



## Angamite

*Corsair Scout/Rogue, Captain of Umbar.*

*Source - Lords of Middle Earth II*

*Angamaitë was the great-grandson of Castamir. Along with Sangahyando, he became an important figure amongst the Haradrim and the Corsairs of Umbar.*

*Angamaitë was a descendant of the rebel Castamir and carried on the traditional hatred against Gondor. In TA 1634, King Minardil was at Pelargir without fear of any attack. Angamaitë and Sangahyando soon learned about this through spies and sacked the city, killing Minardil and seizing great amounts of treasure*

# Angamaite

Level

29

## Rolemaster Stats

Co	SD	Ag	Me	Re	St	Qu	Pr	In	Em
92	86	103	85	90	98	100	97	88	89

## Merp Stats

Ag	Co	Ig	In	Pr	St	App
103	92	89	88	97	98	100

Hits	AT	DB	Shield	Greves	Melle OB	Missile OB	Movement
138	Chain 14	45	None	Arm & Leg	110 Scimitar	105 Light Crossbow	25

## Items



### Chain and Greaves

+20 unencumbering red chainmail shirt, AT Chain/14. It floats in water.

### Cloak

Changes colour upon command. Adds +40 to all Stalk/Hide maneuvers, and +20 to all other moving maneuvers, including swimming.

### Scimitar

+15, it carries up to 10 doses of poison (Angamaite prefers Acaana). Poison is injected with each critical strike, one dose is used with each strike. Sword may be thrown up to 100 feet without penalty of range, in which case it returns to thrower's hand in 1 rnd.

### Light Crossbow

+15, it reloads itself (ie. It may be fired every round without penalty). It may be wielded and fired with one hand.



### Lockpick and Trap Disarming Kit

+20 to all lock picking and trap disarming maneuvers, it fits in a rod which looks like a scroll holder.

## Additional Notes

Spells -

