

LotR RPG Appendices

APPENDIX B

FREQUENTLY ASKED QUESTIONS

Page 49:

Q: Is there any way to increase your base Defense after character creation?

A: No. The only way to permanently raise your Defense is by increasing your Nimbleness Attribute Modifier.

Chapter 3:

Q: Do I have to take the prerequisites for any bonus edges given as Race Abilities?

A: If a racial ability (Abilities, p.60) gives you an Edge, you get the Edge regardless of whether you have the prerequisites or not.

Page 60:

Q: So, when making a character, do I get both the Racial Package AND six Racial Picks?

A: No. One or the other. Not both. See page 60.

Page 65-66:

Q: Are elven enchanted items also automatically masterwork items or not?

A: No. As the rules state: "They automatically have the craftsman special ability Enchantment. They only need a Craft skill at 6+ to use it. In other words, they can enchant items without the items being masterwork items. However, if the item is a masterwork item (as it certainly could be if the Elf is a craftsman too), it gains the benefits from being a masterwork item too. Of course, the rules also state: "The Narrator has the final authority on what an Elf can do with this ability."

Page 72:

Q: Are the effects listed on table 3.1 cumulative?

A: No. Age Effects are NOT cumulative. They are a set of modifiers applied to your base attributes and such for the entire time you are in that particular age category.

Chapter Four:

Q: When an Order Ability has a Requisite Skill (for example, Swift Strike Requires Armed Combat 8+) is this value the total modifier or ranks only?

A: All such Requisite listing are for Ranks only. Thus, a Warrior with a +2 Nimbleness modifier and Armed Combat 6 could not take Swift Strike.

Q: Can a character of one Order choose the Order Abilities from another Order?

A: No. Only by joining the other Order may he do so. See “Belonging to Multiple Orders,” page 79.

Q: How do I figure out what my Favored Attributes and Reaction are?

A: You choose them, although each order provides you with useful suggestions.

Q: Do I get ranks automatically in all my Order Skills?

A: No. Order skills are simply less costly to improve. During character creation, each character gets 20 picks from his orders skill list, or you can simply take the skills listed under one of the packages for that order.

Chapters Four and Six:

Q: Do Order Abilities and Edges that enhance Courage stack?

A: Yes, they do. For example, a Knight who had both Bold and Horselord would get +7 from each Courage Point spent (+3 base, +2 from Bold, +2 from Horselord) when making Ride tests.

Page 79:

Q: If my character has three Orders and wants to advance in the one he dropped, does he have to pay the five Advancement Picks for getting a new Order to do so?

A: Yes. Otherwise he wouldn't have really dropped the Order.

Page 84:

Q: What's a Tharni?

A: A Tharni is equivalent to 1 silver penny. It is a Gondorian term. Due to licensing issues, however, Decipher is not allowed to use the Gondorian terms for monetary units.

Page 91:

Q: Why does Wizard's Heart have Sanctum as a Requisite and not Spellcasting?

A: Wizard's Heart is supposed to represent a “drawing on your sanctum's power”, and thus requires Sanctum. As a side-note, Sanctum does require Spellcasting, so in effect, Spellcasting is a requisite for Wizard's Heart.

Page 104:

Q: When I join an Elite Order, do I get an Order Ability for free?

A: No. The sentence on p.104 is correct. When you use an advancement to join an elite order, you do not gain a free pick from that order's special abilities.

Page 143:

Q: Does the Ambidextrous edge give you more attacks in a round when you fight with two weapons?

A: No. Ambidextrous only lessens (or removes with two picks) the penalties associated with attacked using your off hand. Two-Handed Fighting (p. 151) gives one free attack action with your off hand, but the attack still incurs the normal penalties unless taken in conjunction with Ambidexterity.

Page 149:

Q: Does Quick-draw allow a character to reload a missile weapon as a free action?

A: Yes. Quick-draw lets you "ready any personal weapon as a free action," and to reload is to "ready another arrow" (per Table 9.3 on page 215).

Chapter Seven:

Q: Several spells have differences between the Range listed in the stat block and the radius listed in the descriptive text. Why is this?

