

THE LORD OF THE RINGS

RULES ADDENDA & ERRATA

INTRODUCTORY NOTE

The optional guidelines and rules presented in this brochure were devised in order to enhance the overall game balance of Decipher's *Lord of the Rings Roleplaying Game*. A Narrator should carefully evaluate each option and decide whether it is appropriate for the style of his chronicle or not. Any rules conceived or written by others than Decipher or the author of this brochure are shown with their author's name.

MIGHT & MAJESTY: THE ATTRIBUTES

SECONDARY ATTRIBUTES: CALCULATING REACTIONS

To calculate a character's Reactions, average the modifiers of the two contributing attributes, and round up if necessary.

REACTION	AVERAGE THE MODIFIERS FROM:
Stamina	Strength/Vitality
Swiftness	Nimbleness/Perception
Willpower	Bearing/Wits
Wisdom	Bearing/Perception

Please note that raising an attribute after its initial generation does not affect a reaction.

DEFENCE

Instead of a flat value of 10 + Nimbleness modifier, Defence is calculated by averaging the Nimbleness and the Perception attribute score (i.e., Defence = [Nimbleness + Perception] ÷ 2). Round up the result. 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.

THE FREE PEOPLES: RACES OF MIDDLE-EARTH

RACE ADJUSTMENTS

HOBBITS: All Hobbits receive a -2 modifier to their Strength attribute score (instead of a -1 modifier). In addition, the following racial abilities are changed:

SMALL FOLK: Instead of dropping one wound level (i.e. the Near Death wound level), multiply a Hobbit's

Health rating by 4/5 (i.e., [Vitality + Strength modifier] x 0.8), rounding off. Thus, you keep the penalties associated with the Near Death wound level (© Brodo Fraggings).

TOUGH AS OLD TREE ROOTS: In addition to the a +2 Resistance bonus for Willpower reaction tests against Corruption, Hobbits can spend a Courage point to roll three dice (dropping the lowest) on any Stamina test to recover Health, or to resist poison or pain (© Manveru).

DÚNEDAIN: Due to their relatively rigid social background and education, Dúnedain do not get the ADAPT-ABLE racial ability. Instead, they receive a +1 modifier to their Strength and Vitality attribute scores.

NEW BACKGROUND PACKAGES BY COLIN CHAPMAN

CORSAIRS OF UMBAR (MEN OF DARKNESS):
Appraise +1, Armed Combat +1, Observe +1, Ranged Combat +1, Sea-Craft +1, Swim +1.

DORWINRIM (MEN OF DARKNESS):
Appraise +1, Craft +2, Debate +1, Ride +1; Friends.

DRÚEDAIN (WILD MEN):
Ranged Combat +1, Stealth +1, Survival (Forests) +1, Track +1; Night-Eyed, Woodcrafty.

DÚNEDAIN OF THE NORTH (DÚNEDAIN):
Armed Combat +1, Ranged Combat +1, Ride +1, Run +1, Survival (Forests or Mountains) +1, Track +1.

LOSSOTH (WILD MEN):
Armed Combat +1, Ranged Combat +1, Survival (Northern Wastes) +1, Teamster+1, Track+1, Weather Sense+1.

MEN OF ESGAROTH (MIDDLE MEN):
Appraise +1, Armed Combat +1, Debate +1, Sea-Craft +1, Swim +1; Friends.

TRIBESMEN OF FAR HARAD (MEN OF DARKNESS):
Armed Combat +1, Ranged Combat +1, Run +1, Survival (Jungle) +1; Doughty, Hardy.

VARIAG (MEN OF DARKNESS):
Armed Combat +2, Intimidate +1, Ranged Combat +1, Ride +1, Survival (Plains) +1.

WOODSMEN OF MIRKWOOD (MIDDLE MEN):
Armed Combat +2, Ranged Combat +1, Survival (Forests) +1, Track +1; Woodcrafty.

WARRIORS, WIZARDS & KINGS: ORDERS

NEW ORDER PACKAGES BY COLIN CHAPMAN

BARBARIAN PACKAGES

BEORNING BERSERKER: Famous for your rage and strength in battle, as well as the skin-changing ability those descended from Beorn himself display, you are an unrelenting enemy of orcs and their kin.

Order Skills: Armed Combat +3, Climb +1, Jump +1, Observe +2, Run +1, Stealth +2, Survival (Forest) +2, Track +3.

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Doughty, Hardy, Tireless, Wary, Woodcrafty.

Note: Beorning berserkers usually suffer from the Battle-Fury flaw.

WOODSMAN OF MIRKWOOD: A rugged individual of Northman stock, related to the men of Esgaroth and Dale, you are allied with the elves and Beornings of Mirkwood in your fight against the evils that inhabit the forest.

Order Skills: Armed Combat + 2, Climb + 2, Jump + 1, Observe + 2, Ranged Combat + 1, Run + 1, Stealth + 2, Survival (Forest) + 2, Track + 2.

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Doughty, Hardy, Elf-Friend, Wary, Woodcrafty.

ROGUE PACKAGES

CHARLATAN: With a glib tongue and canny mind, you line your pockets, staging confidence tricks and scams, depriving the lack-witted and gullible of their wealth, and constantly travelling to avoid retribution.

Order Skills: Appraise +1, Armed Combat +1, Conceal +1, Debate +2, Games +1, Guise +2, Inquire +1, Legerdemain +1, Observe +1, Persuade +3, Ride +1.

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Dodge, Eloquent, Furtive, Honey-Tongued.

WARRIOR PACKAGES

WAINRIDER: A warrior of great skill from one of the Easterling tribes, you ride swiftly into battle on your chariot, striking savagely at your foes with axe and bow.

Order Skills: Armed Combat +2, Intimidate +1, Observe +2, Ranged Combat +2, Ride +3, Survival (Plains) +2, Teamster +3.

Pick 5 Bonuses: +1 to any order skill.

Pick 1 Edge: Bold, Fell-Handed, Hardy, Warrior's Heart, Warwise.

THE LOREMASTER'S VALA VIRTUE

ORDER ABILITY BY MANVERU

If a loremaster calls upon a Vala, he receives some additional benefits, depending on the nature of his deity (cf. Core Book, p.87):

AULÉ THE SMITH: +2 to all Craft, Smithcraft, Stonecraft, and Appraise tests.

ELBERETH: +2 bonus for all tests to resist sorcery or other spells cast by evil powers.

ESTÉ THE GENTLE: +2 to Healing tests, and to Inspire tests to reduce Weariness (p.127).

LÓRIEN (IRMO): +2 to Inspire tests and to Wisdom or Lore tests to interpret dreams.

MANDOS (NÁMO): +2 to all tests involving memory (such as Lore tests, and Willpower tests to resist the Sorcery spell, Forgetfulness), and +1 to tests involving the Foresighted Edge (p.146).

MANWĒ SÚLIMO: +2 to Insight and Observe (Spot) tests, and +1 to Wisdom tests.

NESSA: +2 to Perform: Dance tests, Run tests, and +1 to Swiftiness tests.

OROME: +2 bonus to Survival and Ride tests, and to Armed or Ranged Combat tests for hunting wild beasts.

TULKAS ASTALDO: +2 to Unarmed Combat tests, Strength tests, and to Resist Fear.

