Welcome, Jumper, to Arda in the middle of the Third Age. The year is T.A. 1864. The dwarves still hold Khazad-dum, and there yet remains might in the Havens of the High Elves. In this time the lines of Kings in Gondor and Arnor have not yet fallen, and the Dunedain are still strong though in decline. Especially in the North, where for centuries war has raged between the successors of Arnor and the Witch-realm of Angmar. Led by the Lord of the Nazgul, and composed of men of Rhudaur alongside orcs and other foul things deeper in the kingdom. Eight years ago, the Wainriders, a confederation of Easterlings, attacked Gondor after conquering much of Rhovanion, and slaying their king. Beginning a war that will last a century. Arnor, a shadow of its former self, clings to life in the North. Arvedui, son of Araphant, prophesied to be the Last-king, has just been born. This is where you come in, Jumper.

Will you aid the kingdoms of the Dunedain? Work to restore the glory of Arnor or Gondor and the Heirs of Elendil? Or perhaps you might wish to be in service to Angmar, leading armies to destroy the Dunedain of the North. Or a man of Umbar. An Easterling. A man of the Haradrim tribes. In any event, here’s 1000 CP to do it with.

Age: 1d10 + 25, or 50 points to choose your age
Starting Location:
Start anywhere you wish. If you wish to roll, some possible locations are:

1: The Kingdom of Gondor - Ah yes, Gondor. Ruled by the Heirs of Anárion, younger son of Elendil, and though the days of its highest glory are since past, Gondor remains yet mighty enough that it will still take centuries of weakening for Sauron to feel confident in attacking. From the quays of Umbar to the verdant gardens of Ithilien do the Gondorians hold sway, and the jeweled crown of Gondor is still viewed with awe.

2: The Kingdom of Arthedain - The last remaining successor to the realm of Arnor. Arthedain is home to the Heirs of Isildur, of the senior line of Elendil, and a realm in decline. Though the weakest it has ever been, the Dunedain here are still strong in arm and courage. They retain some of the old elvish knowledge that Gondor has since lost. War with Angmar has been constant for centuries.

3: The Realm of Rhovanion - Once ruled by many squabbling princes of the Northmen, Rhovanion has since been overtaken by the Wainriders, though some few holdouts of the Northmen remain here. Though the ancestors of those who will one day become the Rohirrim have since left.

4: Lands of the Wainriders - Home to the Wainriders, these lands are well peopled, and contain many who are under the heel of their new overlords. As well as existing tribes who are part of the confederation.

5: The Witch-realm of Angmar - The kingdom of the Witch-king himself. The lands of old Rhudaur, easternmost part of Arnor, and the lands northeast of Arnor, make up this kingdom of dark sorcery and wicked men. Ruled by the Lord of the Nazgul, they seek to destroy Arnor, and will succeed within the next century if nothing changes.

6: Harad - The sands of Harad sit beneath the scorching heat of the desert sun, and these lands are home to the former tributaries of Gondor. Men who have long desired vengeance for the crimes of the Númenoreans, and the rampant imperialism of Gondor. These lands have jungles in the far south, containing wonders such as elephants and the troll-men.

7&8 : Pick wherever you like

Northman (Free): You are in Rhovanion, under the yoke of the Easterlings or among the few free Northmen left.

Angmarim (100 CP): You are a citizen of Angmar, a Man rather than an orc, though you still are under the rule of the Witch-king.

Dunedain (100 CP): You are one of the many citizens of the Dunedain Kingdoms in Exile. Whether a man of Arnor or Gondor, your culture is one with a long and storied history.

Haradrim (Free): You are a man of Harad, a member of one of the many tribes in that vast land.

Easterling (Free): You are a member of the Wainriders. That great confederation that will menace Gondor for generations.

Perks:

General

Trained in Weapons (Free) - You are a gifted fighter, trained to proficiency in most types of weapons, and given a basic education in holding formation with others. While not close to being a master, you have been trained well enough to hold your own against the average soldier. Better, in fact! You are above average as a warrior. And with time you can become much better.

