Rangers of the North

Kulturer · https://sulkesligaen.no/docs/rangers-of-the-north/

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> ...i de ville landene bortenfor Bri fantes det mystiske vandrere. Bri-folket kalte dem Speidere, og visste ingenting om deres opprinnelse..

Rangerne fra Nord er et hemmelighetsfullt folk, sterkt redusert i antall gjennom tusen års tid. De vandrer forkledd blant ruinene av sitt tidligere rike, Arnor, og patruljerer utrettelig de mange stiene og veiene. Til tross for årenes gang, har rangerne alltid hatt samme oppgave: å holde folket i Eriador fri for bekymring og frykt. De arbeider i det skjulte, holder seg for seg selv, og røper sjelden navnene sine til de reisende de redder eller til menneskene hvis gårder de vokter om natten, når onde skapninger kommer frem fra mørket.

Characteristics

Rangerne er de siste etterkommerne i Nord av Dúnedain, konger blant menn som en gang kom til Midgard over havet fra Westernesse. Når de ikke skjuler sine trekk, er de høye og adelige, ruver over de fleste menn. De er ofte stille og har et alvorlig uttrykk, og ser kloke og modne ut utover sine år. Rangerne tar til villmarken rundt tjueårsalderen, men kan begynne å dra på eventyr allerede i yngre alder. De beholder sin kroppslige styrke og vilje lenger enn de fleste menn, men slutter vanligvis å reise langt fra Eriador når de når femtiårene. Når de er i villmarken, bærer de komfortable, men værbitte klær, og foretrekker høye lærstøvler og tunge kapper av mørkegrått eller grønt stoff, med vide hetter som kan trekkes over en slitt hjelm.

CULTURAL BLESSING -- KINGS OF MEN

Noen sier at herredømmet til folket i Arnor hører fortiden til. Likevel har Rangerne fra Nord arvet styrken fra de menn som rev Ringen fra Saurons brennende hånd..

> Add 1 point to one Attribute of your choice.

They were fair of face and tall, and the span of their lives was thrice that of the Men of Middle-earth.

ALLEGIANCE OF THE DÚNEDAIN

Rangerne er viet til å bekjempe Sauron og hans undersåtter gjennom en eldgammel tradisjon av krig og strid. Denne forpliktelsen gjør det vanskelig for dem å finne fred i sjelen, selv når de nyter en pause fra eventyrene..

> During the Fellowship phase (not Yule) you recover a maximum number of Hope points equal to half your **HEART** score (rounding fractions up).

STANDARD OF LIVING -- FRUGAL

Rangerne bærer sjelden noe som ikke har en praktisk verdi. Deres utstyr og klær anses aldri som verdifulle på grunn av glitrende steiner eller gull, men for deres evne til å tåle lange reiser og anstrengende kamper.

Attributes

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

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

Parry	WITS + 14

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

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, Honourable, Secretive, Stern, Subtle, Swift, Tall, True-hearted.

LANGUAGES AND TYPICAL NAMES

The native language of the Dúnedain is the Westron, or Common Speech. Some still learn the Sindarin Elven-tongue, as it is handed down from generation to generation. They retain an ancient tradition of naming their children using that fair speech.

MALE NAMES

Adrahil, Amlaith, Arvegil, Baranor, Belecthor, Bergil, Celepharn, Cirion, Damrod, Dírhael, Duinhir, Egalmoth, Eradan, Findemir, Forlong, Golasdan, Hallas, Hirluin, Ingold, Iorlas, Malvegil, Ohtar, Orodreth, Tarannon, Targon.

FEMALE NAMES

Anwen, Arbereth, Berúthiel, Baraniel, Calanril, Celenneth, Elnîth, Eraniel, Finduilas, Gilraen, Gilraeth, Gloredhel, Idril, Ioreth, Ivorwen, Lôrwend, Lothíriel, Luindîs, Meneloth, Moriel, Morwen, Narieth, Narniel, Orothêl, Tarandîs.

CULTURAL VIRTUES

The Rangers are what remains in the North of the great people that came to Middle-earth out of Westernesse, the Númenóreans. Their nobility of blood is exemplified by their many talents, even if their number has dwindled and their struggle has destined them to a life of secrecy.

ENDURANCE OF THE RANGER

They say that a Ranger with a clear trail to follow can never be weary. You hope the saying will prove true, as it will be your fate to often travel in haste, to seek distant lands on urgent errands or to relentlessly hunt your enemies.

> If you wear a suit of Leather armour or no armour at all, and carry no shield, you never gain Fatigue during a journey.

"*Hardy is the race of Elendil!*"

FORESIGHT OF THEIR KINDRED

The Rangers of the North still possess a measure of the fore- sight that their ancestors possessed in full. In the Twilight of the Third Age, this gift manifests as a sense of watchfulness, and of fear, arising to warn a Ranger of a danger that has not yet come to pass.

> ♦ During an Adventuring Phase, you may invoke your gift of foresight a number of times equal to your **WISDOM** rating, to bestow it upon yourself or on another member of the Company. This gift can be spent at any moment to reroll all the dice involved in any one roll, whether made by the Player-hero or an adversary tar- geting them.

"*And I say to you: if you pass the doors of Moria, beware!*"

HEIR OF ARNOR

The days of your folk have darkened, and not many of you remain; but ever the memory of the Kings is passed from generation to generation. An artefact going back to the days of Lost Arnor has been in possession of your family in line unbroken. Now you have been deemed worthy to become its keeper.

> ♦ With the help of the Loremaster, use the rules on page 161 to create either a Marvellous Artefact, or a Famous Weapon possessing a single Enchanted Reward. The item is generally of Númenórean craftsmanship, but might even be of Elven or Dwarven make. When you retire, this object is passed on to your heir as an additional heirloom.

"*Here is the ring of Barahir,*" *he said,* "*the token of our kinship from afar, and here also are the shards of Narsil.* "

ROYALTY REVEALED

Your kin belongs to a bloodline of kings, but they have learnt to hide from their enemies in the twilight years of their kingdom. Should you choose to reveal your heritage, your noble bearing will cause your allies to cast away their doubts. You reveal yourself by shouting an ancestral battle-cry, or unsheathing a weapon of high lineage, or by showing a device or coat of arms.

> ♦ Once per combat, when you fight in an Open stance you may attempt the Rally Comrades combat task as a secondary action. Additionally, all members of the Company (you included) are Inspired on all their rolls in the following round.

Aragorn threw back his cloak. The elven-sheath glittered as he grasped it, and the bright blade of Andúril shone like a sudden flame as he swept it out. "*Elendil!*" *he cried.*

STRENGTH OF WILL

You have been raised in a land dotted with desolate ruins and burial mounds. You have heard the dead whisper with cold voices out of lonely barrows, while ghostly lights dance on haunted hills. When your will strengthens your heart, there is hardly anything in this world that can dismay you.

> ✦ You gain (1d) on all Shadow Tests made to resist the effects of Dread.

"*Does he feel no fear?*" *muttered the Dwarf.*

WAYS OF THE WILD

The Rangers of the North roam ceaselessly, hunting for wicked things and guarding all frontiers. For you the Wild has become as familiar as the road that leads home is familiar to Hobbits, and the land itself may reveal useful tidings.

> ♦ Whenever you are making a roll using **EXPLORE**, **HUNTING**, or **TRAVEL**, you can spend 1 Hope to achieve a Magical success. Additionally, you are always allowed to cover more than one role during a journey.

"*Where sight fails the earth may bring us rumour,' said Aragorn. The land must groan under their hated feet.*"