ULMO: +2 to all tests involving the Sea and to resist Corruption. A character only gets this bonus to resist Corruption if he is standing nearby some water which is connected to the ocean and if they do not know any Sorcery spells and are resisting Corruption in good faith (i.e. a character cannot willingly commit an action that provokes a Corruption test and then apply this bonus to the roll).

YAVANNA KEMENTÁRI: +2 to all tests involving Kelvar (animals) or Olvar (plants) except tests to harm, kill or otherwise abuse them.

CHANGES TO ORDER ABILITIES

PREFERRED WEAPON (Barbarian, p.82): The specialty bonus you receive for the first pick (possibly the free pick upon initial character creation) is only +3. Thus, the first additional pick in this order ability increases the specialty bonus to +4.

WIZARD'S HEART (Magician, p.91): This order ability has Spellcasting as the requisite, not Sanctum.

LOCKPICKING (Rogue, p.101): A rogue with the Lockpicking order ability receives a +5 specialty bonus to his Legerdemain (Open Lock) skill instead of the normal bonus of +2 he has on all other Legerdemain specialties.

SWIFT STRIKE (Warrior, p.103): The requisite for the improvement of this order ability is Nimbleness 11+ and Armed Combat 12+.

WARRIOR-BORN (Warrior, p.103):

The test bonus for combat skills you receive for an entire battle by spending one point of Courage is only +1. However, you may improve this ability once to receive a +2 bonus.

DEADLY SHOT (Archer, p.105): For an additional pick, an archer with this order ability may change the result of a Random Location roll (see the rules for resolving Critical Strikes) by ± 1 , and he receives a test result bonus of +1 for Called Shots.

MIGHTY SHOT (Archer, p.105): The bonus to cancel out Ranged Combat penalties you receive for the first pick (possibly the free pick upon initial character creation) is only +1. Thus, the first additional pick in this order ability allows you to cancel out up to +2 TN test modifiers. (Note that to "cancel out" test penalties refers to TN increases. Thus, the description means you can offset a certain amount of these modifiers.)

MOUNTED COMBAT (Knight, p.108): The bonus to all Armed Combat and Ride tests you receive for the first pick is only +1. Thus, the first additional pick in this order ability increases the bonus to +2.

WIZARD SPELL SPECIALTY (Wizard, p.113): If the wizard already has the magician's Spell Specialty order ability, the +2 bonus to any spell tests (including Endurance tests to resist Weariness) is halved.

FREE PICKS

The five free picks you receive at the end of character creation (see CB, p.113) are treated exactly like advance-

ment picks (see below, p.6f). However, they cannot be used to acquire an additional order ability or a fifth edge.

RINGING ANVILS AND RHYMES OF LORE: NOTES ON SKILLS

During character creation, you may not assign more than six picks to a single skill. However, this does not include any modifiers from attributes, abilities or edges. During character creation, the first specialty in a skill is for free. At this point, you can buy a second specialty using any pick that would normally give you a Skill Rank. You cannot take specialties in unranked skills.

Some skills are missing in the Order descriptions: the Loremaster also has Perform as an Order skill, the Minstrel has Perform and Ranged Combat, and the Rogue has Inquire.

STERN MEN AND RESOLUTE: EDGES & FLAWS

GENERAL RESTRICTIONS

Upon initial character creation, you may not pick more than four edges or edge improvements, but later on you can buy any additional edges with advancement picks (see p.7 below for the actual pick costs). During initial character creation, you may not allocate more than two picks to a single edge (unless the Narrator rules otherwise, but this edge should not be related to combat or spellcasting).

Note that you may never have more than four flaws or flaw improvements in total at any time (i.e., Battle-Fury 3 counts as a total of three flaws).

CHANGES TO EDGES & FLAWS

ACCURATE (Core Book, p.143): The first pick only awards you a +1 test modifier with a Ranged Weapon specialty. **IMPROVEMENT:** For an additional pick, you receive a +2 test modifier (**REQUISITE:** Ranged Combat +8), and for one more pick you receive a +3 test modifier (**REQUISITE:** Ranged Combat +12).

HARDY (p.147): The first pick only reduces an injury penalty by 1. **IMPROVEMENT:** For a second pick, all injury penalties are reduced by 2.

LION-HEARTED (p.149): For an additional pick, you may modify all rolls on the Critical Strike table against your character by -1.

TIRELESS (p. 151): The first pick only awards you a +2 bonus to Stamina tests to resist weariness (instead of +4). **IMPROVEMENT:** Unchanged, i.e. each additional pick increases the test result bonus by +2 (maximum of +8).

TWO-HANDED FIGHTING (p.151):

This edge always requires two picks to be spent in, be it either during initial character creation or while advancing. Note that more than two advancement picks may be required to gain one pick for this edge, depending on how many edges you already have.

WARWISE (p.152): During initial character creation, this edge requires two picks to be spent in for each level

of effect (i.e., a +1 test result bonus requires two picks, a +2 test result bonus requires four picks). This change of costs does not apply if you select this edge in an advancement. **REQUISITES:** For a +1 bonus, you must have six or more ranks in at least two of the affected skills (i.e. Armed Combat, Ranged Combat, Siegecraft and Unarmed Combat). For a +2 bonus, you must have eight or more ranks in at least three of the affected skills. For a +3 bonus, you must have ten or more ranks in all four affected skills.

WEAPON MASTERY (p.153): The first pick only awards you a +1 test modifier with a Armed Combat specialty. **IMPROVEMENT:** For a second pick, you receive a +2 test modifier (**REQUISITE:** Armed Combat +8), and for a third pick you receive a +3 test modifier (**REQUISITE:** Armed Combat +12).

DULLARD (Core Book, p.154): In addition, a dull character must spend double the amount of picks to increase a Lore skill. Consequently, he only gets his Wits times 1.5 to assign as ranks for Language and Lore skills (see Core Book, p.60).

NEW EDGES

PRECISION: You know the most vulnerable spots of many creatures and races and how to inflict the highest possible damage with your strikes. **PICK COST:** There are two versions of this edge, Precision (Armed Combat) and Precision (Ranged Combat). During initial character creation, each requires four picks. During advancements, each requires three picks (this actually translates into six or more advancement picks, depending on how many edges you already have). If you cannot expend enough picks in one advancement, you won't receive the benefits of this edge until you have spent the remaining picks. **EFFECT:** For each skill level (i.e., 6, 9, 12, 15, etc.) you have in the related combat skill, you can modify a roll on the Critical Strike table by +1. For example, if you have 12 ranks in Armed Combat (bonus for specialties do not count) and the edge Precision (Armed Combat), you can modify a roll on the Critical Strike table by up to +3. **IMPROVEMENT:** If you have acquired either one of the Precision edges, the second only requires two picks for edges.

WORDS OF POWER AND RUNES OF MIGHT: MAGIC

SPELLCASTING AND WEARINESS TESTS

BY TULRIS, MANVERU AND OLORWE

Casting a spell is wearying for both mind and body. Thus, a new "hybrid" reaction is introduced for spellcasters 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 most hardy 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.