Survivalist (100 CP) - You are knowledgeable in survival. You know how to hunt and provide for yourself in the wilds of the world. From the cold frozen lands of the Lossoth all the way to the jungles of Far Harad.

Healer (200 CP) - You are educated in the arts of healing. You know all the plants of your homeland, and the means by which they can be put to use in healing common ailments. You know cures for colds, headaches, bodily pains, arthritic issues, and even plague! As well, you are a skilled botanist, able to identify foreign plants and somehow know the traits and qualities they possess and whether they might be of use to some tincture or another.
Craftsman (300 CP) - You have been educated in the working of metal, stone, and other materials used by Men in their arts. You can fashion swords and armor of good quality, repair your existing armor, design a building or plan the sewage system for a city. Sketch out and lead the construction of defensive walls, or some great palace fit for a mighty king. You could start with naught but the clothes on your back and in a few years be working for a king, or even build a city of your own. As your variety of skills and quality of craftsmanship will draw apprentices to you like moths to flame.

King of Men (500 CP) - You are descended from royalty of some sort in the lands you start off in. You are stronger than those around you, and have an air that seems to lend you greater authority. Even to those in power over you. You live slightly longer, and you are more adept at learning new skills and improving your existing ones. Where others might take a lifetime to become master warriors, you’ll take only a few years. Where others might need years to gain truly strong bonds with friends, you have a natural charisma to befriend people in a much shorter time. You’re just... better! This perk is a capstone booster. In future jumps you’ll be related to the royals in your starting area by default, if you so choose.

Northman

Horsemanship (100 CP, free Northmen) - You are a skilled rider of horses, and cavalryman. Skilled in wielding a lance on horseback, and in getting the most out of your mount. You’ll never fall from your saddle, and with more exotic mounts such as camels you seem to pick up the basics in a matter of days at most. And can tame them quickly.

Breeder of Horses (300 CP) - You are well-versed in not only knowing the physical health of your horses, but being able to pick the best to breed and to always ensure the most advantageous traits are bred. You can take a poor draft horse, and in a few generations their line will produce warhorses as fine as any with a thousand year pedigree. This goes as well for other domesticated creatures.

Vidugavia’s Legacy (500 CP) - Vidugavia, the King of Rhovanion, and once mightiest of all the Northmen. He managed to unite many princes under one banner and his grandson went on to be Eldacar, the King of Gondor. Like him, you possess a knack for leadership and diplomacy with other nations. And as the epitome of Northmen, you are one of the finest riders the world has seen, a sublime warrior-prince like figure able to fight as well as any knight or king. As well, you have a way about you that draws even mightier kingdoms to look upon you more as an equal partner.
Dúnedain

Sons of Eärendil (100 CP) - The Dúnedain have long been skilled mariners, in a tradition going all the way back to Eärendil whose legendary voyages are still told to the children of those who trace their ancestry back to Númenor. But even more than that, the Guild of Venturers was first founded by Tar-Aldarion, sixth King of Númenor, to be a society for the most adventurous young ship-captains of that fair Isle. His legacy has been entwined with the culture of the Dúnedain for millennia. As the great shipyards of Gondor or the Black Númenoreans might show. Indeed, the Dúnedain have produced many brave and bold captains or explorers. You might now join their ranks, with your natural talent and skills in all facets of the sea. You are a strong swimmer, a skilled navigator, a shipwright of fair skill, a talented captain, and all around a mariner who could one day be counted among the truly great. You could take a ship meant for calm seas and not only survive, but navigate the treacherous waters of the open oceans and stay alive in a storm.

