

COMMON FOLK...

NAME: Jasmine Underbrush

RACE: Hobbit, Stoor

GENDER: Female

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

ATTRIBUTES: Bearing 7 (+0)*, Nimbleness 6 (+0)*, Perception 8 (+1), Strength 5 (+0), Vitality 7 (+0), Wits 8 (+1)

REACTIONS: Stamina +0*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 10

ORDERS: Craftsman (Cook/Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Cooking) +6, Craft (Sewing) +3, Debate (Bargain) +3, Games +1, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Recipes +6, Lore: Clothes Patterns +3, Lore: Herbs +4, Inquire +2, Observe (Spot) +3, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 3

RENOVN: 1

GEAR: By trade

DESCRIPTION

Jasmine is a local cook and barmaid at the Roosters Comb – a local bar and eatery – and is well known for her fine dinners.

USAGE

Jasmine can be used in any town or community that has Hobbits as residents. She is not the proprietor of any business, merely their most prominent worker.

NAME: Baret Bracegirdle

RACE: Hobbit, Fallohide

GENDER: Male

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

Choose one* - the narrator may choose a specific skill specialty based on the NPC's locale, trade, etc.

ATTRIBUTES: Bearing 8 (+1)*, Nimbleness 9 (+1), Perception 8 (+1)*, Strength 6 (+0), Vitality 6 (+0), Wits 8 (+1)

REACTIONS: Stamina +0, Swiftiness +1, Willpower +1, Wisdom +1*

DEFENCE: 10

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +3, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +6, Lore: History (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 6

COURAGE: 3

RENOVN: 2

GEAR: By trade

DESCRIPTION

Baret is the pleasant little merchant that you run into at the local Shire store. He is stout and his cheeks and nose are a bit red from the occasional pull on the keg. He usually has his pipe in mouth and talks with clenched teeth. All around friendly old hobbit but usually nosing into other's business.

USAGE

Baret can be used in any hobbit town or village. He is the cobbler, the baker or the candlestick maker. Narrators may feel free to change his skills and add the Craft specialty as needed to cover the business that he runs.

NAME: Tobe Cotton

RACE: Hobbit, Harfoot

GENDER: Male

RACIAL ABILITIES: Six meals a day, Small folk, Soft footed, Sure at the mark, Tough as old tree roots

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 9 (+1)*, Perception 8 (+1), Strength 6 (+0), Vitality 7 (+0), Wits 7 (+0)

REACTIONS: Stamina +0*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 10

ORDERS: Warrior (Shirriff)

ORDER ABILITIES: Evasion

ADVANCEMENTS: 2

SKILLS: Acrobatics +1, Armed Combat: Blades (Shortsword) +4, Climb +1, Debate +1, Games +1, Inquire +1, Intimidate +2, Language (Westron) +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +5, Lore: History (Choose one*) +4, Observe (Spot) +4, Ranged Combat: Bows (Shortbow) +4, Run +3, Stealth +3, Track +1

EDGES: Keen-eyed

FLAWS: None

SPELLS: None

SIZE: Small (5 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 3

RENOVN: 3

GEAR: By trade

DESCRIPTION

Tobe walks about his town making sure order is kept – a rather boring job as Hobbits tend to be a quiet folk anyway. Still, there is an occasion when ole Tobe has to assist a friend home from the local tavern. He spends most of his time jawing with his neighbors and has become a bit more round in the middle due to all of the kind gifts of meals and drinks that are extended to him.

USAGE

Tobe can be used in any hobbit town or village.

NAME: Sara Townsend

RACE: Middle-man, Eriadorian

GENDER: Female

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 7 (+0)*, Nimbleness 6 (+0)*, Perception 8 (+1), Strength 5 (+0), Vitality 7 (+0), Wits 8 (+1)

REACTIONS: Stamina +2*, Swiftiness +1, Willpower +1, Wisdom +1

DEFENCE: 10

ORDERS: Craftsman (Cook/Barmaid)

ORDER ABILITIES: Speedy Work

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Cooking) +6, Craft (Sewing) +4, Debate (Bargain) +4, Games +1, Language (Westron) +6, Lore: Realm (Choose one*) +5, Lore: Recipes +6, Lore: Clothes Patterns +3, Lore: Herbs +4, Inquire +2, Observe (Spot) +3, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 7

COURAGE: 4

RENOVN: 1

GEAR: By trade

DESCRIPTION

Sara is the large bosomed barmaid that carries two steins in each hand. Always on her feet at the local tavern, her hair is unkempt and her clothes show the stains of the many meals she has served that day.

USAGE

Sara can be used in any town or community in northwest Eriador. She is not the proprietor of any business, merely their most prominent worker.