A: Range is how far away from the caster the effect can be centered, and radius is how far the effect extends from the center. For example, a Magician with a Bearing of 13 could cast Mist of Speed centered up to 130 miles away, and having a radius of 1300 feet extending from that point.

Page 174:

Explanatory text should be added regarding the "Requisite" column on Table 7.1.

Chapter Eight:

Q: What about starting Money?

A: This should really be up to the Narrator and how he wants his game to feel. If a guideline must be given, use 1d6 SP, modified by order (Nobles +2, Barbarians -2, etc.) and location (Gondor +1, Bree -1, etc.).

Page 204:

Q: Why are there no flails/crossbows/plate armor/etc. in the Equipment List?

A: More likely than not because they were not mentioned in the novels or shown in the movies. We tried very hard to remain as close to Tolkien's descriptions of Middle-Earth as possible to enhance the overall feel of the game.

Page 205:

Q: What does X+S mean on Table 8.2 "Ranged Combat Weapons"?

A: X+S stands for Extreme "+" Step. For Extreme range, the modifier is "+2 per increment past long range" and the weapon ranges list the increment size as the final range category. For example: +30 means that for every 30 yards past the 'L' range, the TN of the Ranged Combat test is increased by a cumulative +2 modifier.

Page 207:

Q: Do the shield Parry/Block bonuses and to hit penalties apply at all times?

A: No. The Parry/Block bonus only applies to close combat and the penalty to hit the shield-user only applies to Ranged Combat.

Q: Would the Armed Combat: Clubs (Shield) skill or the appropriate Armed Combat Skill be used to gain the Parry/Block bonus with a shield?

A: It's the skill for the weapon you're used to using in conjunction with the shield. For example, if you have Armed Combat: Blades (Longsword), you can use a shield effectively with your longsword (receiving the shield bonus and using your sword's skill rank to Parry). If your sword breaks, however, and you pick up an axe to use untrained, you suffer the normal penalties but still receive the bonus provided by the shield.

Page 208:

Q: The prices given for armor in Table 8.3 are for corselets only. How much do hauberks cost?

A: Hauberks cost 125% of the price listed for a corselet.

Page 209:

Q: Is the price listed for Dwarven Toys in Table 8.4 correct?

A: The price listed is for the lowest of the Dwarven magical toys, the equivalent of Christmas crackers (the British kind, not Saltines). Truly amazing toys could cost 100 or even 1,000 times as much, depending on their intricacy and their longevity. Even so, it is advised to change the cp to sp in the price.

Page 216:

Q: I understand that actions past the standard allowance (typically 2) incur a penalty to the test. What happens if additional actions don't require tests, such as Aim and Reload?

A: When "no test" actions are taken as further additional actions, they require tests where they otherwise would not. Assume a base TN 5 and apply the listed penalties from there.

Page 218-220:

Q: Why do some modifiers affect the TN and others the test result?

A: The best rule of thumb when it comes to modifiers is that if it is something originating from the character (like Attribute modifiers), the modifier affects the test result. If it originates from outside the character's influence (distractions, poison potency, etc.), it modifies the TN.

Page 219:

Q: Can size modifiers ever be greater than +2 or smaller than -2?

A: Yes. When considering creatures more than one size step away from each other, physical test modifiers based on size are greater than +/- 2. When a Small character attacks a Large character, for example, that character receives a +4 bonus on relevant tests, such as attack tests.

Another example: A creature of size Little (which is one size smaller than Small) attacking a creature of size Mammoth (which is one size larger than Large) receives a +8 bonus. (Note that sizes ranging from Miniscule to Beyond Titanic will be introduced in Fell Beasts and Wondrous Magic.)

Page 226:

Q: Does the winner of initiative take all his actions at once, or do they alternate in initiative order?

A: The character with the highest initiative has to state and execute all his actions (some of them can be delays) before the next character can act.

Page 229:

Q: Can you accidentally make yourself easier to hit by dodging?

A: No. Since you only roll a dodge test once your opponent has successfully hit you, and since your dodge test result only replaces the base TN to hit you if it is successful, you can't make yourself easier to hit by rolling poorly on a dodge test.