Lore of the Lost Homeland (300 CP) - Though in these days much has been lost of the lore of Númenor, even from the days of Elendil, you now possess such knowledge as was available during the days of the ending of the Second Age and as such can be considered one of the most learned in those subjects of any living Man. Indeed, such lore as the waybread and drinks used on the march and held in need-wallets that are like to the elven lembas and miruvor but less potent. The knowledge used in the making of the Othram, the great outer wall of Minas Anor, its outward face hard and dark and smooth, wrought of the same black stone used to construct the tower of Orthanc. Unbreakable by any means available to Men. The lore used in the making of such weapons as the barrow blades, or the fine armor of the Númenorean lords. Even the knowledge of ship-lore and building. The various architectural and engineering wonders of the early years of Arnor and Gondor are yours to know.

Blood of Númenor (500 CP) - By some chance the blood of Númenor runs true in you, nearly as much as it does among the royals of Gondor and Arthedain. You are one of the Dúnedain or Men of Westernesse. Tall, dark-haired and grey-eyed, and more noble in spirit and body than other Men despite the fading of your kind. You possess the gift of foresight to some degree, though it is not infallible nor predictable. You are stronger in body than any among Men save the Troll-men of Far Harad, and in lifespan you can expect to live two centuries or more. You inspire those around you by your mere presence, and can ward off the effects of fear on your men. You have some innate talent for the healing of wound and hurt. There is an innate air of authority to
you, like the Kings themselves, and even those who have never met you will at least recognize it. In future Jumps, humans will recognize this in you, and view you as something above human even if they cannot put their finger on it.

Angmarim

Touched by Shadow (100 CP, free Angmarim) - You are touched by Shadow, and it has marked you in some unseen way. Indeed, elves and some men can tell on sight or even before. But most have a feeling of unease around you, and even if you look like the most handsome person to ever live, you have a feel of foulness about you. This is not without its benefits, however. Orcs are more inclined to work with or under you, and feel the urge to avoid betraying you. Men with great evil in their hearts will avoid angering you overly much, unless you prove yourself weak or have angered them greatly. Creatures like wargs and trolls will be inclined to let you pass, or even do work for you if not as readily as orcs.

Hill-man’s Vengeance (300 CP) - As a descendant of the Hill-men of Rhudaur, your family was once subjugated by the Dúnedain ruling class of Arnor, and for centuries struggled under the yoke until choosing your own king. However, since then you have been annexed by Angmar. Rhudaur is not free, not truly. Though you might wish to serve the Witch-king, no matter what there remains some small part that desires freedom to make your own destiny. Should you decide to break free, you feel that with time, and luck you might even be able to convince others to join in your revolt. Seeing farmers that could be trained into disciplined soldiers, hunters that could be made archers to match the finest of the army of Angmar, and a voice to convince the lords under the Witch-king, those of your hill-men kin, to serve under you and throw off the shackles of servitude. In future jumps, this will allow you to choose a disenfranchised group in society, or a race, and find those diamonds in the rough that can be made into officers and lords of skill. Find folks who would be willing to aid you in rebelling against the system no matter the odds, and carving out your own destiny in pursuit of a home to truly call your own.

Steeped in Morgul (500 CP) - You are deep in sorcery and possess knowledge surpassing any save perhaps the Witch-king himself. With but a gesture and a word you can make a sword crumble in the hands of a man, a door seal shut against any but those with might greater than your own, enchant siege weapons with dark spells to blast asunder great gates, and enspell daggers with enchantments akin to those of the morgul blades. You can stir up a storm on a cloudy day, and in winter make the cold more deadly. You can brew disease and plague. You can bind the spirits of the dead
and command them. Send them into tombs to inhabit the long deceased. Create illusions and phantasms. Make flame and lightning. Force orcs and trolls into your service with a few words or even merely a hard look. Extend your life. Speak with the crows and wolves and other evil creatures. With time and effort, you may even approach the might of the Witch-king himself, should you acquire even a lesser Ring.

Haradrim

Troll’s Might (100 CP, free Haradrim) - From the hot lands of the Far South there come huge men, oft likened to half-trolls in appearance, with white eyes and red tongues. Traditionally they wield large weapons that even the strongest of men would struggle to wield, let alone swing them with such ferocity as do these men of Harad. To kill them takes no few number of wounds, and even then they are likely to slay more than a few men before they are brought down. You are one of these men, and whether you have their troll-like appearance is up to you. As well, you are resistant to poisons and venom.

