



Rangers of the North  
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for  
The One Ring  
Role-playing Game

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# - RANGERS OF THE NORTH -

"But when dark things come from the houseless hills, or creep from sunless woods, they fly from us. What roads would any dare to tread, what safety would there be in quiet lands, or in the homes of simple men at night, if the Dúnedain were asleep, or were all gone into the grave?"

The Ancient Realm of Arnor is no more. Its last remaining Kingdom of the Dúnedain, Arthedain has been destroyed by the forces of the Witch-King. Yet, the battle against the servants of the Shadow never stops. Angmar was defeated and its king fled from the forces of the Southern Men, but the Realms of the North were never reunited. Its people scattered, some journeyed south to live with their kin, in Gondor. Some went to Rivendell to live with the fair folk, but others remained in the wilderness of the north. They became the Rangers of the North.

Since the fall of Arnor these rangers have been protecting the Free People of the North from the threats of the Enemy, making good folk can live in peace and prosperity. They act as invisible protectors, lurking in the shadows, performing their duty without recognition. They are enemies of the Shadow from unmemorable time, and continue the struggle their forefathers fought centuries ago.

The Dúnedain are descendents of the Númenóreans who survived the fall of their Kingdom and stayed true to their allegiances. They are from a lineage of great man, blessed with a longer life, stronger spirit and healthier body than most man. Although they are of a race of Kings of Men, they do not have a kingdom of their own nowadays, but they have an order; The Rangers of the North led by their chieftain, a direct descendent of Isildur Elendil.

## DESCRIPTION

The Dúnedain are descendent from the noblest of men. They are usually taller than the average man, with hair ranging from dark brown to black. Their skin is pale as are most of the Men of the West. They have eyes of colours such as gray, pale green or pale blue.

Men usually don't shave their beard completely and have long hair. Women usually braid their hair. They dress in dark coloured clothes that don't attract attention, preferring to be discreet. They are rangers and travellers, not caring much for appearances in these troubled times.





## STANDARD OF LIVING

The Rangers of the North live a life of duty and vigilance. They are constantly on the move, fighting the darkness wherever it may be lurking. Their possessions are what they can carry. Their armour and weapons are their greatest treasures, together with the relics they keep from ancient times. The wealth of their culture is that of Frugal.

## LANGUAGES

Dúnedain generally speak the Common Speech (Westron). They also still use their native tongue Adûnaic when conversing with their own kind and some even know a little Sindarin or Quenya.

## DÚNEDAIN ADVENTURERS

The life of a Dúnedain is of an adventurer. Although not all of them take arms to oppose the Enemy, their duty is to preserve the peace and the knowledge of the Free Peoples. Even though they do not have a Kingdom they formed an order that is loosely organized but has roles for everyone. Some of them however defy this order and leave to do justice and protect the people the way they think is best.

**Suggested Callings:** Warden or Scholar. The Dúnedain are natural protectors of the Free Peoples and it is a duty they chose for themselves. They also seek to recover the knowledge they lost when their old kingdoms were destroyed.

**Unusual Calling:** Treasure-Hunter. Although the Dúnedain seek to recover their relics, they do not seek riches for the sake of comfort or mere gold. They are a folk of noble lineage and nobler spirit, far more concerned with their mission of fighting the Shadow.

## WHAT THEIR CHIEFTAIN SAYS...

- **Bardings:**

"They are noble men, fighters against the threats in the East. Their King did a great service to all killing Smaug. I hope his followers are as wise and strong willed as he is."

- **Beornings:**

"Beorn is a great warrior and a great ally against the Enemy. His folk keep vigil over the eastern side of the Lonely Mountains. If only they were more accepting of other people."

- **Dwarves of the Lonely Mountain:**

"The folk of Durin has long been fighting the same darkness as we have, but they sometimes seem more concentrated on their own business and finding reasons to bicker with other Free People that they often forget who the truer enemies are."

- **Elves of Mirkwood:**

"The Elves of Mirkwood are as noble a people as our friends from Rivendell. They are more reclusive and suspicious of others than most elves but in their heart they are just and wise."