Page 231:

Q: Do I get to roll another die if I get double sixes while rolling damage?

A: When rolling for damage, you do not continue to roll again if you roll double sixes because inflicting damage is not a skill test, nor do you increase damage from a greater than standard combat attack. Rather, it is advised to use the guidelines for 'Extra Successes In Combat' (p.231) for better than standard attacks

Page 232:

*Q: The test penalty effects caused by stun attacks seem awfully high, considering that these are penalties that apply to characters who *succeed* in their Stamina tests.*

A: If you prefer, reduce them to -1, -3, and -5 for complete, superior, and extraordinary success, respectively.

Page 236:

Q: Since a horse that is *War-Trained* gets an additional action each round when ridden, could that action be used in addition to a charge?

A: Charge is explicitly "action cost 2" (p. 228), so those with additional actions may still use them to do other things either before or after charging. The same applies to *Swift Strike* and other abilities that allow an additional action in combat.

Page 237:

Q: What benefit is there to a mounted charge?

A: First off, the "Attacker in advantageous position" modifier, for the full -3 TN (table 9.15, p. 230), would apply for any mounted attacker against an unmounted defender. Secondly, when making a mounted charge, there are additional bonuses derived from being mounted (See the CRF entry regarding mounted charges for more specific information).

Page 240:

Q: How do you track damage in Unit Combat?

A: Damage should be applied to the size characteristic, which is 1/10th the actual size of the unit.

Page 244:

Q: In the *Dwarf* and *Hobbit* descriptions, it says they each have five and four health levels each. But on the character sheet, there are six. What gives?

A: The five (or four) **Wound Levels** do not include the **Healthy** level. So *Hobbits* would have five levels including **Healthy** and *Dwarves*, *Elves*, and *Men* would have six. Also note that *Hobbits* lose the **Near Death Wound** level, going from **Incapacitated** to **Killed**.

Page 244:

Q: If *Hobbits* and other small creatures have fewer **Wound Levels**, do larger creatures have more?

A: Accurate **Sizing** rules should be offered in *Fell Beasts & Wondrous Magic*. Until then, it is suggested you use the following modifiers for **Wound Levels**:

- *Small* (.51 to 1.5 yds) -1 level
- *Medium* (1.6 to 2.5 yds) +0 levels
- *Large* (2.6 to 5 yds) +1 levels (2 **Healthy**)
- *Mammoth* (5.1 to 10 yds) +2 levels (3 **Healthy**)

Page 270:

Q: Do *Orcs* and other bad guys also use the **Wound Levels** system as *PCs* do?

A: The quick answer is yes and no. Technically yes. But if you read the "Combat Pacing" Section on page 270, you will find some guidelines on how to speed combat with a lot of "cannon fodder" *NPCs*.

Page 278:

Q: Can I save Advancement Picks for a later Advancement?

A: No. It's use them or lose them.

Q: Can I get a Specialty in a skill I have no ranks in?

A: No. You must have at least one rank in a skill to be eligible for a Specialty.

Q: If I raise my Nimbleness (for example) enough to raise the modifier, does my Swiftess Reaction go up?

A: No. When you increase your Attributes later in the game through advancements, your reactions are not automatically adjusted. You must spend Advancement Picks to increase your reactions separately.

Q: Is it allowed during advancement for a character to raise the total number of flaws above four?

A: Yes, but only at the Narrator's discretion and with the agreement of the Player. A character does not get an automatic Edge to balance out the flaw taken in this way.

Chapter 12:

Q: Do the stats shown in Chapter 12 include Attribute Modifiers?

A: No. Attribute modifiers are NOT already figured into the skills listed for characters and creatures in Chapter Twelve (p.282). You should also add in Strength for the purposes of melee damage.

Q: What sources can Decipher use for their material?

A: Our license only covers the following books: The Hobbit, Fellowship of the Ring, The Two Towers, The Return of the King; and the New Line Cinemas films based off the latter three books. It also covers the prologues to The Lord of the Rings, but only the parts of the appendices that are not featured in Tolkien's other writings, notably The Silmarillion and Unfinished Tales.

