

Griffo Goodbody (Hobbits of the Shire / Warden)

You are a hardboiled cop, an investigator of mysteries, an ex-Shirriff of the Shire. In your previous life as a guardian of your homeland, you saw hints of the rising Shadow: ruffians on the roads, Warg trails in the wild, and strands of a greater darkness gathering in the hidden places of the world. After a fateful encounter with a stray Orc, you left your home to pursue the darkness to its source. Your feathered cap reminds you of your oath to protect the Shire and its innocent, if naïve, inhabitants.

Kings of Norbury: The Hobbits tell tales of Fornost, the Norbury of Kings, where the kings of old sat and ruled the land. Who knew the city still exists? What mysteries lie within? Better make sure no unsavoury folks try to reclaim the throne.

Over hill and under hill: Kidnappings are a serious business. If this Miller chap is to be rescued, it should be done with stealth and cunning, Hobbit-style.

Fell Winter: This frost is not natural, you can feel it in your gut. There are no coincidences – the strange happenings in those old ruins of Fornost must be related. This needs investigating. What starts in the north eventually reaches the Shire, so best to stop it in its tracks.

Starting values

Treasure	81
Hope	11/15
Shadow	0

Hobbit-sense: Your Wisdom rolls are Favoured, and you gain (1d) on all Shadow Tests made to resist the effects of Greed.

Halflings: Hobbits can only use the following weapons: axe, bow, club, cudgel, dagger, short sword, short spear, spear. Hobbits cannot use a great shield.

Mastery: You have two additional Favoured Skills (Riddle, Scan).

Tough as Old Tree-roots: When you are Wounded, the severity roll is Favoured. In addition, double your Endurance recovery when resting.

Making rolls:

Roll 1 Feat die (12-sided) (2 if Favoured/Ill-favoured, pick higher/lower), add Success dice (6-sided) equal to Skill rank.

Compare sum to Target Number above.

Improving rolls:

Use 1 Hope to add 1 Success die to your roll (2 if Inspired by a Distinctive Feature).

Use 1 Hope to give 1 Success die to another hero's roll, if at least 1 rank in appropriate skill.

Success icons (6 on 6-sided dice) in combat:

Heavy Blow: Additional damage equal to your STRENGTH rating, +1 if you are using a 2-handed weapon.

Pierce: Feat die numerical result +1 if using Swords, +2 if using Bows, and +3 if using Spears (10 needed for Piercing Blow).

Conditions:

Miserable (Shadow equal or greater than Hope): Eye of Sauron automatic failure.

Weary (Load plus Fatigue equal or greater than Endurance): 1, 2, 3 on Success dice (6-sided) count as 0.

Wounded: Slower Endurance recovery. When Wounded twice, hero is Dying.