- **Hobbits of the Shire:**

"The Hobbits of the Shire have been enjoying our protection for generations and although they do not seem capable of heroic deeds, they can surprise you in the strangest ways."

- **Men of Breeland:**

"Although many are suspicious of our comings and goings we will continue our watch over the old lands of Arthedain that the Breelanders now call their home."

- **Woodmen of Wilderland:**

"Those fellow men are at home in the wilderness as much as we are and they have been fighting the Shadow for generations. We have much in common with them and we can learn from their struggle."

## CULTURAL BLESSING

### STRONG WILLED

*But when the dawn came, cold and pale, Aragorn rose at once, and he led the company forth upon the journey of greatest haste and weariness that any among them had known, save he alone, and only his will held them to go on. No other mortal men could have endured it, none but the Dúnedain of the North.*

Being descendants of the Númenóreans, used to standing against the forces of the Enemy, the Dúnedain are a brave people. They have grown to be fearless and resistant to the Shadow.

- When invoking an Attribute Bonus on Wisdom or Valour tests, Dúnedain add their favoured Heart score.



## STARTING SKILL SCORES

### COMMON SKILLS

Copy the following skill ranks onto the character sheet and underline the favoured skill:

|           |   |               |   |          |   |
|-----------|---|---------------|---|----------|---|
| Awe       | 1 | Inspire       | 1 | Persuade | 1 |
| Athletics | 1 | <u>Travel</u> | 3 | Stealth  | 2 |
| Awareness | 2 | Insight       | 1 | Search   | 1 |
| Explore   | 1 | Healing       | 1 | Hunting  | 1 |
| Song      | 1 | Courtesy      | 0 | Riddle   | 1 |
| Craft     | 0 | Battle        | 2 | Lore     | 2 |

### WEAPON SKILLS

Choose one of the following weapon skill sets, and record it on the character sheet:

- 1) (Swords) 2, Bow 1, Dagger 1
- 2) Great Bow 2, Sword 1, Dagger 1

### SPECIALTIES

Choose two Traits from:

Old-Lore, Shadow-Lore, Fire-Making, Herb-Lore, Leechcraft, Eriador-Lore



## BACKGROUNDS

### 1 - THE WATCHFUL REST

Your duty among your people was to keep your eyes open for the presence of the Enemy. You wandered the land near the western side of the Misty Mountains watching the movements of goblins and wargs, ready to alert your folk to any sign of trouble.

#### Basic Attributes

Body 5, Heart 3, Wits 6

#### Favoured Skill

Awareness

#### Distinctive Features

(Choose two Traits from those listed)

Elusive, Cautious, Grim, Keen-Eyed, Swift, Wary, Determined, Stern

### 2 - THE HANDS OF THE HEALER

Your parents taught you the secrets of herbs and how they can save a man's life. Since then you have learned a lot about the magic contained in wild plants and about their power to harm or heal others. Your role with the rangers was to treat the injured and care for the sick.

#### Basic Attributes

Body 5, Heart 4, Wits 5

#### Favoured Skill

Healing

#### Distinctive Features

(Choose two Traits from those listed)

Clever, Eager, Generous, Just, Merciful, Patient, Steadfast, Trusty

### 3 - BY PATHS THAT ARE SELDOM TRODDEN

You have learned the secrets of the wilderness. Whenever someone is lost, you can find them following its trails, no matter how much they try to hide from you. You know where the wild beasts dwell and where their hunting grounds are. Your duty among the Dúnedain of the North was to locate lost people and track beasts when needed.

#### Basic Attributes

Body 4, Heart 4, Wits 6

#### Favoured Skill

Hunting

#### Distinctive Features

(Choose two Traits from those listed)

Keen-Eyed, Wary, Cunning, Adventurous, Hardened, Swift, Secretive, Nimble

### 4 - WHAT WAS ONCE LOST

You know how much the Dúnedain have lost in their struggle against the Shadow, and you want to recover what was left behind. You seek ancient relics of your people, be it arms, armour, jewellery or lost lore. The duty assigned to you was to gather all that you could find that was worth preserving.

