Men of Rohan

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Where now is the horse and the rider? Where is the horn that was blowing? Where is the helm and the hauberk, and the bright hair flowing

From the lowliest farmer to the Lord of the Mark, the Rohirrim have learnt to show no fear and expect no aid from outsiders -life in the Riddermark has made them a hardy folk, warlike and proud. Now nearly five hundred years have passed since the days of Eorl, and his House still rules over Rohan from the Golden Hall of Meduseld in Edoras. There sits Thengel King, and the Horselords are enjoying days of peace, the helms of their knights can be seen gleaming in the rising sun as they roam the land, on the arched backs of their magnificent steeds.

CHARACTERISTICS

The men and women of the Riddermark are warlike, fair and tall, most often with golden hair and light eyes. Darker hair and eyes are not unknown, though uncommon, and such features are at times looked down upon, as they are deemed the sign of Dunlending ancestry. Both men and women grow their hair long and often tie it in long braids, especially when riding.

Cultural Blessing - Battle Frenzy

The Men of the Mark are as generousfolk, but when war is up on them, then they are as fell to their enimies as they are to loyal to their friends.

> When a Man of Rohan rolls on an attack roll or protection test in combat, they may choose to gain 1 point of Shadow to enter a battle frenzy for the rest of the combat.
>
> While in this frenzy, they gain (1d) on all close-combat attack test, but cannot willingly flee or retreat from the battle unless they are knocked unconscious.

Horse Lords

The Rohirrim are unmatched horsemen in all of Middle Earth. The men and shieldmaidens of Rohan are all capable riders, and are never long parted from their mounts.

> All your rolls made to ride, tend, tame or interact with horses and similar mounts are **Inspired** .

Standard of Living - Common

The Rohirrim are a simple folk, content with tending their beasts and fields, and with breeding their horses. They welcome strangers who come to their land in peace, but above all they desire to be free and live without serving any foreign lord. As a consequence, they are ready to rise up in arms when they are threatened, and can be considered to belong to a Martial culture.

ATTRIBUTES

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

ROLL	STRENGTH	HEART	WITS
1	6	4	4
2	6	5	3
3	7	55	2
4	5	5	4
5	7	4	3
6	6	6	2

Derived Stats

Calculate the following scores based on your chosen Attribute ratings:

Endurance	STRENGTH + 22
Hope	HEART + 8
Parry	WITS + 10

Skills

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

AWE 2	ENHEARTEN 2	PERSUADE 0
ATHLETICS 3	TRAVEL 2	STEALTH 0
AWARENESS 1	INSIGHT 2	SCAN 0
HUNTING 1	HEALING 0	EXPLORE 1
SONG 2	COURTESY 1	RIDDLE 0
CRAFT 1	**BATTLE** 2	LORE 0

Combat Proficiencies

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

Spears or Swords	2
Choose one Combat Proficiency	1

Distinctive Features

Choose two Distinctive Features among those listed: Bold, Fierce, Honorable, Lordly. Proud, Stern True-hearted, Wilful,

LANGUAGES AND TYPICAL NAMES

In addition to Westron (Common Speech), all Folk of the Mark speak Rohan-tongue and Grey-elven (Sindarin). The Mark-folk place a great deal of reverence on their ancestors and forebears and many of them are named after notable heroes or past kings of their people. Sometimes, though not often, they use a surname based on some deed or misfortune but may also reference their father's name or that of their homeland. As well, horses are every bit as important as other family, including their own children; thus, horses may carry any name, though some common examples show up, below.

Male Names

Aldor, Baldor, Brego, Brytta, Ceorl, Déor, Déorwine, Dernhelm, Dúnhere, Elfhelm, Eofor, Éomund, Eorl, Éothain, Erkenbrand, Fastred, Fengel, Folca, Folcwine, Folcred, Folda, Fréa, Fréawine, Freca, Gálmód, Gamling, Gárulf, Gléowine, Goldwine, Gram, Grim, Gríma, Grimbold, Guthláf, Háma, Harding, Helm, Herefara, Herubrand, Horn, Théoden, Widfara, Wulf.