Ivory and Gold (300 CP) - Harad both near and far has long been home to vast riches in the form of gems, ivory and gold. Indeed, there is no resource in all of Middle-earth, save mithril and certain gems, more sought after than the ivory collected from dead Mûmakil. Now you seem to have come into possession of some fount of vast wealth. Connected to your warehouse or in the form of rich lands you drop into the jump, you now have incomprehensibly vast riches if only you could fine miners and craftsmen who could turn the ivory tusks, gold and silver and gems into finished products. As it turns out, you can, and they are skilled craftsmen able to make fine works desired by all in Middle-earth. Though inferior to the Elves and Dwarves, they are the finest jewelry and ornamentation craftsmen among men. In future Jumps, this will provide you with a supply of locally valuable trade resources and craftsmen that can work it. Trade routes will also shift to ensure your lands are rich and vital on them.

The Black Serpent (500 CP) - In later days, the most prominent king among the Haradrim kingdoms, principalities, and chiefdoms will be called the Black Serpent. A worthy warrior inspiring loyalty and fervor in his men, and a great chief. You are more than his equal, you are skilled as any man alive with sword and lance. On both foot and astride a mighty Mûmak. The desert’s scorching sun holds no worry for you, and the humid heat of the jungle is but a pleasant caress. The Men of Harad see you as a leader to follow even into death, if you should choose to pursue the route of conquest you will find that the neighboring princes and chiefs will be more keen to listen to your offers of diplomacy or alliance. In addition, you will receive a scepter fit for a
king. It is in the shape of a smooth, dark rod; entwining it is a black serpent with ruby eyes, burning as if with red wrath. In future jumps, men analogous to those of Harad will be easier to persuade and convince to work for you.

Easterling

Steppe Outrider (100 CP, Free Easterling) - A child of the plains of the east, you are trained in both bow and sword in equal measure, and are a master of riding a horse. You need no saddle, guiding your horse as an extension of yourself with only words and shouts. Your aim on horseback is as accurate as on foot, and your sword arm is only less deadly due to lesser range. Though not trained to fight in heavy armor, you know the ways to harass an enemy at range and escape with ease. Your skills as a warrior are more than equal to the soldiers of Gondor.

Kine and Horses (300 CP) - Being one of the Easterlings, you know the value of good kine and horses as well as the ways they may be trained. From dairy farming all the way to warhorse breeding, you can tell the quality of cattle and horses at a glance. With little more than a few words you can calm wild horses, and with the right methods you can induce terror in the horses of your enemies. Under your care, cattle produce more and horses perform better. A shaggy old mare will work as well for you as a thoroughbred warhorse in battle. With effort, you could even tame one of the horned rhinos of Far Harad to use in battle.

Warchief (500 CP) - Warchiefs are some of the most influential and powerful lords among the Easterlings, and you have the potential to be one of the greatest. To aspire not only to being part of the great confederations that might topple empires, but to rise to the top of them and form your own. You are a master of the steppes and plains, your skills both at driving a wain and riding horse are great, and you can ride circles around the finest knights with ease. Your words have weight with those of the clans of the Wainriders, and your presence is enough to improve flagging morale in a losing campaign. Your enemies make small mistakes when you are involved, ones that can be exploited for greater plunder and glory. In future Jumps, this perk will allow you to work similarly with other nomadic groups and the dominant kingdoms.

Items and Gear:
Armor (Free) - This set of armor is fit for your culture, sturdy and basic. But nothing truly special.

Weapon (Free) - A good weapon of fine steel or wood, but nothing out of the ordinary.
Crow-friend (100 CP, free Angmarim) - Large birds akin to crows that generally dwell in the areas around the southern Misty Mountains, Dunland, and Fangorn. You have a flock of these birds that have been trained to follow your commands, to spy and scout, and you can understand their speech. If any should die, another will appear to replace them a day later. If you are in danger, and request their aid, they shall fly to your assistance. Bringing food or pecking out the eyes of those who attack you.