#### Basic Attributes

Body 4, Heart 3, Wits 7

#### Favoured Skill

Search

#### Distinctive Features

(Choose two Traits from those listed)

Adventurous, Curious, Determined, Keen-Eyed, Patient, Secretive, Tall, Wary



### 5 - FLAMES OF THE WEST

Your heritage is of a family of great warriors. Your ancestors were formidable enemies of the Shadow. You have studied their techniques and their strategies and the battlefield is your home. Weapons are your tool of trade. You are ever vigilant about the forces of the enemy, and your duty among your kin is to prepare their forces for the battles to come.

#### Basic Attributes

Body 7, Heart 3, Wits 4

#### Favoured Skill

Battle

#### Distinctive Features

(Choose two Traits from those listed)

Bold, Energetic, Gruff, Proud, Robust, Reckless, Stern, Fierce

### 6 - COUNTED AMONGST THE WISE

You have learned the traditions and legends of your people from your parents, and they from your grand-parents. You know the names of the places and people of your past and the history of the struggle the Dúnedain have against the Shadow is well known to you. Your role in the Order was to instruct others and advise your brothers in those matters as well as make sure such knowledge would not be lost.

#### Basic Attributes

Body 4, Heart 3, Wits 7

#### Favoured Skill

Lore

#### Distinctive Features

(Choose two Traits from those listed)

Cautious, Clever, Curious, Fair-Spoken, Honourable, Patient, Steadfast, Trusty

### DÚNEDAIN NAMES

The Dúnedain have kept the traditions of Númenor and as such have kept the names they used in that Kingdom. The names have a meaning in their old language, Adúnaic. Sometimes the name of a child can be foretold in a prophecy and expectations are built onto that person as she grows up.

Dúnedain as most men, often name their sons and daughters after a renowned ancestor or relative, or choose a name beginning with the same sound or sharing one element with that of the father.

**Male Names:** Amlaith, Anarion, Aragorn, Aranuir, Arantar, Aratan, Arathorn, Beleg, Celepharn, Ciryon, Earendur, Eldelcar, Elendil, Elendur, Isildur, Mallor, Meneldil, Ohtar, Tarcil, Tarondor, Valandur, Vandalil.

**Female Names:** Averith, Firiell, Finael, Gilaren, Gilraen, Ivorwen, Ivoril, Lalaith, Nilufiel.

#### Adventuring Age: 30-80

Dúnedain live as much as three times the life span of common men, but they usually don't depart to be adventurers before the age of thirty and rarely continue beyond the age of 150, when they retire to serve their family and folk.

### ENDURANCE AND HOPE

Starting scores:

- Endurance = 24 + Heart
- Hope = 10 + Heart



### CULTURAL VIRTUES

The Dúnedain are descendent of the Númenóreans, and, as such, carry the noblest of blood among men. They are known to live much longer than normal men, have powers of prophecy, and are said to be stronger and wiser than most. Although their number has diminished with the passing years, they still carry great power with them.

#### DESTINED FOR GREATNESS

*Prophecy says that he among the men shall be the one who will fight the darkness when most needed.*

The stars shone bright at your birth and great deeds are expected from you. Instead of being overwhelmed with such expectations you see them as an opportunity to prove yourself and achieve renown.

You never lose Standing at Year's End (and/or as part of the Fellowship Phase), due the respect you have from your people and the strength of the prophecy.

If, during play, you receive a wound that would normally kill you (a coup de grace or a killing blow) you can choose between the following options:

- You die, and let your direct descendent inherit the Destined for Greatness virtue as an additional Cultural Blessing (free at character creation), or
- You are saved by some miraculous circumstance that leaves you wounded but alive. You then reset your Standing rating to zero, as you are presumed dead by your folk and your destiny is unfulfilled. You can do this only once, and never again.

#### ENEMY OF THE SHADOW

*They were enemies of the Shadow, never faltering in their constant battles against it.*

The Dúnedain have been fighting an eternal battle against the forces of the Enemy. They never forget the loss they suffered at the hands of the servants of the Shadow and do everything they can to stop their corruption from spreading.