Female Names

Elfhild, Éowyn, Hild, Théodwyn.

Horse Names

Arod, Hasufel, Felaróf, Firefoot, Shadowfax, Snowmane, Windfola.

VIRTUES OF ROHAN

The Riders of the Riddermark are Northmen, like their kin from Wilderland. They share their nobility of blood with the Bardings, their strength with the Beornings and their fierce determination with the Woodmen of Mirkwood..

Household Esquire

A noble family has entrusted you with the raising and training of a young person from their household. You have a young person as a companion who will travel with you from now on. They will serve you without question, but you have also sworn to protect them and train them rightly to be a warrior.

Your esquire will travel with their own horse and traveling gear, though you must provide them with food and lodgings. In addition, your esquire is ready and willing to assist you with laborious tasks or simple errands at any time.

Your esquire will maintain your equipment, feed and take care of any mounts you have, ensure that your fine clothes are ready for any feast or council, and help you don your armor before battle. In addition, they will recover your mount should it run, bring your mount to you should you fall from the saddle, and fetch weapons or other equipment in the middle of battle should you request any. They will not, however, engage in battle and will surrender to any enemy that captures them (though they will try to escape if they can).

> ♦ Once per day, when you have your esquire at your side or they are observing you, you may choose to become **Inspired** on a roll.

Horse Master

You have mastered the sue of horse-riding and mounted combat. Your presence on the battlefield is a terrifying sight, and your proficiency is unmatched. You have learned to fire bows from any stances.

> ♦ When you use a sword or spear from horseback, your weapon gains +1 to its Injury rating.
>
> While you are conscious, your mount will never flee from combat unless by means of magic.

Shield Master

You have learned to utilize a shield with greater efficiency and effectiveness than other warriors, making it an extension of yourself.

> ♦ Any shield you carry is considered to gain the "Reinforced" reward while you wield it. If you have a shield with this reward already, you may replace it with another reward.
>
> When you suffer a Piercing Blow, you may sacrifice your shield to gain (2d) on the Protection Test. If you do so, your shield is shattered and you must acquire a new one (this one cannot be repaired).

Master of Doom

Many among your folk believe that the destiny of every man is determined already when he comes first unto this world. But some scorn this belief, deeming that by his own strength a man may master his doom. Wise men consider this to be a thought born of vain pride, and dangerous. What you think is that if you cannot conquer your fate, you will fall while trying.

> ♦ You may spend 1 point of Hope to increase your maximum Endurance by an amount equal to your **VALOUR** + 2 for the duration of a day. You can only do this once per day when you wake.

Old Songs and Childrens Tales

In these strange days you have learnt that the songs of the old days tell of many things that have been long forgotten, and what is often deemed to be the matter of legends may return to walk under the Sun. There is worth in each word of every rhyme, and wisdom in each dark stave of songs that have come down from parent to child in the House of Eorl.

> ♦ Choose 3 skills (besides song) and mark them. You know old songs related to these skills, and recite them often.

> ♦ As long as your Song skill_rating is equal to greater than the rating of the marked skills: when you make a roll using one of the marked skills, you generate one additional & as a result.

> ♦ In addition, you immediately know a single Lay, Song of Victory, or Walking-Song.

Kings Guard

The Lord of the Mark has granted you a permanent position among the Riders of the King's own House. While most young lords among the Rohirrim serve in the King's Guard for at least a few years, it is an honour to be granted to serve among them for life.

> ♦ You are granted an exceptional horse to use as your personal steed (destrier). It has 3 vigor, and comes with armor that provides it with 3d for protection tests.

> ♦ Any rolls made during a council with members of the Rohirrim or members of the court in Edoras are Favoured.

> ♦ You and your company are able to find lodging, hospitality, and protection in any village or hall in Rohan at no expense to yourself.