



Findáratō Ngoldo (Sindarin Finrod Felagund), Son of Finarfin and Hener of Caves

Eldest son of Finarfin and close friend of Turgon, Finrod was reluctant to leave Aman. Perhaps this was due to his love for his beloved, Amarië of the Vanyar, or perhaps because he saw the doom that awaited the Noldor in Middle-earth. Nevertheless, he went with the Noldo into exile, and in doing so he became the leader of his father's house. Finrod is powerful, but wise and just. His love is for learning and travel, not treasures and glory. He is congenial toward all good people and faithful to those his loved ones.

RACE: Elf (Noldo)

RACIAL ABILITIES: The Art, Beast-skill, Comfort, Elven Sleep, Ghost Scorn

ATTRIBUTES: Bearing 15 (+4), Nimbleness 13 (+3), Perception 15 (+4)*, Strength 10 (+2), Vitality 10 (+2), Wits 15 (+4)*

REACTIONS: Stamina +7, Swiftmess +6, Willpower +10, Wisdom +13*

ORDERS: Magician, minstrel, noble

ORDER ABILITIES: Courtier, Cross-order Skill (Sea-craft, Survival, Track, Unarmed Combat), Deference, Domain (Nargothrond), Dwimmer-Crafty (*Beast Speech, Kindle Fire, Mind Speech, Reading the Heart, Spoken Thoughts*), Gladden, Inspiring Performance, Noble Mien, Sanctum (Nargothrond), Sanctum Power, Spellcasting 10, Spellcasting Method: Songs of Power, Woven Words

ADVANCEMENTS: 98

MAGIC: *Fire, Earth, Stone, & Metal* +12 (*Kindle Fire* +14), *Judgement & Prophecy, Dreams & Desires* +16 (*Mind-speech* +18, *Reading the Heart* +18, *Spoken Thoughts* +18), *Kelvar & Olvar* +10 (*Beast speech* +12 to cast), *Light & Secret Fire* +14. All spells for which Finrod has Dwimmer-Crafty are Stamina +9 vs. Weariness.

SKILLS: Appraise +8 (Gems +10, Weapons +10, Armour +10, Musical instruments +10), Armed Combat: Blades +11 (Longsword +13), Craft: Calligraphy +12, Craft: Musical Instruments +11, Debate +18 (Negotiate +20, Parley +20; +19/+21/+21 vs. Noldor; +21/+23/+23 vs. Fingolfin and Thingol), Inquire +13 (Converse +15; +14/+16 vs. Noldor), Insight +13 (Discern Lie +15, True Bearing +15; +14/+16/+16 vs. Noldor),

Inspire +11 (+13 vs. Noldor), Intimidate +10 (Power +12; +12/+14 vs. Noldor), Language: Quenya +17, Language: Sindarin +14, Language: Telerin +13, Language: Valarin +8, Lore: Ainur +12 (Valar +14), Lore: Aman +15 (Eldamar +17), Lore: Beleriand +15 (Menegroth +17, Nargothrond +17), Lore: Dwarves +11 (Crafts +13), Lore: Magic +13 (Runes +15, Songs of Power +15), Lore: Noldor +19 (Crafts +21, Heraldry +21, History +21, Royalty +21), Lore: Teleri +13 (Sindar +15, History +15), Lore: Vanyar +13 (History +15, Royalty +15), Lore: Warfare +13 (Strategy +15), Observe +14 (Hear +16, Sense Power +16, Spot +16), Perform: Compose Verse +12, Perform: Harp +13, Perform: Sing +13, Persuade +18 (Oratory +20; +19/+21 vs. Noldor; +21/+23 vs. Fingolfin and Thingol), Ranged Combat: Bows +11 (Longbow +13), Ride +17 (Horse +19), Sea-craft +8 (Sailing +10), Siegecraft +10 (Defense +12), Smithcraft: Gems +9, Stealth +12 (Hide +14, Sneak +14, Surveil +14; +11/+13/+13 outside wilderness), Stonecraft +10 (Building +12, Fortification +12), Survival +12 (Forest +14, Mountains +14, Northern Wastes +14), Track +9 (Deer +11), Unarmed Combat: Wrestle +9, Weather-sense +8

EDGES: Ally 4 (Fingolfin, Fingon, Turgon, Thingol), Command 4, Craftsmaster (racial), Curious, Eloquent, Fair (racial), Faithful (siblings, House of Fingolfin), Foresighted, Friends (Menegroth), Gift of Tongues, Hoard 10 (Nargothrond and contents), Keen-eyed (racial), Night-eyed 2, Rank 4 (king of Nargothrond), Resolute 2, Swift Recovery (racial), Travel-sense, Wary, Woodcrafty, Wise 3 (racial plus picks)

FLAWS: Code of Honour (have no lady but Amarie), Doom of Mandos, Duty (rule Nargothrond properly), Enemy (Morgoth), Oath (aid house of Barahir)

COURAGE: 11

RENOWN: 50

EQUIPMENT

Calarussë ("Shining blade"). Finrod's sword, crafted for him as a coming-of-age gift by smith in the house of Finarfin. The blade is over four feet long, tapered, and slightly flared into a leaf-shape. The handle is a foot long and covered in greenish leather elaborately worked into a pattern of summer leaves. The hilt is made of silver and engraved with sweeping gold lines. The pommel is unique amongst Noldor swords in that it is square instead of round. The gems carefully arranged on it recall the device of Finarfin's house. It looks like a weapon for a big, strong person to hack enemies to pieces, yet it is very light and perfectly balanced, which allows Finrod to use speed, precision, and surprise to deadly effect. Attack +16. Parry +17. Damage by suxx level (M/C/S/E): 10/14/20/40.

Erecú ("Iron bow"). Finrod's bow, mostly used for hunting, but is devastating in battle as well. It received its name from the wood used to make it, which is nearly black and very durable. Attack +16. Range (PB/S/M/L/+X): 5/30/60/150. Damage by suxx level (M/C/S/E): 5/9/15/30.

COMBAT STATISTICS

Intitiative: +9

Defense: 13

Armor: none

Health: 14