LEARNING SPELLS

In addition to spending spell picks, a character must succeed in a Wits test in order to fully understand and learn a spell. The TN for the Wits test is equal to the spell's Weariness TN. The time to learn the spell depends on the degree of success of the Wits test: A Marginal Success requires that the character studies it three times as long as normal (usually, i.e. three weeks per spell pick), a Complete Success requires twice the time, and a Superior Success allows the character to learn a spell within the normal time (i.e., one week per spell pick). An Extraordinary Success reduces the time by a number of days per week equal to his Wits modifier.

A failure means that the character has to over start his studies, but he receives a +1 modifier for each week lost in his first, unsuccessful attempt to master the spell. Only a Disastrous Failure will really hinder a character's progress in power – in this case, he permanently loses all spell picks devoted to the spell, and spends four weeks per spell pick in vain.

If the character has a teacher (e.g., a wizard), the Narrator may allow to modify the student's Wits test by the teacher's Wits modifier as well.

AXE AND SWORD: WEAPONS & GEAR

STARTING MONEY

A character starts off with 1d6 Silver Pieces modified by order and his home region. For example, a Gondorian Noble would receive a significant higher amount, while a Barbarian would not get more than the listed amount. With this money, a character has to buy all equipment (including weapons and armour).

RANGED COMBAT

When using a bow customised for a very strong archer, a character of sufficient strength can increase the range of his shots. The price of such a customised bow is equal to the base price (listed in the Core Book on p.205) times a character's Strength modifier times three (i.e., a bow customised for a character with a strength modifier of +2 costs $2 \times 3 = 6$ times the listed base price).

All ranges for customised bows are cumulatively increased by its wielder's Strength modifier in yards, and all

ranges for thrown weapons are cumulatively increased by half your Strength modifier in yards. However, the increments for extended range are not changed. That means, a character with a Strength bonus of +2 has the following ranges with a Longbow: 7/34/66/158/+30 (i.e., PB +2, S +4, M +6, L +8).

REVISED WEAPON DAMAGE & WEAPON SPEED

TABLE 8.2 REVISITED: WEAPONS

WEAPON	DAMAGE	PARRY BONUS	INITIATIVE MODIFIER
Axe, Battle	2d6+4	+1	-2
Axe, Great	3d6+2	+1	-4
Club	1d6+1	+1	+1
Dagger	1d6+2	-2	+3
Dagger, Long Knife	1d6+3	+0	+2
Dagger, Orc	1d6+3	+0	+2
Hammer	2d6+1	+0	+1
Mace	2d6+1	-1	-1
Mattock	2d6+4	+1	-2
Pikestaff	2d6+1	+0	-3
Shield-bash Large/Small	1d6+1	+5/+3	-1/+0
Spear	2d6+3	+1	-1
Staff	1d6+2	+2	+0
Sword, Longsword	2d6+5	+1	+0
Sword, Orc	2d6+5	+1	+0
Sword, Scimitar	2d6+3	+1	+1
Sword, Short (Eket)	2d6+1	+0	+2
Sword, Two-handed	3d6+3	+0	-5
Unarmed Attack	1d6	+0	+4
Whip	1d3+Grapple	-3	-3
Longbow, Regular	2d6	N/A	-3
Longbow, Orc	2d6-1	N/A	-4
Númenórean Steelbow	2d6+2	N/A	-2
Shortbow	1d6+3	N/A	-2
Dagger, Thrown	1d6+2	N/A	+2
Javelin	2d6+4	N/A	+0
Spear, Thrown	2d6+3	N/A	-2
Stone, Thrown	1d6	N/A	+4
Spell Attack	varies	N/A	+0

A whip's Grapple damage is handled the following way: If you score a Superior Success or better, you manage to grab your opponent with the whip. Each round thereafter you can use the weapon to hold your opponent almost defenceless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your test result). While held, the opponent is easier to hit. Modify attack tests made to hit the opponent by +5.

The effect of initiative modifiers are explained below.

GOOD WORDS AND TRUE: OPTIONAL PLAY RULES

INITIATIVE

In a combat situation, all initiative scores are modified by the appropriate weapon or attack speed modifier given in Table 8.2 Revisited above. Since most characters will only rely on one or two weapons or attack forms, these

modifiers can easily be included in advance into the formula for determining one's initiative. By doing so, the different amount of time it takes to attack with a two-handed sword and a dagger is simulated.

The character with the highest initiative has to state and execute his first action (which could be a delayed action) before the next character can take his first action. After this first initiative leg, all characters take their second actions, again in the order of initiative scores. If a character wants to execute an extended action or one that takes up two actions (e.g., some combat actions), their actions are resolved in the first initiative leg. If a character is able to or chooses to take more than two actions in a given round (see CB, p.214 and 216), these additional initiative legs are resolved after the two normal ones.

A parry/block or dodge can be attempted at any phase of the round (granted you have any actions left or are willing to take the -5 modifier for performing additional actions), regardless of a character's initiative.

MOVEMENT & ENCUMBRANCE

The Core Book suggests (p.271) to increase encumbrance penalties if characters tend to carry too many things with them. But even Narrators who don't bother if their players pack tons of load into their backpacks may feel that the rules for movement and encumbrance are far too generous as presented in the Core Book, allowing a spell caster to wear the heaviest armour he can get. Therefore, replace all rules regarding movement by the ones provided below.

Start with the calculation of the base movement rate per action (do not round off):

$$6 + [(2 \times \text{Nim modifier} + \text{Vit modifier}) \div 3] = \text{base movement rate in yards/action}$$

Then determine your character's height and apply the corresponding stride modifier:

RACE	HEIGHT & WEIGHT TABLE	
	AVERAGE HEIGHT (INCHES)	AVERAGE WEIGHT (LBS)
Dwarves	57/53	143/132
Noldor	79/73	210/150
Sindar	75/71	188/143
Nandor	71/67	143/121
Fallohides	43/38	66/55
Harfoots	35/32	55/48
Stoors	41/36	66/58
Beornings	75/70	210/145
Corsairs/Bl. Núm.	75/69	210/143
Dorwinrim	69/61	155/110
Dúnedain	77/69	220/155
Dunlendings	69/65	177/132
Easterlings	65/61	143/100
Eriadorians	69/63	166/121
Gondorians	69/63	166/121
Haradrim, Northern	65/59	132/99
Haradrim, Southern	77/73	177/143
Lossoth	65/63	177/143
Rohirrim	73/65	188/132
Variags	69/63	165/121
Woodmen	73/65	200/133
Woses (Drúedain)	57/47	140/130

The first number shows the average height (res. weight) of a male individual from a given race, the second shows the average height (res. weight) of a female individual. To determine the adjusted height of an Elf or a Man, add 2d6-7 *plus* his Vit modifier in inches to the average height of his race. To determine the adjusted height of a Dwarf or a Hobbit, add 1d6-4 *plus* half his Vit modifier in inches to the average height of his race. Then write down the character's height in feet and inches or cm (12 inches = 1 foot, 1 inch = 2.54 cm). To determine a character's weight, subtract the average height of his race from his adjusted height, and add 2d6-7 *plus* his Str modifier to this number. The result is added to the average weight.