When you are fighting in Forward stance against servants of the Shadow, your attack rolls gain a bonus equal to +3, or your Valour rating (whichever is higher).

### EXPERIENCED RANGER

You are an experienced ranger. You have walked many paths, tracked many beasts and found many signs of the movements of the Enemy. By looking at the soil, the position of the footprints and the placement of the vegetation you can collect pieces of information that allows you to understand what has happened.

You can when in the wilderness, by spending one point of Hope, increase the quality of a success (from ordinary success to great success and from great to extraordinary) in a roll of Search, Hunting and/or Explore. In addition to that, during the day, you can make an Explore roll with a TN depending on your location and spend a point of Hope, to gather information about the creatures that passed the area you are within a number of weeks equal your Wisdom rating.



### HANDS OF THE KING

The Dúnedain have long studied the art of healing with herbs and remedies, and you learned this craft from your elders. You are capable of finding the right herb for all kinds of ills and can soothe the suffering of others.

You learn how to treat injuries on the battlefield quickly and efficiently with Soothe Pain when you first select this Virtue, and can master the secrets of Poison Remedies and Herbal Care as your undertaking during a Fellowship Phase, expending one Experience point for each virtue.

#### Soothe Pain

You know how to treat recent injuries with the use of a secret recipe of herbs taught to you by your mentor. This can alleviate the initial suffering and distress those harmed feel after battle.

When recovering after combat (a 30 minutes rest) you can make a Healing Roll and spend a hope point to increase the amount of Endurance points recovered by any uninjured allies. On a success, a number of people equal your Wisdom score recover one additional Endurance point. On a great success, they recover two additional endurance points. On an extraordinary success, they recover four additional Endurance points.

#### Poison Remedies

You know how to prepare a drink that, when ingested, will help a victim to shake off the effects of spider-poison or to prepare a salve that when applied to wounds will help the infected to fight off the effects of orc-poison.

You can spend a point of Hope and make a Craft Roll against a TN of 14 to neutralize the effect of a single poison type on all members of your Company.

#### Herbal Care

You know how to treat injured people when they most need assistance. Speaking old words of power and wisdom you ease their suffering and their wounds heal faster.

During a prolonged rest, you can forego the benefits you would gain and spend one Hope point to make a Song check on a chosen companion (injured or otherwise) to aid their recovery of additional Endurance points. On a successful roll they recover two additional Endurance point. On a great success they recover four additional Endurance Points and on an extraordinary success they recover an additional four Endurance points plus your Wisdom score.



## NOBLE LINEAGE

*His face had traces of ancient kings and his voice was inspiring to the men around him. He brought hope to the hearts of the one who fought at his side.*

In your veins runs the blood of the noble lineage of lost kings. You look (or feel) fairer than most and your presence alone can inspire the hearts of those that are at your side. Taking advantage of this, you have learned to use your presence to boost your companions' confidence.

Raise your Company's Fellowship rating by one point. In addition, whenever you make an Inspire roll, you can roll the feat die twice and keep the better result.

## CULTURAL REWARDS

The Dúnedain have kept many artefacts from their past and are ever looking for the lost relics and heirlooms of their Númenórean ancestors. They are known to carry strong swords and armour that are lighter than they seem.

### **Blade of Númenor (Long Sword)**

These blades have been forged by great craftsman a long time ago and have never lost their keen edge. They are known to be the bane of the servants of the Shadow for when they are wielded by a Dúnedain, even the smallest injuries can become mortal wounds.

You can spend a point of Hope after a successful attack to produce an automatic Piercing Blow.

### **Armour of the Rangers (Leather Corselet)**

This armour has been fashioned to be silent and camouflaged within the wilderness. It makes almost no noise at all when its wearer moves and appears to blend in with its environment.

When you make Stealth rolls you can roll the Feat dice twice and keep the best result.

### **Númenórean Steel Bow (Great Bow)**

These bows were made by great artisans of Númenor and are famous for their potency and accuracy. In the hands of a trained archer, the arrows fired from such bows are capable of finding even the smallest gaps in enemy armour.

When you roll a ♀ on the Feat dice using this bow, the target rolls one Success die less on his Protection test.