APPENDIX C

COMBINED CORE BOOK ERRATA AND RULINGS

Pages 38-43: Each of the archetypes has (Common) listed as a specialty of Language: Westron. "Common" is another name for Westron, not a specialty of that skill, and should be eliminated where it occurs in this context.

Page 38: The Archetype Menelcar has the Swift Strike order ability but only has Armed Combat +6, whereas the requisite is +8. This is a holdover from a previous version of Swift Strike that didn't have that Prerequisite and is incorrect. Evasion should be used instead of Swift Strike.

Page: 38: Menelcar's Bearing is listed as 9, it should be 8.

Page 38: Menelcar's Armed Combat is listed as +6. It should be +5.

Page 38: Substitute Evasion for Swift Strike.

Page 38: Drop the Edges Favour of Fortune and Strong-willed.

Page 39: Grór's Wits is listed as 7, it should be 4.

Page 39: Grór's Nimbleness is listed as 9, it should be 8.

Page 39: Grór's Willpower is listed as +0. His Willpower should be +1.

Page 39: Grór should have Stout as a Racial Ability.

Page 41: Broca Took should have Small Folk as a Racial Ability.

Page 44: Attributes cannot be higher than 12 + Racial Modifiers at any time, except for certain spells which may temporarily increase an Attribute.

Page 55: Example: the skill Lore: Realm (Gondor) is used. The roll is 8, +6 (skill ranks), +1 (wits), +1 (renown), +1 (misc.) = 17. There should also be a +2 specialty bonus included in the calculation.

Page 61: Most Dwarves also speak Westron. (And it should be listed under "Speech.")

Page 65: The 'Sense Of Direction' edge is listed under the Sindar elves' Edges options. This should read 'Travel Sense' and refers to the Edge on p.151.

Chapter Three: Change any reference to the Craftsman Edge to "Craftmaster".

Chapter Three: There is an extra space before the hyphen in "Middle-earth" in the right facing page headers. It should be eliminated.

Chapter Three: The following races should have Unarmed Combat as a Racial Skill: Dwarves, Men.

Page 72: Table 3.1 lists +1 Savvy as an effect of old age. This should be Wisdom.

Page 73: In Table 3.2, the Wild Man 'Youth' age category should read '9-14' not '10-14'.

Page 73: Character Creation example: Grór should get 21 picks (Wits 7 x 3).

Chapter Four: The following orders should have Unarmed combat as a Order Skill: Barbarian, Mariner, Rogue, Warrior, Captain, Knight, Ranger, and Spy.

Chapter Four: The following skills are considered Order Skills for the Orders noted:

** Loremaster (p.86): Perform*

** Minstrel (p.95): Perform, Ranged Combat*

** Rogue (p.100): Inquire*

Chapter Five, page headers: should read "Ringling Anvils and Rhymes of Lore".

Page 81: Southron Nomad and Losson Tribesman should have access to Travel-Sense instead of Sense of Direction.

Page 81: Add Hardy to the Edge list of the Mountain Folk package.

Page 87: Vala Virtue should refer to Page 163.

Page 92: Basic Mariner and Fisherman should have access to Travel-Sense instead of Sense of Direction.

Page 95: Strike the following sentence from the Gladden ability: 'Thus, you must perform for at least one hours for this ability to have any effect.' It is not accurate.

Page 103: Swift Strike cannot be used for Ranged Combat actions.

Page 105: You must have at least one rank in either Smithcraft or Craft: Bow/Arrows to be able to use the Bowyer Ability.

Page 112: The character creation example should show that using the Free Picks, Menelcar only raises his Bearing and that Grór only raises his Nimbleness to 8.

Page 113: See the Characters Generation Summary document for how to spend your free picks.

Page 116: The maximum number of ranks for any given skill (which is 6 during creation or 12 after) refers only to actual skill ranks, not to any modifiers from Race, Order, Edges or Flaws. There are limits to how much you can increase a skill with one Advancement. Order Skills: 2 Ranks, Non-Order Skills: 1 Rank.

(NOTE: this does not mean you get 2 Ranks for a chosen Order Skill when you spend Advancement points on it, merely that you can only improve any given Order Skill by a maximum of 2 Ranks per Advancement).

