

LotR RPG Appendices

APPENDIX A

CHARACTER GENERATION SUMMARY

The following summary shows the steps to follow to create a character for my LotR RPG game. The rules as presented in the Core Book contain many glaring errors (see the numerous errata listed in Appendix C). In addition, I have introduced several rules modifications garnered from the valuable “Steward and King” site, which, while summarized below, are more fully presented after these Appendices.

LotR is a Heroic fantasy setting, and as such, monsters, anti-heroes, villains and the like are not appropriate as player characters. If you have a desire to play a character with a troubled past, that’s fine, but the character’s current outlook on life should be positive and striving for goodness. Review “The Qualities of Heroes” (pages 50-51) for general guidelines.

I

CONCEPT

Think about what sort of hero you want your character to be. What heroic qualities does he have? What is his personality like? What are his goals and motivations, his unique weaknesses and strengths? Keep this picture of your hero in mind as you move through the actual character creation process.

II

PRIMARY ATTRIBUTES

(i)

Pick method

Assign the following scores to your attributes as you choose: 10, 9, 7, 7, 5, 4. Distribute 8 more points among your scores. You cannot use these points to raise an attribute above 12. Consult Table 2.1: Attribute Modifiers (pg. 48) for more information on Attributes.

(ii)

Defence

Instead of using a value of 10 + Nimbleness modifier, Defence is calculated by adding 10 to the character’s Swiftsness reaction. This score is further increased by a shield’s parry bonus. A large shield grants a +5 bonus to Defence, a small shield gives +3. This shield bonus to Defence replaces the test result penalty mentioned on p.207 of the Core Book. A weapon’s parry bonus does not affect Defence.

Endurance

Casting a spell is wearying for both mind and body. Thus, a new “hybrid” reaction is introduced for spell-casters only: Endurance. Endurance is calculated by taking the average of his Stamina and his Willpower (rounded down), including all bonuses gained from edges, order abilities or raised reactions. Of course, any Willpower or Stamina bonuses which don’t explicitly affect all kind of Willpower or Stamina tests do not apply (i.e., test bonuses for Corruption or combat-related Stamina tests, etc.). Note that Endurance can only be increased indirectly by either advancing Stamina or Willpower. Any order ability that grants a general bonus for spell tests does increase a character’s Endurance directly, though.

When a character casts a spell, he must make an Endurance test against the Weariness TN for a given spell, rather than a Stamina test. Thus, a spellcaster is not encouraged to obtain as high a Stamina bonus as he can and in general he won’t be matching or outperforming the hardest warriors in tests of physical endurance and health anymore. On the other hand, if only Willpower was used to resist the wearying effects of magic, a spellcaster would likely become rather unsusceptible to corruption and influence attempts. Another side-effect of this rule is the fact that spellcasters cannot hope to obtain a very high test bonus to resist weariness within a few advancements.

III

RACE (CHAPTER THREE)

- 1) *Choose a race and sub-race (if appropriate) for your character. Apply any racial adjustments listed in the race’s description to your character’s primary attributes. These adjustments may take an attribute above 12.*
- 2) *Choose your character’s racial skills and traits.*
 - a) *Make six picks from the skills and edges listed in the race descriptions.*
 - or-
 - b) *Choose one of the background packages provided.*

Racial skill picks count towards the starting skill limit of 6 ranks.

- 3) *[optional] You may select one racial flaw and gain a single edge pick as recompense.*
- 4) *Record your character’s racial abilities – you get all abilities appropriate for your race and subrace.*
- 5) *Select your character’s native languages and lore (pg. 60) by multiplying his Wits by three and assigning the total to Language and Lore skills related to his race, culture, and background. A maximum of 6 ranks may be applied into each individual Language or Lore skill. Example languages are listed under “Speech” description for each race.*

IV

ORDER (CHAPTER FOUR)

- 1) Choose your character's order. You may begin play with no order if desired (see pg. 79).
- 2) Choose two favoured attributes and one favoured reaction for your character (pg. 48).
- 3) Choose your character's order skills.
 - a) Select 15 ranks of order skills (none greater than +3, excepting those enhanced by racial skill picks), and then add another five ranks to any of these skills.
 - or-
 - b) Select one of the order packages provided (or create your own with the Narrator's permission), and then add another five ranks to any order skills (as listed in the package).

You may not have more than 6 ranks in any starting skill. (This value may be modified later on by Free Picks.)

- 4) Choose one order edge (from the order list in general if no package was used; from the package list if a package was chosen).
- 5) Choose one special ability from those listed for the order.
- 6) Choose any additional flaws, if desired. You may select up to three additional flaws at this stage of character creation, for a starting maximum of four (including your racial flaw, if you chose one). Each flaw taken provides one extra skill rank or one extra order edge (not a special ability)..

V

FREE PICKS

You may further customize your character by taking five free picks. These picks work just like normal advancement picks (see Table 11.1, pg. 278). However, they cannot be used to acquire more order abilities. Skills may be adjusted above the 6 rank limit using free picks.

VI

RECORD FINAL ATTRIBUTES & MODIFIERS

1) Record the final attribute modifiers for the character's primary attributes.

2) Calculate the character's final secondary attributes:

- ❖ *Reactions (pg. 48 & 49)*
- ❖ *Defence (defined in Step II)*
- ❖ *Health (Vitality + Strength Modifier)*
- ❖ *Initiative (the same as Swiftess + Edge modifiers [e.g. Wary])*
- ❖ *Endurance (average of Willpower and Stamina, round down, wizards only)*

When calculating **Wound Levels**, note that **Hobbits** (being small creatures and lacking the **Stout** ability of **Dwarves**), have a **Health Rating** modified by 4/5 to reflect their stature; in this way, **Hobbits** retain the **Near Death Wound Level**.

3) Record the character's starting **Courage** (3, or 4 for **Men**) and **Renown** (0).

VII

FINISHING TOUCHES

1) Choose and record any spells gained through order abilities.

2) Consult with your **Narrator** and choose any weapons, armor, gear, and money appropriate for your character's race, order, nationality, and station. These should all represent items your character could be reasonably expected to possess.