

Easterling Warrior

Starting Attributes

Bearing: 8
Nimbleness: 10
Perception: 7
Strength: 9
Vitality: 10
Wits: 7

Native Languages and Lore: Language: Easterling +6, Language: Orkish (dialect) +2,
Lore: History (Rhûn) +4, Lore: Race (Easterlings) +4, Lore: Realm (Rhûn) +5

Racial Skill/Trait Picks: Armed Combat: Polearms (Spear) +2, Armed Combat: Axes
(Battleaxe) +2, Survival (Plains) +1, Wary

Racial Abilities: Adaptable (+2 to Swiftess), Skilled (Inspire (Easterlings) +1, Survival
(Plains) +1)

Starting Order: Warrior

First 15 Order Skill Ranks: Armed Combat: Polearms +3, Armed Combat: Axes +3,
Intimidate (Fear) +1, Observe (Spot) +2, Ride (Horse) +1, Siegecraft (Unit Tactics)
+2, Stealth (Sneak) +2, Survival (Plains) +1

Next 5 Order Skill Ranks: Survival (Plains) +1, Track (Men) +2, Unarmed Combat
(Brawling) +2

Order Edge: Warwise

Additional Flaws and Corresponding Skill Ranks/Edges: Enemy (all Free Peoples),
Hatred (Men of Dale), Bold, Keen-eyed, Stern

Starting Order Ability: Evasion

Free Picks: Armed Combat: Polearms +1, Intimidate (Fear) +1, Ranged Combat:
Thrown Weapons (Axes) +2, Stealth (Sneak) +1

Advancement 1: Armed Combat: Polearms (Halberd) +2, Fealty (Sauron), Hardy,
Ranged Combat: Thrown Weapons (Axes) +2, Stealth (Sneak) +1

Advancement 2: Armed Combat: Axes (Battleaxe) +2, Swift Strike

Advancement 3: Armed Combat: Polearms (Halberd) +2, +1 Willpower

Advancement 4: Siegetaft (Unit Tactics) +2, Observe (Spot) +2, Survival (Plains) +1

Advancement 5: xx

Advancement 6: xx

Advancement 7: (elite order)

Advancement 8: xx

Advancement 9: xx

Advancement 10: xx

Advancement 11: xx

Advancement 12: xx

Advancement 13: xx

Advancement 14: xx

Advancement 15: xx

Advancement 16: xx