Masterwork Armor (100 CP) - Whether made by Dwarven or Mannish hands, this armor is a work of art as well as some of the greatest protection available short of mithril. Equal even to the works of the greatest of the armor-smiths in Númenor. A helm cunningly wrought and quite strong complementing the masterfully-wrought mail for your body.

Masterwork Weapon (100 CP) - Whether or a finely wrought composite bow of wood and horn decorated with silver and gold, or an axe forged by the dwarves. This weapon will serve you well in battle and last for generations, perfect for an heirloom and fit for a lord of good wealth.

Armored War-wain (200 CP, discount Easterling) - It has been a centuries-long tradition for some of the richest and most powerful noblemen of Rhûn to ride to war carried on mighty wains pulled by four strong horses. This armored wain bears a chief outside of battle and lends greatly to his prestige, attracting the most ambitious warriors to serve in his retinue. Naturally, yours is even finer than those of other chiefs. Your war-wain shall not be harmed by anything short of direct siege artillery fire, though the men driving it are not so protected, the wain frightens enemy cavalry and can even traverse rocky terrain with ease. For another hundred CP, you can upgrade your wain even further. Replacing the javelin throwing men with a great javelin-launching bow capable of punching through the armor of your enemies from a distance.

Mûmak (200 CP, discount Haradrim) - Only the wealthiest and most powerful men can afford to keep one of the mighty Mûmakil at his estate. By whatever means, you have managed to acquire one of these great beasts. Save only for the Eagles these beasts are unrivalled in their size as well as their strength. Riding in towers atop the backs of the Mûmakil, javelin throwers hurl their near-limitless supply of shafts into an enemy often already filled with terror. The Mûmakil utterly ruin an enemy's morale though they themselves are hard to control as a means of attack. Your Mûmak is large even for one of the Mûmakil, and its hide is strong enough to resist arrows for a time as
well as the thrown spears of your enemies. It possesses a keen empathy and intelligence, almost equal to that of the average human, and will protect you as best it can. Even in a frenzy, it will recognize you and avoid harming you.

Blade of Westernesse (200 CP, discount Dunedain) - The blades of Westernesse are enchanted with many words of hatred to the dark and ancient foes of Númenor. Wrought of a metal light and strong, the blades rival the finest Elf-made weapons and cast a similar fear onto one's foes. These swords possess the traits not only of not rusting, nor losing their edge... but also harming the Unseen or the Dead. Ghosts and wights are harmed especially, and this weapon could even render the Witch-king susceptible to killing. But this sword is even better, it will resist sorcery and attempts at destroying it by anything short of the Dark Lord’s hand. If you choose, you can have an existing weapon take on the qualities of this.

Mearh (200 CP, discount Northman) - In later days Men will say of the Mearas that Béma (whom the Eldar call Oromé) must have brought their sire from West over Sea. The sire of the Mearas of later days was Felaróf, the great steed of Eorl the Young; it was said that he could understand the speech of Men, and that he was as long-lived as any Rider. While earlier in time, you somehow have found one of those horses kin to the ancestors of Felaróf. This horse shall bear you swiftly on errands, and be as a king among other horses that other horses shall gladly follow and be hesitant to attack as well as one that cavalry on your side shall fight even more strongly when you lead them. As well, if you so choose this horse comes with a splendid set of armor that will protect it from anything short of a lance point straight to the eyes or some attack by the Lord of the Nazgul.