Page 116: The first specialty is only free during character creation (includes racial picks and free picks). You can buy a second specialty for a skill during character creation using any pick that would normally give you a Skill Rank. After character creation, you can use advancement picks to get additional specialties for existing or new skills, as per the costs in Table 11.1, p.278. You cannot take Specialties in unranked skills.

Page 119: Games and Survival are not Skill Groups.

Page 122: Armed Combat's 'Special' section should refer to Table 9.14: Combat Actions and Manoeuvres on page 226 (rather than referring generally to pages 227-40). It should also specify that only actions corresponding to the test type 'Armed Combat' can be chosen for this bonus.

Page 147: The Effect section of the Hardy trait (p.147), should read "Reduce all injury penalties you suffer by 2. For example, when Incapacitated, you perform tests at a -5 test result penalty instead of the usual -7."

Page 163: Under "The Power of Words", just above the minor heading "heightened courage" the paragraph should read as follows:

"Narrators can use any appropriate effect from the following list to simulate the power of words. They can also make up others that seem fitting to them:

Heightened Courage: When a character invokes the name of Elbereth or another Vala and spends a point of Courage on a task, he receives a +4 bonus instead of the usual +3."

Page 163: Under "Inspiration", the sentence should read "...for Inspire or Willpower tests to resist Intimidate (Fear) and like effects."

*Page 172: The Duration listing for Animal Messenger, as well as the Range and Duration listings for Beast Summoning should be followed by a double asterisk (**).*

Page 172-173: Remove any leading asterisks in Table 7.1.

Page 172: The Requisite listing for Fireshaping should read "Kindle Fire".

Page 176, first column, second paragraph: The second and third sentences should be replaced with:

"Spending a second pick to improve Blinding Flash's area of effect allows the caster to affect a ten foot radius. Subsequent picks double the radius, so the third pick would allow a 20 foot radius, the fourth a 40 foot radius, and so on."

Page 177, first column, first paragraph, first sentence: Is printed in black ink on a black background. This text should read "...words of kindly advice from one offering wise counsel or inspirational speeches..."

Page 180, third column, under "Fireshaping": Requisite listing should read "Kindle Fire".

Page 186: In the Shadow of Fear spell description, the text should read, "This dreadful spell extends a caster's ability to control others with terror."

Page 186, Table 7.4: Weak Power should read "...with the Woven Words ability..."

Page 206: Under 'Weapon Size', it says: "Men and Noldorin Elves can use Medium Troll-weapons if they have a Strength of 14 or greater". This should be lowered to 12 (which means the penalty for using such a large weapon cancels out their Attribute Modifier).

Page 208, Table 8.3: The small shield provides only a -3 penalty to ranged attacks.

Page 214, under "Pace" and on Table 9.1: Jog and Run should each cost 2 actions. The Effects should be "Move 24 yds" and "Move 36 yds" respectively.

Page 223: The last sentence under "Repeated Attempts" should read "Thus, the first re-try is at -2 to the roll, the second at -4 to the roll, and so forth."

Page 226: Table 9.14 is incorrect on three things:

- 'Armed Attack, two-weapon' should read 'Armed Attack, two-handed'*
- 'Armed Attack, power' takes up 2 actions, not 1*
- 'Armed Attack, two-handed' takes up 2 actions, not 1*

Page 231-232: Just hitting someone with the flat of your blade or the pommel of your dagger is not going to stun them. You have to hit them in specific locations (head or back of the neck usually) to accomplish the desired effect. A called shot to the head is a +12 TN (according to table 9.18)! That means if you are attacking a target with a Defense of 10, you have to get a test result of 23 to get a complete success, a 28 to get a superior success, or a 33(!) to get an extraordinary success.

Page 232, Table 9.18: Damage Absorbed by Chainmail, mithril should read "+10 to chainmail's value".

Page 232, Table 9.18: Remove the weight listings for shields and amend the entry for small shields to reflect that a small shield provides only a -3 penalty to ranged attacks.

Page 233: The first header in Table 9.19 should refer to the Attacker's Test Result.

Page 235, Table 9.22: Canter and Run should cost 2 actions.

