



**Name:** Wilibald Took of Great Smials

**Culture:** Hobbit of the Shire

**Cultural blessing:** Hobbit-sense

**Calling:** Treasure-Hunter

**Standard of Living:** Prosperous

**Shadow weakness:** Dragon-sickness

**Experience**  
Total

**Valour**

**Wisdom**

**Damage**  
Ranged

**Parry**  
Shield

**Armour**  
Headgear

**Weariness**

**Miserable**

**Wounded**

**Wounds Created**

**-Traits-**

**Specialties:** Cooking, Story-telling, Burglary,

**Distinctive features:** Elusive, Small,

**-Attributes-**

**Body** Favoured **Heart** Favoured **Wits** Favoured

**-Common Skills-**

<b>Awe</b>	<b>Inspire</b>	<b>Persuade</b>	<b>Personality</b>
<b>Athletics</b>	<b>Travel</b>	<b>Stealth</b>	<b>Movement</b>
<b>Awareness</b>	<b>Insight</b>	<b>Search</b>	<b>Perception</b>
<b>Explore</b>	<b>Healing</b>	<b>Hunting</b>	<b>Survival</b>
<b>Song</b>	<b>Courtesy</b>	<b>Riddle</b>	<b>Custom</b>
<b>Craft</b>	<b>Battle</b>	<b>Lore</b>	<b>Vocation</b>

**-Weapon Skills-**

**Short sword** **Dagger** **Bow**

**-REWARDS-**

**-Virtues-**

Art of Disappearing,

**-Gear-**

<input checked="" type="checkbox"/>	Short sword	damage	5	edge	10	injury	14	enc	1
<input checked="" type="checkbox"/>	Bow	damage	5	edge	10	injury	14	enc	1
<input checked="" type="checkbox"/>	Dagger	damage	3	edge	G	injury	12	enc	0
<input checked="" type="checkbox"/>		damage		edge		injury		enc	

<input checked="" type="checkbox"/>	<b>armour</b>	Leather shirt	enc	4
<input checked="" type="checkbox"/>	<b>headgear</b>	Cap of iron and leather	enc	2
<input checked="" type="checkbox"/>	<b>shield</b>	Buckler	enc	1
<input checked="" type="checkbox"/>			enc	
<input checked="" type="checkbox"/>			enc	

**Endurance**  
Starting Score 22  
Fatigue from Enchantment 9  
Fatigue from Travel 9  
Total Fatigue

**Hope**  
Starting Score 18  
Temporary Shadow 0  
Permanent Shadow Total Shadow