Alcarondas Flagship (200 CP, discount Dunedain) - While not the ship sailed by Ar-Pharazon, nor as large as the truly massive ship of the last Númenorean King. This is a ship made by either the Gondorians or the Men of Umbar, Alcarondas means 'Castle of the Sea' in Adunaic, and well does this ship suit its name: multiple masts like towers, raised decks like small fortresses at both prow and stern, with archers and highly trained mariners to defend her 'walls'. Yet she is not cumbersome but fast and relatively quick to turn in battle. This ship shall not succumb to weathering or rot, and shall remain in pristine shape and nothing short of a dragon might set it ablaze successfully. An Alcarondas is only outclassed by those vessels crafted by the Elven shipwrights of the Grey Havens- and they are few and far between. Truly glorious is this floating monument to the Dunedain's maritime heritage!
Mithril Armor (200 CP) - Armor forged of mithril is wondrously light and surprisingly strong, providing excellent protection in battle, and is also quite rare. This set of dwarf-wrought chainmail and helmet are fit for a mighty lord indeed.

Morgul Blade (200 CP, discount Angmarim) - Made from iron ingots found in the Dark Land, these blades are sharp and strong, but that is not their true purpose. Their purpose is to inflict wounds that will not heal by normal means, and if used properly even turn the victim into a wraith under the control of the one who wounded them. A worthy weapon for a sorcerer, this blade will not crumble upon use nor will it fade with the light of dawn after being used. As well, it is able to withstand strikes from even the finest of Dwarf-wrought weapons. It is cold to the touch, the edge will never dull and nor will the blade rust.

Crown of Gondor/Elendilmir (300 CP, discount Dunedain. Pick one or the other) - The first Crown of Gondor was the helm worn by Isildur throughout the War of the Last Alliance. A new crown, however, was crafted of silver and jewels during the reign of King Atanatar II and has been borne by all subsequent Kings of Gondor. You possess a copy of the famed first Crown of Gondor, the war-helm of Isildur, and though this does not make you the king of Gondor, it does provide you with a substantial boost to your charisma and when leading in battle none of your men shall break unless it is the most dire of circumstances. They will fight harder for you, fight longer, and in addition... the crown is good protection for your head and looks pretty swanky.

The Elendilmir is one of the marks of the royal household of Arnor, a white gem set into a headband of mithril worn on the King's brow. It burned with such ferocity at the battle of the Gladden Fields that the Orcs feared to approach it's bearer. When Isildur put on the One Ring to escape, he wore a hood to cover the gem that burned red and blazing like a wrathful star. The Elendilmir was lost in the Anduin at the same time as the One Ring when he was slain by Orcs. You now have this lost relic, and though it does not possess the same protective qualities as the crown of Gondor, it is undoubtedly older and grants a greater degree of charisma enhancement, and it strikes fear into the hearts of your enemies.

Palantir (400 CP) - Seven seeing stones were brought to Middle-earth after the downfall of Númenor, though many more had been made by Feanor, and one of them has somehow made its way to you. With this stone you can communicate with any of the others, and scry far off locations with ease. You are the master of this stone, and this one is special. Despite the size being that of one of the stones akin to those in Orthanc or Minas Ithil or Minas Anor, it is as strong as the lost chief stone from
Osgiliath and can even see to Avallónë like the Elendil Stone. With effort, you can view backwards in time as well.

Mithril Mines and Armory (600 CP) - There may be older and fouler things than Orcs in the deep places of the world, but there are great treasures and opportunities to be found in those places as well. Dwarven miners know this, and the lure of mithril often proves irresistible. With this, you need not worry about the presence of any Balrog or Orcs, as your veins of mithril shall lie within a mine dropped into a location near to where you start or even just connected to your Warehouse. The great quantities of mithril that these mines make available allow Dwarf-smiths, should you have invited any, to craft marvellously strong and light armor for your warriors or yourself.

More than simply a store-room and workshop for Dwarven smiths, a Mithril Armory is capable of outfitting an entire host in the most supple and strong metal known in Middle-earth. The presence of such materials naturally attracts the finest Dwarven smiths, who may also turn their efforts to forging superior weapons in addition to crafting mithril armor. Armored and armed in shining mithril and dwarf-make weapons, your forces are certain to be fearsome indeed on the battlefield. In future jumps, you will attract whatever setting equivalent to the Dwarves there happens to be. To find work in your armory and lands.

