll ignore the effects of being Weary for the length of the Combat. Use a Success icon to make a failed hero succeed.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.