HEIGHT	STRIDE MODIFIER	
7' - 7'3"	212 - 221 cm	x 1.2
6'8" - 6'11"	202 - 211 cm	x 1.15
6'4" - 6'7"	192 - 201 cm	x 1.1
6' - 6'3"	181 - 191 cm	x 1.05
5'8" - 5'11"	171 - 180 cm	x 1.0
5'4" - 5'7"	161 - 170 cm	x 0.95
5' - 5'3"	151 - 160 cm	x 0.9
4'8" - 4'11"	141 - 150 cm	x 0.85
4'4" - 4'7"	131 - 140 cm	x 0.8
4' - 4'3"	120 - 130 cm	x 0.75
3'8" - 3'11"	110 - 119 cm	x 0.7
3'4" - 3'7"	100 - 109 cm	x 0.65
3' - 3'3"	90 - 99 cm	x 0.6
2'7" - 2'11"	79 - 89 cm	x 0.55
below 2'7"	below 79 cm	x 0.5

At this point, you should record your character's unencumbered base movement rate. Round off the result to the nearest yard or half a yard.

The third step is to introduce a more realistic Encumbrance and Movement Table (Table 9.2 Revisited) which also provides guidelines for handling initiative and weariness. Initiative modifiers decrease a character's Swiftness for initiative tests only. The Weariness TN modifiers apply both to Stamina tests to resist Weariness due to physical exertion (cf. Table 9.38, p.249, on time intervals to resist Weariness in such situations; as a rule of thumb, the Narrator should ask for a Stamina test after the end of combat) *and* to Endurance tests to resist the wearying effects of casting spells. (This rule also makes it less likely that a spellcaster will run around in heavy armour.)

TABLE 9.2 REVISITED: ENCUMBRANCE & MOVEMENT

LOAD (IN POUNDS)	MOVEMENT PENALTY/LIMITATION	
No burden (up to Str x 2.5)	x 1.0	
Light burden (Str x 2.5-5)	x 0.8	
Average burden (Str x 5-10)	x 0.6; cannot sprint	
Heavy burden (Str x 10-15)	x 0.4; cannot run	
Very Heavy burden (Str x 15-25)	x 0.2; cannot jog	
ENCUMBRANCE	INITIATIVE PENALTY	WEARINESS TN (10+ OR SPELL TN+)
No burden	None	+0
Light burden	-1	+3
Average burden	-3	+7
Heavy burden	-5	+12
Very Heavy burden	-9	+20

The last issue left to be considered is pace. The shown multipliers are also applied to travel speed.

PACE	BASE MOVEMENT
Crawl	x 0.33
Walk	x 1
Jog	x 2
Run	x 3
Sprint	x 4

EXTRA SUCCESS IN COMBAT BY WALT & OLORWE

In addition to the possibility to inflict a Critical Strike (see the *LotR Critical Strike Rules & Tables* files), an exceptionally well performed attack can modify the damage delivered. Simply introduce additional degrees of success. For each increment of +5 beyond an Extraordinary Success (i.e., +11 to 15 above TN), increase the attack's maximum damage by another 50%. Thus, if you beat the TN by 16+, you do 150% of the maximum damage, if you beat the TN by 21+, you do 200% of the maximum damage, etc. If a Narrator wishes to speed up the combat resolution, he could lower these requirements by one degree of success. Consequently, a Superior Success would inflict an attack's maximum damage without rolling the dice.

PARRYING

If a character or both opponents involved in close combat choose to parry (or block) once every round, a fight can take a lot of time to resolve, especially if the combatants are carrying shields. Under the CODA SYSTEM's rules on combat, a well-designed starting character who is parrying and has a shield will normally be able to parry every incoming strike in single combat, even if facing a truly skilled swordsman. Likewise, he won't get the chance to harm an experienced foe.

Therefore, no test bonuses from edges or order abilities should ever apply to parry or block attempts. This rule assumes that edges and order abilities (like Preferred Weapon, Warwise, or Weapon Mastery) only grant a test bonus to *offensive* actions: knowing how to hit your opponent does not necessarily mean that you know to use your weapon equally effective in *defensive* situations. However, don't forget that your weapon may grant you a parry bonus!

STORIED HEIGHTS AND FIRELIT HALLS: ADVANCEMENTS

A MATTER OF GAME-BALANCE

Decipher's *Lord of the Rings Roleplaying Game* tends to produce very high-powered player characters. While this almost guarantees the successful accomplishment of the most crucial tasks of a chronicle, to some Narrators – and players alike – this may not appeal. Sometimes it's more fun and more exciting when even an ordinary Orc

may become a challenge, not speaking about the Nazgûl or the Balrog himself. Under the standard CODA SYSTEM rules, a group of well-designed characters from the scratch could hope to defeat such an ancient enemy without a single advancement. This is not very likely, though. But after having undergone a couple of advancements, the relative strength between the player characters and their opponents are drastically changed.

Therefore, several restrictions on advancements are suggested below. Also remember that a starting character cannot have more than a total of four edges or edge improvements (e.g., Warwise 2 counts as two edges). In addition, a character may never have more than four different flaws. If he somehow acquires further flaws, he does not get an advancement pick as a compensation.

ADVANCING SKILLS

Two major changes occur in the process of advancing a skill. Especially the second option should be examined carefully before introducing it into your game.

REVISED SKILL PICK COSTS

Note that there is a limit on increasing a skill within one advancement: in an Order Skill, two ranks can be picked, and in a Non-Order Skill only one rank can be picked (this rule is changed by the second option presented below). Instead of referring to Table 11.1, Advancement Picks (Core Book, p.278), consult the Skill Pick Cost Table below to determine how many advancement picks you have to devote to a skill to raise it by one:

TABLE 11.1 REVISITED: SKILL PICK COSTS

SKILL RANK EQUALS	ORDER SKILL	RACIAL SKILL	NON-ORDER SKILL
related Attribute -3 or less	1 pick	1 pick	2 picks
related Attribute -2 to +0	1 pick	2 picks	3 picks
related Attribute +1 to +3	2 picks	3 picks	4 picks
related Attribute +4 to +6	3 picks	4 picks	5 picks
related Attribute +7 to +9	4 picks	5 picks	N/A
related Attribute +10 to +12	5 picks	N/A	N/A

A "related" attribute is the one listed in the skill's description. The higher an attribute, the easier it is to increase a related skill, and the more ranks you can acquire in total. EXAMPLE: For a warrior with a Strength attribute of 7, it is relatively cheap to obtain 7 ranks in his Armed Combat skill. All in all, he could obtain up to 19 ranks in that skill, while a warrior with a Strength of 12 could acquire up to 24 ranks in Armed Combat by spending only 5 more advancement picks (ranks 7 to 12 cost him only 1 pick each). NOTE: This rule may seem very generous because the normal limit of 12 ranks in a skill is abandoned. However, take a look on the below restrictions regarding order abilities and edges. In combination with these rules, the modified skill pick costs simply make skills more important, while the overall game balance is maintained. A Narrator may also rule to increase an NPC's number of skill ranks above 12 in some crucial skills if he has undergone more than 6 to 8 advancements.

Note that the pick costs for skills listed in the above table only apply to skill development during advancements, but not during character creation. The pick costs for *Racial* skills only apply to a character's native languages and Lore skills (Core Book, sidebar p.60) he

chooses during character creation, but not to the list of Racial skills listed in description of a race (see the Skills and Traits sections in the Core Book, Chapter 3).