NAME: Conner Abelman

RACE: Middle-man, Eriadorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 7 (+0), Perception 10 (+2)*, Strength 8 (+1), Vitality 8 (+1), Wits 9 (+1)

REACTIONS: Stamina +1, Swiftiness +2, Willpower +3, Wisdom +2*

DEFENCE: 11

ORDERS: Craftsman (Cobbler, Grocer, Etc.)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 0

SKILLS: Appraise (Coin) +3, Conceal +1, Craft (Choose one*) +6, Craft (Choose one*) +5, Debate (Bargain) +3, Games +1, Inquire +2, Observe (Spot) +3, Language (Westron) +6, Lore: Realm (Choose one*) +6, Lore: Race (Choose one*) +6, Lore: History (Choose one*) +6, Perform +2, Persuade +2

EDGES: Craftmaster

FLAWS: None

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 9

COURAGE: 4

RENOVN: 3

GEAR: By trade

DESCRIPTION

Conner is the pleasant merchant that you run into at the local stores across any Man settlements. He is tall and lean from running about his place of business. Always trying to get the best price from his buyers, he can be shrewd to those he does not know. Those that are regulars will get his best bargains.

USAGE

Conner can be used in any town or village. He is the cobbler, the baker or the candlestick maker. Narrators may feel free to change his skills and add the Craft specialty as needed to cover the business that he runs.

NAME: Garulf

RACE: Middle-man, Rohirrim

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1), Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2)*, Vitality 10 (+2), Wits 7 (+0)

REACTIONS: Stamina +4*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Craftsman (Blacksmith)

ORDER ABILITIES: Place of Trade

ADVANCEMENTS: 1

SKILLS: Appraise (Weapon) +4, Armed Combat +3, Craft (Woodcarving) +3, Debate (Bargain) +3, Insight +1, Language (Westron) +6, Lore: Realm (Rohan) +5, Lore: Metals +5, Lore: Race (Rohirrim) +5, Observe (Spot) +2, Persuade +2, Ride +2, Smithcraft +8, Stonecraft +4

EDGES: Craftmaster, Doughty

FLAWS: Stiff-necked

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 2

GEAR: By trade

DESCRIPTION

Garulf is the gruff blacksmith that the children run from his glare but the town-folk turn to in times of danger. He is good at his trade and his products are worth the prices he charges.

USAGE

Garulf can be used in any town or village within the realm of Rohan. Narrators could change his name and origin of birth and place Garulf where they please.

NAME: Ohtar

RACE: Middle-man, Gondorian

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2), Wits 7 (+0)

REACTIONS: Stamina +4*, Swiftiness +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Warrior (Sentinel)

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Gondor) +5,

Choose one* - the narrator may choose a specific skill specialty based on the NPC's locale, trade, etc.

Lore: Race (Gondor) +4, Lore: Group (Gondorian Army) +6, Observe (Spot) +3, Ranged Combat: Bows (Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3

EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (Steward of Gondor)

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 4

GEAR: Longsword, Shortbow, Quiver, Chain armor, Small Shield, other by trade

DESCRIPTION

Ohtar's vigilance keeps the walls of Minas Tirith safe. His duty to his Steward – to maintain the walls and watch of the white city. He is quiet and efficient in his duties and always able to help in times of need.

USAGE

Ohtar can be used in any city, town or village within the realm of Gondor.

Narrators could change his name and origin of birth and place Ohtar where they please.

NAME: Cadarn

RACE: Middle-man, Dunlending

GENDER: Male

RACIAL ABILITIES: Skilled, Adaptable, Dominion of Man

ATTRIBUTES: Bearing 9 (+1)*, Nimbleness 10 (+2)*, Perception 9 (+1), Strength 11 (+2), Vitality 10 (+2), Wits 7 (+0)

REACTIONS: Stamina +4*, Swiftess +2, Willpower +1, Wisdom +1

DEFENCE: 12

ORDERS: Barbarian

ORDER ABILITIES: Evasion, Swift Strike

ADVANCEMENTS: 3

SKILLS: Armed Combat: Blades (Longsword) +8, Climb +3, Inquire +2, Intimidate +3, Jump +3, Language (Westron) +6, Lore: Realm (Gondor) +5, Lore: Race (Gondor) +4, Lore: Group (Gondorian Army) +6, Observe (Spot) +3, Ranged Combat: Bows (Shortbow) +5, Ride +4, Run +2, Search +2, Siegecraft +3

EDGES: Night-eyed, Warwise, Quick-draw

FLAWS: Fealty (Steward of Gondor)

SPELLS: None

SIZE: Medium (6 Wound Levels, 1 Healthy)

HEALTH: 12

COURAGE: 4

RENOVN: 4

GEAR: Longsword, Shortbow, Quiver, Chain armor, Small Shield, other by trade

DESCRIPTION

Ohtar's vigilance keeps the walls of Minas Tirith safe. His duty to his Steward – to maintain the walls and watch of the white city. He is quiet and efficient in his duties and always able to help in times of need.

USAGE

Ohtar can be used in any city, town or village within the realm of Gondor. Narrators could change his name and origin of birth and place Ohtar where they please.