City of Renown (600 CP) - Fornost, Tharbad, Pelargir, Minas Anor, Osgiliath, Minas Ithil, Umbar... The renowned cities of Middle-earth are truly awe-inspiring works filled with people and mighty walls. Even the least of them are well made and defensible. Now you can have one of them for your own! Filled with a generic population fit for the culture of the city, and lacking the artifacts within the originals... but the city itself will be at its full splendor and connected to your warehouse or accessed by pocket dimension with a special key you are given. In future Jumps you can choose to have this city placed inside the world you are Jumping to, in an appropriate place as close as possible to the geography of its original location.

Drawbacks:
The Three Kingdoms (+0) - If you so choose, you may start as early as T.A. 861, at the dissolution of Arnor when the three sons of Eärendur were fighting over the lands of Arnor and sowing the seeds for the destruction of the North Kingdom.

Notes on Capstone Booster: On the whole, King of Men is meant to be an all-around enhancer for your existing perks and skills. For instance, with Healer you can do such
things as Elrond or Aragorn might do. Healing Morgul wounds or the Black breath with ease. Craftsmanship improved to the level of the finest smiths of Men, especially when combined with a perk that gives more knowledge. Troll’s Might proving true to the name, and making one as strong as one of the Olog-Hai. With skin as tough as light armor.

Vidugavia’s Legacy - As a rider of horses and a warrior, your people compare you with Araw the Hunter. Orome, as he is called by the Dúnedain. This is not unearned, as your horses seem to tire less under you and a single blast on a horn by you will send your enemies into a panic. You could ride as well with a saddle as without, and your sword arm is practically unerring. Kings of mighty empires will look upon you with great respect, perhaps even some degree of envy, and almost willingly submit to deals that place them as an inferior partner.

Blood of Númenor - As a direct heir of Elendil, in whom the blood of Númenor runs true, whether in Arnor or Gondor. You are like to your ancestor like none have been since the start of the Third Age. Indeed, the span of your years will be nearly four hundred, and your height is greater than any have been since the time of Meneldil. Your very presence radiates majesty and the feeling of a bygone age. Your charisma is almost undeniable by normal men. In strength of body none in this Age can match you, save perhaps for the strongest of troll-men or the greatest of the Noldor remaining in Middle-earth. Should you press a claim to the throne of Arthedain or Gondor, you might very well be considered in a succession crisis.

Steeped in Morgul - In every way that matters, you can equal the Witch-king himself, and all without being bound in servitude to Sauron under a Ring. Indeed, you know how to make your own Ring with which to enhance your power. One not tied to the power of Sauron’s own Ruling Ring. With time and much searching for lore, you might one day be able to challenge Sauron for mastery should you find his Ring. Or fight lesser Maia and bind them to your will.

The Black Serpent - None among the Haradrim have been seen that are like you. None have been your equal. The charge of your heavy lance shatters the armor of even heavily armored soldiers, a swing of your sword splits helms asunder, and your voice strikes terror into your enemies from across the battlefield. With little effort you could convince your fellows in Harad that you are some champion of your gods, and with barely more effort can make those tribe chiefs and princes kneel. None have united the Haradrim before, none have had the ability or potential, none before you.
Warchief - Your arrows are unerring, you could hit the wings of a fly at a hundred paces and not kill it. Your arrows find the holes in armor with such ease as to be trivial. A narrow slit in a helm is no challenge for you, not truly. Your horses thunder across the field of battle, and your charge will break even the disciplined battle line of hardened soldiers. You could forge an empire of wains and bows, should you choose, and make the kings of men pay tribute. Your voice carries such weight among the tribes and chiefs that arranging for a confederation led by you is almost as simple as proposing it.

Credits:
Widowmaker - Jump Maker
Griffin - For some suggestions
CountMRVHS - For his help in some item descriptions as well as a few perks