Page 240: Under Strength (p. 240, 3rd paragraph, 3rd sentence) it should read:

"If the unit succeeds with an attack, it inflicts a number of points of damage on the opposing unit equal to the attacker's Strength plus the attacker's Size, less the defender's Toughness."

Note that this takes the defender's Size out of the equation. Size contributes directly to the amount of damage a unit can take or dish out, but not how much damage it can absorb without effect.

Page 245: The headers on Table 9.33 should be "Distance Fallen", "Damage" and "Acrobatics TN" and a line below the table was removed that read "A successful Acrobatics test reduces the damage sustained by half." On an extraordinary success, damage could be even less (like 1/4).

Page 246: In the sample poisons, all potency and treatment modifiers should be positive modifiers to the TN, not negative modifiers to the Test (as they currently are).

Page 246: The Potency section should read as follows: "This is a measure of the poison's toxicity. It modifies the TN of the Stamina reaction test to resist the poison's effects."

Page 246: On Table 9.35, the fact that stages are random does not mean a poison varies in the number of onset stages it has, but rather means you should choose which type of roll you wish to make and then roll it to determine the number of stages.

Page 249, Table 9.39: Replace Exhaustion's effect with "-10 to all tests, collapse".

Page 250: The second sentence of the first paragraph under "Recovering Weariness" should be amended to the following: "Table 9.39 gives you the amount of time needed to recover to the next lower Weariness Level."

Page 252: The final 'l' in the sub-header 'Stealthy Travel' should be a small capital.

Page 252: The last line of the first column should read "-1 per -1 test result penalty".

Page 252: The third line under Size of Group should read "101-1,000".

Page 253: The distance between Minas Tirith and Pelargir should be 43 leagues, rather than 432 leagues.

Page 273-274: The missing paragraph should read as follows:

“Dol Guldur and Mirkwood: Even after the White Council drives the Necromancer from Dol Guldur in TA 2941, Mirkwood remains a dark and dangerous place, particularly in the south. Any player characters venturing beneath its boughs are sure to find adventure.”

Page 278: The 1 point cost for 'Racial' skills in the advancement table (Table II.1, p.278) only applies to the Native Languages and Lore picks (sidebar, p.60) that the character chooses during character creation, not from the list of 'Racial' picks listed under the Racial descriptions (Skills and Traits, p.62, 65, 69, and 72).

Page 278: When you increase your Attributes later in the game through advancements, your reactions are not automatically adjusted. You must spend Advancement Picks to increase your reactions separately.

Page 278: Like reactions, if your Vitality changes later in the game your health does not automatically change too. You can buy more health using advancement picks.

Page 278: There are limits to how much you can increase a skill with one Advancement.

*Order Skills: 2 Ranks
Non-Order Skills: 1 Rank.*

Page 278: When spending experience for advancements, Attributes cannot be raised higher than 12 + Racial Modifiers. Only certain spells may temporarily increase an Attribute above 12. There are no such limits to Reactions.

Page 279: Change “Episode” to “Chapter”.

Page 287: The missing line at the very bottom of the page should read:

“During his early years in Middle-Earth, he traveled extensive-”

Page 290: The order for the Dunlending described by this write-up should be barbarian rather than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon.'

Page 290: The order for the Orc described by this write-up should be barbarian rather than warrior. The order ability should be Preferred Weapon rather than 'Evasion or Favoured Weapon (Scimitar).'

Page 291: The Uruk should also have Vitality as a Favoured Attribute.

Page 291: Several skills are missing Specialties. These skills (with Specialties) are: Conceal (Hide Weapon), Inquire (Interrogate), Persuade (Fast Talk), Stealth (Shadow), Survival (specific environment)

Page 292: The text for the Uruk should be changed to indicate that they, like Orcs, prefer scimitars.

Page 292: The order entry for Trolls should read 'Barbarian, Rogue, or Warrior if any (this write-up assumes barbarian).' The order ability should be Preferred Weapon rather than Favoured Weapon.

Page 298: There is a typo on the character sheet. It should say Swiftess, not Nimbleness modifier as regards Initiative. Initiative is the same as a Swiftess test.