Bardings

Kulturer · https://sulkesligaen.no/docs/bardings/

Written by: Free League

Han var en etterkommer i lang linje av Girion, herre av Dale, hvis kone og barn hadde unnsluppet nedover Løperelva fra ruinene for lenge siden. Bardingene er nordmenn av edel opprinnelse som stammer fra Villmarken, langt østover. De gjenoppbygde sin by Dale fra asken etter at dragen Smaug ble drept, og de oppnådde ny velstand ved å handle med nærliggende riker av alver og dverger.

Hvert år når bardingske handelsmenn nye fjerne land, da de ser utenfor sine grenser for å utvide sin handel og innflytelse. Noen ganger følger krigere i deres fotspor, håpefulle om å bevise sitt mot mot verdige motstandere, inspirert av sin konges drap på dragen.

CHARACTERISTICS

Sterke i kropp og fryktløse i ånd, er nordmennene de innbyggerne i Midgard som mange anser å være nærmest i slekt med mennene fra vest. De har sterke lemmer og lyst hår, selv om mørkt eller til og med svart hår ikke er ukjent. Barding-menn har en tendens til å ha skjegg, og ofte lar de håret vokse til det når skuldrene. Kvinnelige eventyrere fletter håret i lange, stramme fletter. Bardingene blir sjelden eventyrere før de fyller 18 år, og pensjonerer seg i førtiårene, når de vender hjem for å tjene sin familie og sitt folk.

Når de er ute, kan de ofte gjenkjennes på utstyret sitt, da de ofte bærer utstyr av overlegen kvalitet. I motsetning til de fleste innbyggerne i Villmarken, foretrekker bardingene å bruke sverd fremfor økser, og naturligvis foretrekker de buen, etter eksempelet fra deres konge.

Cultural Blessing - Stout-Hearted

> Stories tell that the Bardings lived under the shadow of a great Dragon for decades.
> Your **VALOUR** rolls are Favoured.

To the lineage of Gondor he added the fearless spirit of the Northmen...

Standard of Living - Prosperous

Takket være sine vellykkede handelsforbindelser blomstrer byen Dale. De blant bardingene som velger et liv med eventyr, er vanligvis medlemmer av mindre velstående familier -- likevel er deres rikdom fortsatt overlegen de fleste av innbyggerne i Eriador.

ATTRIBUTES

Choose one set of Attributes, or roll a Success die:

ROLL	STRENGTH	HEART	WITS
1	5	7	2
2	4	7	3
3	5	6	3
4	4	6	4
5	5	5	4
6	6	6	2

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 20
Hope	HEART + 8
Parry	WITS + 12

Skills

Copy the listed Skill ranks onto the character sheet; then, choose one Skill among the two underlined and mark it as Favoured.

AWE 1	**ENHEARTEN** 2	PERSUADE 3
ATHLETICS 1	TRAVEL 1	STEALTH 0

AWARENESS 0	INSIGHT 2	SCAN 1
HUNTING 2	HEALING 0	EXPLORE 1
SONG 1	COURTESY 2	RIDDLE 0
CRAFT 1	BATTLE 2	LORE 1

Combat Proficiencies

Copy the following Combat Proficiency ranks onto the character sheet, selecting a preferred Proficiency when offered a choice.

Bows OR Swords	2
Choose one Combat Proficiency	1

Distinctive Features

Choose two Distinctive Features among those listed: Bold, Eager, Fair, Fierce, Generous, Proud, Tall, Wilful.

LANGUAGES AND TYPICAL NAMES

Alle bardinger snakker dalisk, et språk som kan beskrives som en veldig gammel form for det felles språket. Når det gjelder navnene deres, består de vanligvis av ett eller to elementer (for eksempel Dag -- Dag, eller Lif-stan -- Livsstein). Som de fleste nordmenn, navngir bardingene ofte sine barn etter en kjent forfader eller slektning, eller velger et navn som begynner med samme lyd eller deler ett element med farens navn (hvis navn ofte gis sammen med deres fornavn når de introduseres formelt -- for eksempel Lifstan, sønn av Leiknir, eller Ingrith, datter av Ingolf).

