

NUMENORIANS

(Black Numernorians and Dunedain)

RANK	LIFE POINTS	POWER	NAT HEAL	CLASS ABILITIES
1	As per class +1	10 + gain	Class plus 1 Dunedain class times 1 ½	+1 Strength +1 Dexterity Utilise Medium Armour
2	As per class	As per class		
3				
4				
5				
6				
7				
8				
9				
10				+1 Weapon Mastery Longsword +1 Weapon Mastery Longbow
11				
12				

Numernorians are men from the ancient West. They were some of the first humans to trade with the elves after the Houses of Men. Numernorians are longer lived than normal humans. There are some Numernorians who tend to follow the darker paths. These once served the enemy in large numbers and are known as Black Numernorians. There are very few of them left following the enemies past defeats. Some Numernorians have chosen to seclude themselves away from mainstream society, and live at one with nature in the wilds of the world. These have become known as the Dunedain.

Dunedain Nat Heal is transferrable regardless of class.

+1 Dexterity. This gives the Numernorian an additional point of Dexterity AC, which stacks with any other Dexterity AC they may have.

+1 Strength. This gives the Numernorian one additional points of strength.

Utilise Medium Armour – This allows the Numernorian to be able to use any Medium Armour: for example Chain (max 8 AC).

+1 Weapon Mastery Longsword. This allows the Numernorian to deal an additional 6LPs damage with a Longsword. This is in addition to any other Weapon Mastery.

+1 Weapon Mastery Longbow. This allows the Numernorian to deal an additional 6LPs damage with a Longbow. This is in addition to any other Weapon Mastery.