SKILL MARKERS

This second option requires some bookkeeping, but adds a lot of realism to play. The first time a character succeeds with a skill in a game session, record the date of the game session or its consecutive number next to the name of the successfully tested skill. This is called a “skill marker” (cf. Chaosium’s *Call of Cthulhu*). A marker reflects the experience and practice gained by oneself in a specific skill, while the general Experience Awards reflect a group’s overall learning process. The key words here are “in a specific skill”. The reason behind this system is, that obviously the experience gained from a Perform (Sing) test cannot be used to develop the Climbing skill (cf. J.-M. Häntinen’s *RME*, available on merp.com).

Within the current advancement, a skill cannot be marked more than twice. EXAMPLE: A group of PCs needs a total of four sessions until they have gained enough Experience Points (EP) to undergo an advancement. The group’s warrior has used his Armed Combat in session number 2, 3, and 4. So, he has recorded the numbers 2 and 3 next to the Armed Combat skill line.

Now, if a character undergoes an advancement, he has to pick the skills with the lowest numbers first. EXAMPLE: The above warrior has successfully used his Perform (Sing) and his Legerdemain (Open Lock) skill in session number 1. Thus, he must develop these two skills before he can obtain a rank in his Armed Combat skill.

When a marked skill has been picked, erase the marker(s) from the sheet. If there are any markers left when all advancement picks have been spent, these markers should be erased and replaced by the word “old” or a similar sign. If the character gains another advancement, those “old” skills must again be developed first.

Obviously, a character will never have enough advancement picks to develop all marked skills. Therefore, a marked skill in which a character already has 4 or more ranks must not be picked if he doesn’t wish to do. And if a marked skill has only 6 or fewer ranks, it can be picked regardless of the session number mark it has. EXAMPLE: In his last advancement, our warrior also picked a new order ability (for 3 picks). Thus, he has only left two picks with which he should buy ranks in the Perform and Legerdemain skill. Luckily, he has only got 6 ranks in his Armed Combat skill. So he is allowed to spend his fourth advancement pick on that skill. Re-examining his character sheet, he realises that he already has 4 ranks in the firstly marked two skills anyway. So he is allowed to spend his fifth and last advancement pick on his Armed Combat skill, too, raising it to a total of 8 ranks.

PICK COST FOR SKILL SPECIALTIES

During character creation, the first specialty in a skill is for free. At this point, a character may acquire a second specialty for any pick that would allow him to pick a skill rank. When advancing, the events of the past adventures must warrant to develop a new skill specialty. The pick costs are as follows:

- The 2nd specialty in a skill costs 1 advancement pick

- The 3rd specialty in a skill costs 2 advancement picks
- The 4th specialty in a skill costs 3 advancement picks
- The 5th specialty in a skill costs 4 advancement picks
- The 6th or any further specialty in a skill costs 5 advancement picks

PICK COST FOR ADDITIONAL EDGES

The Advancement Pick Table 11.1 (see Core Book, p.278) lists a flat cost of two advancement picks for gaining a new edge or an improvement in an edge the character already has. Instead, keep track of the total number of edges or improvements your character has and refer to the below list to learn how many advancement picks a new edge or an improvement actually costs:

- Edge or Improvement #1 to #6 costs 2 advancement picks each
- Edge or Edge Improvement #7 to #9 costs 3 advancement picks each
- Edge or Edge Improvement #10 to #12 costs 4 advancement picks each
- Edge or Edge Improvement #13 or higher costs 5 advancement picks

PICK COSTS FOR INCREASING REACTIONS

There is a limit on how often you can increase a reaction. Each increment awards you a +1 bonus to the reaction, but the more increments you have, the more advancement picks you must spend for the next one:

INCREMENT	FAVOURERED REACTION	NON-FAVOURERED REACTION
#1	2 picks	3 picks
#2	3 picks	4 picks
#3 (max. for non-favoured)	4 picks	5 picks
#4 (max. for favoured reac.)	5 picks	N/A

Remember that reactions do not change if the corresponding attributes change. You may treat one reaction as a “favoured” reaction. This initial assignation does not change if you join a new order.

RESTRICTIONS ON ORDER ABILITIES

The advancement pick cost for order abilities is not changed (i.e., 3 picks per order ability). However, to keep the PCs better in line with the NPCs presented in Decipher’s publications and to balance the overall power level, the following restriction applies:

A character may only pick one order ability for every three advancements or fraction thereof he has. If the character is a spellcaster (i.e., a Magician or a Wizard), he may obtain one more order ability for every six advancements or fraction thereof, but this one be dedicated to the Spellcasting order ability. EXAMPLE: A warrior with four advancements could have a total of three order abilities: the first is for free during character creation, plus one for advancements #1 to 3, plus one for advancements #4 to 6. A magician with the same amount of advancements could have one more order ability – this must be Spellcasting – for advancements #1 to 6.

PICK COSTS FOR INCREASING COURAGE

You cannot obtain an unlimited number of additional Courage Points. The advancement picks cost for the first additional point of Courage is 3, the cost for the second additional point of Courage is 4 picks, and the cost for the third additional point of Courage is 5 picks (i.e. the maximum). Thus, a human character could have a total 7 Courage Points, while the members of other races are limited to a total of 6 Courage Points.

INCREASING ATTRIBUTES

No additional restrictions apply. The existing ones are summarised for completeness: An attribute cannot be raised above 12 + racial modifier, and the events of the past adventures must warrant an increase. You may assign two attributes as your “favoured” ones. 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.

As with reactions, if your Vitality changes later in the game, your health does not automatically change as well. You can buy more health using advancement picks (see below).

RESTRICTIONS ON HEALTH

The pick cost remains the same, but you may not raise your Health above your Vitality attribute times 1.5, rounded up (e.g., a Vit of 9 would limit the Health score to 14).

JOINING NEW ORDERS & ELITE ORDERS

When joining a new order, you do not get to choose any additional favoured attributes or reaction. In fact, you retain your initial order’s two favoured attributes and its favoured reaction throughout your character’s career. You cannot belong to more than two orders at a time. Going back to an abandoned order requires 5 advancement picks, as normally.

When joining an Elite Order, you do not gain a pick from the order’s special abilities for free. The wording in the “Abilities” section of the Elite Order descriptions was mistakenly reprinted from the Basic Order descriptions (see Core Book, p.104, for the correct rule on this issue).

NARRATOR’S SECTION: MORE OPTIONAL RULES

UNCONSCIOUSNESS

Under the standard CODA SYSTEM combat rules, a character never falls unconscious (unless of course he fails a Stamina test to resist stun), even if he’s down to the “Near Death” wound level. This is neither realistic nor satisfying, since you have to wear down all opponents six wound levels.

A simple rule helps to solve this problem: a character who reaches the “Wounded” wound level or who sustains

additional wounds in that wound level must succeed in a TN 5 Stamina test or fall unconscious. This Stamina test is not modified by injury penalties, but it is affected by the penalties from lost weariness levels.

Similarly, a character who reaches the “Incapacitated” wound level or who sustains further wounds within that level must succeed in a TN 10 Stamina test, while a character who reaches the “Near Death” wound level must succeed in a TN 15 Stamina test *every round* or fall unconscious. Rolling double ones on such a Stamina test always results in the character falling unconscious.

STUN ATTACKS

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 (usually the head or back of the neck) to accomplish the desired effect. A Called Shot to the head is at +12 TN. That means if you are attacking a target with a Defence 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.

