

BEORNINGS

Beorn indeed became a great chief afterwards in those regions and ruled a wide land between the mountains and the wood...

When Beorn broke his isolation after the Battle of Five Armies, many Men chose him as their chieftain – mountain-hunters and fighters without allegiance, warriors who lost their families or who forsook their clans due to their violent tempers, and needful souls drawn to his protective nature.

Though initially few in numbers, these Beornings rapidly demonstrated that only those who are welcomed by the skin-changer can hope to cross the Great River Anduin with their lives. And Beorn does not welcome anybody with ease.

DESCRIPTION

Beornings are rugged men with brawny arms and legs, and lively women with undaunted eyes. Their spirit is reflected in their appearance: the women have long, wild hair and the men unkempt beards. Born free, they pay no tribute nor bow to any crown, keeping at peace the strip of land they have chosen as their own. All foes of the Beornings are mortal foes, but friends who prove to be trustworthy are friends for life.

Favouring efficiency over subtlety, Beornings usually carry sharp axes and long spears to battle.

TYPICAL NAMES

The Northmen inhabiting the Vales of the Anduin River speak the same language and share a common vocabulary of personal names. The Beornings and the Woodmen are set apart especially by their peculiar use of bynames and nicknames.

The Beornings are gradually embracing the custom of choosing for themselves names honouring their renowned chieftain, either by having a B as the first letter or containing the word for Bear (for example, Balderic, Beranald, Beormud, and so on). They further individualise their names by adding a byname, referring to their provenances or occupations, or physical or temperamental qualities (Arnulf the Old, Berangar the Eloquent). Bynames are often bestowed by an event, especially if connected to a special feat of skill or deed of renown.

Sample Female Names: Adosinda, Amalfrida, Amalina, Avagisa, Avina, Basina, Beranhild, Brunihild, Deuteria, Gailavira, Garsendis, Geleswinta, Gelvira, Grimhild, Gunteuch, Hermesind, Heva, Hilduara, Ingund, Radegund, Sichild, Verich, Waldrada, Wisigrad.

Sample Male Names: Agilfrid, Arnulf, Avagis, Baldac, Barald, Berangar, Cilderic, Eberulf, Eboric, Evermud, Friderger, Garivald, Geberic, Gerold, Grimfast, Hartmut, Hathus, Heriwulf, Ingund, Iwald, Leudast, Magneric, Maracar, Otbert, Ramnulf, Rathar, Rigunth, Sigeric, Theodard, Thorismund, Walcaud, Widuven, Wulferd.

Sample Bynames: ...from or of a specific place (Amalina from the High Pass, Beran of the Mountains), the Bald, the Black, the Bold, the Captain, the Cloaked, the Crooked, the Eloquent, the Foresighted, the Good, the Goodsword, the Loyal, the Old, the Pugnacious, the Quickwitted, the Quiet, the Red, of the Red-shield, the Rich, the Runner, the Sad, the Sharp, the Smith, the Thin, the Trouble-maker, the Wise, the Young.

CULTURAL TRAITS

Your character gains the following benefits based on their cultural heritage.

Ability Score Increase. Your Strength and Constitution scores each increase by 1.

Adventuring Age: 14–40. It is not unusual for Beornings to answer the call for adventure as early as at 14 years of age, especially if their families have suffered at the hand of the servants of the Enemy. The hardest (and luckiest!) among them continue up to their forties.

Size. Beornings are tall, often standing 6 feet tall or more. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bakers. You have proficiency with cook's utensils.

Valiant. You have proficiency in the Intimidation skill.

Starting Virtue. You gain one cultural virtue of your choice (see page 4).

Languages. You can speak, read and write Westron and the Vale of the Anduin tongue, an ancient form of the Common Speech, closely related to Dalish.

Standard of Living. *Frugal.* The Beornings sustain themselves by breeding cattle and horses and keeping hives of great bees. Sometimes, they request the payment of a safe-passage toll from travellers crossing their lands, but this additional income does not make them rich.



BACKGROUNDS

Players choosing a background receive a brief personal history, two skill proficiencies, a tool proficiency and two distinctive features.

CHILD OF TWO FOLKS

Many years ago, your father came down from the mountains and took as his wife a woman from the tribes of Mirkwood. You grew up among two worlds, seen as a stranger by both folks. For many years, you encountered suspicion and mistrust, and many scoffed at the colour of your eyes and hair. But you endured and were finally able to take what your heart deemed good from both your mother's and your father's kin.

Skill Proficiencies: Insight, Nature

Tool Proficiencies: Herbalism kit

Distinctive Features: Rustic, Wilful

ERRAND-RIDER

Since the time your family joined Beorn's folk you have been a runner, a messenger carrying news for your folk. In your hide shoes, you have trodden the path that goes from the High Pass to the Old Ford countless times, always welcomed by chieftains and families eager to hear your tidings. You have brought joy and merriment with news of victory, but also woe and distress with tales of war and defeat.

Skill Proficiencies: Athletics, Travel

Tool Proficiencies: Cobbler's tools

Distinctive Features: Fair-spoken, True-hearted

HEAD OF THE FAMILY

Beorn, the great chieftain of your folk, sent your father to watch the mountain passes for the best part of the year, leaving you to provide for your family. Whenever the pursuit of an animal's trail led you westward towards the mountains, your heart leapt in anticipation of the day your father would be back, with new stories to tell and fresh scars to testify to their truthfulness.

Skill Proficiencies: Hunting, Investigation

Tool Proficiencies: Leatherworker's tools

Distinctive Features: Eager, Inquisitive

LIGHT-FOOT

They say that when your father was on the look-out, he could hide even from the sight of the Great Eagles. From him you learnt that there is no dishonour in stealth, whether it is your task to spy upon your enemies or when you are keeping watch over a village of your folk. You have listened to your father's advice and observed his crafty movements, trying to discover and learn his tricks.

Skill Proficiencies: Perception, Stealth

Tool Proficiencies: Weaver's tools

Distinctive Features: Cunning, Wary