

# Lord of the Rings Roleplaying Game Frequently Asked Questions

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## Core Book

Frequently Asked Questions involving the Lord of the Rings RPG Core Book.

*Page 49:* Q: Is there any way to increase your base Defence after character creation?

A: No. The only way to permanently raise your Defence 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 52:* Q: Do medium-sized characters have five Wound Levels, or six?

A: Medium characters have five different 'wounded' levels and one 'Healthy' level. Unfortunately, throughout the core rulebook and *Fell Beasts and Wondrous Magic*, the 'Healthy' level is sometimes referred to as a Wound Level and sometimes not counted as a Wound Level. In many cases the meaning can be understood by context, but for a complete list of which Wound Levels are possessed by characters and creatures of various sizes, refer to the page 6-7 FAQ entry for *Fell Beasts and Wondrous Magic*.

*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.

*Page 77:* Q: Does the limit of +6 in any one skill for starting characters include any bonuses from traits and abilities, or just the ranks?

A: The limitation applies to ranks only. Any bonuses from Edges, Racial Abilities (unless they specify that the character gets free ranks in the skill, like "Six Meals a Day"), or Order Abilities may raise the net total for the skill above +6.

*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 listings are for Ranks only. Thus, a Warrior with a +2 Nimbleness modifier and Armed Combat 6 could not take Swift Strike.

*Chapter Four:* 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.

*Chapter Four:* 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.

*Chapter Four:* 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 103:* Q: How does Favoured Weapon work?

A: When you take Favoured Weapon, you select a single weapon, such as longsword. You advance the Armed Combat skill related to that weapon at one pick for two ranks. You suffer a -4 penalty when using all other weapons governed by that skill. You do not, however, suffer a -4 penalty when using weapons governed by other skills within the Armed Combat skill group.

For example, if you had Favoured Weapon: Longsword, you would advance Armed Combat: Blades at one pick for two ranks. You would suffer a -4 penalty when using daggers, shortswords, and other non-longsword weapons governed by Armed Combat: Blades. You would suffer no penalty for using weapons like clubs, spears, whips, and so forth, because they are governed by Armed Combat skills other than Armed Combat: Blades.

*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 attacking with 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).

*Page 152:* Q: Do the effects of Warrior's Heart apply to Weariness tests from spellcasting?

A: Yes, as long as the spellcaster is involved in battle and the spell being cast is related to the battle.

*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: The parry/block bonus only applies when the person with the shield is performing a parry/block action. The ranged attack penalty to hit the person with the shield applies all the time. Note that the rules for the parry/block action prohibit its use against ranged attacks.

*Page 207:* 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 corslets only. How much do hauberks cost?

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

*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.

*Chapter Nine:* Q: If two effects that inflict maximum damage are active at the same time (like an Extraordinary success while casting under Word of Command), do they do additional damage?

A: No. Effects that do not give a specific bonus (+3, +5, -4, etc.) but instead provide a descriptive element (like "maximum damage") do not stack. However, you could use the suggestions for "Extra Successes in Combat" on page 231 of the core book. Just consider that maximum damage is delivered thanks to Word of Command and the Extraordinary Success entitles you to one of the effects described.

*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 additional 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 248:* Q: Under "Leechraft," it states that a character treated by a healer regains all damage in his current wound level plus one. Can multiple tests of this type be performed on a single character?

A: No. You get one stabilization test per character per combat/wound. After that, the character must use the natural healing rules on page 247. Note that if a not-quite fully healed character takes another wound, a new stabilization test *is* allowed.

*Page 249:* Q: How long must one rest before they can once more use the Base Time for Weariness checks?

A: Of a character rests enough to recover one level of Weariness (for example, 1 hour to rise from Tired to Winded), then the Weariness Rates are reset to the Base Time.

*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.

*Page 278:* 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.

*Page 278:* Q: If I raise my Nimbleness (for example) enough to raise the modifier, does my Swiftiness 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.

*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.

*Chapter 12:* Q: In Chapter Twelve, many creatures -- Dunlendings and Orcs, for example -- have the Armed Combat skill without any specific skill in the Armed Combat skill group being listed. Does this indicate proficiency in all areas of Armed Combat?

A: No. It indicates that the particular Armed Combat skill possessed will vary depending on the individual. The Narrator is intended to choose a specific Armed Combat skill depending on the specifics and circumstances.

*Page 285-286:* Q: If a Nazgûl (or other creature with the Terror ability) uses its Intimidate (Fear) skill on a specific opponent, does the Terror ability still function on others?

A: Yes. Even if the creature is Intimidating one character, all other characters within range remain affected by the Terror ability.

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.

## **Fellowship of the Ring Sourcebook**

Frequently Asked Questions involving the Lord of the Rings RPG Fellowship of the Rings Sourcebook.

*Page 40:* Q: Why is Celeborn's Health so low compared to his Strength and Vitality?

A: Actually, the value given for Celeborn's Health is correct, his attributes have been improved through advancement. Remember that once you have finished the initial character creation, Health is no longer tied to the attributes that determined its starting value. As a result, when Vitality and Strength are raised, Health remains the same (but can be improved separately).

## **Fell Beasts & Wondrous Magic**

Frequently Asked Questions involving Lord of the Rings RPG Fell Beasts & Wondrous Magic sourcebook.

*Pages 6-7:* Q: I don't understand which Wound Levels creatures of various sizes have.

A: The following lists, which enumerate the precise Wound Levels possessed by creatures of various sizes, should clarify things.

Miniscule: Healthy, Dazed

Tiny: Healthy, Dazed, Injured

Little: Healthy, Dazed, Injured, Wounded

Small: Healthy, Dazed, Injured, Wounded, Incapacitated

Medium: Healthy, Dazed, Injured, Wounded, Incapacitated, Near Death

Large: Healthy (x2), Dazed, Injured, Wounded, Incapacitated, Near Death

Mammoth: Healthy (x3), Dazed, Injured, Wounded, Incapacitated, Near Death

Huge: Healthy (x4), Dazed, Injured, Wounded, Incapacitated, Near Death

Gigantic: Healthy (x5), Dazed, Injured, Wounded, Incapacitated, Near Death

Titanic: Healthy (x6), Dazed, Injured, Wounded, Incapacitated, Near Death

## **Moria**

Frequently Asked Questions involving Lord of the Rings RPG Moria boxed set.

*Dwarves of Middle-Earth, page 26:* Q: What does (East of East) mean? Should this be something else?

A: "East of East" means "Really far East."

*Foldout map, Twentieth Hall:* Q: the map callouts are missing for items J and K (listed in the Moria book on page 36). I see callouts A-I, but no J or K. Were they missed?

A: J and K are on the second floor of location 7-9. They are not depicted on the map, but their descriptions in the Khazad-dûm book specifically state this (page 36) and describe which depicted rooms they are above.

## **The Two Towers Sourcebook**

Frequently Asked Questions involving the Lord of the Rings RPG The Two Towers Sourcebook.

*Page 76:* Q: Shouldn't Grima Wormtounge's Spellcasting ability be listed as Spellcasting 1?

A: No. If only one instance of an Edge or order ability has been taken, no numerical notation is required.