LOW-POWERED CHARACTERS

Player characters developed with the normal rules presented in the Core Book are true Heroes of Middle-earth. If a Narrator chooses to run a Chronicle with PCs of a power level comparable to the average population, these characters may not have more than four ranks in a starting skill (instead of the normal limit of six ranks). The number of skill ranks for Native Languages and Lore (Core Book, p.60) equals Wits times 1.5. Only Elves, Dúnedain, and Dwarves still receive a number of ranks for these skills equal to their Wits x 3. Such characters also do not receive the free advancement (see above, p.1).

Attributes are generated in one of two ways: The RANDOM METHOD requires the player to roll 2d6 eight times. He discards the highest and the lowest result and keeps the others. The PICK METHOD allows you to assign the following scores to your attributes as you choose: 8, 7, 6, 6, 4, and 3. Then distribute 8 more points among your scores (follow the guidelines presented in the Core Book, p.46).

All other specs remain unchanged, including the number of edges and flaws a character may have upon initial character creation.

If a Narrator wants the PCs to reach the normal power level after a while, he should grant one additional advancement pick for each of the first five advancements. Additionally, he may rule that the characters can increase their attributes for free (i.e., no picks required) by a total of three points for the first advancement, by two points for the second, and by one point for advancements number 3 to 5. (NOTE: If a Narrator awards those free picks, a starting low-powered character will almost be equal to a normally created one after five advancements. Only the Reactions will be a little bit lower, since they are not affected by the free pick attribute advancements.)

FUMBLES & FAILURES

Sometimes things just go wrong. Whenever a character's test results in a Disastrous Failure, or whenever he rolls double ones, his attempted action fails completely. If the test was made for an attack or to withstand the loss of weariness levels due to casting spells, consult the Weapon Fumble & Spell Failure Tables on the right. The rule for rolling double sixes applies to rolls on this table. If the test was made for a different purpose (e.g., a movement or a lore test), the Narrator should make up similar results. Let something funny happen (e.g., the character stumbles slapstick-like or is given an entirely wrong information)! Rolling double ones is always bad for a character. Not only he automatically fumbles his action, but even with a great number of skill ranks or other very high test modifiers, he could make things worse. Any time a character rolls double ones, he rolls an additional die and subtracts it from the result. If this die scores a 6, roll another die and subtract it as well, repeating this process until he rolls something other than a 6.

FAILURE & COMPLETE FAILURE

Please note that a Failure or a Complete Failure usually does not call for a roll on the Weapon Fumble & Spell Failure Tables unless the character rolled double ones in the test! A Narrator may also rule that the TN penalty for a Called Shot does not count when determining if the test was a Disastrous Failure.

MODIFIERS

As stated above, the rule for rolling double sixes applies to all rolls on the Weapon Fumble & Spell Failure Tables. Besides that, other modifiers may also increase the result of the roll. These modifiers are summarised in the table. Note that penalties from lost weariness or wound levels do not apply. They were already accounted for in the fumbled test, and may have caused this test to result in a high-degree failure. For an experienced hero, a fumble is primarily a matter of bad luck – rolling double ones –, and not of exhaustion.

If an entry doesn't suit the situation (e.g., because a bow fumble differs from one with a sword), the Narrator should either change the result or go up in the table until he finds a result that pleases him.

HERBS

Since no herb list is included in the Core Book, a Narrator may decide to use the herbs introduced in ICE's

Hands of the Healer Middle-earth source-book (or in the *MERP/ Rolemaster* tables). However, be sure that the effects of these herbs are in line with the generally very low healing and recovering rates of Decipher's *Lord of the Rings Roleplaying Game*. For instance, no herb should ever heal any injuries instantly. Concussion relief herbs heal approximately one third to one half of the damage shown in the lists.

WEAPON FUMBLE & SPELL FAILURE TABLES

2d6	SPELL FAILURES	WEAPON FUMBLES
1-2	That gnat just landed in your ear. You may begin casting the spell again, but you lose weariness levels as normal.	Your palm is sweaty. Maybe you will improve.
3-4	You cannot remember the final words for the spell and lose weariness levels as normal.	Your feet get tangled. You miss the opportunity to get in that vital blow.
5	Your head pounds. You have to stop casting and lose weariness levels as normal.	Klutzy. Drop your weapon. You need two actions to recover it, or one action to draw a new one.
6	You remember a childhood incident that was traumatising. You lose weariness levels as normal, but suffer a -3 test penalty for one minute.	You are over-extended and strain a muscle. Take 1-2 wounds.
7	A momentary mental lapse causes you to forget your place in the spell. You lose an additional weariness level.	You trip over that uneven surface. Spend one round staggering. You can still parry/block at -3.
8	A muscle cramp in your jaw causes the spell to fail. Lose an additional weariness level. You are numb for one round.	You try to impress your opponent with a spin manoeuvre. Too bad. Lose two actions while you recover.
9	You are seeing stars. You must cancel the spell and lose an additional weariness level. You are numb for one round.	You entangle your weapon in your clothes, causing it to get stuck. Spend three actions to pull it out.
10	While casting, you notice that shadows are beginning to move. You are scared and don't dare to cast any spells for the remainder of the day.	You are suddenly very winded. Take two rounds to relax (there is no effect to weariness levels, though).
11	You have been working too hard. The spell misfires badly. You take 1d6 wounds and are numb for 1/2d6 rounds.	The excitement is just too much! Your momentary frenzy leaves you numb and unable to parry for one round.
12-13	You shouldn't dare to cast that spell soon again! Some powers are not for the use of Iluvatar's children. You acquire one corruption point and lose an additional weariness level.	The awkward attack has opened a hole in your defence. Your Defence is lowered by 5 for one round.
14-15	Severe power feedback knocks you down. Don't try to master powers you do not understand! Take 2d6 wounds and a "Light" critical (random body part).	You pulled something on that last swing and now it begins to hurt! You take 1-3 wounds and are numb for two rounds while you recover.
16-17	If applicable, the spell affects a random, nearby ally. Anyway, you feel guilty and acquire a number of corruption points equal to the number of picks you have spent on the failed spell.	You fall and smack your head on the ground. You are down for two rounds. You cannot dodge, but you may parry at -10. After standing up, you are numb for another round.
18-19	You suffer a mild stroke. Take 2d6 wounds and lose all spell casting abilities for two weeks. In addition, you will have a -3 penalty for 1d6 days.	You execute a perfect attack – against closest ally (or yourself if no one else is around). Ally takes 1d6 wounds and a "Light" critical (random body part).
20-21	You internalise the spell. Take 3d6 wounds and lose all spell casting abilities for 1d6 weeks.	You attempt to maim yourself. Take a "Medium" critical to a random body part.
22-23	You now suffer from a nervous disorder (Narrator's discretion, perhaps you acquire a mental flaw). You are numb for 2d6 rounds and lose all spell picks dedicated to this spell.	Worst move seen in ages! You are out for two days with a groin injury. There is a 50% chance (1 to 3 on a d6) your foes will be out for two rounds, laughing.
24+	You suffer a severe stroke. You drop into a coma for 1d6 months.	Your weapon brakes and one end hits you in the head. You are numb and unable to parry for one minute.