Male Names

Aegir, Arn, Brandulf, Domarr, Egil, Erland, Farald, Finn, Gautarr, Hafgrim, Hjalmar, Ingolf, Jofur, Kolbeinn, Leiknir, Lomund, Munan, Nari, Nefstan, Ottarr, Ragnarr, Reinald, Sigmarr, Steinarr, Thorald,
Torwald, Ulfarr, Unnarr, Vandil, Varinn.

Female Names

Aldis, Asfrid, Bera, Bergdis, Dagmar, Eilif, Erna, Frida, Geira, Gudrun, Halla, Hild, Ingirun, Ingrith, Lif, Linhild, Kelda, Runa, Saldis, Sigga, Sigrun, Thora, Thordis, Thorhild, Ulfhild, Ulfrun, Una, Valdis, Vigdis, Walda.

VIRTUES OF THE BARDINGS

The Bardings are Northmen of the noblest blood -- a valiant people with a tradition of powerful kings. considered lost for many long years, their ancient heritage has been tempered anew in dragon-fire, and is today once again in capable hands.

Cram

You have been taught the ancient recipe of cram, a biscuitish cake that keeps good indefinitely, made by your folk for long journeys. Albeit certainly not entertaining (and in fact, mostly a chewing exercise), it is doubtlessly sustaining and very nutritious.

> ♦ Each time you gain Fatigue from a Journey Event, you gain 1 point less.
>
> ♦ Additionally, when you take a Short Rest, you and all members of the Company regain an extra amount of lost Endurance equal to your **WISDOM** rating.

...they rested for a while and had such a breakfast as they could, chiefly cram and water.

Dragon-Slayer

The legend of Bard the Bowman has inspired many young men and women from Dale, so much so that they long to prove their worth with the killing of a great monster. As many have before you, you have long pondered on the ways to deal with large creatures, hoping one day to gain renown defeating them.

> ♦ When you are fighting creatures with Might 2 or more, all your attack rolls are Favoured.

"*I am Bard, and by my hand was the dragon slain and your treasure delivered.*"

Dwarf-Friend

The days of the Dragon have forged a strong alliance between the Bardings and the Dwarves of Erebor.

> ♦ If your Fellowship focus is a Dwarf, whoever among you is fighting in a Defensive stance may attempt the Protect Companion combat task to benefit the other as a secondary action.
>
> ♦ Additionally, Dwarves are always considered to be Friendly towards you during the Interaction stage of a council.

"*Nowhere are there any men so friendly to us as the Men of Dale.*"

Fierce Shot

The Black Arrow that brought down Smaug the Dragon may have been fated to do so, but the hand that sent it flying so fiercely was exceedingly strong. When you throw a spear or bend your bow, you make sure that your grip is steady and your aim true.

> ♦ When you score a Piercing Blow on a ranged attack, the **PROTECTION** roll of the target is Ill-favoured.

The great bow twanged... the arrow... smote and vanished, barb, shaft and feather...

High Destiny

Stories tell that those who belong to the bloodline of Dale are destined for greatness, a fact proven true by your King and his story. Do you share the same destiny of those of the line of Girion?

> ♦ Raise your maximum Endurance rating by 1. The first time that you receive a Wound that would normally kill you -- a deadly wound -- you are saved by some miraculous circumstance that leaves you Wounded but alive, and you immediately raise your maximum Hope rating by 1 point. Then, your destiny is completed (you can do this only once).

"*Bard is not lost!*" he cried. "*He dived from Esgaroth, when the enemy was slain. I am Bard, of the line of Girion ...*"

The Language of Birds

Stories told in the North speak of how Dalemen can become so wise as to comprehend the speech of birds, and so by understanding their song be forewarned of impending threats, or be able to spot a weakness in their enemies' defences.

> ♦ You can communicate with any bird with appropriate Skill rolls, usually using **COURTESY**, **PERSUADE**, or **SONG**, to receive tidings, deliver messages, and so on.
>
> ♦ Additionally, when you are outside, once during each Combat, Council or Journey, you can choose to become Inspired on any one roll.

"*...it was only an old thrush. Unafraid it perched by his ear and it brought him news. Marvelling he found he could understand its tongue...*"