MODIFIERS

Fumbled Endurance test resulted in a Disastrous Failure	+6	Fumbled Attack resulted in a Disastrous Failure	+6
Fumbled Endurance test resulted in a Complete Failure	+3	Fumbled Attack resulted in a Complete Failure	+3
Fumbled Endurance test resulted in a Failure	+1	Fumbled Attack resulted in a Failure	+1
Fumbled Endurance test would normally have been successful, but failed due to rolling double ones	-2	Fumbled Attack would normally have been successful, but failed due to rolling double ones	-2
Endurance test was a Disastrous Failure, but w/o double ones	+0	Attack was a Disastrous Failure w/o double ones	+0
Spell falls under no specialty	+0	One-handed or Bow attack	+0
Spell falls under the Beast or Water specialty	+1	Two-handed or Pole Arm attack	+1
Spell falls under the Fire or Air specialty	+2	Thrown weapons attack	-1
Spell is a Sorcery or Secret Fire spell	+4	Unarmed attack (Note: change entries!)	-2

LANGUAGES

Languages are also not discussed at length in Decipher's *The Lord of the Rings Roleplaying Game*, though they are an important and flavourful aspect of gaming in Middle-earth. The number of ranks developed in a language gives a good idea on how well a character understands it, but for discussing or reading very complex or obscure matters a skill roll may be necessary (as described in the Core Book, p.129).

SKILL RANK 1 – Allows user to communicate and understand very basic concepts in the form of single words or very short phrases (e.g., eat, danger, money, enemy,

pain, etc.). In written form, user can read or write very simple phrases and words.

SKILL RANK 2 – User may converse on very simple subjects, using whole sentences instead of broken phrases as long as both sides are speaking slowly and carefully.

SKILL RANK 3 – Allows user to converse freely in everyday conversation of an average nature (e.g., market talk, peasant discussions, conversation with guards, etc.). User still has a strong accent and is him-self able to distinguish major dialects.

SKILL RANK 4 – The normal speaking level of the native population, the common man. Subtle or particularly sophisticated concepts still prove troublesome.

SKILL RANK 5 – True fluency. Allows understanding of, and conversation with, the most learned of native speakers. Sophisticated folk may still brand you as an “outlander”, however, and archaic or unusual concepts will still prove troublesome.

SKILL RANK 6 – Fluency plus the ability to recognise the regional and cultural origin of all speech (although it may still prove troublesome to speak or understand).

SKILL RANK 7 – Absolute fluency of the language and all closely related dialects. Extremely archaic and complex concepts may prove trouble-some.

SKILL RANK 8 and higher – Needed for the understanding of the obscurest lore, such high skill ranks can only be learned from Wizards or other ancient and well-educated beings.

TONGUES OF MIDDLE-EARTH

A detailed discussion of the languages of Middle-earth can be found in ICE’s *Middle-earth Campaign Guide* (#2003). Below is a short overview of the most important and common tongues.

ELVISH TONGUES: Quenya, Sindarin, Nandorin (a.k.a. Bethteur or Silvan), Avarin.

DWARVISH: a.k.a Khuzdul.

ENTISH: A character cannot learn the language of the ancient treeherds.

MANNISH TONGUES: Westron (Common Speech of north-western Middle-earth and mother-tongue of most folk in the late Third Age), Adûnaic (Númenoreans), Rohirric (formerly called Eothric), Atliduk (Beornings), Nahaiduk (Woodmen), Gramuk (Rhovanion Northmen), Eriedaic (Northman dialects of Eriador like Breeish, closely related to Westron and substituted by it in Mid-Third Age), Dunael (Dunlendings), Blarm (Dunnish hillmen of Eriador), Haradaic (northern Haradrim), Apysaic (southern Haradrim), Varadja (Variags of Khand), Asdradja (Asdriag Easterlings), Ioradja (Balchoth), Labba (Lossoth), Tyran (spoken in the northern basin of the Talathrant), Urdarin (spoken in the far north-east of Endor), Pûkael (Woses or Drúedain).

OTHER TONGUES: Morbeth (Black Speech), Orkish (comes in many dialects, sometimes without any similarities. Orcs from different tribes use Common or Black Speech to converse with each other).

GUIDELINES ON EXPERIENCE

The Core Book does not provide detailed guidelines on handling Experience Point (EP) awards. While some

Narrators may be happy with the very simple system presented on p.279 of the Core Book, others may feel that it both neglects the nature of the task accomplished by the PCs (which may differ widely in terms of difficulty and impact on the history of Middle-earth) and the size of a group (since more PCs will be able to defeat more opponents). The guide-lines presented below – they have been developed according to the EP awards given in “Through the Mines of Moria” Adventure Game and the way how this issue is handled in *AD&D* and *Rolemaster* – do involve more bookkeeping, but just remember Gimli and Legolas counting the number of Orcs they slew in the battle at Helm’s Deep.

To cope with that problem, more detailed guidelines on EP awards are presented below. These replace the awards a group gains for fulfilling the primary and secondary objectives of a chapter, as well as the EP for completing a scene’s purpose or the ones for a successful skill test that is related to story objectives. Only the – individually distributed – EP for exceptional roleplaying are retained.

All EP gained according to the below tables are summed up for the whole group and then divided among the members of the group (unless stated otherwise).

GENERAL GUIDELINES

EP are only gained if some kind of danger is involved in a situation. Also, EP are only awarded for successfully and completely resolved actions or activities. In a combat situation, no EP are earned for defeating a non-hostile NPC or beast (in fact, defeating such a harmless NPC will even be considered a homicide, and the character will acquire a number of Corruption Points at Narrator’s discretion).

Additionally, there must be a logical reason for the character to perform an action, and the chosen action must not harm any other PCs if an EP award is desired.

THE LEARNING VALUE

Most of the EP gained according to the below guidelines are multiplied by 5 if the activity has never been performed by the character, by 2 if the activity has only been performed once before, and by 1/2 if it has become a routine (i.e., usually from the sixth time on). These EP multipliers reflect the “uniqueness” and learning value of a given event or action. They should be applied to Elimination EP and Manoeuvre & Spell EP, but not to Sustained Damage EP, Travel EP and Fulfilled Objectives EP.

TABLE EP 1: EP MULTIPLIERS

FREQUENCY	EP MODIFIER
First Time	x 5
Second Time	x 2
Third to Fifth Time	x 1
Sixth + Time	x 0.5

GROUP EP CATEGORIES

In total, there are six categories in which a group of PCs can hope to gain EP: Manoeuvre & Spell EP, Sustained Damage EP, Elimination EP, Travel EP, Fulfilled Objectives EP, and Individual EP.

MANOEUVRE & SPELL EP

These EP are awarded for all kind of non-combat manoeuvres successfully accomplished during a chapter. To justify an EP award, the skill test must be made under some kind of pressure (i.e., a piece of information is needed urgently, or the character could fall into a chasm, etc.).

The number of EP gained for successfully casting a spell depends on the basic Weariness TN given in a spell's description, i.e. test penalties due to spells cast before within a minute or multiple spells active at the moment are not accounted for. Note that additional EP are gained from a spell if it also eliminates a foe. The most important note is a warning to the Narrator: Do not award EP for spells you deem out-of-place or unnecessary! Remember, in Middle-earth it is bad role-playing if you cast too many spells. If a player keeps showing off his power too often, simply subtract the EP he would normally gain! It may be wise to subtract these EP both from a group's total score and the spellcaster's individual set of EP.

TABLE EP 2: MANOEUVRE & SPELL EP

DIFFICULTY	EP
Simple (TN 5):	5
TN 6	7
TN 7	10
TN 8	13
TN 9	16
Routine (TN 10):	20
TN 11	25
TN 12	30
Challenging (TN 15):	40
Difficult (TN 20):	60
Virtually Impossible (TN 25):	100

SUSTAINED DAMAGE EP

A group gets one EP for every point of damage a character gains (i.e., 1 EP for each wound). In addition, a group receives 10 EP for each "Light" critical strike one of its members sustains, 25 EP for each "Medium" critical, and 50 EP for each "Severe" critical.

ELIMINATION EP

To eliminate a foe does not necessarily mean to kill him. An opponent can be defeated in many ways. A group gains the same set amount of EP, regardless if a hostile NPC or an aggressive beast has been forced to retreat or to change his plans, rendered unconscious, or actually killed. However, to justify an EP award, there must be involved a risk for the characters of getting killed themselves, and they must have personally faced all foes for whose elimination they claim the EP.

The amount of EP gained for eliminating an opponent depends on his Health Score. Look up a foe's Health attribute, apply any modifiers for special abilities from Table EP 3, and then consult Table EP 4 to learn how many EP the group receives for eliminating this foe. Sample EP awards for the servants of the shadow, fell beasts and monsters introduced in the Core Book can be found in Table EP 5.

TABLE EP 3: HEALTH SCORE MODIFIERS

ABILITY	MODIFIER
Advancements (for every five advancements)	+1
Additional Attacks (for each attack beyond two per round)	+1
Attack does 4d6 or more damage	+1
Barley intelligent (Wits 3 or less)	-2
Black Breath	+1
Cloaked in Darkness	+1
Curse of Daylight (N/A at night) (per full -3 penalty)	-1
Enchanted Weapons/Items	+1
Fire-breathing	+2
Flight/Wings	+1
Heart of Darkness	+1
Highly intelligent (Wits 12+)	+1
Icy Touch	+2
Poisonous	+2
Power (counter-spelling)	+2
Ranged Attacks	+1
Spell Casting (per Spellcasting order ability pick or 5 spells)	+1
Stench	+1
Terror	+2
Tough Skin (per 3 points of damage absorbed)	+1
Webs	+1
Wraithform	+3
Unlisted Natural Ability	+1
Unlisted Magical Ability	+2

TABLE EP 4: ELIMINATION EP

MODIFIED HEALTH SCORE	EP AWARD
below 5	5
5 to 6	10
7 to 8	20
9 to 10	30
11 to 12	50
13 to 14	70
15 to 16	100
17 to 18	140
19 to 20	190
21 to 22	240
23 to 24	300
25 to 26	500
27 to 28	640
29 to 30	780
31 to 32	920
33 to 34	1060
35 to 36	1200
37 to 38	1350
39 to 40	1500
41+	1500 + 150/pt. above 40

You will notice the large gap between Health Score 24 and 25. This represents the fact that all foes with a modified Health Score equal to or above 25 are specific, individual villains or beasts (e.g., Shelob), while those with a modified Health Score equal to or below 24 are "generic" ones (e.g., a Mûmakil).

EP for foes with a modified Health Score (HS) above 40 are calculated in the following way: take the modified HS, subtract 40, multiply this number by 150, and then add 1500. The result is the number of EP.

TABLE EP 5: SAMPLE EP AWARDS

FOE	EP AWARD
Barrow-wight	100
Dunlending	30
Giant Spider (small)	30
Giant Spider (large)	70
Half-Orc	30
Hell-hawk	70
Mûmakil	300
Olog-hai	240
Orc	30
Troll	190
Uruk	70
Warg	50
Werewolf	100
Wolf	20
SPECIFIC FOES	
Balrog of Moria	1500
Nazgûl (Lesser)	1060
Saruman	1500
Shelob	500
Witch-king of Angmar	2100

FULFILLED OBJECTIVES EP

Under this system, the number of EP a group receives for fulfilling the objectives of a chapter are considerably lower than under the standard guidelines presented in the Core Book (p.279). This is primarily due to the fact that the bulk of EP are awarded according to the difficulty of a chapter (i.e., the number and kind of defeated foes, and the skill tests needed for this task).

However, based on this “difficulty level” of a chapter, additional EP can be gained for fulfilling its objectives. When awarding EP for this, keep in mind the following guidelines:

- The number of EP awarded for fulfilling the objectives of a chapter must not surpass half of the total number of EP awarded for eliminating or defeating foes (see Table EP 3 and/or Table EP 4).
- Additionally, the Fulfilled Objectives EP must not be greater than:

100 x number of PCs in the group
x number of sessions required for the
completion of the chapter

EXAMPLE: A group of four PCs needs two sessions to complete a chapter. Thus, a Narrator must not award more than $100 \times 4 \times 2 = 800$ EP for fulfilling the objectives of this chapter. However, if the PCs had only defeated twenty Orcs over the course of the chapter, he must not award more than $20 \times 30 \div 2 = 300$ EP on this.

- A Narrator should always calculate the number of EP gained by his group himself. But of course it’s the task of the players to record who defeated which foe (and how many of them, if applicable) and what skill tests have been successfully made. Simply pass one trust-

worthy player the Experience Award Sheet. Another player should record how often a specific kind of foe has been defeated by each character. This helps the Narrator to determine which learning value factor he might choose to apply.

INDIVIDUAL EP AWARDS

TRAVEL EP

A character receives one EP for every ten miles travelled on land in an unfamiliar area, and one EP for every hundred miles if flying or at sea. The character must be conscious and interacting with his environment.

TABLE EP 6: TRAVEL EP

REGION TYPE	MULTIPLIER
Civilised	x 0.5
Normal	x 1
Moderately dangerous	x 2
Extremely dangerous	x 3

EXCEPTIONAL ROLEPLAYING

Lively acting or otherwise exceptional roleplaying, good ideas and intelligent actions certainly warrant that a player gets some additional EP for his character. No rigid guidelines can be established on this issue, though. The below table shows a few suggestions:

TABLE EP 7: INDIVIDUAL EP

TRIGGER	EP AWARD
Exceptional roleplaying	10–40
Player encourages others	10–40
Player has a good idea	10–30
Player saves the group with an idea he had	30–100
Character defeats foe in single combat	EP value of foe

EP REQUIREMENTS FOR ADVANCEMENTS

Even though the above guidelines on awarding EP are not overly generous, a Narrator may be afraid that his player’s characters will gain too many advancements in to short a time. While advancements are – in general – not particularly “powerful” (at least compared to the benefits a PCs gets for raising a level in many other RPGs), it is still problematic if a character is able to match prominent NPCs after a couple of long chronicles. Therefore, use the below table to determine how many EP are required to be spent in order to undergo an advancement:

ADVANCEMENT TABLE

ADVANCEMENTS	EP REQUIRED
1 to 5	1000 EP each
6 to 10	2000 EP each
11 to 15	3000 EP each
16 to 20	4000 EP each
21+	5000 EP each